



OFFICIALS EDUCATION PROGRAM

PITCHING



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INTRODUCTION

1. Two legal pitching positions.
2. Infractions by the pitcher.
3. Delay the game.
4. Intentionally pitching close to the batter.
5. Player charging the mound.
6. Hit batter mechanics.
7. Balks.
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INTRODUCTION

10. Throwing to an unoccupied Base
11. Time of Pitch
12. Pitchers glove/mitt.
13. Uniform.
14. Restrictions on pitchers warming up.
15. Pick off move to first base.



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MEASURABLE OUTCOME

“At the conclusion of this unit the individual should be able to.”

1. Determine infractions by the pitcher to include Balks, Pitching Intentionally at the batter, and properly penalize such violations.
2. Administer proper uniform and glove/mitt for the pitcher.
3. Administer proper warm-up tosses for all pitchers.



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THE TWO LEGAL PITCHING POSITIONS

1. Wind-up.



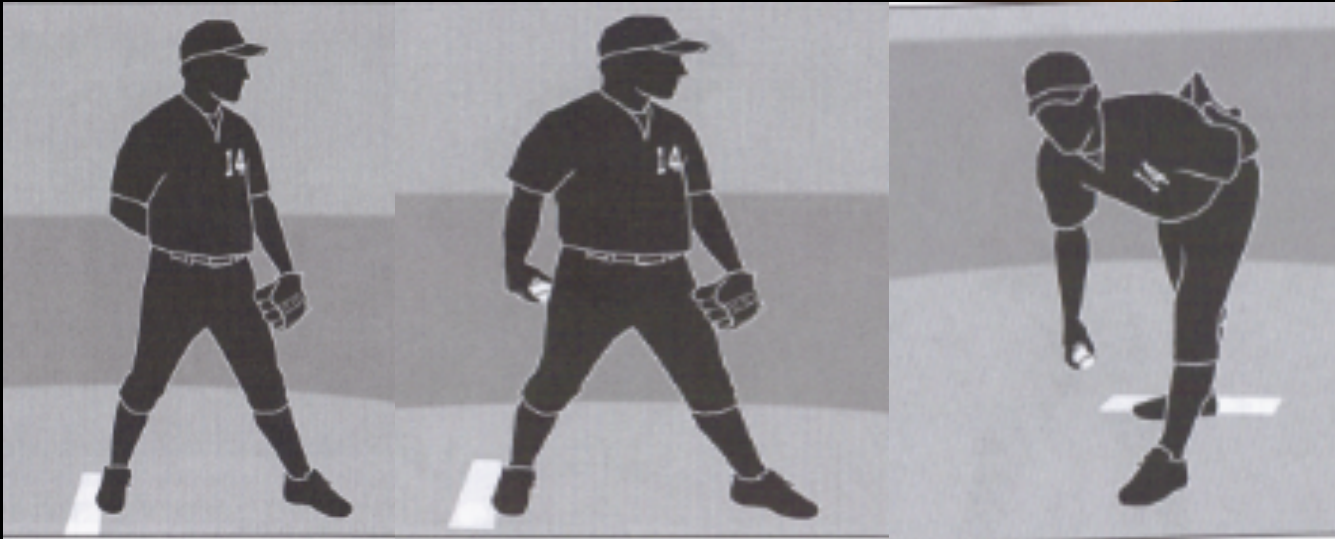
- 6-1-2 A pitcher assumes the wind-up position, when his hands are:
- Together in front of his body.
 - Both hands are at his side.
 - Either hand is in front of his body and the other hand is at his side.



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THE TWO LEGAL PITCHING POSITIONS

2. Stretch



- 6-1-3 For the set position. The pitcher shall have the ball:
- In either his glove hand or pitching hand.
 - His pitching hand shall be down at his side or behind his back.
 - In front as long as the pitching arm is not moving.



