

# Umpire Quick Notes

## 1. Pre-game

- a. Put on umpire equipment
- b. Conduct umpire pre-meeting with crew members
- c. Check player equipment (bats, helmets, catcher's gear)
- d. Inspect the field for proper chalking and ground rules
- e. Ensure teams warm-up safely
- f. Collect 1-2 game balls from each team.
- g. Grab water or Gatorade from Snack Shack (free)
- h. Conduct plate meeting with managers.  
Exchange lineups.
  - i. Ask each manager "is your team properly equipped and ready to play according to Little League Rules?" – Get a Verbal "Yes" from each Mgr
  - ii. Ask each manager for any ineligible pitchers – circle on lineup cards
- i. Little League Pledge

League provided gear: – Mask – Chest protector – Shin guards – Umpire hat – Umpire shirt – Ball / strike indicator – Ball bag – Plate brush – Scorecard – LL rule book (green)
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## 2. Game

- a. Put the ball in play to start the game, after each timeout or dead ball, after foul balls, and to start new innings. The proper call is "Play" and point to the pitcher.
- b. Basic 6
  - i. "Ball" (stay down when making this call)
  - ii. "Strike" (stand up to make this call; swinging strikes are not verbalized)
  - iii. "Safe"
  - iv. "He's out"
  - v. "Time" (to call time out)
  - vi. "Foul", then point in the direction of the foul (Fair balls are not verbalized, but you point toward fair territory if it's close)
- c. "Obstruction" is an infraction against the defense for getting in the way of the runner when that defender does not have the ball. It's a delayed call if there's no play on the obstructed runner.
- d. "Interference" is an infraction against the offense and results in an immediate "Time". The runner who interferes with the defense will be called out.
- e. "Infield Fly" if easy pop-up and runners on 1<sup>st</sup> and 2<sup>nd</sup> (or 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>) with < 2 outs
- f. Breakaway bases; if base(s) come apart call "Time" and allow the offense to be safe if he got there safely to begin with. A runner will be safe at either the breakaway base bottom or top piece (if the base separated during the play)

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## g. Pitch Count

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**League Age 13-16 95 pitches per day**

**League Age 11-12 85 pitches per day**

**League Age 9-10 75 pitches per day**

**League Age 7-8 50 pitches per day**

### ii. Pitch counts- League age 14 and under

**1) 1-20 pitches = no rest required**

**2) 21-35 pitches = 1 calendar days rest**

**3) 36-50 pitches = 2 calendar days rest**

**4) 51-65 pitches = 3 calendar days rest**

**5) 66+ pitches = 4 calendar days rest**

iii. Pitcher can complete the at-bat once he reaches the max pitch count

iv. 41 or more pitches thrown; pitcher "cannot" go to catcher position.

v. Catcher catches "any part" of 4 or more innings – "cannot" pitch.

vi. Unlike previous years, the manager cannot call for an intentional walk; his pitcher must throw 4 balls to the batter before the batter can go to first.

vii. Official Scorekeeper and Pitch Count Recorder work for and with the Home Plate umpire, not for the Managers

h. Base-runners cannot leave base until the pitched ball reaches the batter. If they leave early on a play, drop your red flag or hat and return them to bag. If 1 runner leaves early – they ALL left early – call TIME – and back all runners up.

i. Jr's and Sr's divisions excluded – leadoffs and base-stealing allowed.

## 3. Post Game

a. Return 1-2 game ball(s) to each team – based on who provided them

b. Leave the field through the winning team's dugout quickly

c. Sign the official scorekeeper's book if asked to (not required)

d. Remove umpire equipment and restore in supply room – hang jersey's up

## 4. Game Management

a. Start the game on time

b. Maximum 1 minute or 8 pitches in between innings, whichever comes first. The inning starts with the 3<sup>rd</sup> out by the defense. Tell catcher to throw the next pitch down when the allotted time between innings is over.

c. In between innings try to stand ½ way between home plate and 1<sup>st</sup> base when the Visitors sitting in 3<sup>rd</sup> base dugout are due to bat

d. In between innings try to stand ½ way between home plate and 3<sup>rd</sup> base when the Home team sitting in 1<sup>st</sup> base dugout are due to bat

