When to POINT. (RIGHT hand except where noted.)

1. At <u>start</u> of game, to partner confirming 'ready'. Partner points back.
2. To officially start the game – putting the ball in play.
3. Putting the ball back in play after a time out; conference, foul ball, etc. With runners on a verbal 'play' is given as you point.
4. Checked swing. <u>Using hand closer to batter</u> "Yes! He did". **Left** for RHH, Right for LHH.
5. Checked swing appeal to partner. Step out from behind the plate and point with <u>**LEFT**</u> hand to partner "Joe, did he go?"
6. Safe, on dropped ball after a tag. Give safe signal then point to the ground "Ball on the ground!" <u>Do not point at the ball</u>.
7. When runner is tagged between bases - with **left** hand point stating 'on the tag!' then give out signal with right hand.
8. Pointing fair ball - use hand near the line. Plate ump: <u>left</u> hand if ball down RFL, right hand if down LFL. <u>Base ump(s), don't cross body. If in front of you - use hand near line, if turning because ball's behind you, use hand near line.</u>
9. Run scores. On a timing play and there is question whether the run scored before the final out. Point at the plate - "The run scores. Score that run." WHEN RUN DOES NOT SCORE: Arms above head, sweeping in an 'X' motion. (similar to football when clock is stopped) "No run, no run!"
10. Base awards. "You, score!" "You, 2nd base!".   If multiple runners, award in order, lead runner first.
11. "That's a balk! Time!" (<u>high school, immediate dead ball</u>). <u>All other levels</u> where balk is not immediate dead ball, point, "That's a balk!" then wait until end of playing action before calling 'time'; balk is ignored or enforced by rule.
12. Obstruction. Point at the obstruction and state "That's obstruction!"
13. Interference. Point at the interference. "That's interference!" Then immediately call 'time' unless one of three times when interference is not immediate. 1. Batter interferes with catcher playing on a runner. 2. Umpire interferes with catcher playing on a runner. 3. Coach physically assists a runner.
14. Signals to partner; infield fly - **1** out, rotation - **1** out.
15. Declaring an infield fly.
16. If foul ball, signal 'time' then point 'foul'. If plate ump or 3rd base ump on the line, use **left** hand.
17. If fly ball caught near line. Signal 'fair or foul' then give out signal. Example: <u>Ump goes out from 'A'</u> on fly ball near line. If foul, caught - (<u>will be facing the outfield</u>), point with right hand toward foul, then give out signal (with right hand). If fly ball caught in fair near line, point 'fair' with <u>**left**</u> hand, then out signal (with right hand).

DO NOT POINT:
1. *When the batter walks on pitches thrown.
2. When a fly ball is dropped. If obvious, simply give safe signal. If below the waist and/or not obvious...sell it.
3. IN A COACHES OR PLAYERS FACE!