

Challenge Rule for WBA

1. Crew Chiefs are responsible for determining whether a Manager Challenge is timely and proper. A timely challenge is defined as one being made immediately at the conclusion of a play and after “time out” has been called.
2. Umpires may confer among themselves at any time and change any call.
3. Each club will receive (2) Manager Challenges to start each game.
4. If the Challenge of the call or play is overturned the Club will retain it’s 2 Challenges.
5. If the Challenge of the call or play is not overturned the Club will lose a Challenge. Both managers will be notified.
6. Once both Challenges (2) have been exhausted the Club will NOT have the ability to challenge any additional play or call in the game.
7. A Club’s manager or acting manager is the only person authorized and permitted to request or initiate a Challenge after play has stopped. The key word to be used “*Challenge*”
8. To notify an umpire of a Challenge, the manager, shall call time out and approach the Crew Chief in the home plate area.
9. Always make sure the Crew Chief acknowledges the Challenge.
10. The Crew Chief may, in his sole discretion, conduct a review of a play or a call.
11. If the Challenge is untimely the call will stand.
12. All umpires will get together to determine a change or uphold call or play.
13. At this time the pitcher may throw to any infielder to keep his arm warm.
14. Once the call or the play has been determined(overturned or upheld) the decision is final.
15. Anyone arguing anymore will be ejected, manager, coach, or player.
16. The Crew Chief will signal call. The Crew Chief will bring BOTH managers together and explain the final decision, whether upheld or overturned. Runners will be placed where they would have been, in the umpire’s judgement , if the changed call had been the correct call in the first place. They Crew Chief will signal the call.
17. The key word “*Challenge*” must be said by manager to implement total umpire gathering to review call.