Wilton Little League

- 60+ Years of Little League baseball in Wilton
- 35+ Years of Little League softball in Wilton
- Little League International (Williamsport, PA)
 - East Region (Bristol, CT)
 - Connecticut District 1 (Lower Fairfield County)
- An all-volunteer organization
 - Board of Directors
 - League Directors, Managers and Coaches
 - Boosters
 - Parents



League Structure – Baseball

Youth Umpires will be used in our "Minors" Division

- 3rd and 4th grades (ages 8/9/10)
- Introduction to pitching
- Focus on core skill development
 - Hitting, Throwing, Pitching and Catching
- Limited base-running
- Playoffs and Championship



League Structure – Softball

AA ("Double A")

- Ages 7 and 8
- Introduction to pitching
- Uses 11 inch ball (RIF1 or RIF 10)
- Focus on core skill development
- Hitting, Throwing, Base Running and Catching
- Introduction of inter-town play

AAA ("Triple-A")

- Ages 9 10
- Kid pitch with boundaries
- Intermediate base-running
- Playoffs and Championship
- Uses 11 inch ball
- Pitching from 35 feet
- Increased percentage of play is inter-town during season
- Submits a district team

Majors

- Ages 11 and 12
- For our more advanced and older players
- Play full Little League "book" rules
- Playoffs and Championship
- Majority of play is inter-town
- Pitching from 40 feet
- Uses 12 inch ball
- Submits a district team

Juniors

- Ages 13 and 14
- WLL's highest level of spring softball
- For our most advanced and oldest players
- Play full Little League "book" rules
- Freshman that play high school team are eligible once school season ends
- Pitching from 43 feet
- Uses 12 inch ball
- All play is inter-town
- Submits a district team



Fields

BASEBALL

Middlebrook 3 (Middlebrook School, 25 School Road)

Minors baseball

Clem Young Field (aka "AAA"; Wilton YMCA, 404 Danbury Road)

- Minors baseball
- Kid-pitch playoff semifinals and championship

Bill Terry Field (aka "Majors"; Wilton YMCA)

- Majors baseball
- Kid-pitch playoff semifinals and championship

SOFTBALL

Middlebrook 1 (Middlebrook School, 25 School Road)

Majors/Juniors Softball

Middlebrook 2 (Middlebrook School, 25 School Road)

Double-A, Triple A Softball



Wilton Little League – Umpire Resources

- Tony Palumbo Umpire Coordinator
 - <u>coachtonypalumbo@hotmail.com</u>
 - © 203-816-7257
- Morgan Norful Minors League Director
 - mnorful@gmail.com
 - 347-525-3198
- Wilton Little League Website: www.wiltonlittleleague.org
 - Rules
 - Field Closure Hotline: 203-834-3747



Umpiring Basics

- Your purpose is to manage the game and enforce the rules of Little League Baseball and local rules of Wilton Little League
- You have 6 basic calls:
 - Strike/Ball; Fair/Foul/; Safe/Out
 - Your judgement calls are not negotiable managers have been advised that they are not to argue on these six items.
 - Managers may ask politely to explain your interpretation of the rules.
 - On not be intimidated and NEVER change a call.
 - The League Directors and Board will ALWAYS support the umpire.



Calls Defined

- A "Strike" is a legal pitch that crosses home plate and is between the bottom of the batter's knees a the middle of the batter's chest when he is in his normal batting stance.
- A "Ball" is any pitch that is NOT a "Strike"
- A "Fair" ball is:
 - A fly ball that lands or is touched by a fielder within the filed of play.
 - A ground ball that crosses or hits first or third base prior to crossing the foul line.
- A runner is "Out" if:
 - In a force situation, a fielder in possession of the ball touches the base before the runner touches the base. The runner must "beat the play". A tie DOES NOT go to the runner.
 - In a non-force situation, a runner is tagged by a fielder before the runner reached the bag. The fielder must complete a legal catch to complete the tag.
- A runner is "Safe" if he is not put "Out"



