

CDSSL
MODIFIED DIVISION
RULES
AND
UMPIRE MANUAL
Latest revision – March 2013

Craig Division – over 65

Falzo Division – over 55

This manual contains the combined rules for both modified divisions. Where they are different, the Craig Division rule will be *italicized* while the Falzo Division rule will be underlined.

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1. PREAMBLE

Conduct

Our league is founded on good sportsmanship. Abuse of umpires, other players and spectators will not be tolerated. In general, use of bad language or inappropriate physical action may lead to suspension of playing rights.

Protests

Only managers will be allowed to discuss calls with umpires. If it is a judgment call, no protest allowed. Only what a manager considers a misinterpretation of the rules is a valid cause for a protest. The protest must be given to the plate umpire by the protesting manager before the next pitch is thrown. Umpires will report the protest to the UIC who in turn will determine whether a hearing is necessary to resolve the issue.

Discipline

Crashing into fielders that can be avoided will not be tolerated. Players committing that offense will be subject to being ejected.

Any player or manager being ejected from a game will also be suspended for an additional game.

Any player or manager harassing an umpire before a game will be subject to being ejected from that game plus an additional game suspension.

Any player or manager harassing an umpire after a game will be subject to a one game suspension and an optional two game suspension depending on the umpire's decision.

2. RULES

Rule I: Introduction

Our rules are a mixture of ASA and non-ASA rules. Any situations not covered by these rules will be governed by the Modified Pitch options in the Official Softball Playing Rules of the Amateur Softball Association of America.

Rule II: The Playing Field

1. The official playing fields shall be those designated by the league.

2. The home team is responsible for having the field ready to play.

a. *The home team must have the field ready to play by 0815, otherwise they become the visiting team.*

b. *To help speed up the game the on deck batter backs up the catcher. Umpires will be instructed to enforce this.*

3. Pitching distance is 46 feet.

4. Length of bases is 60 feet.

5. To get the field ready, the following must be done:

a. Fields have to be lined.

b. A commit line shall be drawn perpendicular to the baseline halfway between third base and home plate.

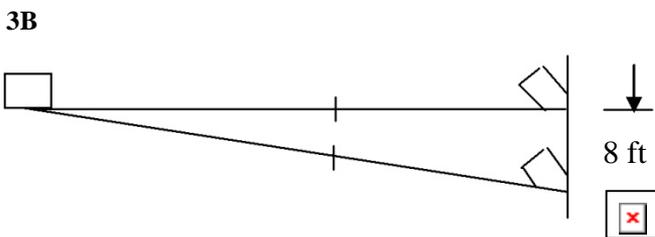
c. *A start line for challenged batters courtesy runners shall be drawn parallel to the third base line on a line with the alternate plate that is far enough away from the batters box to safely prevent a collision.*

d. A batter interference line for challenged batters will be placed on the home to first baseline 20 feet from home plate perpendicular to the first base line.

e. Any excess water or loose stones must be removed and the field raked.

f. Double first base, if not already installed, must be installed and the single first base, if originally installed, is placed off the field.

g. A second home plate shall be placed eight feet from the regular home plate on a line parallel to the first base foul line as shown in the following diagram:



h. After the 11AM game, the home team is responsible for returning the double first base plus the second home plate to the shed and putting the single first base (if originally installed) back on first base.

i. After the 11AM game, both teams are responsible for cleanup of any debris or garbage left in their respective dugouts.

j. Batter's box, if chalk lines provided, should be 6" from home plate, 3 feet wide by 7 feet long, 4 feet in front of a line drawn through the center of the plate.

Rule III: Equipment

1. The official softball used for league play shall be the 375/44 ball.

2. The catcher must wear a mask with a throat protector.

3. Helmets are not required.

4. Metal cleats are not allowed. A player found to be wearing metal cleats must remove them immediately or be ejected from the game.

5. The league must provide each player with his team's shirt. Players must wear the shirts provided by the league. If a player is not wearing the proper shirt, he may play but will receive a warning. If he has been issued a proper shirt and does not wear it in subsequent games, he will not be allowed to play.

6. Players have the option of wearing hats but will have to be team hats, with sponsor's name, if worn.

7. All equipment is to be off the field during play.

8. Legal bats as per ASA rules will be used. Any violation will result in the removal of that bat and game ejection of the player using that illegal bat.