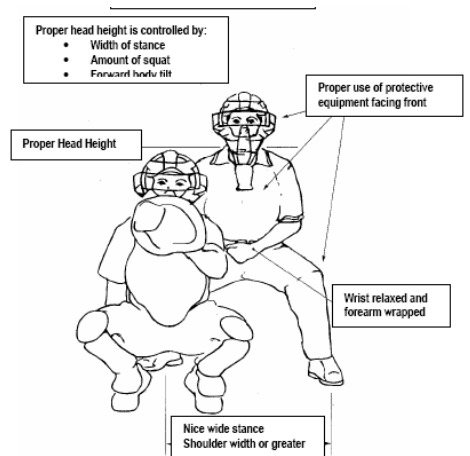
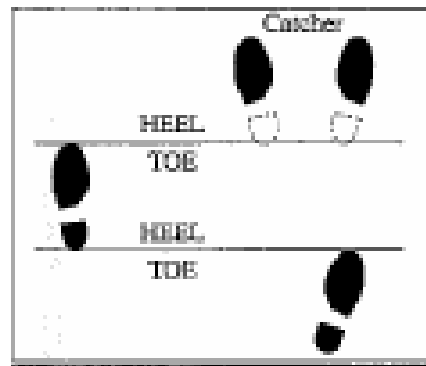
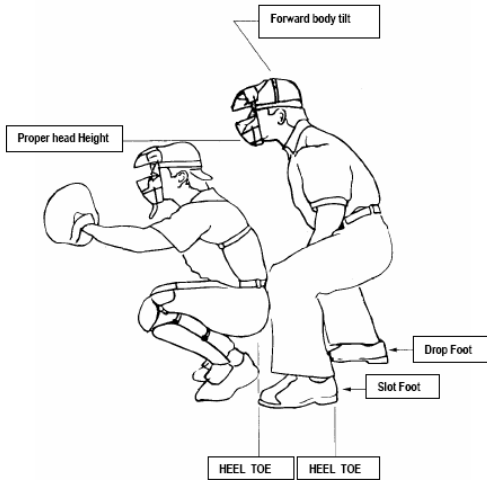
e. Keep the game moving but don't rush. Avoid unnecessary time outs if possible.

f. And for goodness sake have fun!

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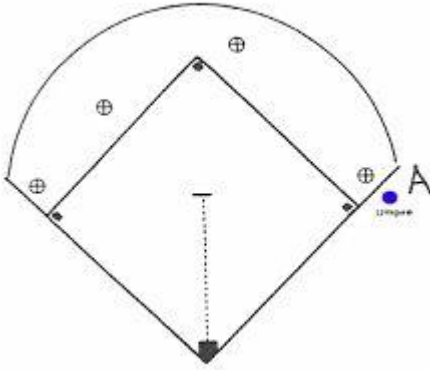
## 5. Plate Mechanics

- a. Check out the proper positioning for the home plate umpire below.
- b. Position yourself in the slot, which is between the batter and catcher. This will accomplish two things:
  - i. You'll see the outside of the plate better.
  - ii. You'll get hit by fewer foul balls.

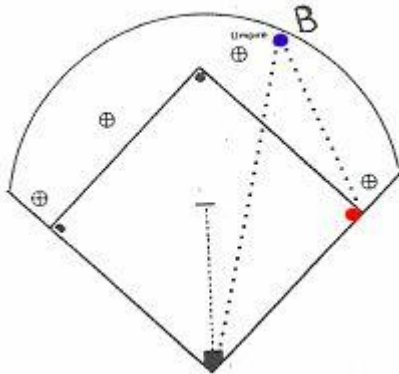


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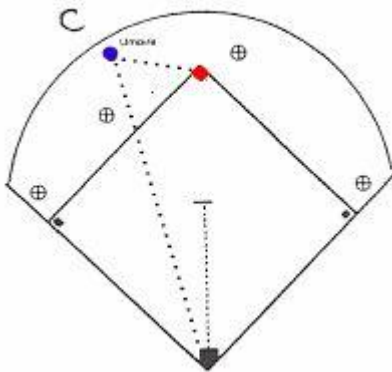
## 6. Base Umpire Responsibilities



With no one on base, the umpire stands in foul territory behind first base. The right foot is about eight inches from the foul line and the position is about 12 or 15 feet behind the base. If the first baseman is playing deep, be sure to be behind (out of the peripheral sight line of) the first baseman. This is referred to as the **A position**.

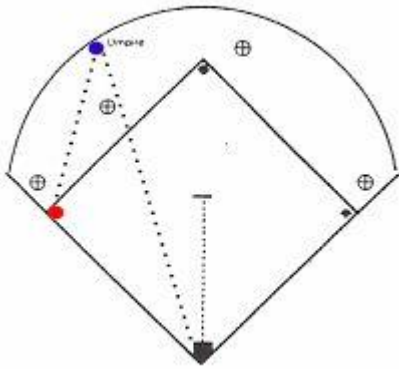


With a runner on first, move to a position well toward second base and about 10 or 12 feet behind the second baseman. This is referred to as the **B position**.

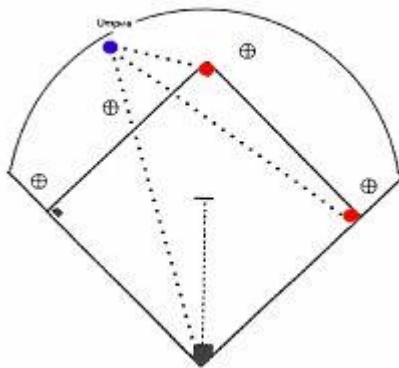


With a runner on second move to the left side of the infield, behind the shortstop. This is the **C position**.

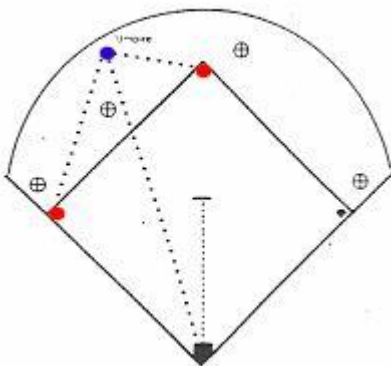
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With a runner on third, set up behind the shortstop, essentially in the **C position**.



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