## Version Control

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Overview of the Program

The Softball Australia Community Umpiring Program is an initiative that seeks to promote a basic, association or school-based training and development program for those who are new to the role of umpiring. It provides the link to the Softball Australia Level 1 Introduction to Umpiring Program. It aims to teach the fundamentals of umpiring, enhance the development of umpires through a greater linkage to the Level 1 Introduction to Umpiring Program, and potentially identify candidates to facilitate the progression of umpiring development and accreditation.

The program seeks to promote the role of umpiring to people looking to get involved with umpiring, and to those who are required to umpire as part of their respective club/team duties. It provides volunteers with the support, protection and fundamentals needed to enable them to also perform their duties in a way that satisfies the role they play.

Purpose

The purpose of this program is to create a framework that supports and develops volunteer and beginner umpires and to provide the tools to support them both on and off the diamond.

This manual has a three-pronged strategy:
1) To inform beginner umpires about the basics needed to go out and umpire a game of Softball,
2) To inform associations/schools about how best to protect and educate beginner umpires, and
3) To outline the process toward Level 1 Umpire National Accreditation.

For those umpires who have not yet entered the Softball Australia Accreditation Scheme or have some experience in umpiring and are keen to attain their accreditation, it is best for them to follow this link and access the Level 1 Introductory Umpire Program - Participants Manual, which is available on the Softball Australia website.

This manual is structured as follows:
1) Part 1 – information on basic umpiring theory including signals, mechanics and rotations.
2) Part 2 – information to assist with the implementation of a Softball Australia Coloured Shirt Program detailing responsibilities of associations and umpire co-ordinators, suggested opportunities to acquire appropriate resources (ie uniforms), envisaged relationships between senior and junior umpires, Zero Tolerance Policy.
3) Part 3 – information that outlines the transition and requirements for attaining Level 1 National Umpire accreditation. This information is pertinent to those who seek to develop their umpiring credentials/expertise.

If you require any additional information that is not found in this manual, please refer to the Umpiring section on the Softball Australia website. There you will find additional bulletins, resources, Softball Rules in Pictures, Coloured Shirt flip Cards or the Softball Australia Playing Rules Assessment and news pertaining to Softball Umpiring and the contact details for your respective State Directors.
Part 1 – Basic Umpiring

This section shows umpiring starting positions and a few important signals. It is designed for those beginner umpires.

Signals

There are two types of signals that an umpire will use while umpiring. One set is used to communicate to the players, coaches, scorers and spectators the decisions made during the game (i.e. safe and out, fair and foul). The other set of signals is used to communicate between the umpires (i.e. the number of outs). Following are a few of the more common signals that you may be required to use while umpiring.

Base Umpire Signals

Safe Signal

Do not make the call until it is established that the fielder making the play has complete control of the ball.

The safe signal is performed as follows:

- With your head straight forward looking at the play, come up to a standing position
- Bring both hands up to your chest about shoulder height
- Give a brisk verbal call of ‘SAFE’, while fully extending your arms horizontally, parallel with the ground and your palms down
- Adopt a relaxed standing position and keep your eyes on any further plays

**Note:** This procedure enables the umpire to hold their view and focus on the play until all action has been completed. Moving too early or moving during the play can lead to incorrect decisions.
Out Signal

Do not make a call until it is established that the fielder making the play has complete control of the ball.

The out signal is performed as follows:

- With your head straight forward looking at the play, come up to a standing position
- Bring your left hand into your body, slightly above your belt
- Give a brisk verbal call of 'OUT', while punching your right arm to the 90-degree hammer position and clenching the fist
- Adopt a relaxed standing position and keep your eyes on any further plays

Note: This procedure enables the umpire to hold their view and focus on the play until all action has been completed. Moving too early or moving during the play can lead to incorrect decisions.
Plate umpire signals

Strike signal

The strike signal is performed as follows:

- Bend your knees until the eyes are just above the top of the strike zone and eyes just inside the home plate (see right drawing). Allow the pitch to cross home plate. Do not make a call until the catcher has caught the ball. Make a brisk verbal call of ‘strike’ or ‘ball’
- With your head straight forward, come up to a standing position
- Bring your left hand into your body, slightly above the belt
- Raise your right arm to shoulder height with fist clenched. The palm of your hand should be facing your right ear; your right arm is at 90-degree hammer position
- Step back and away from the catcher and relax until you need to focus again on the next pitch
Called infield fly
An infield fly is a fair fly ball (not including a line drive, or an attempted bunt) that can be caught by an infielder with ordinary effort, when 1st and 2nd, or 1st, 2nd and 3rd bases are occupied, before two are out. The purpose of the infield fly rule is to protect the offensive (batting) team, and avoid possibility that a double or triple play can be executed if the ball falls safely to the ground.