Rule IV: Players and Substitutes

1. A team must have a minimum of 8 players, including substitutes, to start game. In that case, the opposing team will supply a catcher who will not bat for the borrowing team if substitutes are not available. If less than 8 players, game is postponed and made up no later than 8 days. There is a 15 minute grace period . If the game starts with a minimum of 10 players, there will be no further substitutions. Substitute players are immediately removed if roster players show up to play if team would be over 10 players if substitute not removed.

A team must have a minimum of 9 players including substitutes to start game, or game is forfeited. There is a 15 minute grace period. A substitute player only needs opposing managerial approval if the substituting player has a higher rating than the player being substituted for. Teams can pick up a 9th player without managerial approval to prevent a forfeit. Substitute players must be removed if other roster players show up to play and that results in a full roster. Substitute players cannot be added after the start of the game unless replacing a substitute or roster player and then only to bring the number of players to 9. Each team can add substitutes up to 11 players but each substitute must be rated at or lower than the player being substituted for.

No more than 3 substitute players can be used by any team during a playoff game.

2. Maximum number of players in the field is 12.

Maximum number of players in the field is 11.

3. Late arriving players will be given adequate time to warm up and must be placed at the bottom of the batting order and are in the game when the team manager informs the opposing team manager and the home plate umpire.

4. Anybody can be a courtesy runner but can only run once an inning. If a courtesy runner is on base when it is his turn to bat, he can be replaced by another courtesy runner without any

penalty. This applies to both courtesy runners for a batter-runner and a challenged batter.

Courtesy runner must be player making last out unless that player needs a runner, then move to previous out and so on until that player does not need a runner.

5. Each player must play a minimum of 4 innings in a full length game. *At the players request he can be used as a designated hitter only.*

6. A player who misses two consecutive games and has failed to notify his manager will be subject to dismissal.

7. If a player leaves the game he will be dropped from the batting order. An automatic out will not be recorded when his spot in the batting order comes up. Players can return to the game, but must return to their original position in the batting order. Re-entry is unlimited at any defensive position.

8. Each division will need to provide their guidelines to the umpire(s) to entertain any complaint about an illegal substitution. The umpire(s) will decide the legality of that substitution based on the guidelines provided.

9. An injured player may remain in the game at his discretion.

10. An injured player can be replaced in the event of injury or a player dropping out of the league.

Team must bring roster up to full strength whether on a temporary or permanent basis as long as there is a substitute player with the proper rating. The manager has the option to not add a player if the substitute player is rated lower than the replaced player.

Rule V: The Game

1. The fitness of the ground to start a game shall be decided by the team managers and groundskeeper on the day of the game. Ruling will be based on the majority choice.

2. Batting practice shall take place prior to the game, time permitting. Alternating players from each team will do it. Each batter will be allowed three swings as time permits. All players must be off the field five minutes prior to game time without exception.

3. Length of games is normally 9 innings but managers can agree to shorten game.

4. *Early games start at 0845. No inning can start after 1050. Games will be completed at a later time if not official. During playoffs, the 1050 ending requirement is waived.*

Saturday early games start at 9AM with no time limit.

5. *Late game starts at 11AM. No innings start after 1250 if another organization has a 1300 permit for the field. Games will be completed at a later time.*

Late game starts at 11AM.

6. *Either team can score 5 runs in an inning. If they are behind, they can score until they go 5 runs ahead. Exception is if an over the fence home run occurs, all runs score. No limit on runs scored in the final regulation inning or extra innings.*

Each team is limited in the number of runs which can be scored, other than the final inning of regulation, or, extra innings.

Teams that are ahead can score 5 runs during an inning or the number of runs scored until completion of the play (at bat) during which the 5th run scores. The play does not end automatically when the 5th run scores.

The same applies for teams that are behind except that they can score 5 runs or until the score is tied whichever is higher. Again, the play does not end automatically when the 5th run or tying run scores.

In both cases, if an over the fence home run occurs before the run limit is reached, all runs as result of the home run

count.

7. A game shall be official if five or more complete innings have been played, or if the home team has scored more runs in four or more innings than the visiting team has scored in five or more innings. If game called before it's official, game is picked up from that point at a later date. Playoff games must be played to conclusion and resumed at a later date if necessary.

