



**CYA Little League  
Umpire Clinic  
Part 4 – Mechanics**



# Mechanics



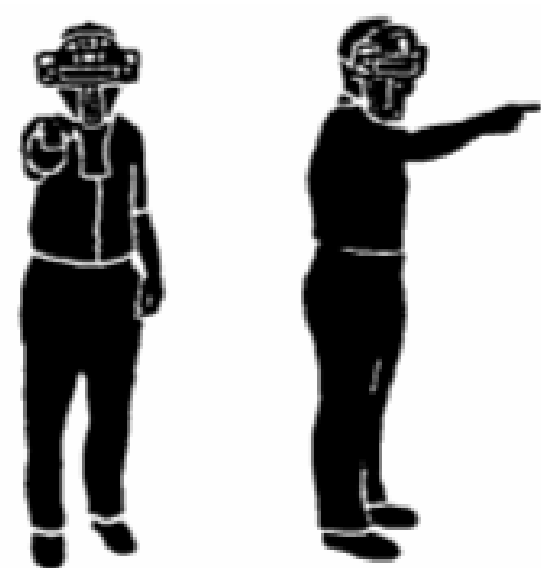
All calls are made with your right hand!

## Umpire Mechanics (Drill)

Set Position  
Safe/Out (from set position)  
Out on the tag  
Safe – Off the bag  
Safe – bobble the ball  
Safe – Ball on the ground  
Catch/No Catch  
Home Run  
Fair/Foul  
Infield Fly

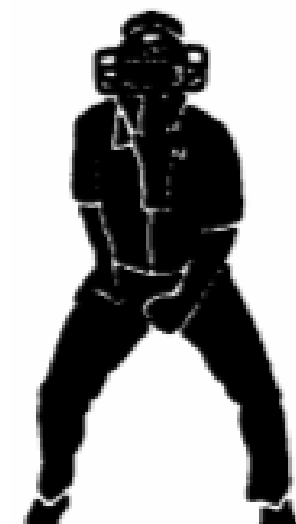
## Plate Umpire Mechanics

Proper Position behind the catcher  
Using your right hand  
Hold indicator in left hand  
Take mask off with left hand  
Strike Zone  
Mechanics: Putting the ball in play  
Ball  
Called Strike/Swinging  
Strike  
Fair/Foul  
Foul tip  
Out/Safe  
Checked swing  
Time/Dead Ball



## **“Play”:**

This is called by the plate umpire only. Starts the game or resumes the game when time is out.



## **“Ball”:**

This is called while down with no arm signal. It is called with the number. “Ball 1, . . . 2, . . . 3, . . . 4” Not as loud as strikes. There should be no vertical or lateral body movement to indicate location.



### **“Strike”:**

This is called after rising up from the squat position.

Strikes are called loud enough to be heard in the stands.



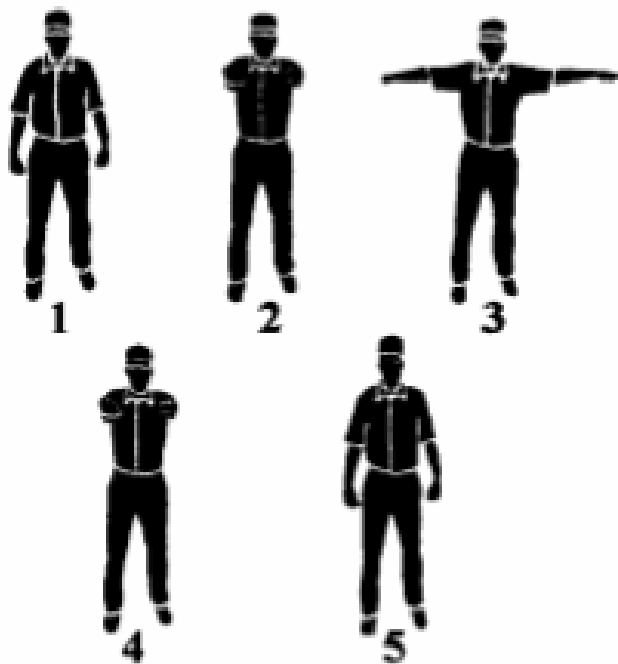
**Base Umpire**

**Plate Umpire**

### **“Time”:**

This is called by plate or base umpire.