The plate umpire assumes primary responsibility for calling an infield fly.

By the time the ball has reached the top of its arc, and the plate umpire has determined that it is in fact an infield fly, the plate umpire should raise their right arm in the air, and call ‘infield fly – batter is out.’ The plate umpire must then signal ‘out’.

If the ball is close to the foul line and it is difficult to determine whether the ball is going to be fair or foul, the plate umpire will call ‘infield fly – batter is out if fair.’ If the ball is fair, the plate umpire will follow the protocol outlined above; if the ball is foul, the plate umpire will verbalise and signal ‘foul ball’.

Infield fly ‘assist’
The base umpire shall at all times assist the plate umpire by also raising their right arm to indicate an infield fly. If the base umpire is in the proximity of the hit and has given the assist signal then the plate umpire should call an infield fly. If the plate umpire does not call the infield fly, the base umpire shall immediately call the infield fly.

Delayed dead ball
A delayed dead ball is a game situation in which the ball remains alive until the conclusion of a play.

The signal is given by extending the left arm straight out from the shoulder, horizontal to the ground and stating the form of delayed dead ball. ‘Obstruction’.

Examples of these situations are: illegal pitch, catcher’s obstruction (preventing the batter from hitting a pitch), and fielder’s obstruction.
Home run

The home run signal is given when a fair-batted fly ball travels over the outfield fence prior to touching the ground, or hits the foul pole above the fence line.

The right arm is extended above the head with a fist clenched. A clockwise circling motion is used to indicate the home run.

Time (suspension of play)

Calling time will immediately suspend play so it is important that you wait until all play has ceased. It should be called in a loud and clear voice while raising both arms above your head.

Any umpire may call ‘Time’.

Fair ball

A good rule of thumb is that a fair ball should be signaled when it is not obvious, or when the ball lands, or is first touched, within a metre of the foul lines.

A Fair Ball is signaled by the Plate Umpire extending their arm straight out from the shoulder, horizontal to the ground, toward the infield. The mask should be kept in the opposite hand and no verbal call is made. A pumping motion should not be employed, and the signal should be held long enough for the players, coaches and other umpires to see the signal and act accordingly.

Foul ball

A foul ball is a legally batted ball that settles on foul territory between home and 1st base or between home and 3rd base, bounds past 1st or 3rd base on or over foul territory, or first touches foul territory beyond 1st or 3rd base.

A foul ball is signalled by raising both arms symmetrically above your head and calling in a loud and clear voice “foul ball.”
Giving the count

The count should be given after:

- Three pitches or when the pitch will create a play, i.e., three balls
- Two strikes, after a check swing, or after an illegal pitch
- Placing the ball into play after a delay or suspension in play
- When a runner advances to the next base

When giving the count it must be verbalised, balls first, strikes second, signal to the pitcher and then the hands rotated 90-180 degrees, slow enough to enable the count to be seen by all players and coaches.

The number of balls should be indicated with the left hand, and the number of strikes indicated with the right.

Requesting the count

When the plate umpire is uncertain of the count they should consult their base umpire by placing two fists (left hand first) toward their chest to gain the attention of the base umpire. In return, the base umpire shall place (left hand first) the count to their chest so it is clearly visible to the plate umpire. The base umpire can also verbalise and signal the count back to the plate umpire.

Stopping the pitch

Rather than suspending play, it is sometimes necessary to simply hold the pitcher from pitching when the batter is not ready.

Stopping the pitch should be signalled by the plate umpire by raising their open hand (right hand for a right-handed batter; left hand for a left-handed batter) horizontal to the ground with their palm toward the pitcher to gain their attention. If the pitcher continues, you should verbalise "No Pitch".

Note: It is important, in the interests of safety, that the plate umpire not remove their mask during this process.

Foul tip

A foul tip is a batted ball that goes directly from the bat to the catcher’s glove, and does not go higher than the batter’s head and is legally caught by the catcher.