8. In the case of a tie for first place between 2 teams at the end of the regular season a one game playoff between the 2 teams shall be played to determine the regular season champion and playoff first seed. This game must be played prior to the start of the Division playoffs.

All other ties (more than two teams or places other than first, etc) shall be decided in the following order: best cumulative record head to head against all teams involved; run differential involving all teams involved; and run differential for all league games.

Rule VI: Pitching Regulations

1. Situations covered by these rules will be enforced, even if different from the ASA modified pitching rules.

2. *No prior approval required to pitch.*

All pitchers must be approved by the managerial pitching committee consisting of all the team's managers.

3. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.

4. The pitcher must not use windmill or slingshot.

5. *The delivery must be an underhanded motion with the wrist below the hip at the point of release.*

In the delivery of the pitch, the hand must be below the hip and the wrist not farther from the body than the elbow.

6. The pitch shall be delivered on the throwing arm side of the body and not behind or through the legs.

7. *Pitcher must push off with the pivot foot in contact with the pitching rubber and must take a step with the non-pivot foot forward, towards the batter, within the 24-inch length of the pitcher's plate.*

Pitcher must push off with both feet in contact with the pitching rubber and must take a step forward, towards the batter, within the 24-inch length of the pitcher's plate.

8. **Shoulders and driving hip must be square to home plate when the ball is released.**

9. **The release must be on the first forward swing of the pitching arm past the hip and have a complete, smooth follow-through with no abrupt stop of the arm near the hip.**

10. Pitcher has 20 seconds to release the next pitch after receiving the ball or after the umpire indicates “play ball”.

11. The pitcher shall not deliver a pitch unless all available defensive players are positioned in fair territory except the catcher who must be behind the plate.

12. *No more than 5 infielders permitted. Outfielders must remain on the grass until the batter makes contact.*

13. Any infraction of 1-12 is an illegal pitch. If a batter hits an illegal pitch, the offensive team has the option of either taking the play or having the pitch called a ball.

14. If the ball slips out of the pitcher’s hand during the delivery, a ball is declared on the batter.

15. An illegal pitch results in a possible review of that pitcher by the managerial pitching committee consisting of all the team’s managers.

16. No more than 3 warm up pitches allowed. 1st inning allow a maximum of 5 pitches.

Rule VII: Batting

1. If the batter has two strikes and hits a foul ball he is not out unless the ball is a caught fly ball.

2. If the batter swings at a pitch and misses, but the ball touches the batter, especially his hands or wrist, or the ball is hit on the follow through, it is a dead ball strike and if third strike, batter is out.

3. If the batter doesn’t take the batter’s position within 10 seconds after being directed by the umpire, a strike is called on the batter.

4. The strike zone is defined as from the armpits to the top of the knees. The pitch is not a strike if it passes through any part of the top or bottom of the strike zone including hitting the plate and the batter doesn't swing.

5. If a legally pitched ball hits the batter in the strike zone, it's a dead ball strike and if third strike, batter is out.

6. Bunting is not allowed. If a batter bunts the ball he is out and the ball is dead. It is not a bunt if no contact is made. If a player bunts at a ball and no contact is made, a strike is called but he is not out unless it is the third strike.

7. A batter may not run on a dropped third strike. He is out.

8. On an over the fence home run, it is the batters option to run the bases. This option also applies to runners on base at the time the home run was hit. Should the batter and/or runners decide to circle the bases, they are released from the liability to touch each base and the alternate home plate.

9. Batting out of order. Appeal play only. Example: A is scheduled to bat and B bats:

a. While B is batting, and the error is discovered, A comes to bat and A assumes the existing ball/strike count.

b. B completes the turn at bat and the defensive team appeals before the next pitch. A is called out, all scores and advances are nullified, all outs that occur stand and the batter following A in the lineup comes to bat. If B is the batter following A in the lineup, B's turn at bat is skipped and the batter following B in the lineup bats.

c. If the defensive team appeals after B bats and the pitcher delivers a pitch to the next batter, the appeal is not valid. Play continues and those scheduled to bat between A and B miss their turn.

10. If a batter forcefully throws his bat, it's a dead ball and the batter is out. If, in the estimation of the umpire, it was an intentional act, the player is ejected from the game and subject to disciplinary action by the league.

