



Little League Baseball Canada

Petite Ligue de Baseball du Canada

Little League Canada - Umpire Code of Conduct

In an effort to standardize the appearance and professionalism of umpires at Canadian Regional Championships, this Code of Conduct has been created. This is to ensure uniformity among all officials both on and off of the field. All umpires have a responsibility to ensure that these are followed to the best of their abilities.

- Arrive to the field 60 minutes prior to the scheduled start time.
- Promptness for meetings, training sessions and games is mandatory.
- Uniformity and sharpness in proper on-field dress is a must.
- No jewellery (e.g. earrings or studs) at all times. Medic-Alert and Wedding Bands are exempt.
- No one other than umpire personnel are allowed in umpire room unless permission is obtained from an umpire evaluator, tournament umpire in chief or tournament director.
- Proper off field attire will be worn as designated in the Little League Canada Uniform Standard for functions
- Fraternalising with team personnel, other than at official functions is prohibited.
- Professional Conduct is always required in regard to content of umpire meetings and confidential information.
- Verbal abuse towards players, managers, coaches, officials or fans will not be tolerated.
- Control your temper - no criticism by words or gesture. Profanity will not be tolerated.
- Co-operate with your umpire in chief, evaluator, and fellow umpires. Show respect for the participants and their skills.
- The use of any form of tobacco or alcohol of any description on the field, or while in uniform, is banned. This also applies when in off-field attire and to the tournament site as per the rule book
- Drug use of any kind will not be tolerated unless prescribed by a physician.
- Any activity likely to result in loss or wilful damage to private property or to cause a disturbance will not be tolerated.
- Make no comments to the media and do not partake in media interviews unless you have Little League Canada approval.