

Umpire Pre-game Meeting/Discussion Guide

Pre-game Umpire Crew Meeting Items

- Conference led by plate umpire
- Umpires should be at field 30-60 minutes (30 minimum) before game time

Introductions

Fair/Foul Coverage

- Pane-of-glass = Plate Umpire has up to front of base / Base Umpire has base and beyond – IF THERE
- Base Umpire - Help with screen or net around backstop

Catch/No-catch

- Plate umpire's responsibility & Call, unless Base Umpire goes out - if Base Ump goes out - stay out for that play
- Vocalize catches (that's a Catch); NEVER vocalize no-catch - simply signal "safe"

Touches/Re-touch

- Plate umpire has re-touch(tag-up) at 3B
- Step up with your call (it may be a base you rotated to) if/when there is an appeal

Rotations

- No RISP and RISP - talk about both situations
- Go over coverage of runners at each base due to position of umpires
- Unwind properly with an acknowledgement when in position to take over the base
- Step in if an appeal at a base you rotated to
- 2man positioning and taking runner into 2B

Changes

- Base umpire next to defensive dugout come down and count pitches with Plate Ump at score-table
--- 8-preparatory pitches OR 1-minute - for starting-pitcher(s) initially, then 3-5 preparatory pitches OR 1-minute for subsequent innings for the same pitcher(s) - start over for Substitute pitchers (8 initial pitches OR 1-minute then 3-5 pitches OR 1minute)

Checked Swing appeals - Base Umpire responds ONLY when Plate Umpire Requests

- "Joe - did he go?" --- "Yes - he went" OR "No - he didn't go"

Ball hits batter in the batters-box

- Give plate umpire a beat, then kill it - call TIME - plate Umpire award BR 1b

Ground ball hit in the infield

-With no runners on, plate umpire trails the batter/runner up line to help with info on:

- Pulled foot
- Swipe tag
- Running lane violation (plate umpire responsibility, base umpire only call if 100% sure)

Conference

- "IF" umpires need to get together, ALL will hustle to area on infield away from coaches/players
- Umpire Crew gives information/input
- Call stays with initial umpire responsibility - NO Umpire "overrides" another - ONLY gives info

Protests

- Crew Chief will get Umpires together to discuss ruling, and give ruling to manager
- If protest is still wanted, NOTE the protest details with the Official Scorekeeper - and Move-On with the game - Details go to the UIC and League President, and protest Committee to address later

Signals

- InField Fly
- InField Fly off
- Plate Umpire Staying Home
- Time Play - plate Umpire
- First to Third - plate Umpire
- Outs
- Lose the count
- Plate umpire starts, partners acknowledge/echos

**Explain it before you have to explain it

- Use proper mechanics - especially on unusual plays
- SLOW DOWN! – don't rush it - use your EYES and what you see for timing - read,hear,interpret,call-it

Red flags (Majors & Minors) – leaving a base early

- If you have one - use it - if not - OK - follow proper mechanics
- Step into the infield when announcing violation (Time – runner left early)
-If 7.13 violation on steal only
- Base umpire will send runner(s) back
-If 7.13 violation where batter/runner reaches first base or ball is hit
- Plate umpire will determine value of hit
- Plate umpire will place runners

Ground Rules

- Discuss known ground rules - dead-ball areas, catch & carry areas, etc...

Dropped 3rd strike / 3rd Strike Not-Caught (Majors and above)

- Signal strike first; then signal safe (uncaught) or out (caught)
- Partners/Base Umpire can help (closed fist = caught, or open hand = uncaught)

30 minutes before game time

- Plate or Base umpire walks the field
- Rub up baseballs - Plate Umpire should start with 3-6 baseballs
- While visitor team takes infield -
- One or Both umpires inspects Home Team equipment - ALL Gear Out for inspection in dugout
- While home team takes infield -
- One or Both umpires inspects Visitor Team equipment - ALL Gear Out for inspection in dugout

--> check for - bats (bpf 1.15, composite barrels MUST be on approved list), helmets (cracks, stickers, paint, missing padding), catchers gear (broken/missing pieces, helmet cage & screws, dangling throat guard, chest protector flap), and all other Safety issues

*****ALL illegal/broken/ineligible Gear Removed by ANY UMPIRE - MUST be taken OUT of the dugout and/or completely away from the playing field area - preferably given to the scorekeeper or a parent - to ensure it does NOT enter the game**

Plate meeting guidelines

Plate Meeting

- Check lineup for duplicate or illegible player numbers and positions
- Ineligible pitchers should be circled
- During meeting, base umpires check players for jewelry, pins, metal cleats (below Juniors)
- Meeting at the plate
- Plate umpire at point of plate, base umpires across from plate umpire facing him
- Manager and player from each team

Lineups

- Verify lineup of Home team first, then Visitors
- Verify starting pitcher & Catcher (rules for these), & identify/ document ALL ineligible pitchers/players
- Ask if there are any changes since handing lineups in - NO? Lineups are NOW official
- Give copy of both lineups to each manager (another copy to scorekeeper if needed)

****Are all of your players properly equipped and ready to play according to Little League rules?

- Get a verbal YES from each manager

Ground Rules

- If either team has not played at this field, go thru ground rules of field starting behind the plate
- If both teams have played at field, ask if any questions about the ground rules - if NO; move-on

Changes - Plate Umpire – All Changes come TO ME

- When making changes, go together with Manager to the scorekeeper
- Only one team/Manager at a time
- Use Jersey number for number, not names, then place in batting lineup, and defensive position
- Repeat them to scorekeeper, if not corrected, changes are official

Pitch Count - Plate Umpire - come TO ME

- Ask at any time and we'll get it

Ask partners if there is anything to add.

Have pledges and/or introductions.

After the Game

- Umpires leave the field on the winning team dugout side as a crew
- Pick up your keys, drop off baseballs at scorekeepers table
- Go to parking lot as a crew/team

Post-game de-brief

- If there is an evaluator(voluntary), only the evaluator will provide critique of umpire crew which should include positive and areas that need to be worked on
- Evaluation & Critique is to make everyone a better umpire, be open minded
- Issues of safety and rule conflicts will always be discussed and dealt with
- Discuss game situations candidly among yourselves (after evaluator is finished)
- If you're correcting yourself, that's half the battle.