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INFRACTIONS BY THE PITCHER

1. Applying a foreign Substance.
2. Spitting on the ball/glove.
3. Rubbing anything on glove, clothing or person if the act defaces the ball.
4. Rubbing/discoloring the ball with dirt.
5. Bringing the pitching hand in contact with the mouth without distinctly wiping off the pitching hand before it touches the ball.
6. Wear items on his arms, wrists or hands that in the judgment of the umpire are distracting to the batter.



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INFRACTIONS BY THE PITCHER

7. Wearing or placing tape, bandages or other foreign material (other than rosin) on the fingers or palm of his pitching hand that could come in contact with the ball.
8. Wearing a glove/mitt that includes the colors white or gray.
9. Wearing exposed undershirt sleeves that are white or gray.



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DELAY THE GAME

Delay of the game includes:

- Throwing to any player other than the catcher, when the batter is in the batter's box, unless it is an attempt to retire a runner.

Penalty: The pitcher shall be ejected from the game after a warning.



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DELAY THE GAME

Delay of the game includes:

2. Consuming time as the result of the coach or his representative conferring with a defensive player or players after being charged with 3 Defensive Conferences.

Penalty: The pitcher shall be replaced as pitcher for the duration of the game.



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DELAY THE GAME

Delay of the game includes:

3. Failing to pitch or make or attempt a play, including a legal feint, within 20 seconds after he has received the ball.

Penalty: The batter shall be awarded one ball.



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INTENTIONALLY PITCHING CLOSE TO A BATTER

1. If in the umpire's judgment, the pitcher intentionally pitches at the batter, the umpire shall eject the pitcher.
2. In case of doubt, the umpire shall warn the pitcher and his coach that another such pitch will cause immediate ejection of the pitcher and the coach.
3. At the same time, the umpire shall warn the opposing coach that such an infraction by his pitcher shall result in that pitcher's expulsion.
4. If in the umpire's judgment, there is another such pitch during the game by any pitcher; the umpire shall eject that pitcher and the coach from the game.
5. If in the umpire's judgment, circumstances warrant one or both teams he may officially, "warn teams" prior to the game or an actual violation during the game in progress.



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PLAYER CHARGING THE MOUND

1. A member of the offensive team who charges the pitcher's mound will be automatically ejected from the game. Players may not engage in a fight, regardless of who starts the altercation.
2. Pitchers who are charged by a member of the offensive team and who leave the dirt portion of the mound to advance toward the charging player will be ejected from the game. The member of the offensive team will also be ejected.



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HIT BATTER MECHANICS

1. A hit batter is a two-part mechanic.
2. “Time” followed by the award (point) with the left arm to first base.
3. Remember that the closer the hit batter the more you sell the call. For example: It may be necessary for you to indicate where the pitch struck the batter in order to sell the call.
4. Sell the close ones, but even the routine plays require both signals.



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HIT BATTER MECHANICS

1. Quick Tip: Determining whether the ball hit the bat or the hands is difficult in itself since the ball is dead because of time taken.
2. Have the batter remove his batting glove and look for a welt mark. This should help in convincing the coach the batter was hit by the pitch.



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BALKS

1. When we see a right handed pitcher committing a balk by not stepping directly towards first base. The key for the umpire is to observe the step of the non-pivot foot.
2. Specifically it must land in a different position from where it started, gaining distance and direction towards first base: i.e. the foot (as well as the heel) must not land in the same location it started. This is what constitutes “Distance and Direction”.



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BALKS

1. **Tips on calling balks.**
2. The call of “Balk” should be made very loudly and emphatically.
3. When one partner calls a balk, the other umpire (s) on the crew should chime in the call also.
4. At the proper moment, all members of the crew should loudly and emphatically call “Time”.
5. Remember to give the proper ball/strike count before resuming play.
6. Put the ball back in play when play is ready to resume.
7. Remember the ball is dead immediately (under NFHS rules) when a balk occurs.



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30 SEGMENTS OF BALKS

1. Takes sign while not on the rubber.
2. Pitches with non-pivot foot in front of a line extending through the front edge of the rubber (Wind-Up Position).
3. Rotates arms more than twice before delivery.
4. Attempt a pick-off move from the Wind-up position.
5. Pitches a defaced ball.
6. Delivers without facing the batter.
7. Throws to first or third after non-pivot foot has broken the plane of the back edge of the rubber.
8. Pitches when catcher does not have both feet in the catcher's box.



