

Level 2 Certification Program Power Point Instructor Guide 2014

Before The Clinic Starts

Welcome to the Level 2 Clinic as the instructor. If you have a partner(s), have you preplanned and developed a schedule to follow? Who is doing what?

You will need to have a strong working knowledge of the Level 2 manual and Power Point updated in 2014. This document is based on that information. **Remember to cover all of the L2 material without adding material.** There is a large amount of material to go over.

Over the past several years the style of the Power Point slides has changed. You will no longer find all of the detailed material on the screen shot. Key words, key phrases or diagrams will be present for you to use and expand.

In the L2 clinic you may find it valuable to distribute and allow the manuals to be used by the participants during your presentation of material.

Slide Titles appear in **Bold and Underlined** – PoEs appear as ***Bold and Italics*** and must be covered. There is a large amount of material to go over. This clinic should take you approximately 7 hours to cover all of the material.

The ***drill sessions*** are very important to the participant's knowledge and skill growth. Much of the Power Point material can be covered during other drill sessions. Up wards of ***40% to 50% of the clinic should be drills and practical sessions spaced out throughout the day.*** Study the material and work it into the drill sessions. It is a better way of presenting than in the classroom.

Tell them! Show them! Let them practice!

Please take the time to prepare for the delivery of the clinic material.

1. Is the power point working? - chart paper available? -blackboard/chalk/brush? – white board and correct markers (not permanent)
2. How do you get to the gym or field area?
3. Check for the location of all fire exits, smoking areas, washrooms and snack facilities.
4. What is the lunch routine? How close are the local restaurants?
5. What is the completion time of the clinic? (This will assist anyone who is arranging a ride).
6. Check to make sure that all in attendance have registered – completed the information on the official registration form.
7. Who is introducing the instructors?
8. Do you wish to recognize any individuals (hosts, special guests, provincial or territorial personnel, etc.) before you start the clinic?

These PoE's do not include any suggestions for the 1, 2 or 3 umpire system. The systems need to be practiced in a field situation with drills being run on the various situations possible. Remember that effective in the 2014 season Softball Canada is using the ISF Umpire Systems for Fast Pitch and using the Softball Canada Umpire Systems for SP (SC SP 2 and 3 ump system).


You, the instructor, need an up-to-date manual in order to deliver this clinic.

You also MUST review the manual and compare it to the Power Point

Before the clinic delivery date.

Level 2 FP and SP Clinic PP

Slide #	Topic
1 - 7 Intro.	Title Page Do the introductions and outline <i>the day's routines</i> . Introduction, Code of Ethics, Welcome from Director of Officials Quickly review the clinic topics. Stress the importance of the Drills. Quickly go over the (<i>Prerequisites, Requirements</i> , etc.) in a 'lecture' format giving the participants the information. Answer any questions about the sections. Mention quickly <i>the National Program</i> and point out the N.D.U.'s message to the participants.
8	Section 1: Uniform and Equipment – title page
9-11	Umpire Dress Code and Playing Equipment Point out the correct uniform (which you probably are wearing) and remind them that it is acceptable to wear 2 ball bags (either crested or not) and white logo on the shoes is O.K.. If you have umpire equipment with you, then by all means show it. Demonstrate the correct way of wearing wind shirts (no rolled up sleeves or tucked in tails) and the correct way of wearing an umpire shirt (no long sleeves showing under the umpire shirt) and using bat rings, etc.
12-17	Bats should be covered with emphasis on Legal Bats and <i>the ASA logos (the 3 of them) and the ASA Legal Bat List</i> . In 2014 the ISF bat standard is also legal. Check bats and helmets . Go over the issues with bats that could make them "Altered". Stress the ASA certification – label on every bat and what that means . Go over the mechanics for dealing with an altered bat and the penalty . Check Rule 3, Section 1 and review what makes a bat "Illegal" . The mechanic for dealing with "Illegal" bats and the different penalty for illegal versus altered is important. Two legal bats in the hands of the on deck batter are allowed – one of which may be a Warm up bat or a device attached to one of the bats. Stress that "donuts" are illegal .
18, 19	Quickly present the differences between gloves and mitts and point out that only the catcher and first baseman can use a mitt . Discuss the colour restrictions on gloves and mitts.
20	Discuss quickly the differences between powder (legal for pitcher) and rock (legal for batter) rosin , Legal shoes – cleats, etc. and helmet requirements – flaps .
21	As an umpire, you should not wear any jewellery (wedding bands included) and you should apply the rulebook rule on jewellery – "Exposed jewellery ...may not be worn." "Players who refuse to remove exposed jewellery ...removed from the game."
22	Section 2: Umpire Duties
23	Umpire's Duties Heighten the participants' awareness of the issues that they are responsible for while on the diamond. Go over briefly the key areas . Stress the key points on the PP and cover it in the depth that the manual uses. Do not expand on the material! You do not have time!
24	Players and Substitutes