11. If the pitcher desires to walk the batter intentionally, he may do so by notifying the plate umpire who shall award the batter first base.

12. *If chalk lines are provided for the batter's box, the following applies:*

- a. Prior to the pitch, batter must have both feet either touching or within the lines of the batters box. If any part of the batter's foot is outside the batter's box, the batter has 10 seconds after being directed by the umpire to correct or else a dead ball strike is called against the batter.***
- b. A batter, hitting the ball while one or both feet are completely outside the batter's box or re-entering the batter's box and making contact with the ball is out and ball is dead whether hit fair or foul. If no contact is made, there is no penalty.***

13. *If a player just wants to field but not bat, his manager must get the approval of the other manager to allow that.*

Rule VIII: Batter-runner and Runner

1. The ball is dead if pitch not hit by batter. Stealing is not permitted.

2. A runner may not leave the base to which he is entitled until ball is hit or passes the batter. If a runner leaves before that, it is a dead ball and the runner is declared out.

3. Runners are not allowed to crash into any fielder that, in the umpire's judgment, they can avoid. In that event, the runner is out and subject to disciplinary action. Ball is dead and the other runners remain at the base they possessed at the time of the pitch.

4. Obstruction on a base runner: Def: A FIELDER

IMPEDING THE PROGRESS OF A RUNNER OR BATTER-RUNNER WHEN THAT FIELDER IS NOT IN POSSESSION OF THE BALL NOR IN THE ACT OF FIELDING THE BALL INCLUDING FAKE TAGS. CONTACT IS NOT NECESSARY TO IMPEDE A RUNNER'S PROGRESS.

In the event of base runner obstruction, umpire immediately calls a delayed dead ball (DDB). If defensive team tags or forces the obstructed runner within the area of protection, the ball is dead and the runner is awarded the base that in the umpires judgment, would have been the base entitled to if the obstruction didn't occur. If the runner goes past that point, the ball is live and the runner is at risk to be put out.

5. Obstruction on a batter: Def: A DEFENSIVE TEAM MEMBER WHO HINDERS OR IMPEDES A BATTER STRIKING AT OR HITTING A PITCHED BALL.

In the event of batter obstruction, umpire immediately calls a delayed dead ball and the offensive team has the option of taking the results of the play or having the pitch called a ball.

6. The runner is out when running to any base in regular or reverse order and the runner runs more than three feet from the base path (see definition) to avoid being touched by the ball in the hand(s) of a fielder. The ball remains live.

Base path: Def: A LINE DIRECTLY BETWEEN A BASE AND THE RUNNER'S POSITION AT THE TIME A DEFENSIVE PLAYER IS ATTEMPTING TO TAG THAT RUNNER. DIFFERENT FROM THE BASELINE WHICH IS AN IMAGINARY LINE DIRECTLY BETWEEN BASES.

7. If batter-runner runs outside of the 3 foot lane he is entitled to, to avoid a tag, it's a live ball and the batter-runner is automatically out. The 3 foot lane is from the 1st base foul line to 3 feet in foul territory starting from halfway between home plate and 1st base and ends at the back edge of 1st base.

8. If a runner passes another runner, the passing runner is automatically out and the ball remains live.

9. If more than one runner on a base, the base belongs to the lead runner unless he is forced to go to the next base.

10. Interference: Def: THE ACT OF AN OFFENSIVE PLAYER OR TEAM MEMBER, UMPIRE OR SPECTATOR THAT IMPEDES, HINDERS OR CONFUSES A DEFENSIVE PLAYER ATTEMPTING TO EXECUTE A PLAY.

CONTACT IS NOT NECESSARY. If interference occurs without the possibility of completing a double play by a runner on base, the interfering runner is out, the ball is immediately dead and the batter-runner is awarded first base.

11. If a batter-runner retreats toward home plate to avoid being tagged, that is interference. For any interference by the batter-runner, the ball is dead, the batter-runner is out and other runners, if any, return to the base last touched at the time of the interference.

12. If a batted ball hits the runner, and the runner is off the base, the runner is out;

a. if the ball didn't pass any fielder other than the pitcher.

b. if the ball passed a fielder without being touched and there is another fielder capable of making a play.

In both cases, ball is dead and the batter-runner is awarded 1st base.

