

MEMO TO COACHES AND UMPIRES REGARDING 2006 RULE INTERPRETATIONS AND OTHER ITEMS OF INTEREST TO CIF-SS SCHOOLS

The following information is provided to coaches and umpires in an effort to provide consistency in the CIF-SS for rule enforcement and game management. Also enclosed is an article, "How to Argue with Umpires." Please be sure this memo is distributed to your lower level coaches. Any questions should be directed to:

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NOTABLE 2006 NFHS RULE CHANGES AND INTERPRETATIONS

- 1-3-2** The BESR identification mark must be permanently affixed to the bat. Labels, stickers or decals are no longer legal.
- 1-3-6** Multi colored pitcher's gloves are legal provided the colors white or gray are not used.
- 2-10-2** The head coach is required to attend the pregame meeting with the umpires at home plate.
- 2-16-1-e** Any ground ball which is called "foul" by an umpire and subsequently rolls fair, shall be declared a foul ball regardless of the reaction, if any, by either team to the original call.
- 3-1-1** If a restricted player enters the game on offense and is discovered by the opposing team or an umpire, the player shall be called out and ejected. (restricted to dugout) If a restricted defensive player is discovered, he shall be ejected (restricted to dugout.)
- 3-3-1-a** This rule is directed at players who leave the dugout during a live ball to congratulate a scoring runner. Team warning, then ejection of subsequent offenders.
- 8-3-3-f** If a ball becomes lodged in the uniform of an offensive player, the ball shall be declared dead, the affected player and all other runners who are forced, shall advance one base.
- 8-3-2** OBSTRUCTION—If a runner reaches the base he was attempting to acquire, the obstruction is ignored with the following exceptions: 1) A runner obstructed while returning to a base will be awarded at least the next base. 2) A runner who is obstructed with a fake tag will be awarded at least the next base. PLAY: A runner caught in a rundown is obstructed returning to first base. RULING: Runner awarded second base. PLAY: A runner slides into second base as the result of a fake tag. RULING: The runner is awarded at least third base. Any other runners advance if forced.

POINTS OF EMPHASIS

FACE PROTECTION

Defensive players are allowed to wear head/face protection. There is no NOCSAE requirement and the equipment must be non glare.

NON ADULT BALL SHAGGERS/BAT BOYS/GIRLS

Protective helmets must fit properly and must bear the NOCSAE identifying mark.

MALICIOUS CONTACT vs. INCIDENTAL CONTACT

GUIDELINES FOR ENFORCEMENT—Generally speaking, if a player lowers his shoulder or thrusts a forearm, and knocks the defensive player down, malicious contact has occurred and the offender should be called out and ejected. If the contact is vertical, the offender should be called out for an illegal slide, but likely will not be ejected for malicious contact. This is strictly umpire judgment.

FORCE PLAY SLIDE RULE

Remember—There is no provision in the rules requiring runners to slide. Runners have the option of either legally sliding or avoiding contact

ITEMS OF INTEREST FOR CIF-SS SCHOOLS

INSPECTING BATS AND HELMETS

Please continue to have bats and helmets readily available for umpires to inspect prior to game time. Most teams have the bats and helmets lined up just outside the dugout. This as worked well and is appreciated by the umpires

WARMUP BATS:

Rule 1.3.3 says in part: *“Only bats may be used in loosening up (including weighted bats for this purpose)...Only bats and devices designed to remain part of the bat....are legal at any location.”*



The above warm up devices are legal. There has been question on the legality of these devices in regard to 1.3.3. However, Elliot Hopkins of the NFHS Rules committee points out that these devices have been approved by the NFHS.

FIELD MARKINGS

1) Three foot runner's lane

It has been noted that a number of fields are not being marked with a 3 foot runners lane along the first base line. In accordance with Rule 1-2-5, please be sure the 3 foot running lane is properly marked.

2) Media Area

As per Rule 1-2-8, please be sure a media area is marked off prior to each game. An area on the outfield side of each dugout should be sufficient. This probably needs to be done only a couple times during the season. Umpires have been instructed to cooperate with media photographers in covering games. Please help in that effort by marking off media areas.

3) Area in Front of Dugouts

It has been reported that some coaches are marking off a dead ball area directly in front of their dugouts for the purpose of placing buckets or chairs. This is specifically prohibited. Rule 1-2-4 allows for dugout extension to cover situations where a dugout is too small to accommodate team members.

For the review of the coaches and umpires here is the dugout rule which was approved in 2002 by the CIF-SS:

Because some high school dugouts are entirely fenced in with only a single opening, it is very difficult for coaches to communicate with their teams and still comply with NFHS rule 3-3-1-j.

