

OBSTRUCTION/
INTERFERECE/
MALICIOUS
CONTACT

2-35

2-31

2-34



Objectives

- Definitions
- Mechanics
 - Demonstrate
- Video review
- Rulings/application

Helpful tip

O *Offense*

I *Interferes*

D *Defense*

O *Obstructs*

Use the uniform colors to assist with the call

Obstruction (Defense)

Definition 2-35

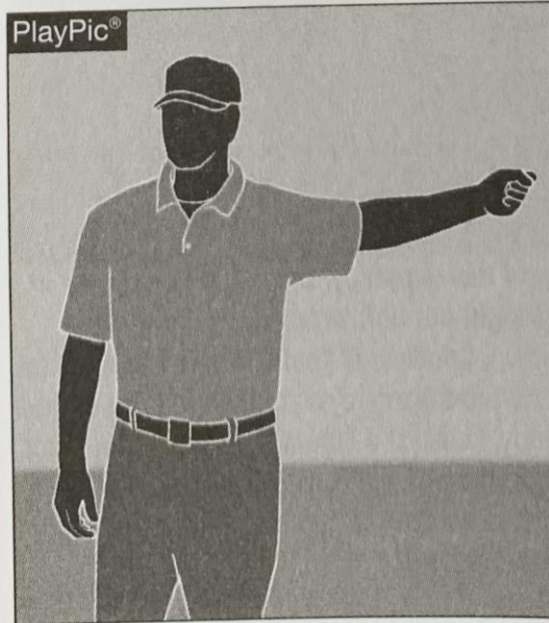
- Act of **DEFENSIVE PLAYER** that hinders or impedes a batters attempt to make contact with a pitch
- Impedes the progress of a runner
- Impedes batted-runner who is legally running bases unless the fielder is in possession of the ball
- Act maybe intentional, unintentional, physical or verbal

Umpire Mechanic

Delayed dead ball signal

Volunteer to demonstrate the
proper mechanic

PlayPic®



Delayed Dead Ball — Extend the left arm straight out at shoulder height, parallel to the ground. The hand is in a fist with the fingers of the fist facing forward or facing toward the ground.

Ruling/Penalty

- When obstruction occurs:
 - If the obstructed runner is put out prior to reaching the base that would have been reached had there not been an obstruction, dead ball is called and the obstructed runner and each other runner affected by the obstruction will be awarded the base or bases which would have been reached, in the umpire's judgement had there not been obstruction
 - An obstructed runner may NOT be called out between the two bases where the runner is obstructed
 - If the obstructed runner is put out after passing the base that would have been reached had there been no obstruction, the obstructed runner will be called out. The ball remains live.

Ruling/Penalty (con't)

- When a runner, while advancing or returning to a base, is obstructed by the fielder who neither has the ball nor attempting to make an initial play on a batted ball, or fielder who fakes a tag without the ball, the obstructed runner and each runner affected by the obstruction will be awarded the base or bases which would have been reached, in the umpire's judgement, had there been no obstruction.

Case Situations

2-35:

F6 fakes a tag as R1 approaches second base. R1 decides to continue on to third base where R1 is thrown out.

Case Situations

2-35:

F6 fakes a tag as R1 approaches second base. R1 decides to continue on to third base where R1 is thrown out.

RULING: F6 is guilty of obstruction. Faking a tag is obstruction. If in the judgement of the umpire R1 would have reached third base had R1 not been obstructed, R1 would be awarded third base.

Team Warning 3-6-2 Penalty

Case Situations

2-35:

B1 rounds first base on a base hit. F3 is in B1's way, but B1 does not elect to try for second base, because the ball was already at second base.

Case Situations

2-35:

B1 rounds first base on a base hit. F3 is in B1's way, but B1 does not elect to try for second base, because the ball was already at second base.

RULING: The umpire should call obstruction, but would not advance the runner if, in the umpire's judgement, the runner would not have reached second base had the obstruction occurred.

Case Situations

2-35

F2 (a) with the ball or (b) without the ball, is blocking home plate. R1 is tagged out.

Case Situations

2-35

F2 (a) with the ball or (b) without the ball, is blocking home plate. R1 is tagged out.

RULING: In (a) R1 is out. In (b) the umpire would call obstruction and signal a delayed a dead ball. The runner would be awarded the base, in the umpire's judgment, the runner would have reached had there been no obstruction.