A foul tip is signalled by raising the left arm above the head and brushing the left hand with the right in a swiping motion. A strike signal must then be given.
**One umpire system**

In the one umpire system, you are responsible for every call during the game. It is obvious that not everything that happens will be seen. The single umpire must hustle around the diamond and anticipate where to make the best possible call.

With runners on base, give the lead runner priority in your positioning. On every hit ball, you must quickly move out from behind the plate and into the Infield for the best view of the play that develops. It is important to always try to keep the ball in view. Take a quick look at the runners as they touch bases, especially when scoring at home. Watch as the play progresses, anticipate and move towards the base where the play will occur, be prepared to quickly reset and move towards the next play.

If the first play is potentially a routine call, shift towards where the next play may occur, especially if it is a possible tag play. Try and get into the best position to see the ball, the fielder, and the runner to give yourself the best view to make the correct call. Make sure your position for one play does not put you in the way of a player or a thrown ball.

You must watch for: tags, obstruction, interferences, touched bases, runners passing each other, blocked balls etc. For further clarification of these rules please see Softball Australia Rules in Pictures (available for Android and iOS devices. The app is available on Google Play and App store.

Try to keep the following **Four Elements** in your vision:

1. The ball
2. The defensive player making the play
3. The batter-runner or runner
4. The base or area the above elements meet

Any time the ball is thrown, you must know where the runners are in case the ball is thrown out of play. It is always important to hustle. You do not have a partner to assist you. You should never make a call without moving out from behind the plate. When the ball is in the Infield and no further play is evident call and signal ‘time’ and quickly return to your position behind the plate.

**Position of umpire under the following circumstances**

A. Batter-runner with no one on base, or runner on 1st base

B. Runners on 1st and 2nd base, or 2nd base only

C. Runners on 1st and 3rd base, or on 1st, 2nd and 3rd base, or 3rd base only

“**A**, **B** and **C**” are all primary positions. Secondary movements will be dictated by the flow of play. Your ability to hustle and follow the ball now comes into existence.
Two umpire system

In the two umpire rotation system, as implied by the word ‘rotation’, there is an expectation that umpires move into positions appropriate for each play. The information referring to positioning and the calling of plays is written for ideal circumstances and for the best possible positioning for the majority of plays. Proper positioning can be achieved if you think in terms of ‘keeping the play in front of you’.

In order to do this, there are Four Elements that must be kept in your vision.

1. The ball
2. The defensive player making the play
3. The batter-runner or runner
4. The base or area where the above elements meet.

Three basic principles

There are three basic principles that apply to the Two Umpire Rotation System.

1. The division principle
2. The infield/outfield principle
3. The leading runner principle

The division principle

The plate umpire takes all calls at home plate and 3rd base and the base umpire takes all calls at 1st and 2nd base.

Exceptions

1. When the Batter Runner (BR) goes to 3rd base, the Base Umpire takes the BR to 3rd
2. On an infield play, the Base Umpire takes the 1st call on a base, even if it is at 3rd base
3. When a Runner steals to 3rd base, the Base Umpire takes the call
4. When the Base Umpire is positioned between 2nd and 3rd bases before the pitch and there is a pick-off play by the Catcher to 1st base in an attempt to put out the Runner on 1st base, it is the Plate Umpire who takes the call at 1st base.
The infield/outfield principle
When the ball is in the infield, the base umpire moves or stays in the outfield.

When the ball is in the outfield, the base umpire moves to a position in the infield.

The leading runner principle
The base umpire should start in a position that is in front of the lead runner. The expectation is that on a pick-off play (a play where the catcher attempts to put out a runner leading off from a base on the pitch) the catcher will play the lead runner. The base umpire needs to be in a position to make this call.

Note: It is the responsibility of both umpires to ensure all bases are covered in tag-up (re-touching the base after a fly ball is first touched on a catch) situations.

All umpires must watch for: tags, obstruction, interferences, touched bases, runners passing each other, blocked balls, etc.

Prior to the pitch, the base umpire should stand relaxed. You should be focused on the pitch and the batter, be ready and mobile for a possible play. During a call it is important to be still and focused on the play in front of you.