Therefore, the following rule shall be in effect for all CIF-SS high school baseball games at all levels:

At the plate umpire's discretion, no more than TWO coaches are allowed in front of and in the immediate vicinity of their dugout. Should the plate umpire feel a team is violating the spirit and intent of this rule, (more than two coaches outside the dugout or the coaches being outside the immediate vicinity of the dugout) the head coach shall be warned once. A further violation will result in the violating coach being remanded to the dugout for the remainder of the game.

UNDER NO CIRCUMSTANCES WILL COACHES BE ALLOWED TO SIT ON CHAIRS OR BUCKETS OUTSIDE THE DUGOUTS.

PLAYERS LEAVING DUGOUT DURING A LIVE BALL

Rule 3-3-1-(a) (j) deals with players leaving the dugout during a live ball.

Players leaving the dugout to congratulate scoring runners during a live ball can and have, interfered with play.

Interpretation:

After a team warning, any subsequent offenders will be restricted to the bench/dugout for the remainder of the game.

It appears that coaches are doing a better job in keeping players from leaving the dugout to congratulate scoring runners. Please continue with your efforts.

POST GAME BEHAVIOR BY COACHES AND PLAYERS

Currently, NFHS rules cover the conduct of players and coaches during a game. There is no coverage or penalty for coaches or players conduct after a game. As a result, there have been instances of coaches or players, knowing there is no penalty, cursing or threatening umpires after a game.

Therefore, effective with the 2006 season, the following shall be in effect for all levels of high school baseball in California, unless otherwise provided by local section:

In the event of post game behavior by a coach or player that would result in an ejection during a game, the coach or player will be informed by the umpires that his behavior will be reported to the area liaison as an ejection. The guilty party would then be subject to a one game suspension or other penalty as determined by the local league. This policy is in effect until the umpires leave the game site.

How to Argue With an Umpire

The following are highlights from an article by Jim Mantle with additional comments from Ken Allan*

1. Don't show up an umpire or grandstand. You're there to make your point, not put on a performance for the crowd.
2. Control your anger, no matter how ticked off you are. Most umpires will listen to arguments--none should have to listen to you yell at them. Also, be very careful about physical contact with an umpire. This is a **very serious** situation which could result in a suspension.
3. Recognize when it's futile. Some umpires, unfortunately, are a legend in their own mind. They don't understand they might have kicked one. When this happens, resist the urge to get in a parting shot.
4. Go to the umpire who made the call.
5. The word that may get you ejected immediately is not the dreaded F-word. It's the Y- word. You. As in AYou are a terrible umpire,@ or AYou are awful,@ etc. Better to direct the attention to the call not the umpire.
6. There is a chance you have the rule wrong, not the umpire. But, it could be the other way too. If you feel a **rule** is being misinterpreted you have the right to protest the game.
7. Pick your spots. You are stuck with the umpire for the rest of the game. Don't moan, complain and gripe for the next two hours. That call is history. What you're really interested in are the calls for the rest of the game. Rattled umpires sometimes do not make good calls.
8. Set a positive role model for your players. Hustle your butt out there, make your point and leave.
9. Don't moan to your players about the umpire all game all it does is teach the players that they can blame their lack of success on anything and/or everything external.
10. Know the rules to a reasonable level. If you've been chirping 1+1 after every overthrow, don't expect to be taken seriously when you come out to discuss a rule interpretation.
- 11.* If you start yelling, Abalk@, or Ahe's not stopping,@ etc. from the dugout, or the coaching box,

chances are you'll never get the call. The smart move is to discuss this with the umpire BETWEEN innings. Reason: Imagine the other coach is yelling about a balk on your pitcher and then, sure enough, it gets called. Somewhere you'll have the feeling that the umpire may have been influenced into making the call

12. Never bring a rule book onto the field. The umpire is supposed to know the rules. If not, see item #6.
13. If you do manage to get the umpires to confer with each other, you have achieved your objective, so stay away and let them confer. They'll call you over when they have made their decision.
14. The umpire is in control of the game. Leave it that way. If the umpire cannot call a curveball, or won't give the outside corner, then his reality differs from yours. And his is the only one that counts. You and your players must deal with it. Adapt to it. If you and your players can adapt to it faster than the other coach and team, then you have an advantage.
- 15.* FINALLYBWhen it's over, it's over. Getting into a shouting match with the umpires after the game is over only detracts from your credibility as a teacher and coach. If necessary, contact the proper people when you get home or better yet, the next day. If you encounter the official again, remember umpires are taught from day one that each game is a new contest and the slate is clean. That is a pretty good piece of advice for coaches, too.