

# SLL Umpire Preseason Meeting

Chief Umpire  
2018



# Agenda

- Roles
- Rules
- Scheduling
- Getting Paid
- On-field Mentoring
- Pregame
- Game Management
- Umpire Equipment
- Wrap Up



# Roles

- Umpires
  - Two per game, plate and field
  - Make calls, manage game on the field
  - Ensure fairness
- Game Coordinators
  - Mandatory if there is no adult umpire
  - Participate in pregame meeting on field with managers and umpires
  - Observe game, get involved if necessary
  - Submit game report if necessary



# Rules

- Rule books
  - New rules summarized in front – no new game time rules this season
  - Homework: read the rulebook carefully before the season starts!
  - Excellent rules quiz site: <http://www.thetasoft.com/quiz/quiz.aspx>
  - Another excellent resource for Q&A on rules:  
[http://www.littleleague.org/umpires/stump\\_the\\_ump.htm](http://www.littleleague.org/umpires/stump_the_ump.htm)
- Local rules
  - Specific to SLL and each division
  - Will be posted on SLL website before Opening Day
  - Be sure to know these rules too (no new rules this year!)



# Scheduling

- Arbiter Sports online scheduling system
- Each umpire needs a unique email address, siblings cannot share email addresses
- Sign up for games that fit your schedule a couple of weeks at a time
- Cannot sign up for games your sibling is participating in
- Games will be loaded by Sunday



# Getting Paid

- Pay rates this season
  - Majors: \$33 plate/\$26 field
  - AAA: \$30 plate/\$23 field
  - AA: \$27 plate/\$20 field
  - Farm: \$16 plate/\$16 field
  - Mentoring: \$30/game
- Pay will be directly deposited to your bank account using Arbiter's RefPay module
- Must set up RefPay account to get paid!



# On-field Mentoring

- Mentor umpires will help out less experienced umpires during games
  - Provide feedback on game management
  - Help with rules, if needed



# Pregame

- First impressions are critical
- Arrive 15-20 mins early
- Greet coaches from both teams
- Inspect all helmets/bats
  - Helmets: NOCSAE certification, cracks
  - Bats: Little League Approved (no composite bats unless specifically approved!), 33" max, 2.25" max diameter, BPF 1.15 max, look for dents and cracks
  - If unsure about legality of bat, remove it





# Pregame Conference with Managers

- Have a quick conference with both managers every game (include game coordinator if no adult umpire)
- Collect lineups
- Identify ineligible pitchers
- Review local rules if necessary (important early in the season)
- Ask both managers “Are your players properly equipped for the game?”
- Equipment issues to watch for:
  - Dangling throat protector on all catchers’ masks
  - Protective cups mandatory for catchers
  - Composite bats not specifically approved by Little League



# Effective Game Management Tips

- Confident calls
- Be heard
- Clear signals
- Wait 1-2 secs before making a call
- Don't get too close to the play when making a call
- Quick transition between innings
  - Hold to 1 minute, up to 8 warm-up pitches (generally allow fewer to keep game moving)
- Remind coaches and players that judgment calls cannot be argued
  - If necessary, get assistance from Game Coordinator
- Mistakes will happen—stay focused on the next play
- Have fun!



# Ejections

- Extremely rare! I don't know of any that have occurred in SLL
- If a problem is with a player, discuss with player's Manager
- If a problem is with a manager/coach, discuss with Game Monitor, they need to be in agreement with the ejection
- Give me a call immediately with the details: 1-408-605-9521



# Umpire Equipment Checklist

- ✓ Umpire hat (never worn backwards)
- ✓ Umpire shirt (always tucked in)
- ✓ Khaki pants (gray slacks even better)
- ✓ Black belt
- ✓ Black shoes
- ✓ Plate Umpire (PU): face mask, chest protector, leg guards, cup (male umpires), indicator, plate brush
  - ✓ Located in umpire closet near Snack Shack
- ✓ Recommended for PU: pen, ball bag
- ✓ Base Umpire (BU): Indicator, hat
- ✓ Recommended for Base Umpire (BU): Red flag



# Wrap Up

- Questions? Send them to [umpire@saratogall.org](mailto:umpire@saratogall.org)
- In emergency, call Josh Wilhelm at 408-605-9521
- Q&A
- Turn in required forms
- Get your umpire shirt, hat, rulebook!