Base positioning for two umpire system

Positioning
- Starting position – foul territory, 4-5 metres (13-16 feet) beyond first base.
- Infield hit (solid arrow) – move to fair territory and obtain an angle to the play.
- Outfield hit (dotted arrow) – Button hook into the diamond and keep the ball and play in front of you.
Positioning

- **Runner on 1st base**
  - Starting position – fair territory, positioned 1-2 metres (3-6 feet) behind the 2nd base fielder, no closer than halfway between 1st and 2nd bases, but not more than two-thirds from 1st base.
  - Infield hit – stay in the outfield area, move to the first play (likely to be either 2nd or 1st base) and obtain an angle on the play. Be prepared for any subsequent plays.
  - Outfield hit – move inside the diamond keeping the four elements in front of you: the ball, defensive player, runner and base where a play may occur in front of you.

- **Runners on 1st or 3rd base**
  - Starting position – Fair territory, positioned 1-2 metres (3-6 feet) behind the left shoulder of the short stop fielder, between 2nd and 3rd bases.
  - Infield hit – stay in the outfield area, move to the first play and obtain an angle on the play. Be prepared for any subsequent plays that may occur.
  - Outfield hit – move inside the diamond keeping the four elements in front of you: the ball, defensive player, runner and base where a play may occur in front of you.
**The leading edge principle**

The leading edge refers to the side at which the runner will first touch a base. To determine whether a runner has beaten a throw or tag to the base in which they are running toward, it is important that we position ourselves on the leading edge of the base.

![Diagram of runner heading toward 3rd base](image)

It is essential that the umpires position themselves on the line of the leading edge, otherwise they are at risk of failing to see the play in full.

**Umpire confidence**

Good umpires are confident umpires. They are confident in their game management, rule knowledge and perhaps the most important, timing and judgment. Timing and judgment go hand-in-hand. An umpire who appears over-zealous and rushes decisions often appears to be guessing, whereas an umpire who appears anxious and delays making calls, likewise appears to be uncertain.

Being confident when making decisions:

1. **Anticipate**, much like a player does, where the play will probably occur and let the throw take you to the play.
2. **Consider**, all inputs ie was the ball controlled? Was the foot on the base? Was the tag made before the runner touched the base?
3. **Decide** the result of the play.
4. **Communicate** your decision.

Overall, an umpire’s timing must be steady, yet at the same time deliberate and consistent. Umpires who develop good timing develop good confidence. Umpires are then able to control, or mould, the situations that occur in the game, thereby ‘setting the tempo’. 
Six key priorities for the beginner umpire

Beginner umpires often stress about technical rules such as interference or obstruction. Whilst these are important elements of the game that umpires need to be aware of, it is important to remember that beginner umpires are not expected to know all the rules immediately. **Rule knowledge builds over time.** Below are the six elements that directly affect a beginner umpire when on the diamond.

**Calling balls and strikes**

The strike zone is the space over home plate that is below the bottom of the batter’s armpits and the top of the knees when the batter assumes a natural batting stance. The complete ball must pass under the batter’s arm pits; some of the ball must be above the top of the batter’s knees: and any part of the ball can pass over any part of the home plate for it to be a strike. The top of the knee may be defined as the highest point of the kneecap when in an upright position.

**Calling safes and outs**

Below are the most common examples of times when a Batter, Batter Runner or Runner are out. The Batter is out when:

- The third strike is swung at and missed, and the catcher catches the ball
- The batter watches the third strike cross the plate and the catcher catches the ball

The Batter Runner is out when:

- A fielder legally catches a fly ball before it touches the ground
- After hitting a fair ball, they are tagged (with the ball in the glove or bare hand) while off base, or thrown (by a fielder touching the base while holding the ball) out prior to reaching 1st base.
  - A legal tag requires the fielder to have the ball securely held in hand or glove when tagging the runner

The Runner is out:

- On a force play (the runner is forced to advance because the batter becomes a batter runner) a fielder, while holding the ball, contacts the base to which the runner is forced to advance, or tags the runner before they reach the base
- While the ball is in play and he is not forced and is not in contact with a base, is legally tagged with the ball in the hand(s) of a fielder.

Predictably, the batter, batter runner or runner will not be out when the above examples do not happen. If a batter, batter runner or runner beats a ball to a base, they are safe.
Calling fair and foul ball

It is vital for an umpire to determine whether the ball is in or out of play. Below is a description of a fair and foul ball.

A fair ball occurs:

On the Infield, prior to passing 1st or 3rd bases:
- Where the ball is first touched (eg if a fielder touches the ball, in the infield, when the ball is on or over fair territory).
- Where the ball finally comes to rest (eg if it settles in fair territory in the infield without being touched it is a fair ball).