13. If a batted ball hits the runner, and the runner is off the base, the runner is not out;

a. if the ball passed a fielder other than the pitcher and there was no other fielder capable of making a play.

b. if a fielder, including the pitcher, touched the ball before hitting the runner.

In both cases, ball is live.

14. If the runner is on the base when hit, runner not out. Ball is dead if in the umpire's judgment a fielder had a chance to make a play The batter-runner is awarded 1st base and all runners forced, advance one base. If no fielder had a play, again in the umpire's judgment, the ball is live.

15. If ball hits the umpire before passing a fielder other than the pitcher, the ball is dead and the batter-runner awarded 1st base and all runners forced, advance one base. If ball hits umpire after passing a fielder other than the pitcher and no other fielder could make a play, ball is live.

16. If a runner interferes with the attempt of a double play by the defense, the ball is dead and both the offending runner and the runner closest to home are declared out.

17. A fielder must tag a runner to execute an out other than a force out. A force out requires the fielder to touch the base where the runner is forced.

18. *Overrunning to and from 1st, 2nd and 3rd base is allowed. When advancing to 2nd or 3rd base or returning to 1st, 2nd or 3rd base, 3 feet on either side of the base is considered part of the base to avoid collisions. On any tag plays, the umpire has to consider the play as if the runner ran directly to the base to make the call.*

No overrunning of bases is allowed. Runner has the option of sliding to avoid crashing into the fielder.

19. Sliding or diving is permitted.

20. A runner can legally tag up when the fielder touches a ball that is eventually caught by that fielder or another fielder.

21. **Infield fly rule:** An infield fly is only in effect on a fair fly ball, not including line drives, and can only be called if there are fewer than 2 outs and either 1st and 2nd occupied or bases loaded. The infield fly should not be called until the ball is descending so it can be reasonably determined that the ball is easily catchable by an infielder, pitcher or catcher.

22. When a fielder, in the umpire's judgment, intentionally drops a fair fly ball, including a line drive, which can be caught with ordinary effort, with bases loaded, runner on first, runners on first or second or runners on first and third, with fewer than two outs, the ball is dead, batter-runner is out and all runners must return to the last base touched at the time of the pitch. **IF AN INFIELD FLY IS RULED, IT HAS PRECEDENCE OVER AN INTENTIONALLY DROPPED BALL.**

23. Dead ball area is over the fences in foul territory or in the openings by both dugouts. If ball is thrown into dead ball area, runners get two bases from the last base occupied at the time of the throw.

24. When a fair batted ball goes into dead ball territory, two bases for runners at time of pitch.

- 25. A fair batted ball that bounces over the fence, gets lodged in the fence, or goes under the fence is a ground rule double. Runners advance two bases from time of pitch. Outfielder will signal by waving.**
- 26. A fair batted ball that deflects off a fielder before hitting the ground, and goes over the outfield fence in fair territory is a home run. If it goes over the fence in foul territory, it's a double.**
- 27. If fielder throws glove at batted ball and makes contact, three bases for runners at time of pitch. Ball remains live. If batted ball would have cleared fence – FOUR BASE AWARD.**
- 28. If fielder throws glove at a thrown ball and makes contact, two bases for runners at time of throw. Ball remains live.**
- 29. A double first base will be used. If there is a play at 1st base, the batter-runner must use the orange portion or else he is out on appeal, while the defensive player must use just the white portion. Appeal must be made to umpire before runner returns to 1st base.**
- 30. Runner on 1st base must return to white portion of base.**
- 31. If there is no play at first base, the batter-runner is allowed to touch either base when rounding.**
- 32. A runner attempting to score a run must touch the Alternate Home Plate before defensive player touches the Original Home Plate while in possession of the ball. Only if the ball is caught by a fielder touching the regular home plate before the runner reaches the alternate home plate is the runner out. Tagging the runner in this situation is not allowed.**
- 33. If the runner touches the regular home plate instead of the alternate home plate, he is automatically out and the ball is live.**

34. If the runner crosses the commit line, he is forced to go home. Out must be made at home plate, no tagging allowed. If he turns and goes over the commit line back to third base, the ball remains live but the runner is automatically out unless the umpire rules obstruction. Touching the line is sufficient to going over it.

35. If the runner does not touch the alternate home plate to avoid a collision, obstruction is ruled and the runner is declared safe.