# Appendix

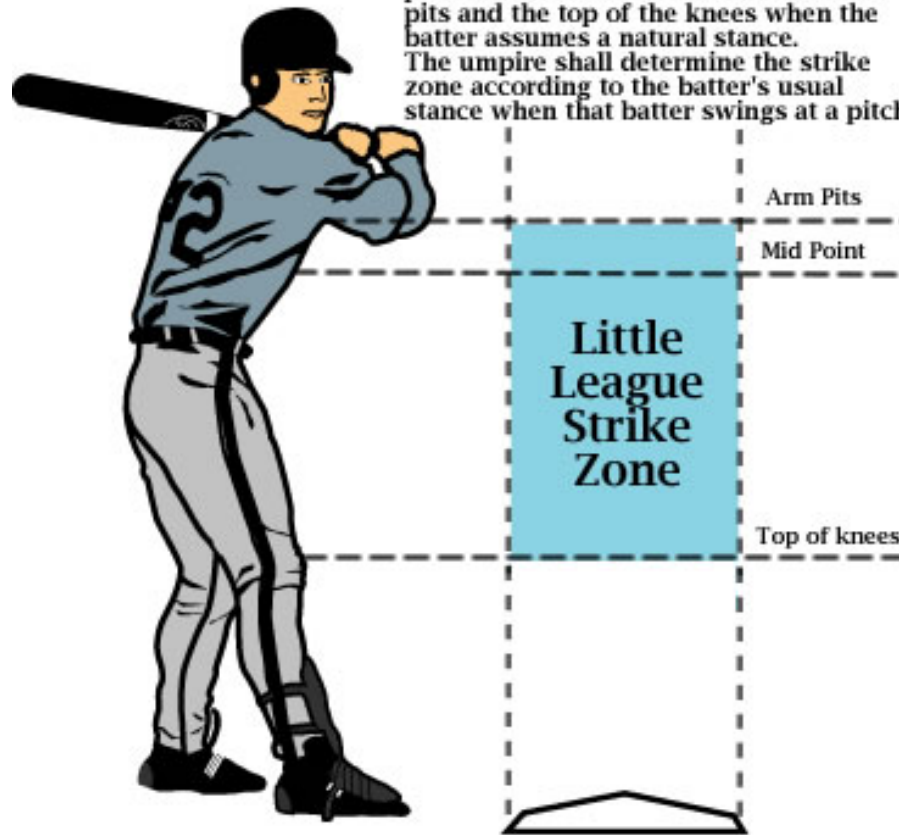


# Little League Strike Zone

## The Strike Zone

The strike zone is that space over home plate which is between the batter's arm pits and the top of the knees when the batter assumes a natural stance.

The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.



# Baseball Rule Myths

- “Hands are part of the bat”
  - Batter hit on hand by pitched ball is awarded 1<sup>st</sup> base (unless swung at pitch)
- “Batter overrunning first base must turn right”
  - Batter may turn in any direction as long as returns immediately to 1<sup>st</sup> with no intent to go to 2<sup>nd</sup>
- “Ball is dead on a foul tip”
  - Ball nicked by bat and going directly into catcher’s glove is live, just like any other strike.





# Baseball Rule Myths

- “When bunting, bat must be pulled out of strike zone to avoid a called strike”
  - For a bunt to be a called strike, there must be an effort to intentionally meet the ball with the bat
- “Tie goes to the runner”
  - There is no such rule. The umpire must judge whether runner is out or safe.
- “Runner must slide when play at base or plate is close”
  - There is no “must slide” rule. Runner must slide **or** try to get around fielder.