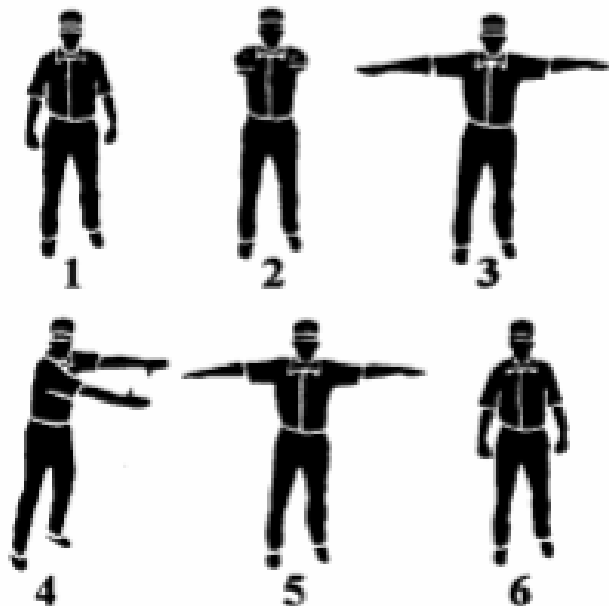
It is called loud and clear.



### **“Safe”:**

Safe calls originate from the hands-on-knees set position and end with a return to a hands-on-knees set position after the safe call.

After making this call remain set with eyes on ball in case there is an immediate play following the safe call.



### **“Safe... off the bag”**

It is called on a play that pulls the fielder off the base and accompanied by a sweeping motion to indicate the call. After making this call, remain set with eyes on ball in case there is an immediate play following the safe call.



## **“He’s out!”**

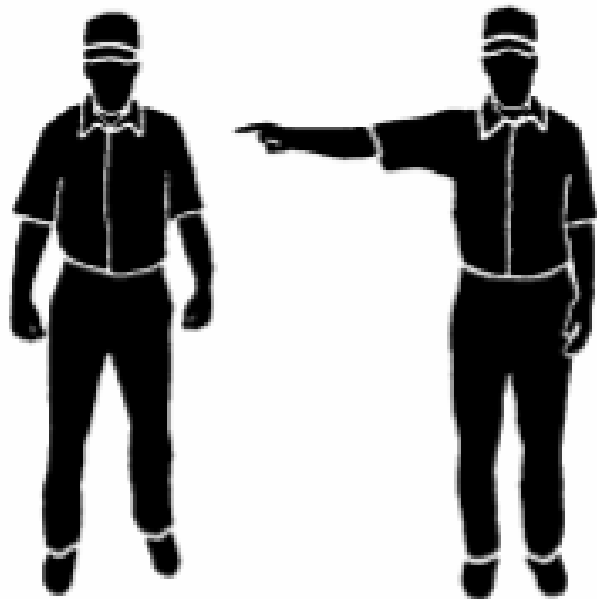
Out calls originate from the hands-on-knees set position.

Make the call in a standing position.



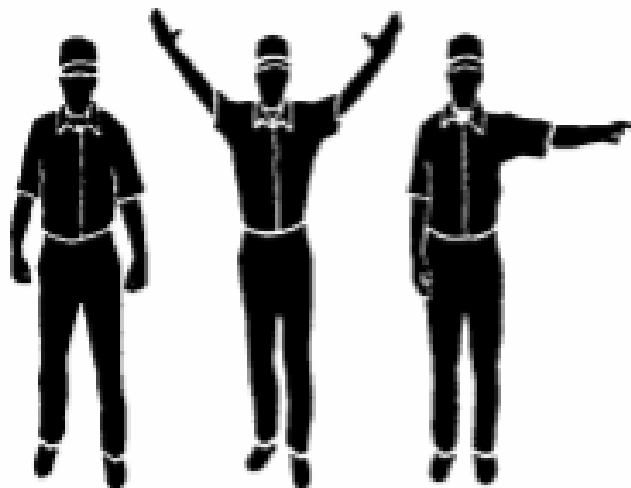
## **“On the tag, He’s out!”**

On close plays when the first baseman tags the batter runner, point to the spot of the tag and aggressively signal this call.



## Fair Ball

No voice is used to indicate a fair ball. It is indicated by pointing onto the field of play. Emphatically “pump” the signal on close calls. The call is made from the standing set position.



