

OUR JUNIOR UMPIRING PROGRAM

UMPIRING POINTERS

Safety, Safety, Safety

COACH CANNOT WARM UP PITCHER DURING PRACTICE, GAMES, OR IN BULL PEN

- CATCHER MUST HAVE A DANGLING THROAT PROTECTOR
- CATCHER CAN WARM UP PITCHER WITH FULL MASK, INCLUDING DANGLER, BUT NEED NOT HAVE CHEST PROTECTOR AND SHIN GUARDS
- LONG VS. SHORT MODEL CHEST PROTECTOR; LONG REQUIRED IN BASEBALL MAJORS AND BELOW; EITHER IS ALLOWED IN SOFTBALL, AND BASEBALL JUNIORS AND ABOVE
- DURING DEFENSE ALL COACHES MUST STAY IN DUGOUT – NO COACHES ON THE FIELD (A LEAGUE MAY ALLOW SOME EXCEPTIONS FOR YOUNGER DIVISIONS)
- AT LEAST ONE COACH MUST BE IN DUGOUT AT ALL TIMES FOR ALL LEVELS
- EQUIPMENT (BATS, GLOVES, ETC), CANNOT BE LEFT LAYING ON THE FIELD DURING GAME
- NO PAINTED HELMETS, NO STICKERS ON HELMETS EXCEPT THOSE PROVIDED BY MANUFACTURER
- BULL PEN SAFETY

COMMON MISCONCEPTIONS

- TIE GOES TO THE RUNNER – 7.08(E) “A RUNNER IS OUT WHEN...FAILING TO REACH THE NEXT BASE BEFORE A FIELDER TAGS SAID RUNNER OR THE BASE AFTER THAT RUNNER HAS BEEN FORCED TO ADVANCE BY REASON OF THE BATTER BECOMING A RUNNER.”*
- THE HANDS ARE PART OF THE BAT – IF A BATTER IS HIT IN THE HANDS, UMPIRE MUST JUDGE WHERE HANDS WERE AT TIME OF CONTACT (IN STRIKE ZONE OR NOT) AND WHETHER OR NOT BATTER WAS MAKING AN ATTEMPT TO HIT THE BALL*
- THE PLATE UMPIRE CAN OVERRULE A BASE UMPIRE’S CALL – ONLY THE UMPIRE MAKING A CALL CAN CHANGE HIS/HER CALL IF HE/SHE SO CHOOSES*
- BATTER MUST “PULL BACK” ON A BUNT ATTEMPT WHEN THE BALL IS OUTSIDE THE STRIKE ZONE – PAGE 50, BUNT) “...IS A BATTED BALL NOT SWUNG AT, BUT INTENTIONALLY MET WITH THE BAT AND TAPPED SLOWLY.”, (PAGE 54, STRIKE A) “IS STRUCK AT BY THE BATTER AND IS MISSED”;* UMPIRE MUST JUDGE AS TO WHETHER THE BATTER MADE AN “ATTEMPT” AT

THE BALL.

•*RUNNER RUNNING OUT OF THE BASELINE IS AUTOMATICALLY OUT*
– SEE

7.08 (A) 1; RUNNER MAKES THEIR BASELINE AND THAT BASELINE BEGINS AT THE POINT A FIELDER HAS THE BALL AND IS ATTEMPTING TO MAKE A TAG ON THE RUNNER.

•*RUNNER MUST SLIDE* – 7.08 (A) 3 "...OUT WHEN... RUNNER DOES NOT

SLIDE OR ATTEMPT TO GET AROUND A FIELDER WHO HAS THE BALL AND IS

WAITING TO MAKE THE TAG"

•*BATTER MUST TURN RIGHT AFTER PASSING FIRST BASE OR CAN BE TAGGED OUT; UMPIRE MUST JUDGE WHETHER RUNNER MADE AN ATTEMPT TO GO TO SECOND BEFORE DECIDING TO RETURN TO FIRST BASE*

SPEED OF PLAY

•60 SECONDS FROM LAST PUT OUT UNTIL START OF PLAY FOR THE NEXT INNING – WARM UP PITCHES 8.03

•HUSTLE PLAYERS ON AND OFF FIELD, TELL MANAGERS TO HAVE CATCHERS READY; ANOTHER PLAYER WITH FULL HELMET GEAR MAY WARM UP PITCHER WHILE CATCHER GEARS UP; NO CATCHER, NO WARM-UP PITCHES!

•DON'T GO TALK TO COACHES/OTHER UMPIRES/MANAGER/SPECTATORS DURING INNING CHANGE; GET A QUICK DRINK, CLEAN OFF THE PLATE, AND PLAY BALL!

PLATE UMPIRE CAN HOLD SPARE BALL DURING WARM UPS AND TOSS TO PITCHER OR CATCHER IF BALL GETS PAST CATCHER; ALSO, ON FOUL BALL WHICH CATCHER OR FIELDER IS CHASING DOWN, THROW SPARE BALL TO PITCHER

UMPIRE PRIORITIES UMPIRE PRIORITIES

FAIR/FOUL; MUST BE ON THE LINE TO CALL; ONE UMPIRE ONLY; NO VOICE

FOR FAIR

CATCH/NO CATCH; INDICATE/CALL ALL CATCHES, BUT BE PARTICULARLY LOUD AND VOCAL ON ANY WHERE THEY MAY BE DOUBT; ONE UMPIRE ONLY; "I'VE GOT A CATCH" OR "THAT'S A CATCH" (SIGNAL OUT), VS "NO CATCH!" (SIGNAL SAFE)

KNOW WHO IS RESPONSIBLE FOR A CALL – ONE UMPIRE, ONE CALL; DO

NOT OFFER "HELP" ON A CALL UNLESS ASKED!