	<p>Fast Pitch - DP / FLEX - F.P. - Replacement Runner - OPO (FP only) Illegal Re-entry - Illegal Substitution - Illegal Pitcher Stress the key points on the PP and cover it in the depth that the manual uses. Do not expand on the material! You do not have time! Concentrate on the awareness of these players and what the terms mean.</p>
25	Section 3: Rules and Definitions – title page
26, 27	Regulation Game Review the rule for a regulation game and the runs scored.
28	Force Out and Tie Breaker
29, 30	This Year on the Diamond - Rules and New Mechanics Bring up any new rules or mechanics being introduced this season. “Make” the participants write them down in the manual. See slides 31 to 34 for highlights.
31 FP	<p>Double Base</p> <ol style="list-style-type: none"> 1. -the white portion is in fair territory 2. – on a play - a B R may use any part of the Orange including piece of white 3. -no play, the BR may use either part of base 4. “new” rule for 2013 on FP pass balls to the 1st base side of the diamond. Double Base becomes one large base once a fair ball/pass ball must be played from the 1st base side foul ball territory. <p>Note: Once past and returns to 1st. Only the white portion may be used. Runner shall be called out if he: i) is tagged with the ball, or ii) leads off from the orange part of the base on a pitched ball.</p>
32 SP	2 and 3 Ump System S.P. Review the umpire position for SP for the umpire at 2 nd base. Stress the distance back and towards 1st.
33 SP	Pitching Box - S.P. Go over the Pitching Box Rule for the SP pitcher. Stress the legal foot positions – one foot in the box – no movement – if step taken the pivot foot must be in the “box”.
34	Defensive Charged Conferences Stress 3 in a game- change on 4th/SP 1 per inning
35	Section 5: Plate Mechanics - title page
36 Extra information FP	<p>Plate Mechanics – Stance and Signals DRILL</p> <p>The main teaching points for your drill sessions on Plate Mechanics are shown in the manual and below. Go over verbally the points being stressed.</p> <p>Emphasis</p> <ul style="list-style-type: none"> -Feet – Toe/Heel with toes pointing at the center of the plate. -Ear- On edge of plate -Eyes- At top of the strike zone -Head- Facing pitcher and with a slight turn to track the ball into the glove 
37 SP	<p>Slo-Pitch (Drill) Slot</p> <ul style="list-style-type: none"> • Hips • Set • Track • Head still • Slight turn
38	Working the Slot Applies to both SP and FP
39	Working the Slot Overview of the FP stance with the key points illustrated. Needs to

	be worked on in a DRILL session where everyone gets to try out the stance under supervision.
40	Section 6: Base Mechanics – title page for Leading Edge and Base Mechanics.
41-45	Base Mechanics/Leading Edge This material needs to get a lot of emphasis both on the field, in the drills - and off of the diamond, in the classroom. Stress the parallel movement and the need to move to position and to be prepared to move to a new position as the play develops or changes. Emphasis the 4 elements of the basic base umpire position for making a call. a. Ball b. Base (where the four elements meet) c. Runner (batter-runner or runner) d. Fielder (player making the play) If you must turn around to look for one of the four elements, you are in poor position.
46	General Information for Umpires – title page
47	Review use of mask (optional in SP), pregame duties, 2 parts to pregame
48	Plate Conferences and Line-up Cards – title page
49	Plate Conference Always have a plate conference. Discuss the reasons for and the procedures briefly.
50 FP SP 51	Line-up Cards Review the value of having line-up cards – you control subs/re-entry of players and have the final say as to the legality of moves. You give changes to scorekeepers. Point out the position of the DP and Flex on the card. (FP) At the plate conference– hand the cards back to the coaches -check them over - verify accuracy Remember that changes can be made up to this point. - distribute the copies If the Extra Hitter (EH) is used, they must be listed as one of the eleven batters in the line up (non co-ed) or twelve (co-ed) (SP)
52	Game Management – title page
53-56	Game Control Quickly go over CONTROL points as described in the manual. Review Pre-game topics with partner.
57	Section 10: Players and Substitutes – title page
58-64	Players and Substitutes – This section is confusing to many umpires and coaches. Take the time to teach, give examples and answer questions. Players and Subs – DP/Flex Review the 12 conditions SP Extra Player – Conditions??? Replacement Runner (Catcher) FP – Stress Optional at all levels + other conditions Illegal Re-entry - Examples Illegal Sub - The definition is important – not announced to umpire. Stress a) to e) to establish when an illegal player is in the game and therefore can be appealed.
65	Mechanic for the Ejection on Illegal Re-entry/Substitution Go over the 6 points laid out on the slide. Stress that the umpire must talk to the manager of the offending team and explain the penalty.
66	Section 11: Pitching Regulations – title page
67-76	Pitching Regulations Quickly cover slide #67 – answer any questions that might come up. This should be a review of previously learned material from L1. No foreign substances are allowed and stress that no tape on fingers or sweat bands below the elbow enforcement. Powder rosin is allowed.