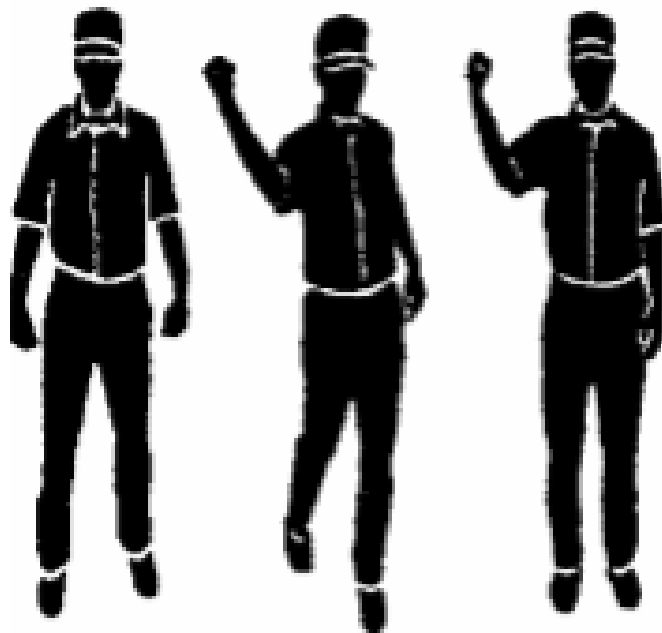
## “Foul”

Raising both arms above the head and make the call. The closer it is the more emphatic the voice and motion. When a hit ball is caught on the fly by a fielder of fair territory do NOT say anything and complete the foul signal and catch signal.



## Foul Tip

This is a non-verbal call used with a "strike" hand motion.



## "That's a catch"

It is called by plate or base umpire.  
It is called loud and clear.





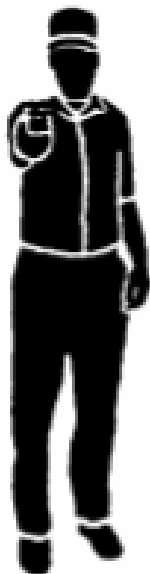
### **“Infield fly” or Infield fly, if fair”**

It is called by plate or base umpire.  
Call when the ball reaches peak height. Echo  
your partner if they call it.



### **“Time ... That’s interference”**

It is called by plate or base umpire.  
It is called immediately when it happens.  
Follow up verbally with any base awards.



## **“That’s obstruction”**

It is called by plate or base umpire.  
Call it loud and clear. Point at offender  
and let play continue. Any base awards  
are done after play concludes and time  
is called.



## **Time! That’s obstruction.”**

It is called by plate or base  
umpire.  
It is called loud and clear.  
Base awards are done  
immediately.



## Making the Call



# READ – PAUSE – REACT!

- Read the Play
- Move into position to make the call
- Find the throw from the fielder
- Go to hands on knees set
- Assess the play – make sure the fielder has secure possession of the ball or a baserunner has touched the base
- Do not make a call when in motion!
- Signal the play using the proper mechanic and in a ***firm voice***

*It's ok to anticipate all of the possible plays. Never anticipate the outcome*

*If you don't see the play, don't make the call – you can't call what you don't see!*



## Pregame Meeting



- Arrive to the field at least 20 minutes prior to game time, allows you to suit up and prepare with your assigned partner
- Go over each umpire's responsibility to make sure you're both on the same page - go over fair/foul, catch/no catch, signals
- Go over any ground rules
- Go over your signals and eye contact/signals before each batter
- Discuss handling of problem calls and getting help