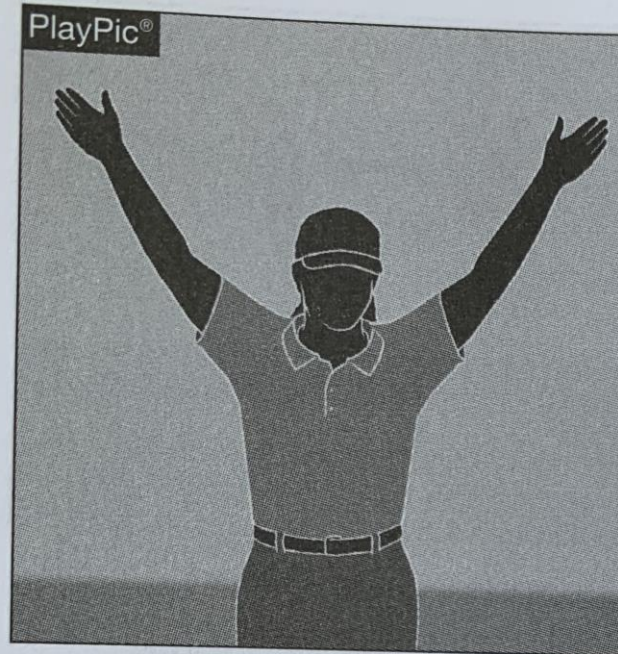
Interference (Offense)

Definition: 2-31

- Interference is an act (physical or verbal) by a member of the team at bat who illegally impedes, hinders, or confuses any fielder or
- When a runner creates malicious contact with any fielder with or without the ball in or out of the baseline
- Other types of interference involve equipment, umpire or spectator

Umpire Mechanic

Immediate dead ball signal



Dead Ball, Foul Ball, No Pitch, Time —
Raise both arms straight up with palms forward. Arms should be at about a 35- to 40-degree angle from the body. Verbally call "dead ball," "foul ball," "time," "no pitch." If the call is "foul ball" and the ball is close to the line, the feet should be straddling the line. When the plate umpire signals no pitch, the signal may be accompanied by sideward movement out from behind the plate for better visibility.

Examples of interference

- During a double play
- Offensive player excluding runner or retired runner
- Ball hits runner
- Ball hit twice
- Bat hits fielder
- Batter impedes fielder
- Coach
- Offensive team hinders

Examples of interference (con't)

- Runner impedes thrown ball
- Spectator
- Umpire

Case situations

2-31

With R1 on second base, B2 , hits a grounder to F6. Just as F6 starts to throw to first base, R1 on the way to third base, yells at F6, which startles F6, causing the ball to be thrown over F3's head into dead-ball territory.

Case situations

2-31

With R1 on second base, B2 , hits a grounder to F6. Just as F6 starts to throw to first base, R1 on the way to third base, yells at F6, which startles F6, causing the ball to be thrown over F3's head into dead-ball territory.

RULING: R1 is called out immediately for interference. The ball is declared dead. If the interference, in the umpire's judgement, is an obvious attempt to prevent a double play and it occurs before R1 is put out, the immediate succeeding runner, B2, SHALL also be called out.

Case Situations

2-31

B1 chops the ball and causes it to bounce just in front of home plate. F2 fields the ball but does not throw to first base because B1 was running outside the three-foot running lane, and F2 thought the throw would hit the runner.

Case Situations

2-31

B1 chops the ball and causes it to bounce just in front of home plate. F2 fields the ball but does not throw to first base because B1 was running outside the three-foot running lane, and F2 thought the throw would hit the runner.

RULING: No infraction has occurred and the ball remains live. Interference cannot be called unless F2 actually makes a throw to first base.

Case Situations

2-31

Upon covering a play at third base , the umpire collides with (a) base runner, who is subsequently tagged out, or (b) a fielder, who is unable to make the play and the runner scores.

Case Situations

2-31

Upon covering a play at third base , the umpire collides with (a) base runner, who is subsequently tagged out, or (b) a fielder, who is unable to make the play and the runner scores.

RULING: Both (a) and (b) are not considered umpire interference. The ball remains live and the play stands.

Malicious Contact

Definition: 2-34

- Is contact that involves excessive force with an opponent
- Malicious contact supersedes obstruction.

You Make the Call



0:01 / 0:15

Play





Videos





Play (k)

TEST AND
CLINIC
March 11, 2024



IMPORTANT