	<p>Effect: The umpire shall remove the ball and replace it with another ball. <u>SP</u> - Point out that tape on fingers is legal. Rosin is allowed. No other foreign substances are allowed. Effect: The umpire shall remove the ball and replace it with another ball.</p> <p>Illegal Pitches - Review the situations – FP # 69/SP-#70 From manual #71 Go over the 4 situations and allow for questions. Present each as an umpire called and enforced rule – do not wait for a complaint from the team. Go over what makes a pitch illegal in slo-pitch and emphasis the arc. It should be called often and consistently. It is easier to be tight on the arc from the first pitch of the game than it is to tighten up late in the game. Offer advice on the rulebook rule concerning the catcher “out of the box”. Even though the book states that the catcher must be in the catcher’s box while the ball is in flight – by custom, we ignore that rule because it is of no advantage to the catcher being out of the box. Present situations from the manual. Review the Mechanic when the Illegal Pitch is called.</p> <p>Medic Alert Bracelet - Show slide #72 and discuss the various medical alert chains, bracelets and watches now available. We never ask that a medical alert bracelet be taped down. Medic Alert Bracelet or Watch-may be worn by pitcher on pitching arm. If the wearing of the bracelet is distracting, in a F.P. game, have the pitcher move it to their non pitching arm.</p> <p>Review (slide 73) the number of warm up pitches allowed for FP or SP. (#74) Stress the No Pitch section and the diagram for “not to pitch”. “Time! No Pitch!” happens when a pitcher does not heed the “do not pitch” signal. Make the distinction between the FP and the SP differences in the Effect section of the rule. In FP, it is a live ball. In SP, it is a dead ball. No pitch shall be called when a) to e). Give the mechanic of “Dead Ball!” NOTE e): - A warning to the offending team. - A second offence - ejection of the offender Ball Slips from Pitcher’s hand (#72) – difference between FP and SP and difference between before the pause and after the pause. Ball on Batter (#73) – When does the “time” start? Tips to “avoid” the call.</p>
77	Batting – title page
78-82	<p>Batting (#78) Batting Order - Stress following exactly and appeal situation. (#79) Position in Box – Timing and Mechanics (#80) Hitting the Ball - Feet must not touch ... (#81) Hitting the Ball Completely Outside or Touching - mechanic (#82 Hitting the Ball a Second Time – Stress differences Fair or Foul Ball and Mechanics (#83) Batter Hits Ball, Ball Hits Batter – Mechanic for “in box or out of box” (#84 & #85) Hit by a Pitch – Differences between SP/FP. (#86) F.P. - Batter Interference – different scenarios. Mechanic On a throw to a base by the catcher – the batter gets in the way of the catcher throwing to a base on a pick off or steal attempt. Emphasis the mechanic and the fact that it is the batter who is out and the runner goes back. FP (#87) On a squeeze play Emphasis that it is a “Dead Ball!” and the batter is out and the runner goes back to 3rd. and all other runners return.</p>
88	Batter is Out! –title page

