

Youth Umpire Training

Summit Recreation Center

Navigating the Rule Book

- Coaches Cheat Sheet
- Quick Reference Guide
- 12 sections

Game Preliminaries (3.0) – p.14

- Arrive at the field 15 minutes early
- Ensure the field is ready to play
- Receive baseballs from the coaches
- Ensure opposing coaches have exchanged lineups
- Review ground rules with the coaches

Ground Rules (12.0) - p.39

Any pitched ball that gets caught or goes through the backstop is a dead ball – No advancement of the bases is awarded

Ground Rules (12.0) - p.39

Out of Bounds Lines: Straight off the Dugout Fence
A ball hit or thrown outside the line is a dead ball

Ground Rules (12.0) - p.39

On overthrows to 1st or 3rd - the runners are awarded the base they are running to plus one additional base provided the overthrow goes out of bounds

Ground Rules (12.0) - p.39

Under no circumstances will a batter-runner advance beyond second base on a ball thrown out-of-bounds.

Ground Rules (12.0) - p.39

Any additional ground rules have to be agreed upon by both coaches and the umpire before the game begins

Ground Rules (12.0) ... Plus!!

This is also the time to share rule reminders w/ coaches:

- Uniforms & Jewelry: 2.03 a) – p.13
- Helmets w/ Faceguards: 2.08 – p.14
- 30 Minute Lightning rule: 3.02 c) – p.15
- No Infield Fly Rule in 3rd grade: 4.03 – p.15
- No Bunting in 3rd grade: 4.05 – p.15
- Saturday Game Time Limitations: 4.10 – p.17
- Mercy Rule: 4.11 b) – p.17
- Sliding / Head First Sliding: 7.06 n) – p.25

Umpire Conduct

- Umpires enforce the rules and regulations
- Umpires do not track or rule on pitch counts
- Umpires should have a watch or device that keeps time.

Umpire Conduct

Get a good view of the plate. Don't be directly behind the catcher. Be behind but to one side of the catcher so you can see the plate.

Umpire Conduct

STRIKE ZONE: CHINS TO SHINS and WIDE

Umpire Conduct

Push the catcher closer to home plate, but not too close so they get hit with a bat. Too many catchers are too far from home plate.

Umpire Conduct

Get out from behind the plate to
make calls in the field.

Umpire Conduct

Be quick on safe calls and slow on out calls (not too slow).
Example: make sure the player catches the ball, keeps a foot on the base, doesn't drop the ball on a tag, etc. Don't anticipate an out call. Make sure it happens.

Umpire Conduct

Foul line Dribbler – Don't call it fair or foul until it is touched, comes to a complete stop, or passes 1st or 3rd base

Umpire Conduct

Never take your eye off the ball. If you do, make sure to call "time out". Many times we've seen an umpire go out to second base on a steal call. The runner is safe. The ump turns his back to walk back to home (w/out calling "time out"). The player that stole second steps off the base to brush himself off, the player tags the runner and the ump misses the call. Then the coach gets mad.

The Batter (6.o)

A batter is out when:

- Bunted foul on a third strike (4th Grade only)
6.03 e) – p.21
- Batter attempts to hit a third strike and is hit by the ball. 6.03 f) – p.21
- Batter's Fair ball touches him before touching a fielder. 6.03 g) – p.21
- On appeal only, when he/she fails to bat in proper order. 6.05 a) – p.22

The Batter (6.o)

“ Hit by a pitch”

Does not apply if:

- Ball is in the strike zone when it touches the batter. 6.06 b) 1) – p.22
- Batter makes no attempt to avoid being touched by the ball. 6.06 b) 2) – p.22
- Batter is swinging at the ball 6.03 f) – p.21

The Runner (7.0)

Any Runner is out when:

- Runs more than 3' from the baseline to avoid being tagged unless avoiding interference with an infielder fielding a batted ball 7.06 a) – p.24
- He/she intentionally interferes with a thrown ball or hinders (intentionally or unintentionally) a fielder attempting to make a play on a batted ball 7.06 b – p.24
- He/she is touched by a fair ball in fair territory before the ball is touched or passed by an infielder. (dead ball, no advance) 7.06 f) – p.24

The Runner (7.0)

Any Runner is out when:

- He/she attempts to score on a play in which the batter interferes with a play at home plate before 2 are out. With 2 out, the interference puts the batter out and no score counts 7.06 g) – p.24
- He/she does not slide or attempt to slide to get around a fielder who has the ball and is attempting to make a tag. 7.06 j) – p.24
- If attempting a headfirst slide, except returning to a base 7.06 n) – p.25

Leaving the Base too Soon (7.07) – p.25

- Base runners shall not leave the base until the ball has been delivered by the pitcher and reached the batter.
- Violation of one base runner shall affect all base runners
- Play continues at base runners risk:
 - If safe: base runner(s) go back
 - If out: base runner is out
 - If batter hits: Umpire determines value of hit and backs up base runners to base they occupied or would be forced to occupy

Stealing Bases

- **3rd Grade:** Runner on 2nd base may attempt to steal 3rd base. In the event of an overthrow at third, the runner may not advance home. Runners on 1st may not steal 2nd. 7.08 a) – p.26
- **4th Grade:** Runner on 1st may attempt to steal 2nd (If the ball is misplayed, the runner may attempt to steal 3rd). A runner on 2nd base may attempt to steal 3rd. In the event of an overthrow at third, the runner may not advance home. 7.08 b) – p.26

The Pitcher (8.o)

- The pitcher may not throw a breaking ball
8.02 c) – p.27
- Pitcher is permitted 8 warm-up pitches each inning. 8.03 – p.27
- If a pitcher is summoned to the mound without warm-up, the umpire shall allow the new pitcher as many pitches as the umpire deems necessary.
8.03 – p.27
- 3rd Grade Only: If a pitcher allows 4 consecutive walks in any one inning, the pitcher shall be replaced. 8.06 – p.28

Coaches Visits to the Mound

- A third trip to the same pitcher in the same inning will cause the pitcher's automatic removal.
8.05 a) – p.28
- A coach is prohibited from visiting a pitcher a 3rd time during the same batter.
8.05 b) – p.28

Interference and Obstruction (9.0)

- **Offensive Interference:** batter, batter-runner, or runner is out. 9.01 a) – p.28
- **Defensive Interference:** batter becomes a runner and is entitled to 1st base without liability
9.09 a) – p.30
- **Umpire's Interference:** depends ... either runners advance one base or return to their bases
9.07 a) & 9.07 b) - p.30
- **Spectator Interference:** dead ball and umpire imposes penalties that they believe nullify the interference. 9.08 – p.30

Interference and Obstruction (9.10)

Obstruction: act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. -- Ball is dead and all runners advance to the base(s) they would have reached, in the umpire's judgment, if there had not been any obstruction.

Definition of Terms (10.0)

- Batter Runner (p.32) v. Runner (p.36)
 - Why is this important?
 - Take a look at 12.01 c) & 12.01 d) on p.39
- Home Team (p.34)
- Regulation Game 4.08 – p.16

The Umpire (11.0)

11.02 a): Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is foul or fair, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, coach or substitute shall object to any such judgment decisions.

The Umpire (11.0)

11.02 b): If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the coach may appeal the decision and ask for a review of the questioned interpretation.

-- Such appeal shall be made only to the umpire who made the call.

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