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30 SEGMENTS OF BALKS

9. Pumps more than twice before delivery.
10. Assumes the set position without keeping his pitching hand at his side or behind his back.
11. Comes to a stop with the gloved hand above the head.
12. Brings pitching hand to mouth and then delivers the pitch without distinctly wiping off that hand.
13. Interrupts pitching motion, once begun.
14. Pitches from the wind-up position without maintaining contact with the rubber.



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30 SEGMENTS OF BALKS

15. Pitches from the set position with the pivot foot outside the end of the rubber.
16. Makes a quick return pitch.
17. Steps forward off the rubber from the set position.
18. Pitches from the stretch position without coming to a complete and discernable stop.
19. Stretches twice.
20. Drops the ball while on the rubber when the ball does not cross foul line.
21. Feints toward home.
22. Feints toward first.



30 SEGMENTS OF BALKS

23. Fails to step with the non-pivot foot toward any base before making a throw.
24. Feints or throws to an un-occupied base except when making a play.
25. Fails to pitch after making any motion habitually connected with delivery.
26. Removes hand from the ball in the set position except to pitch or throw.
27. Stands on or astride within five feet of the rubber without the ball.



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30 SEGMENTS OF BALKS

28. After coming to a stop in the set position, feints with any part of the upper body, except the head.
29. Steps toward occupied third and then throws to first without first disengaging the rubber and does not throw.
30. Commits any act, which in the umpires judgment, is an illegal attempt to deceive the runners.



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SPECIAL BALK REGULATIONS

1. The pitcher shall not be charged with a balk, if he attempts a pick-off at first base and throws to the first baseman who is either in front of (coming in to cover a bunt) or behind first base and obviously not an attempt at retiring the runner as long as the fielder attached to that base is in the “Proximity” (umpire judgment) of the base.
2. Also note that there is no violation if the pitcher attempts a pick-off at second or third and throws to an infielder who is in front of or behind either of those bases (i.e. this violation is only in reference to pick-offs at first base).



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SPECIAL BALK REGULATIONS

3. There is no violation if a pitcher attempts a pick-off at second base and seeing no fielder covering the bag, throws to the shortstop or second baseman, neither of whom is in the vicinity of the bag nor is making an actual attempt to retire the runner.
4. Rationale: A pitcher must throw to first and home, but he doesn't have to throw to second.



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THROWING TO AN UN-OCCUPIED BASE

1. NFHS rules provide that the pitcher be charged with a balk if, while in contact with the rubber, he throws to an unoccupied base except for the purpose of making a play.
2. **PLAY:** Runners on first and second, pitcher in the set position, runner breaks for third and the pitcher throws to third base.
3. **Ruling:** Legal play Runner attempted to steal.



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THROWING TO AN UNOCCUPIED BASE

1. **PLAY:** Runners on first and second, pitcher in set position, Runner “bluffs” going to third base and pitcher throws to third base. However, runner did not go.
2. **RULING:** Balk. The key to understanding the above two plays is for the umpire to use good judgment in deciding whether or not the runner was making an actual attempt to advance to third base or whether he was “bluffing”. In case of doubt, benefit should be given to the pitcher.



TIME OF THE PITCH

1. The “Time of the Pitch” is defined as the moment the pitcher’s movements commit to deliver the ball to the batter. (Rules 2-28-3, 6-1-2)
2. In the windup position, this is defined as the moment the pitcher begins the natural movement associated with his delivery of the ball to the batter (i.e. The start of the windup or delivery).
3. From the set position, this is defined as the moment the pitcher begins the natural movement associated with his delivery of the ball to the batter “After” the pitcher has come set with both hands together in front of his body.