89, 90	On Deck Batter – What can they <i>do or not do</i> ?
91	Stepping Across Home Plate <i>Not permitted when the pitcher is (F.P.)-taking the signal “Dead Ball” (S.P.)-pitcher is ready to pitch The batter is out!</i>
92	Foul Tip – Define – Stress <i>Bat to glove</i> (either cleanly or then to body and back. <i>Difference between SP and FP</i>
93	Base Running – title page
94	Lead Off There must be a portion of a foot in contact with the base until a legally pitched ball leaves the pitcher’s hand. <i>Stress the mechanic.</i>
95	Stopping Between Home/1st. A play on the BR between home and 1 st . - BR steps back <i>to avoid a tag</i> He or she is declared out. <i>The play becomes dead when the batter-runner steps backward.</i> <i>Stress that there is NO penalty for stopping and backing up between other bases.</i>
96	3 Foot Line Examine the diagram and discuss it. The runner is running with <i>part of their body in fair territory</i> . The ball has been thrown and <i>hits them</i> . There is a <i>defensive player in position to make the catch</i> of the thrown ball. <i>“Dead Ball!” is called. BR is called “Out!” How does the “new” rule on pass balls affect this rule?</i>
97	Runner Hit by Batted Ball A runner is hit with a <i>fair batted ball</i> . The <i>runner is off of the base. No defensive player had a chance to make a play</i> on the batted ball
98-102	Awarded Bases You can have 1, 2, 3 or 4 base awards. The <i>most common award is a 2 base award</i> . The factor that determines where you put a runner relies on one of the following: <ul style="list-style-type: none"> • <i>the time of the Pitch.</i> • <i>the time of the Throw.</i> • <i>the time of the Infraction</i> <i>Go over each award</i> and discuss the main points on each situation. <i>Note the determining factor</i> as emphasized above.
103	Fielding title page
104	Obstruction <i>The act of a Defensive Player or Team Member</i> needs to be emphasized
105	Catcher Obstruction <i>Catcher obstruction (option play)</i> What is it? When the catcher prevents the batter from making a “clean” swing at a pitched ball (e.g. contact with the bat by the catcher), the umpire must signal delayed dead ball and <i>let the play complete. Review the Actions</i> required on a Catcher Obstruction. <i>Review what an Option Play means.</i> See the Case Book for an excellent description of the situation / penalties / mechanics.
106-108	Tags Review a Sweep Tag where the ball comes out of the glove and goes out of play and the mechanic involved. Stress <i>“going out of play”</i> . <i>“Dead Ball!”</i> and tagging a runner with the empty hand or glove while the ball is in the other hand. <i>Stress the rule – “no tag and therefore not out” and the mechanic.</i> 3) “Tagging before first base” and <i>the mechanic</i> and <i>especially the verbal “Tag!”</i> <i>“Out!”</i> and 4) “Fake Tag” and requires strong <i>emphasis on the warning</i> and the possibility of <i>the ejection</i> on the play.
109-110	Scaling a Fence You are allowed to scale a fence to make a catch and the catch is good if – <u>1. At the moment of the catch</u> <i>a) last point of contact must be in live ball territory.</i> Then the <i>catch is good</i> .

	2. After catching a fly ball a) player lands in live ball territory then the ball is alive and play continues. See the Effect on the slide. The defensive player lands in dead ball territory . EFFECT: - The ball is dead. - The batter is out. - Runners are awarded one base
111-113	Spectator Interference Go over the scenarios presented – one at a time - and examine the Effects of each one. Stress that in all cases it is a “Dead Ball!”
114	Umpire Interference - Go over the forms of Umpire interference and the effects . Review the Plate Ump and Base umps scenarios and the situations that either could get into.
115	Coaches Interference – Assisting a Runner, Distracting a Fielder, Interfering with a Thrown Ball and Interfering with a Fly Ball – What is the effect of each?
116	Handling Confrontations – title page
117	To Gain Respect you must give respect <i>What does this mean?</i> Discuss!
118	Good Communication Skills Go over the 4 points. Key on rapport!
119	Sending a Message Check in the manual and pay close attention to “Non Verbal” body language messages . It comes up on slide #121 for more detailed discussion.
120	Receiving a message Listening is important. Stress paying attention and not interrupting the speaker. Let them finish their thoughts. It sometimes give you time to calm down and organize your thoughts for a logical and short response.
121-123	Types of Communication Now is the time to get into Non Verbal forms of communication and how much of a message we send without saying a word. See the manual for details.
124	Handling Confrontations title page
125	See Ya! Not the way to eject and ejection should be the last resort .
126	Handling Coaches and Players Go over the Guidelines and stress the “Hint” –(Hint – nothing wrong in checking with your partner over a “rule call”). But remember that very seldom should a ruling come from a conference. The purpose of getting together in a huddle should usually be to check to see if your partner(s) saw something different (pulled foot, etc.) because they had a better angle.
127	Blank Diamond Diagram For use by instructor in explanations of positioning, etc.
128	Credits