In the Outfield, after passing first or third bases:
- Where the ball is first touched (eg if a fielder touches the ball in the outfield when it is on or over fair territory).
- Where the ball first lands (eg if the ball first falls on fair territory in the outfield it is a fair ball regardless of where it bounces afterwards).

If the ball is a bounding ball (eg bouncing past 1st or 3rd bases):
- It is the position of the ball as it passes out of the infield (eg if the ball is over fair territory as it bounds past 1st or 3rd bases).
- If the ball touches the portion of first base that is in fair territory, or touches 2nd or 3rd base, it is a fair ball.

Golden Rule: The position of the BALL is the deciding factor in the fair or foul call NOT the position of the fielder. Any part of the line and the base is considered fair territory.
The study of the above six items will equip you the beginner umpires with the basics for umpiring a game of softball, and will hold you in good stead for future learning and development.

Softball Australia has a basic rulebook explaining the Rules in Pictures and is available for Android and iOS devices. The app is available on Google Play and App store. For those who seek to access a more definitive and in-depth description of softball’s playing rules, Softball Australia provides downloadable and printed versions of the rulebook available at a small cost, and provides a free-to-access online version. Please click here to access the Softball Australia’s Official Playing Rules 2014-17 and the Rules in Pictures.

NOTE:
Beginner umpires should concentrate mainly on the Six Key Priorities:
- Balls and Strikes
- Fair and Foul
- Safes and Outs
Part 2 – Transitioning to Level 1

As much encouragement, as possible should be given to umpires in the community umpire program to consider completing the requirements for accreditation as a Level 1 umpire. As noted in the “Level 1 Introductory Program Participants Manual”:

Becoming an accredited umpire highlights a recognised level of competence and effort and enables you to wear the Softball Australia Umpire logo with pride, knowing you have earned it.

While not a necessary outcome for all participants in the Community Umpire Program, achieving Level 1 umpire accreditation provides a suitable conclusion to the program for those interested. It also provides a convenient point in time for the coloured shirt to be replaced by the Softball Australia official blue umpires’ shirt.

Once the Community Umpire Program is underway, interest in Level 1 Umpire accreditation can be assessed, and steps taken to assist potential candidates with completion of the five modules that lead to Level 1 Umpire accreditation.

The benefits of becoming an accredited umpire include:
- Provides a defined pathway for acknowledged improvement and professional standards
- Provides a pathway from the end of a playing career to continued involvement in the sport of softball
- A unique perspective, as often a current or former player or coach will report that umpiring has been very beneficial in terms of better understanding the rules, the umpire’s perspective and crew signals
- Enabling Softball Australia to have an identifiable number of accredited participants. This is very important when applying for Australian Sports Commission funding
- The ability to apply for tournaments within the state as Level 1 is usually a mandatory requirement
- The best seat in the house!
Module 1: Rule knowledge
Schedule a training session (suggested one hour duration) to go over the rules material in the Level 1 Umpire Introductory Participants Manual. Next, arrange a convenient time (perhaps later in the season) when the trainees can sit the Australian Basic Rules Assessment.

Australian Basic Rules Assessment is accessible online. Click here for more information.

Module 2: Play by the rules
This involves completion of the online “Play by the Rules” officials’ course at Play By The Rules (www.playbytherules.net.au). Click here, then click on the blue box “Register for our online courses.” Register with your email address. Login, go to Browse Learning and you will find the course titled “Introductory Level Officiating General Principles.” The three modules need to be completed in the umpire’s own time. They can also be done over multiple sessions.

Module 3: Umpire’s Code of Conduct Form
The Code of Conduct and Agreement Form outlines the expectations of being an accredited softball umpire. This form must be read and signed.

Module 4: Practical On Diamond Competency Check
Schedule some additional training sessions to go over the On Diamond Mechanics material in the Level 1 Introductory Participants Manual; for example, two one hour sessions, one for base mechanics and one for plate mechanics, might be deemed appropriate. Completion of the Level 1 On Diamond Competency Checklist (on a minimum of five games) should then be straightforward as part of the broader training process.

The person/s assessing the umpire’s competency does not necessarily have to be an accredited umpire; they simply need to be a softball official.

Once all modules have been completed, these forms must be submitted to your State Director, with the completed Level 1 Accreditation Application Form, including the printed Australian Basic Rules Assessment Result.