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TIME OF THE PITCH

4. A runner who advances while the pitcher is in contact with the rubber is considered to occupy the base “Last Touched” at the time the pitcher initiated his actual pitching motion to the batter.
5. The pitching motion is defined as any movement, which commits the pitcher to deliver the ball to the batter.
6. As long as the pitcher is not committed to pitch, a runner may advance and is considered to occupy the last base touched at the time the pitcher initiates his actual delivery to the batter.
7. NOTE: The preliminary motion known, as the “Stretch” is not considered the start of the pitching motion.



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PITCHERS GLOVE/ MITT

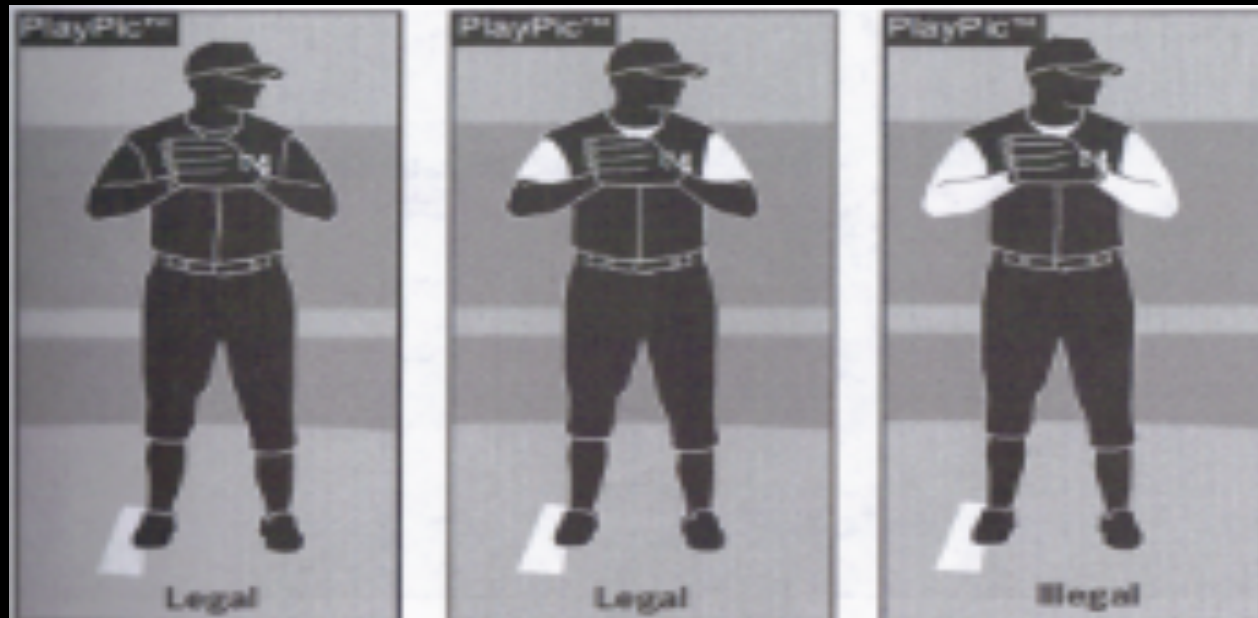
1. May be colored (two tone shade of same color, acceptable).
2. No “Sizable” amount of white or gray, manufactures logos acceptable umpire discretion is advised.
3. Size rule 1-3-6 A,B,C Page 10



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PITCHERS UNIFORM

1. Color (same color and style, PIAA policy).
2. Undershirt exposed (neither white, nor gray, slit or frayed).
3. Vest Jersey.





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RESTRICTIONS ON PITCHERS WARMING UP

1. The home team pitcher may not warm-up on the mound prior to the start of the game.
2. The pitcher may take only eight preparatory pitches on the mound. This could give the home team pitcher some advantage, and since pre-game practice conditions should be equal for both starting pitchers, both pitchers should warm-up where pitchers normally warm-up.
3. Following a rain delay, it is permissible for the pitcher of the defensive team to warm-up on the mound.