36. An unfinished play, wherein both the runner and defensive player failed to complete the play, becomes an appeal play until such time that the next pitch is delivered or the defensive team leaves the field.

37. *A challenged batter is a batter who is designated "challenged" and has the approval of the other manager to have a runner and could waive his right to a runner.*

If he doesn't waive his right to a runner, a courtesy runner will be provided and will be behind the start line (defined in Rule II-5) The courtesy runner is out if he starts running before fair ball contact is made. If no contact or a foul ball, no penalty imposed on courtesy runner if he goes over the start line. The batter is out if he completely crosses the batter interference line . (defined in Rule II-5). In both cases it's interference and a dead ball is declared. Runners must return to the bases they were at when the interference is called. The courtesy runner can just advance to second base unless the ball is hit over the fence for a home run. If the courtesy runner advances towards 3rd base, the ball is immediately dead and any other base runners return to the last base touched before the dead ball occurred. If a base runner has not reached third base before the ball is dead, he is out. If any base runner reached home plate before the ball is dead, the run counts.

3. UMPIRE MANUAL

1. BEFORE THE GAME

- a. Both modified divisions will have both a plate umpire and base umpire. All umpires should have received copies of this MANUAL.**

- b. All umpires are asked to familiarize themselves with the rules. Bring your MANUAL to every game you are doing so you can refer to it if necessary.**

- c. If you want to obtain more information besides what's printed in this MANUAL refer to the most current ASA Rulebook and check our website for more information.**

- d. In the event you are scheduled for a game and can't make it, please inform the Umpire-In-Chief as soon as possible so a replacement can be made.**

- e. Arrive, if possible, at least 20 minutes before game time.**

- f. Make sure field is ready to play, plate umpire get two balls from the home team manager and make sure all players are off the field 5 minutes before game time.**

- g. For a *Craig Division* game, get the list of challenged batters for both teams and announce them when they come up to bat.**

- h. Both umpires should have indicators to keep the ball/strike count and the number of outs.**

- i. Mask required for plate umpire. Shin guards and chest protectors for modified games are optional.**

j. Find out what colors both teams are wearing and make sure you don't wear colors close to either team.

k. Review the base coverage section (Section 4B).

l. If either umpire has a mobility problem, agree on modifications to accommodate both umpires.

m. For the *Craig Division* only, on unforced plays at second or third base and the runner runs by either side of the base, call him out if you think that the runner would have been tagged in time if he went directly to the base.

2. PLATE UMPIRE RESPONSIBILITIES

A. STRIKE ZONE

a. On strike calls, the strike zone is defined as from the armpits to the top of the knees. The pitch is not a strike if it passes through any part of the top or bottom of the strike zone including hitting the plate and the batter doesn't swing. This prevents pitchers throwing pitches with an arc for called strikes. On high pitches, just observe height of ball as it passes front shoulder.

b. Don't change the strike zone during the game. Whatever is a strike in the first inning is a strike in the last inning.

B. PLATE MECHANICS

a. Don't forget your mask. Refer to figures 1(A,B,C) for positioning yourself behind the plate. Mirror image for left-handed hitters.

b. Review pitching rules for that particular modified division you are working to rule on illegal pitches. Base umpire needs to be observant on this also.

3. BASE UMPIRE RESPONSIBILITIES

A. POSITION AT TIME OF PITCH

With a runner on 1st base, the base umpire positions himself between 1st base and 2nd base. All other times the base umpire positions himself in foul territory behind first base close to the foul line. If there is a play at 3rd base, the plate umpire leaves from the left side of the plate and moves down the third base line in good position to make the call at 3rd base.

4. MUTUAL RESPONSIBILITIES

A. FLY BALL RESPONSIBILITIES

Plate umpire makes call on any fly ball to the outfield UNLESS base umpire turns his back to the infield and goes out to the outfield. IN THAT CASE, IT'S THEIR CALL! Plate umpire is then responsible for all runners.

B. BASE RESPONSIBILITIES

- a. Unless agreed otherwise between the two umpires, the base umpire is responsible for 1st and 2nd base while the plate umpire is responsible for 3rd base and home plate.
- b. Even if it's the other umpires call, both umpires are responsible for watching all plays and helping out their partner if needed.
- c. Plate umpire responsible for FAIR/FOUL calls except calls made by base umpire when he is stationed by the right field line (nobody on 1st base) on balls past 1st base. On balls in front of 1st base, plate umpire calls FAIR or FOUL.