TIMING, TIMING, TIMING

SLOW IT DOWN! THERE IS NO NEED TO MAKE A CALL THE INSTANT SOMETHING HAPPENS. "PAUSE, READ, REACT". THINK

TO YOURSELF, "YES THAT WAS AN OUT", OR "YES, HE/SHE IS SAFE", THEN MAKE THE CALL.

FOR BALLS/STRIKES, WAIT FOR BALL TO HIT GLOVE, SAY "YES, THAT WAS A STRIKE" OR "NO, THAT WAS A BALL", THEN CALL IT. WHEN IN DOUBT ON FAIR/FOUL, LET IT PLAY OUT. IF IT WAS FOUL, YOU CAN FIX IT. IF YOU CALL IF FOUL BUT IT WAS FAIR, YOU CAN'T FIX IT. INFIELD FLY – MUST BE CATCHABLE WITH "ORDINARY EFFORT". KEEP IN MIND THERE IS NO SUCH THING AS "ORDINARY EFFORT" IN MINORS AND BELOW! KNOW WHETHER INFIELD FLY IS IN EFFECT BEFORE THE PITCH AND INDICATE AS SUCH TO YOUR PARTNER (USUALLY FINGER TO BILL OF HAT, OR FIST TO CHEST)

PLATE MECHANICS

STAND TO LEFT OF CATCHER (FOR RIGHT-HANDED BATTER, RIGHT SIDE

FOR LEFT-HANDED BATTER) BETWEEN AND IN BACK OF CATCHER AND BATTER

HEAD NO LOWER THAN CHIN JUST ABOVE TOP OF CATCHER'S HEAD A PERSON SHOULD NOT HAVE ENOUGH ROOM TO WALK BETWEEN CATCHER AND PLATE UMPIRE

STANCE SHOULD BE FAIRLY WIDE, DEPENDING ON YOUR HEIGHT. YOU NEED NOT SQUAT DOWN VERY FAR.

DON'T LEAN IN, TRY TO SQUAT STRAIGHT DOWN (YOU WILL HAVE A

SLIGHT LEAN)

HANDS IN FRONT OF YOU. USE HAND BEHIND CATCHER TO "LOCK IN"; THE OTHER HAND SHOULD BE LOOSE (DON'T MAKE A FIST OR LOCK IT IN PLACE)

PLATE MECHANICS CONTINUED

INDICATOR IS ALWAYS HELD IN LEFT HAND. TAKE OFF MASK WITH LEFT HAND.

DO NOT MOVE YOUR HEAD! FOLLOW THE PITCH FROM PITCHER'S HANDS

ALL THE WAY TO THE GLOVE WITH YOUR EYES!

CALL BALLS WHILE DOWN. STAND UP (DO NOT MOVE FEET) TO CALL STRIKES. THEN STEP BACK AND RELAX BETWEEN EACH PITCH.

INDICATE COUNT OF BALLS WITH LEFT HAND, STRIKES WITH RIGHT, AND INDICATE WITH HANDS ABOVE SHOULDERS, FACING TOWARD THE PITCHER; FULL COUNT IS 3 BALLS, 2 STRIKES, NOT ALL FINGERS DOWN!

INDICATE NUMBER OF OUTS DOWN TO YOUR SIDE; INDICATE FAIRLY

OFTEN, ESPECIALLY IF NO SCOREBOARD, OR SCOREBOARD IS WRONG; BASE UMPIRE SHOULD ECHO OUTS
FIELD POSITIONING (ONE BASE UMPIRE)

- A POSITION WITH NOBODY ON
- B POSITION WITH RUNNER ON FIRST *ONLY*
- C POSITION WITH RUNNERS IN ANY OTHER COMBINATION OF BASES
- WATCH FOR RUNNERS LEAVING EARLY (BASEBALL AND SOFTBALL MAJORS AND BELOW; SOFTBALL JUNIORS AND ABOVE CAN LEAVE WHEN BALL LEAVES PITCHER'S HAND)
- WATCH FOR TAG-UPS ON CATCHES
- WATCH FOR BALKS/ILLEGAL PITCHES
- INFIELD PLAYS – MAKE SURE FIELDER HAS SECURE POSSESSION OF THE BALL AND HAS THROWN/RELEASED THE BALL BEFORE TURNING TO WATCH THE PLAY AT THE BASE TO WHICH THE FIELDER HAS THROWN
- KNOW WHETHER PLAY IS A FORCE OR NOT; ON TAG PLAYS, MAKE SURE FIELDER HAS SECURE POSSESSION OF THE BALL BEFORE CALLING THE RUNNER OUT.
- FOR 60" DIAMOND, IF THE BALL IS HIT TO THE OUTFIELD (ON THE GROUND OR IN THE AIR) YOU'RE IN; IF THE BALL IS HIT TO THE INFIELD, YOU'RE OUT.
- ASSIST PLATE UMPIRE WITH CHECK SWING REQUESTS
- ASSIST PLATE UMPIRE WITH FOUL BALLS HIT OFF THE BATTER WHILE IN THE BOX; PLATE UMPIRE CAN'T ALWAYS SEE THESE; GIVE PLATE UMPIRE A CHANCE TO CALL THIS, BUT IF NOT, YOU CALL IT!
- CHEST TO THE BALL; DON'T "BALL WATCH" BUT HAVE AN AWARENESS OF WHERE THE BALL IS AT ALL TIMES; NEVER TURN YOUR BACK ON THE BALL (OR IT WILL HIT YOU IN THE BACK OF THE HEAD).
- DO NOT SIGNAL OUT/SAFE UNLESS YOU HAVE THE BALL AND A RUNNER NO NEED TO SIGNAL IF NO PLAY WAS BEING MADE ON THE RUNNER, OR IF THE BALL WAS THROWN PAST THE FIELDER