

Clarence Girls Softball League

House League Guidelines for Umpires

- 1) Arrive at the game fifteen minutes before start time.
- 2) Tell the coaches who you are and ask them to have their players on the field for the listed start time. Ask the catchers to be ready as well.
- 3) Have the pitchers warm up prior to the start time, then give them five practice pitches with the last pitch being the throw down to second base.

If a new pitcher is brought into the game during the inning, give them five warm up throws. Give pitchers 3 to 5 warm ups between innings.

- 4) Keep count of balls and strikes with your counter and let the players and coaches know the count. This very important; **Be audible**
- 5) The strike zone is one ball width on each side of the plate. The top is usually at the top of the shoulders. The bottom is at the knees. This is measured as if the batter were at a relaxed stance. If they elect to scrunch down, the strike zone stays the same size.
- 6) The umpire may make a little more liberal strike zone if the batters are not swinging their bats or the pitchers are struggling to get into the strike zone. Instruct the coaches and players, so they will know the strike zone is the same for all. This is solely at the discretion of the umpire.
- 7) Calls made by the umpire are not subject to change. Even if you think you blew the call, leave it alone.
- 8) If a coach wishes to discuss a judgment call, do it between innings. No player, parent or spectator can discuss a judgment call with the umpire. Do not stop play to discuss a call.
- 9) The base runners must use the base paths and have a right to run them without obstruction. If a defensive player obstructs the runner's path you can award the base to the runner and warn the offender. It is not obstruction if the defensive player is

catching a batted ball or can make a tag on the base runner.

10) Encourage safe play at all times. Make sure there are no bats or other equipment which would pose a danger to the players. Warn the offending players if needed.

11) Keep it simple. You are not expected to know all the rules. Learn them as you experience more games. Be firm yet respectful in your decisions.

12) Don't just stand in one spot. Move to different locations on the diamond to get a better look at the bases when plays are being made.

13) Everybody should leave the field immediately if you see lightning or hear thunder. The game is not over, it is just delayed. Everybody should remain in some type of shelter (not under trees) for 30 minutes after the last lightning or thunder.

14) Sometimes games are already in progress during light rain. You should try to move those games along. If the rain becomes steadier, the field conditions may deteriorate and become unplayable. Use your best judgment under these circumstances.

15) When a delayed game is resumed, the two hour time limit clock begins to run again. The next games if they are going to be played will start later, by the amount of time of the rain delay in the previous game.

16) Remember, YOU are in charge. If you lead, they will follow your requests.

17) In the event of any problems, please let a league director know if they are at the game. Otherwise, contact the Umpire Coordinator at your earliest convenience.