A Catch

- A CATCH is the act of a fielder establishing secure possession of the ball in in his hand or glover in flight and firmly holding it. The fielder must demonstrate <u>VOLUNTARY or INTENTIONAL</u> RELEASE or TRANSFER
 - The fielder many not use any part of his uniform, cap, protector, mask pocket, etc. to trap the ball
 - The catch of a fly ball is not complete until the <u>continuing action of</u> the catch is <u>completed</u>.
 - A fielder who catches (initially touches) a ball and then runs into a fence, wall, teammate, umpire, etc. and then drops the ball <u>has</u> not completed the catch.
 - A fielder who *catches* (initially touches) a ball and in the process of regaining his balance drops the ball <u>has not completed the catch.</u>
 - A fielder who is in the <u>process of voluntarily transferring</u> the ball from glove to hand and drops the ball will be considered to <u>have completed the catch.</u>



Starting the Game

- Arrive no later than 15 minutes prior to game time
- Find your partner, introduce yourself and establish communication.
 Plate umpire is the Umpire in Charge.
- Always be dressed in appropriate attire:
 - Navy blue WLL Umpire polo and khaki slacks/shorts; sneakers
- Arrive with necessary equipment:
 - Indicator, Pitch counter
 - Plate umpire protective equipment is located at the field
- Advise managers/coaches that field must be cleared 5 minutes prior to scheduled game time.
- Hold pre-game meeting with managers:
 - Introduce yourselves
 - Ask "Are your teams legally and properly equipped?" They must answer "Yes"



Managing the Game

- Managers/coaches should make sure they have the line-up posted in the dugout and that all players know their defensive positions before the end of their time at bat
- Field umpire shall maintain the official pitch count for all pitchers. He shall confirm count with both managers at the end of each half inning.
- Make all calls definitively and loudly always using the proper mechanics.
 - Baseball is a slow game. You do not have to make a call quickly. Watch the play, pause and process what you have seen, then make the call.
 - Both umpires should pay attention. Confer with your partner if you did not see something.
- 4 All managers, coaches and players must obey the bench conduct regulations defined in the WLL Local Rules.



Wilton Little League Local Rules

- Read and understand the exceptions to Little League International's rules:
 - "Butcher Boy" play (squaring to bunt then pulling back and swinging away) is ILLEGAL - BATTER SHALL BE CALLED OUT
 - Stealing:
 - Runners must hold until the pitch has passed the batter
 - In AA, steals (including advancing on a wild pitch/passed ball) is limited to two per half inning. Runner on third may not advance regardless of number of "steals" in the inning.
 - In AAA, stealing is unlimited, including of home.
 - On a base on balls, runners may not continue to advance as long as the pitcher has the ball on the mound.
 - Inning "Mercy Rule"
 - A half inning shall end once the offensive team has scored 5 runs, regardless of the number of outs.
 - If a home run is hit over the fence, more than 5 runs may score



Umpire Positioning

- 6 Home plate umpire stand behind the catcher with mask, chest protector and shin guards. Please wear a protective cup.
- Field umpire has three positions based on the game situation:
 - "A" position in foul territory behind first with no one on base
 - "B" position on the outfield grass at approximately 30 degree angle from 2nd base on 1st base side, with runner on first.
 - "C" position on the outfield grass at approximately 30 degree angle from 2nd base on 3rd base side,

NOTE: The 2021 spring season will operate under revised protocols due to COVID-19:

- Masks are required for both umpires
- "Home plate" umpire will stand behind the mound
- Umpires will not handle baseballs



Umpire Mechanics

- "Strike" and "Out" are called using your right hand with a closed fist announcing the call with a strong voice.
- "Ball" is announced vocally with no body motion.
- "Safe" is called with both arms stretched out from the body announcing the call with a strong voice.
- "Foul" is called by putting both hands above the head (similar to "touchdown") announcing the call with a strong voice.
- "Fair" is called by pointing to fair territory with no vocal call.