# Baseball Rule Myths

- “Home plate umpire can overrule base umpire”
  - The umpire who made the call can ask for help but doesn’t have to
  - No umpire shall criticize, seek to reverse, or interfere with another umpire’s decision unless asked to do so by the umpire who made the original call



# Plate Positioning

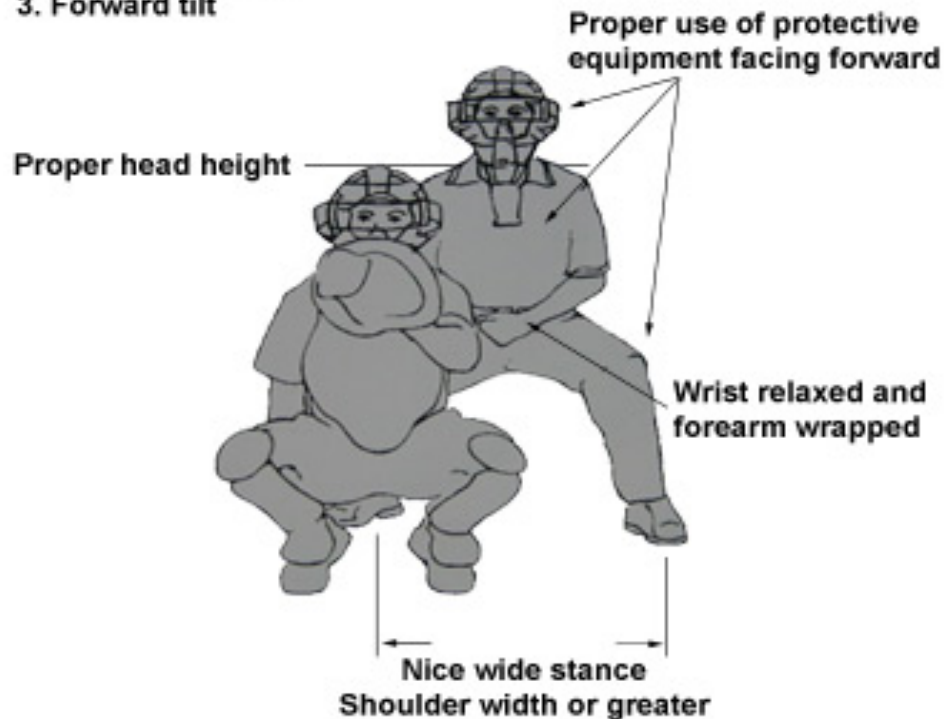


# Plate Positioning—Front View

## The Slot (front view)

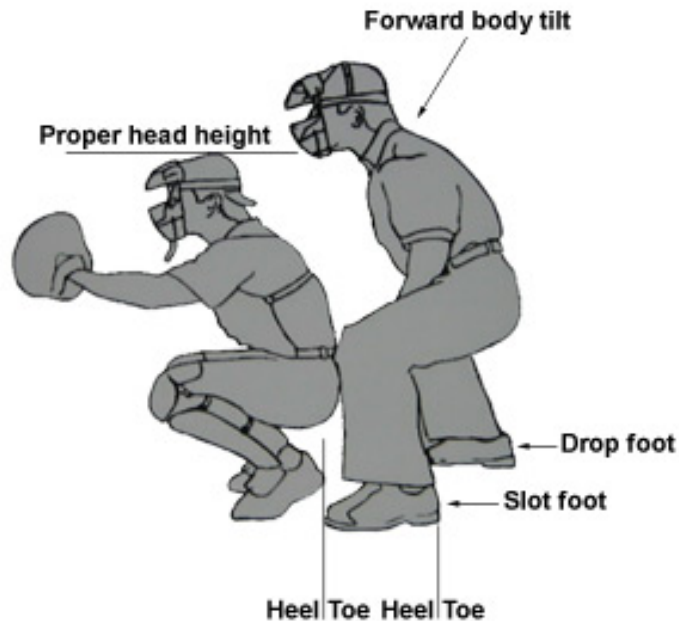
Proper HEAD POSITION is controlled by:

1. Width of stance
2. Amount of squat
3. Forward tilt

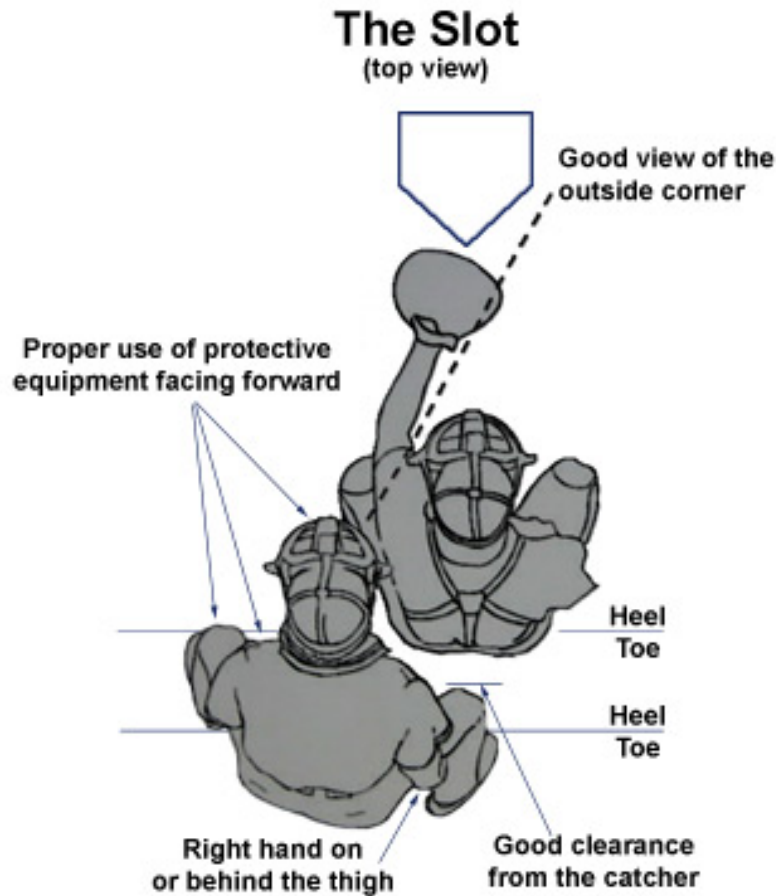


# Plate Positioning—Side View

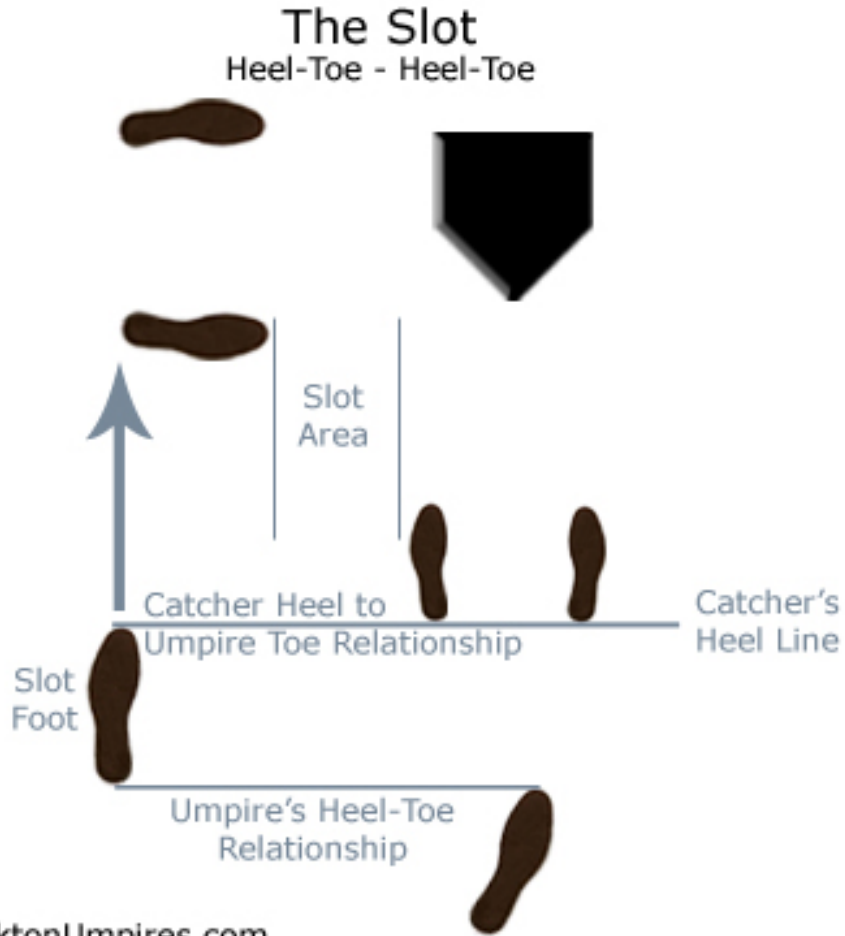
## The Slot (side view)



