

2012 IACO SOFTBALL OFFICIALS CLASS

Module 5 Force Plays, Timing Plays & Appeals

Module 5 Force Plays, Timing Plays & Appeals Introduction

- Upon completion of this Module, the student should
 - Comprehend the situations which cause a runner to become a forced runner
 - Identify the criteria that create a force play or a timing play and properly apply those concepts
 - Know the guidelines for making a proper appeal

Module 5 Force Plays, Timing Plays & Appeals Definitions

- Forced Runner
 - A runner which loses the right to the base occupied because the batter becomes a batter-runner
 - Since a batter-runner has not yet earned the right to a base, the batter-runner is, by definition, a forced runner until legally reaching first base

Module 5 Force Plays, Timing Plays & Appeals Definitions

- Force Play
 - A play in which any forced runner is played upon
 - NOTE: This includes a dropped third-strike play with two outs

Module 5 Force Plays, Timing Plays & Appeals Definitions

- Timing Play
 - Any play which results in the final out of an inning being recorded, not including
 - A batted ball caught in flight
 - A force play
 - Used to determine whether runs shall count on possible scoring plays

Module 5 Force Plays, Timing Plays & Appeals Definitions

- Appeal
 - A play or rule violation on which the umpire does not make a ruling until requested by a coach or player
 - Must be allowed if done properly
 - NOTE: An umpire checking with his/her partner about a checked/half-swing being a strike is, by rule, NOT an appeal...
 - The decision rests completely with the calling official as to whether he/she will ask for help, therefore, it does not meet the definition of an appeal

Module 5 Force Plays, Timing Plays & Appeals Force Plays

- Force Play – Occurrences
 - A force play occurs in one of two ways
 - A fielder touches the base to which a runner is forced while the fielder is in possession of the ball
 - A forced runner is tagged

Module 5 Force Plays, Timing Plays & Appeals Force Plays

- Force Play – Removal
 - A force play ends if
 - A batted ball is caught in flight
 - A following runner is put out

Example: With R1 at first base and no outs, B1 hits a sharp ground ball to F3, who steps on first base to put out B1. The force on R1 has now ended, and R1 may now retreat or continue advancing to second base. R1 must be tagged to be put out

Module 5 Force Plays, Timing Plays & Appeals Force Plays

- Force Play – Ramifications
 - No runs shall count on a particular play if the final out of an inning is recorded on a forced runner

Module 5 Force Plays, Timing Plays & Appeals Timing Plays

- Timing Play – Ramifications
 - If a runner touches home plate before the out is recorded on a timing play, then the run shall count
 - Many, but not all Appeals are Timing Plays

Module 5 Force Plays, Timing Plays & Appeals Appeals

- Making a Proper Appeal
 - An appeal may be made while the ball is live
 - Any fielder in possession of the ball may either
 - Touch the proper base OR
 - Tag the runner who committed the violation
 - NOTE: The runner may be standing on another base when the appeal is made

Module 5 Force Plays, Timing Plays & Appeals Appeals

- Making a Proper Appeal
 - An appeal may be made during a dead-ball interval
 - This is what many might call a “traditional appeal”
 - A fielder would use the same procedure as with a live-ball appeal
 - The appeal may also be made verbally
 - By the head coach OR
 - By any fielder, with or without the ball

Module 5 Force Plays, Timing Plays & Appeals *Appeals*

- Making a Proper Appeal
 - An appeal may be made during a dead-ball interval only after
 - All runners have completed their advancement and time has been called OR
 - The ball has gone out of play, and all runner have been given the opportunity to complete their base running responsibilities

Module 5 Force Plays, Timing Plays & Appeals *Appeals*

- Making a Proper Appeal
 - If “play ball” has been declared by the umpire and then an appeal is requested, the umpire would again call “time” and allow the appeal

Module 5 Force Plays, Timing Plays & Appeals *Appeals*

- Making a Proper Appeal
 - An appeal can be made
 - Before the next pitch, legal or illegal
 - At the end of a half inning, before all infielders have left fair territory and the catcher has vacated her normal fielding position
 - On the last play of the game, before all umpires have left the field of play

Module 5 Force Plays, Timing Plays & Appeals *Appeals*

- Appeals—Types
 - There are four types of appeals, including
 - Missing a base (advancing or returning)
 - Live-ball or dead-ball appeal
 - Leaving a base on a caught fly ball before the ball is touched by the defense
 - Live-ball or dead-ball appeal

Module 5 Force Plays, Timing Plays & Appeals *Appeals*

- Appeals—Types
 - There are four types of appeals, including
 - Batting out of order
 - Dead-ball appeal only
 - Attempting to advance to second base after making the turn at first base overrunning first base
 - Live-ball appeal only

Module 5 Force Plays, Timing Plays & Appeals *Appeals*

- Appeals—Additional Information
 - A runner may not return to touch a base if
 - She has reached a base beyond that base and the ball becomes dead, OR
 - She has left the field of play, OR
 - A following runner has scored

Module 5 Force Plays, Timing Plays & Appeals Appeals

- Appeals – Additional Information
 - More than one appeal play may be made on any runner or runners, however
 - “Guessing games” should not be allowed

Module 5 Force Plays, Timing Plays & Appeals Appeals

- Appeals – Additional Information
 - If the batter-runner misses first base before the throw arrives, she will be called safe
 - If a proper appeal is made before she touches/returns to first base, then she will be called “Out on the Appeal”
 - This is a live-ball appeal

Module 5 Force Plays, Timing Plays & Appeals Appeals

- Appeals – Additional Information
 - If the runner misses the plate and the fielder misses the tag
 - The umpire should casually call the runner “Safe” and make the appropriate signal

“We do not want to tip our hand to either team by not making any call”

–Pat Creek, IHSA Head Softball Clinician

Module 5 Force Plays, Timing Plays & Appeals Appeals

- Appeals – Additional Information
 - If the runner misses the plate and the fielder misses the tag
 - And no appeal is made, the run will count
 - And a proper appeal is made on the runner, the runner will be called “Out on the Appeal”

Module 5 Force Plays, Timing Plays & Appeals Appeals

- Appeals – Special Case
 - A Fourth-Out Appeal
 - Is a proper appeal made after the third out of a half-inning is recorded, AND
 - Can ONLY be used to nullify any runs which may have scored on a play

Module 5 Force Plays, Timing Plays & Appeals Appeals

- Appeals – Special Case

Example: With one out and R1 on third and R2 on second, B1 hits a fly ball to shallow center field. Believing that the ball will not be caught, both runners advance. F8 makes the catch and throws to F4 who is standing on second base. R1 touches the plate before F4 catches the throw, however the throw arrives before R2 can return to second, making the third out on the live-ball appeal. Before all of the infielders leave fair territory, the head coach of team on defense requests an appeal on the runner who scored. The appeal is proper, and the run will not count because of the fourth-out appeal. If the fourth-out appeal is made, then the run will count on the timing play.

Module 5
Force Plays, Timing Plays & Appeals
Review

- ❑ What is the term used for a runner that is not out but loses (or does not yet have) the right to occupy a base?
- ❑ With regard to runs scoring on a play where the final out of a half-inning is recorded, all plays are timing plays except for which two types of plays?
- ❑ When can runs score when the final out of a half-inning is a force play?
- ❑ When can a fourth-out appeal be granted?

Module 5
Force Plays, Timing Plays & Appeals
Review

Questions?