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RESTRICTIONS ON PITCHERS WARMING UP

4. When the side is retired, the opposing pitcher will be granted extra time, if needed, to warm-up on the mound.
5. “Umpires are to use good common sense in situations of this nature.” If a pitcher changes defensive positions and then returns to the mound during the same inning, he will be allowed the usual 8 pitches.
6. If a sudden emergency causes a pitcher to be summoned into the game without the opportunity to warm-up (i.e. game pitcher is injured or ejected), the umpire shall allow the new pitcher as many pitches as the umpire deems necessary.
7. NOTE: A pitcher who is already in the game may go back to warm-up in the bullpen between innings provided he does not delay the game.



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PICK-OFF MOVE TO FIRST BASE

1. From the set position: The pitcher will pick-off most of the time from the set position (right-hander) that is because a pitcher can't throw to a base from the wind-up position.
2. This topic deals strictly with the "SET POSITION". A right-handed pitcher can pick-off at first base anytime, because he is not required by rule to come to a stop when throwing to first base, neither does a left-hander.
3. As for now, this topic deals with a right-handed pitcher.
4. We do know this, that he must come to a complete and discernable stop before delivering the pitch to the plate.



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PICK-OFF MOVE TO FIRST BASE

1. After the set: The left-handed pitcher has the advantage here because he can pick-off or deliver the pitch to the plate, while the right-hander can use this type of pick-off attempt only with runners on first and third base.
2. Holding runners close at first base can be the difference between winning and losing.
3. Pitchers can use many different moves to keep runners at bay.
4. Examples: Varying their glances, the pitcher can throw to first base as soon as he gets the ball from the catcher is he sees the runner not paying attention.



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PICK-OFF MOVE TO FIRST BASE

5. The pitcher can step back off the rubber with his pivot foot at any time during the stretch, knowing that he can't break his hands until the foot leaves the rubber.
6. Left handed pick-off move: They have a natural advantage, that's because they are already facing first base.
7. Left-handers will use various moves to first base to set up a runner.
8. Most of the moves are what we call in the profession "Hello, let you know, I know you're there" before using their best move.



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PICK-OFF MOVE TO FIRST BASE

5. Left-handed pick-off move: That's why base umpires must stay alert. You never know when their "Best Move" is coming.
6. If you find a certain pitcher has an excellent move, you as, an umpire must "Move or Cheat Up" from your normal position.
7. Your first step to making a pick-off call at first base is step with either foot to the start of the 45 foot running lane, (one step) turn and pivot toward first, that's all you're going to get. This should give you an excellent angle.
8. Remember, "A "Good Angle is better than Distance".



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PICK-OFF MOVE TO FIRST BASE

9. Try this technique the next time during your game, it should improve your percentage of making the call correctly.
10. **TIPS TO UMPIRES:** In a two man system, umpires should divide their duties as what to look for when calling balks. Four eyes are concentrating on the pitcher, split your duties.



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QUESTIONS



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SUMMARY

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2. Infractions by the pitcher.
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SUMMARY

10. Throwing to an unoccupied base.
11. Time of the Pitch
12. Pitchers Glove/Mitt
13. Uniform
14. Restrictions on pitchers warming up.
15. Pick off move to first base.



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POST TEST

True or False.

1. A red and blue glove is illegal for the pitcher to use.
2. A glove with a small amount of white or gray in the trademark patch would be legal.
3. A dark glove, uniform in color with small white lacing is legal for the pitcher to use.
4. With a runner on base, it is a balk when the pitcher accidentally drops the ball while on the pitching plate and the ball does not cross the foul line.
5. A defensive charged conference is considered to be concluded when the coach turns to leave the pitching mound.



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POST TEST

6. Any unused defensive conferences may be carried over and used in extra innings.
7. A strike will be charged to the batter if, during an illegal pitch, he fouls the pitch off.
8. If a relief pitcher requires more than eight warm-up pitches, the replaced starting pitcher cannot return to the game as a pitcher.
9. When in the set position, the pitcher shall have his pitching hand down at his side or behind his back.
10. Each runner is awarded one base when a pitch strikes a runner.