

Keystone Little League – EOY Tournament
Umpire Checklist

Pre-Game (10-15 minute prior to game)

- All players to set bats, batting helmets, and catcher's helmets outside of dugout for inspection 15 minutes prior to the game start
 - Helmets checked for safety (cracks, loose screws, etc)
 - Bats checked for safety (dents, cracks, grip wear, etc)
 - Composite Bats checked to be legal for play (AA, AAA, Majors)
 - Printout of legal 2 ¼" composite bats will be kept with scorebook.
 - Intermediate/Jrs – composite bats must be BBCOR certified
- Pre-game plate meeting
 - Managers and all Coaches must attend plate meeting
 - Identify who the manager/coaches are for the game
 - No other adults allowed in or around dugout
 - An adult must be in dugout at all times during game
 - If less than 3 coaches, a player must coach a base on offense
 - **MANAGERS AND COACHES MUST WEAR THEIR BADGE WITH WHITE LANYARD**
- Team Lineup Cards
 - Must list 9 starting players
 - Must identify the Pitcher and Catcher
 - Substitutes names listed
 - If a player is not at site for start of game, but is expected to show – must list "LATE" next to his name. Manager must announce when he arrives if he intends to put the late player in the game
 - Coaches Names listed at bottom of lineup card

In Game

- All substitutions reported by Manager to head umpire AND official scorekeeper
 - Home team appoints official scorekeeper
- Managers may ask head umpire at any time for a pitch count for current pitcher
 - Head umpire asks official pitch count scorekeeper for current pitch count
- Head Umpire will announce last inning if he expects the "no new inning" time will expire before the 6th inning starts
 - Evaluate remaining time and make announcement at the top of the inning
- Head Umpire will announce when "no new inning" time limit has expired
 - If home team is at bat and winning, the current at-bat will be completed before the game is ended.

Post Game

- Head Umpire Signs Official Scorebook and Pitch Count Log