Contact your State Director of Umpiring for further information
Feedback Journal

Introduction
A steep learning curve is required for a Community umpire to become competent; having to consider not only the rules of the game but also the on-diamond mechanics, position and movement. Feedback is readily available from a variety of sources. The Umpire should capture and reflect on the feedback given so improvement can be made.

It is important that a record of this information is kept and later reflected on and discussed with a mentor or trainer. To assist the umpire a simple diary/journal is recommended. It has been suggested that some umpires may forget to bring a permanent diary on “game days”; below is a more flexible method that can be used.

Journal Proposal
A5 D-ring binders are relatively cheap and can be used to hold feedback notes. Inside the front cover a simple diagram (refer to Appendix A) can be placed to assist the participant to use common softball terms, for example, F4 for second base fielder, R3 for the third runner on the diamond, etc. At the back of the binder, instructions for those providing feedback (Trainers and Mentors) and summary instructions can be placed for consistency across feedback. Several loose sheets of paper can be inserted for the participant to write their own self-assessment feedback.

A Carbonless (Duplicate) Record Book could be used by the person providing feedback. Those people managing the umpires, could use these books; provide the top copy of the feedback to the umpire for their journal; retain the duplicate for future record. The instructions for providing feedback that is at the back of the binder would also be attached to the back of the record book. Where possible these would be pre-drilled to be used in the A5 D-ring binder.

A Summary Page of a contrasting colour (e.g. red) would be used to consolidate the feedback provided over a prescribed period. For example, after every five or six games, the three or four objectives the umpire, in consultation with their trainer/mentor, have decided the umpire will concentrate on would appear on these Summary Pages. These summary pages would be used as interleaves between feedback pages.
Appendix A: Softball Positions on the Diamond

Fielding positions (Defence) are given abbreviations to easily and quickly identify their positions:
F1 = Pitcher
F2 = Catcher
F3 = 1st Base
F4 = 2nd Base
F5 = 3rd Base
F6 = Short Stop
F7 = Left-field
F8 = Centre-field
F9 = Right-field

The Batting (Offence) side has abbreviations that indicate if they are batter, runners and the order they batted, in the current innings:
B1 = first to bat B2 = second to bat etc.
R1 = B1 when he/she became a runner

Similarly, umpires have abbreviated identifiers
P = Plate Umpire
U1 = Base Umpire
### Australian Umpire Development Pathway

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<td>Minimum 2 years umpiring</td>
<td>Minimum 2 years umpiring</td>
<td>65% on Open Rules Assessment or 80% on Basic Rules Assessment Practical - U14 State level or equivalent standard</td>
<td>State Championships as per state regulations International Friendship Series U14 National Championships</td>
</tr>
<tr>
<td><strong>Level 3</strong></td>
<td>Minimum 3 years umpiring</td>
<td>Minimum 3 years umpiring</td>
<td>75% on Open Rules Assessment Practical - U16 State level or equivalent standard</td>
<td>State Championships as per state regulations National Junior Championships</td>
</tr>
<tr>
<td><strong>Level 4</strong></td>
<td>Minimum 4 years umpiring</td>
<td>Minimum 4 years umpiring</td>
<td>80% on Open Rules Assessment Practical - Open State level or equivalent standard</td>
<td>State Championships as per state regulations National Junior Championships</td>
</tr>
<tr>
<td><strong>Level 5</strong></td>
<td>Minimum 5 years umpiring</td>
<td>Minimum 5 years umpiring</td>
<td>85% on Open Rules Assessment Practical - National Junior Championships (U16 Girls or Boys, or U18 Women)</td>
<td>National Open Championships Australian Development Squad</td>
</tr>
<tr>
<td><strong>Level 6</strong></td>
<td>Minimum 6 years umpiring</td>
<td>Minimum 6 years umpiring</td>
<td>85% on Open Rules Assessment Practical - U18 Men or Open Women Championships</td>
<td>Oceania WBSC Certification Clinic International Exchange Program Australian Development Squad</td>
</tr>
<tr>
<td><strong>WBSC Certified</strong></td>
<td>Minimum 7 years umpiring</td>
<td>Minimum 7 years umpiring</td>
<td>85% on WBSC Rules Assessment Practical - Championships approved by WBSC</td>
<td>World Championships WBSC-endorsed events</td>
</tr>
</tbody>
</table>

Individual experience may vary. Other tournaments may be used for assessments where appropriate.
Additional umpiring resources, including information on umpiring courses and accreditation, can be found on the Softball Australia web site (www.softball.org.au).