# Plate Positioning—Top View



# Plate Positioning—The Slot



# Signaling





# Signaling

- The “Basic Six”
  - Strike
  - Ball
  - Foul
  - Time
  - Safe
  - Out



# Strike

- Stand up
- Wait 1-2 secs
- Arm high
- Facing pitcher
- Be heard  
(unless swinging strike)



# Ball

- Remain set
- Wait 1-2 secs
- Vocalize



# Foul

- Usually plate ump
- Stand up
- Reach up with both hands
- Be heard (unless obvious)

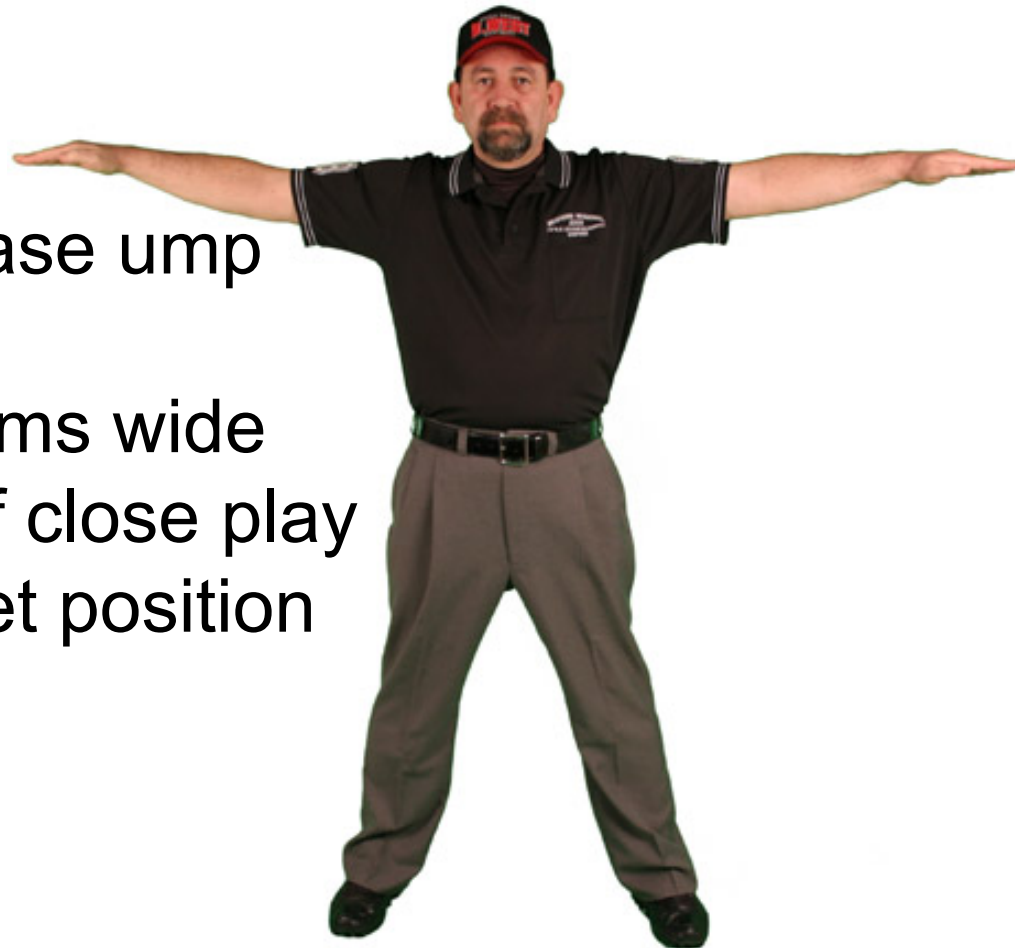


# Time

- Same mechanic as calling “Foul”
- Either plate or base ump
- Be heard



# Safe



- Usually base ump
- Stand up
- Stretch arms wide
- Vocalize if close play
- Back to set position



# Out

- Both umps
- Same mechanic as “Strike”
- Vocalize if close play



# Base Ump in Set Position





# An Important and Underutilized Signal: “Play!”

- Wait until pitcher touches pitching plate
- Point at pitcher
- Vocalize “Play!” (if needed)
- Remember to use this after all foul balls and time outs

