

MIDLAND SOFTBALL UMPIRES ASSOCIATION

POINTS OF EMPHASIS

**** This document can be changed without the MSUA membership voting.**

PE1 Practice Time

PE1.1 The first team named on the schedule is designated as the home team. The home team will take infield practice fifteen (15) minutes prior to game time. Their practice period shall not exceed five (5) minutes. The visiting team shall then take infield practice for a period not to exceed five (5) minutes. The last five (5) minutes prior to game time shall be designated for the pre-game meeting between managers and umpires.

PE1.2 Infield practice will not be permitted or scheduled on the field for teams playing the second, third and fourth game on the same diamond.

PE2 Forfeiture

PE2.1 Forfeit time is game time. There shall be no forfeit allowance.

PE2.2 Twilight games shall start at 6:15 p.m.

PE2.3 Subsequent games shall not start before scheduled game time or within five (5) minutes after the completion of the previous game.

PE2.4 On all forfeits, umpires must complete the score on the front of the card as usual. On the reverse side, copy the names on the winning team as proof of forfeiture or attach a completed line-up card of the non-forfeiting team.

PE3 Time Limit

PE3.1 No new inning shall start after an elapsed time of One (1) hour and thirty (30) minutes from the starting time of the game for all fast pitch and modified games unless the game is tied.

PE3.2 No new inning shall start after an elapsed time of one (1) hour and fifteen (15) minutes from the starting time of the game for all slow pitch games unless the game is tied.

PE3.3 According to the MSA by-laws all tie games for fast pitch and modified must be played out until there is a winner using the international tie-breaker rule.

PE3.4 Umpires are to synchronize their timing devices with the clock in park attendant's office in Currie Stadium. This is the official time.

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PE4 Protests

- PE4.1 All protests must comply with Rule 9, Sections 1 through 7, of the official ASA Guide.
- PE4.2 When a manager officially makes known his intent to protest a game, the plate umpire shall make this intention to protest known to his co-workers and the opposing manager. Immediately following the game, while the situation is "fresh in your mind", the umpires should complete a written report as to the exact situation surrounding the protested play. Be sure we are dealing with the facts exactly as they happened.
- PE4.3 If a protest should be upheld, the umpires will not be paid.

PE5 Official Umpire Complaints

- PE5.1 The umpire's association will not consider Umpire complaints unless the complaint is in writing and signed.
- PE5.2 Any official complaint must be registered through the commissioner's office or through the Umpire-in-Chief.
- PE5.3 The umpire involved shall have a fair and proper hearing with the Executive Board as soon as possible. It may be necessary to ask all parties involved to take part at this hearing.
- PE5.4 Regardless of the outcome, all interested parties will be informed of any action deemed necessary to rectify the situation.

PE6 Ejected Players

- PE6.1 Ejected players must be listed on the game card that is returned to the Department of Parks and Recreation Office. The player's name, as well as his team, should be listed and the conditions warranting the ejection. The player's name and team shall also be posted on the bulletin board of Currie Stadium. Be sure to include the date on the bulletin board.
- PE6.2 Ejected players may not participate in the game at any capacity. The offender must leave the playing area. If the offender continues to participate in any manner, inform the manager that the game shall be terminated and forfeited if the offender continues. This applies to players, coaches and managers. If the ejected player leaves the playing area and does not create further disturbances, finish the game.

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PE7 Score Cards

- PE7.1 For league play, the home team is the official scorer. Umpires should encourage both managers to check the score periodically and encourage the official scorer to keep the score up-to-date.
- PE7.2 Require them to use first and last names.

PE8 Umpire Cards

- PE8.1 Complete the umpire's card as follows:
- Score: Runs
 - Umpire's Names
 - Winning team representative signature
 - Complete the section on "Comments" when any abnormalities occur.
- PE8.2 This card must be returned to the attendant at Currie Stadium.
- PE8.3 All line-up cards must be turned in with the umpire's card.

PE9 Umpire's Pay

- PE9.1 For league play, umpires will be paid at least once a month, no later than the first Thursday of each month.
- PE9.2 For exhibition games, umpires are to be paid before the game.
- PE9.3 For tournament play, umpires will be paid immediately following the last game.
- PE9.4 Fee Structure set by the MSA, Parks & Recreation, and the MSUA
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| MSA League Play (Fastpitch/Modified) | \$30.00 / Umpire (2) |
| MSA League Play (Slowpitch) | \$25.00 / Umpire (1) |
| MGSL (18 – 14) | \$25.00 / Umpire (2) |
| MGSL (12 – 10) | \$30.00 / Umpire (1) |
| Invitation Tournaments | League Rate |
| MASA State Tournaments | Going Rate |
| Exhibition Games | \$75.00 / Game |
- PE9.5 For games with two (2) umpires assigned, in case an umpire does not "show" and a single umpire works the game, the umpire working alone shall receive "Time and a half" of the scheduled rate. In case there is more than one game on a diamond, every effort should be made to get a replacement for the second, third and fourth game of the evening. This should be done through the park attendant on duty.