- d. On base hits, base umpire watches runners to make sure they touch 1st and 2nd base and plate umpire makes sure runner(s) touch 3rd base and the alternate home plate. Remember, this is an appeal play so don't call it unless it's appealed.

5. WORKING WITH YOUR PARTNER

- a. If you don't see a play clearly, ask for help from your fellow umpire. If he didn't see it clearly, you'll have to make the call as best you can.
- b. If a manager asks you to check with your partner on a play, oblige him only if you didn't see it clearly. In that case, it's the right thing to do by checking with your partner. Don't be afraid to admit that you didn't see it clearly if you didn't, don't let ego get in the way.
- c. If you are not sure of any ruling on a play and it's your call, call time and discuss it with your partner in private.
- d. If you don't agree with your partner on a call he made, discuss it in private between innings unless he asks you at the time of the call. Embarrassing your partner will not help either of you so don't do it.

Fig 1A

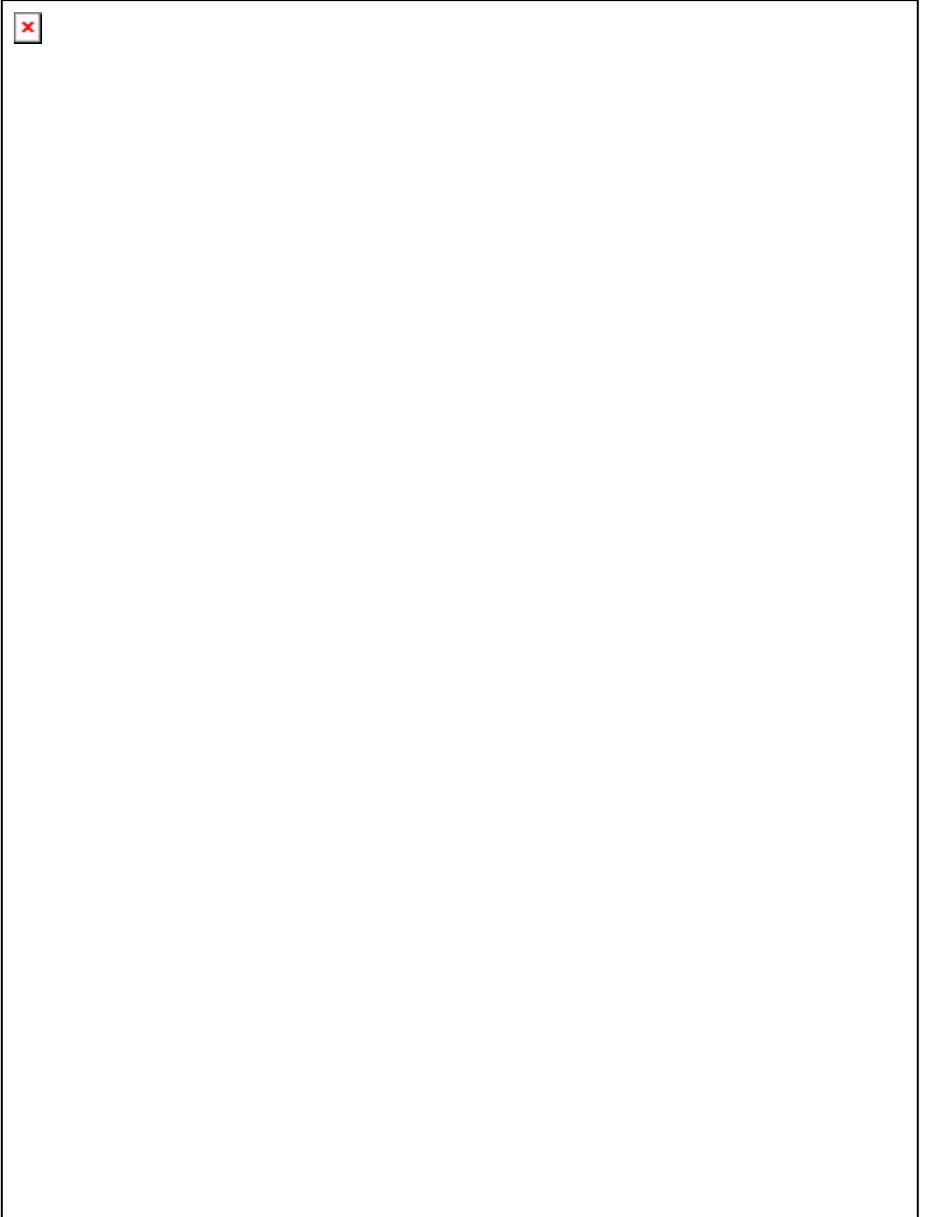


Fig 1B

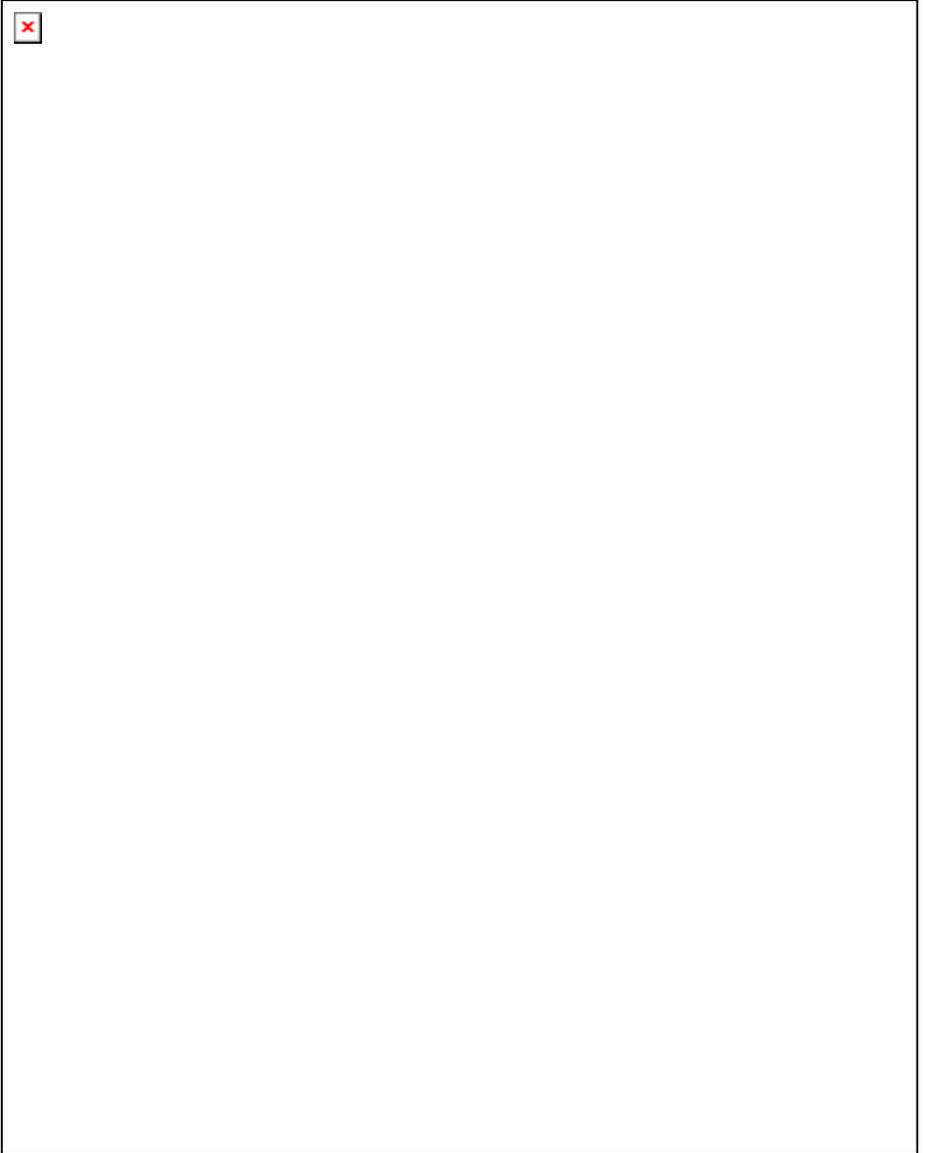


Fig 1C