# Starting the Game

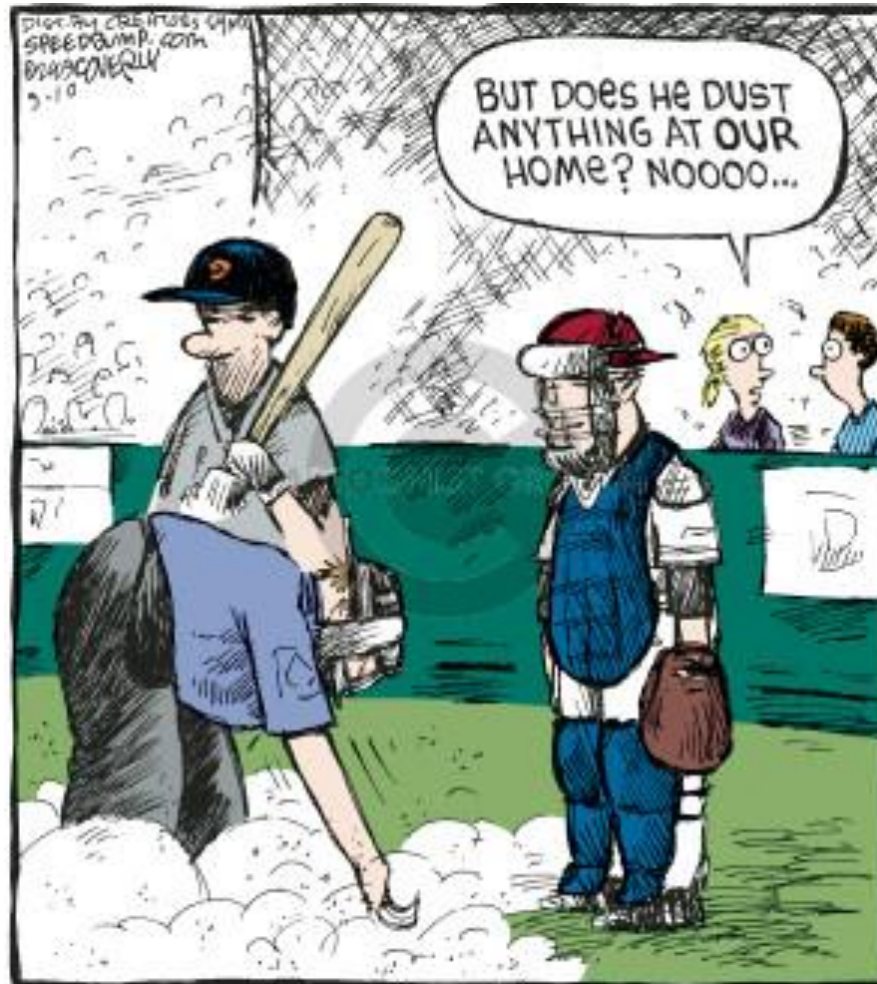


- Five minutes before the scheduled start time, managers and team captains should meet with you and your partner at the Home Plate for the Plate Conference:
  - Introduce yourself and your partner; shake hands with the coaches
  - Ask coaches to confirm that all of their players are “legally and properly equipped” according to Little League Rules
  - Clarify time limits
  - State that the game is to be played under Little League and Chantilly House Rules – made up rules or agreements between managers are not allowed
  - Reinforce that judgement calls are not negotiable; but they can discuss whether a rule has been mis-interpreted
  - Make sure they request time and that you grant it before coming on the field or requesting a discussion
  - Have the home team Managers identify his scorekeeper
- Home team is to provide 3 new game baseballs
- After the plate conference, have the teams line up and recite the Little League Pledge
- Start the game on time and keep the game moving – one minute between innings

***If you're the only umpire working the game, ask the teams to supply a base umpire***



# Clean the Plate!





## Weather Delays



- At the first sound of thunder or sight of lightning, the fields and dugouts must be cleared immediately
- Have everyone head to their cars
- The game cannot resume until 30 minutes after the last lightning is seen or the thunder is heard



## Game Situations



- If a manager or coach is acting inappropriately (arguing calls, profanity, etc.) seek out a league official immediately
- If a spectator is acting inappropriately, call the two managers together and ask that they address the situation
- If a player is acting inappropriately, go over and talk to their manager, do not address the player
- If a player throws their helmet, intentionally throws their bat, uses profane language or does something malicious, tell their manager that they are removed from the remainder of the game
- *After the game, contact the UIC immediately (or ask a parent to call during the game) – the league addresses all behavior issues*







# Handling Situations



- Be calm and in control of every event
- Manage discussions with managers/coaches
- Limit situations to one on one
- Use the “20 second” rule - any discussion with a manager or coach should not take more than 20 seconds
- Listen!
- Body language – posture, make eye contact, control your voice level
- Let em’ go, but know when to end the conversation
- Get game resumed ASAP



# Questions?



**“Don't be nervous, Connor. Dig in at the plate, keep your eye on the ball, swing level ... and if you strike out, just throw your helmet and blame it all on the ump.”**