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- PE9.6 Umpires who do not “show” will be handled on an individual basis by the District Commissioner and the Umpire-in-Chief. Continued “no-shows” will result in further action by the Executive Board.

PE10 Tournament Assignments

- PE10.1 The Umpire-in-Chief and the District Commissioner will make Tournament assignments.
- PE10.2 Remember, when an umpire states he is available for a tournament, it is understood that he will be available for the entire tournament. This is necessitated by the problems that exist during rain situations.

Note: There are situations, for example employment that would allow an umpire to miss tournament sessions. However, this must be understood and arrangements made in advance.

PE11 Inclement Weather

- PE11.1 If you should be assigned a game on a day involving inclement weather, the Department of Parks and Recreation will make a decision by 4:00 p.m. of that day as to whether the games will be played.
- PE11.2 It is the responsibility of the individual umpire to contact the Department of Parks and Recreation sometime after 4:00 p.m. for the decision.
- PE11.3 If inclement weather should occur after the 4:00 p.m. deadline, the plate umpire assigned will make the decision for play. The "playability" of the fields should be done on an individual basis.
- PE11.4 If play should be canceled after 4:00 p.m. and umpires "show-up", they will be paid the one-game fee.
- PE11.5 In case inclement weather is involved with the scheduling of exhibition games, the above policy shall be enforced with the following exceptions.
- (1) it shall be the responsibility of the manager to contact the assigned umpires
 - (2) if the managers fail to contact the assigned umpires by the 4:00 p.m. deadline or if a rain-out occurs after the deadline, full pay shall be awarded the assigned umpires

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PE11.6 Every effort will be made to complete all tournament play involving inclement weather.

PE11.7 All umpires assigned to tournament play are expected to be available at all times. Tournament pay is on a "per game basis". Assigned umpires will be paid a game fee for only those games played. A partial game is considered one game; however, game assignments under situations of inclement weather may fluctuate considerably.

NOTE: The above deadlines and responsibilities shall also prevail regarding exhibition games when visiting teams fail to "show".

PE12 Lightning Policy

PE12.1 As umpires it is part of our duty to ensure the safety of the teams and our self when lightning occurs. Every time you continue a game in lightning you are taking a chance on safety.

PE12.2 Once you have seen lightning:

- The game should be stopped **immediately!**
- You should remove everyone from the playing field, including yourself, and inform them that the game is **suspended**.
- The time should be noted along with pertinent game information such as the count, number of outs, base runners, etc.
- You will need to wait at least **(15) fifteen minutes** before you can resume play from the last flash of lightning seen. Therefore every time you see a flash of lightning you will need to *restart* the "at least 15 minute waiting time."
- Once the waiting time has elapsed and you haven't seen anymore lightning you may resume the game.

PE12.3 Using information that you can obtain or have, you will need to determine how long to wait before making a cancellation decision. If we are in a lightning situation where it may blow over we want to give it time to do so. Obviously if the field becomes unplayable you can cancel at that time. The safety of the players is our number one concern but we also want to give them the time to play and not force a make-up game.

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PE12.4 When you cancel a game the rest of the games on the field are cancelled also. You will need to notify the Park Attendant at Emerson Park so they can update our notification media. The Parks & Recreation office tries very hard to notify people about cancellations and without the umpires' help we can't be as helpful as we'd like to be.

PE13 Bat Check Policy

PE13.1 Procedure

Step 1	Arrive at the field, be dressed and ready by 6:00 PM* .
Step 2	At 6:00 PM* check the home team's bats.
Step 3	At 6:05 PM* check the visiting team's bats.
Step 4	At 6:10 PM* start your plate conference.
Step 5	At 6:15 PM* start your game.

* Times reflect Adult softball games during the regular season.

- PE13.2 If the game has two umpires then the bat check **must** be done together.
- PE13.3 We **are not** "ringing" the bats unless they appear to be severely dented.
- PE13.4 You **MUST** check to see if any bats are on the ASA Banned Bat List. If it is on that list the bat must not be used in the game. If it ends up being used, utilize the rule in the ASA rule book.
- PE13.5 The only marking we are looking for now is the hologram sticker placed on by the Midland Softball Association.
- PE13.6 This is a serious issue. We do not want anyone getting hurt while using a bat that isn't ASA certified.
- PE13.7 We **will not** take or mark the bats. You will ask them to put the bat away.
- PE13.8 Once you have checked the bats count them and place the number next to the team name on the game card.
- PE13.9 Once the game has started you will not need to keep an eye on bats that are added unless it is brought to your attention.
- PE13.10 If you have to wait on the players to get their bats out, the game time starts at 6:00 PM. If you run behind, then the game time starts when the first pitch is thrown. **Do not** penalize the players for you not being on schedule.