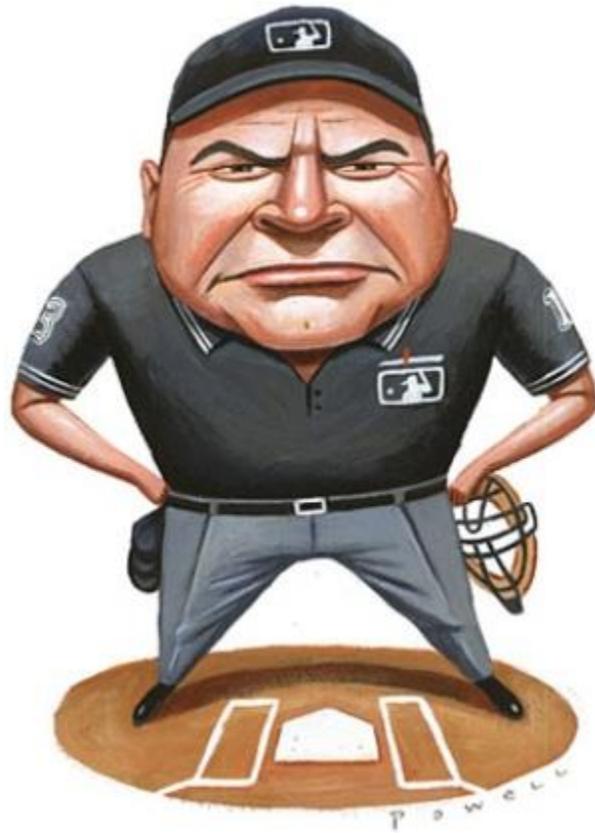




UMPIRES



2020 UMPIRE GUIDE

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NRBC UMPIRE EXPECTATIONS

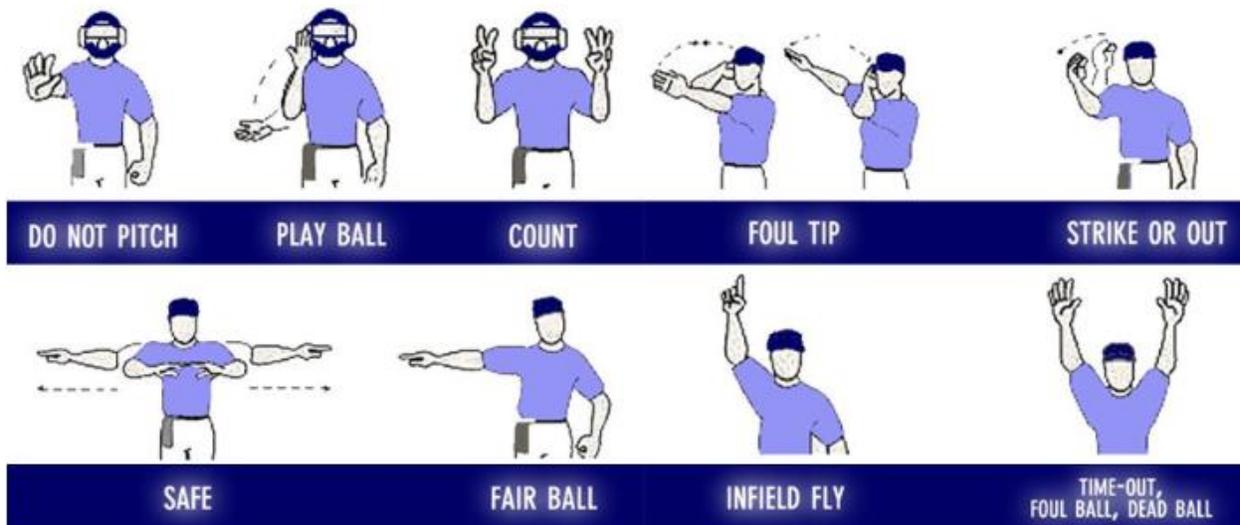
- ✓ As an Umpire for the NRBC you are not only representing yourself as an umpire, but also the NRBC and City of New Richmond.
- ✓ **BE ON TIME!** It is **YOUR** responsibility to make sure you are on time. You should be at the field 20 minutes prior to the start time to get your equipment and meet with your partner. You should be at the field of play 10 minutes prior to the scheduled start time.
- ✓ **BE IN UNIFORM!** It is **YOUR** responsibility to be sure you are dressed in Uniform. As an umpire, presentation is important, and it starts with Uniform. Be sure your Uniform is clean and your shirt is tucked in.
- ✓ **HUSTLE AND WORK HARD!** Coaches and fans are much less likely to complain when you work hard to hustle to get in position to make accurate calls.
- ✓ You are the **Authority** when Umpiring. **Respect & Sportsmanship are the Expectation.**
 - Most calls are Judgment. **That's your judgment.**
 - Umpire decisions are final.
 - Welcome question, not criticism.
 - Manage tough situations with your best judgment.
 - Report tough situations to NRBC Umpire Director after the game.
- ✓ **Umpiring is a Privilege & Commitment.** If you cannot make a game you have been assigned. It is **YOUR** responsibility to find an adequate replacement and report the change to the NRBC Umpire Director for Approval.

UNIFORM



- ✓ Navy Hat
- ✓ Navy Umpire Shirt
- ✓ Gray Pants / Shorts

THE SIGNALS



- ✓ **READ - PAUSE - REACT.** Remember in each of these calls timing is everything. Selling the call is a matter of the game situation and each umpire will respond differently. There is nothing wrong with putting a little extra on the gesture and voice, in fact it is an important part of the game. In time each umpire develops their own personal sense of rhythm and timing, style and flair.
- ✓ **PLAY.** Along with strike and ball, this is the one call the plate umpire will make most often during a game. Pointing at the pitcher with the right hand and calling "**Play**". **The umpire shall call ready for "Play"**.
- ✓ **STRIKE** - **Always signaled** with the right hand, each umpire develops a personalized system for signaling the strike. Some do the traditional clenched fist, some indicate the strike out to the side with an open hand.. Some umpires face forward, some turn. Some call strike then signal, others do both simultaneously.

Should you say "Strike," signal "Strike" or both?

"Generally, on a swinging strike, as the plate umpire, the call is NEVER VERBALIZE but rather indicate to the players and fans with a raised right arm. The exception to the NOT VERBALIZING is on a third strike; the plate umpire again raises his right arm and says "Strike Three" firmly but does not "sell the call." If the catcher has dropped or trapped the pitch, you still go through with a firm "Strike Three" keeping eye-contact with the batter/catcher."

- ✓ **BALL. Never signaled.** Alright, maybe a touch of body english but no hand gestures. The general preference is that the verbal signal "**ball**" loud enough that both dugouts can hear it. Calling "**ball**" allows you to maintain the rhythm of your calls. Never indicate why a pitch was a ball, for example: "High, Ball One"

BALL FOUR. Ball four is the one ball count that an umpire should announce aloud. You should **NEVER** point to first base even with the left hand. Just say "**BALL FOUR**". If the umpire points to first after the pitch and the defense thinks it's strike 3 and starts to leave the field chaos abounds. Even if you use the left hand, the players may not take note of which hand it was and be confused.

- ✓ **TIME.** Raising both hands into the air and calling in a loud voice "**TIME.**" All umpires on the field will immediately signal the time call. Sometimes the call must be made several times in order to shut things down. Once time is called every effort must be made by all umpires to stop the action taking place. It is preferred that umpires maintain the time signal with at least the right arm until play is prepared to resume.

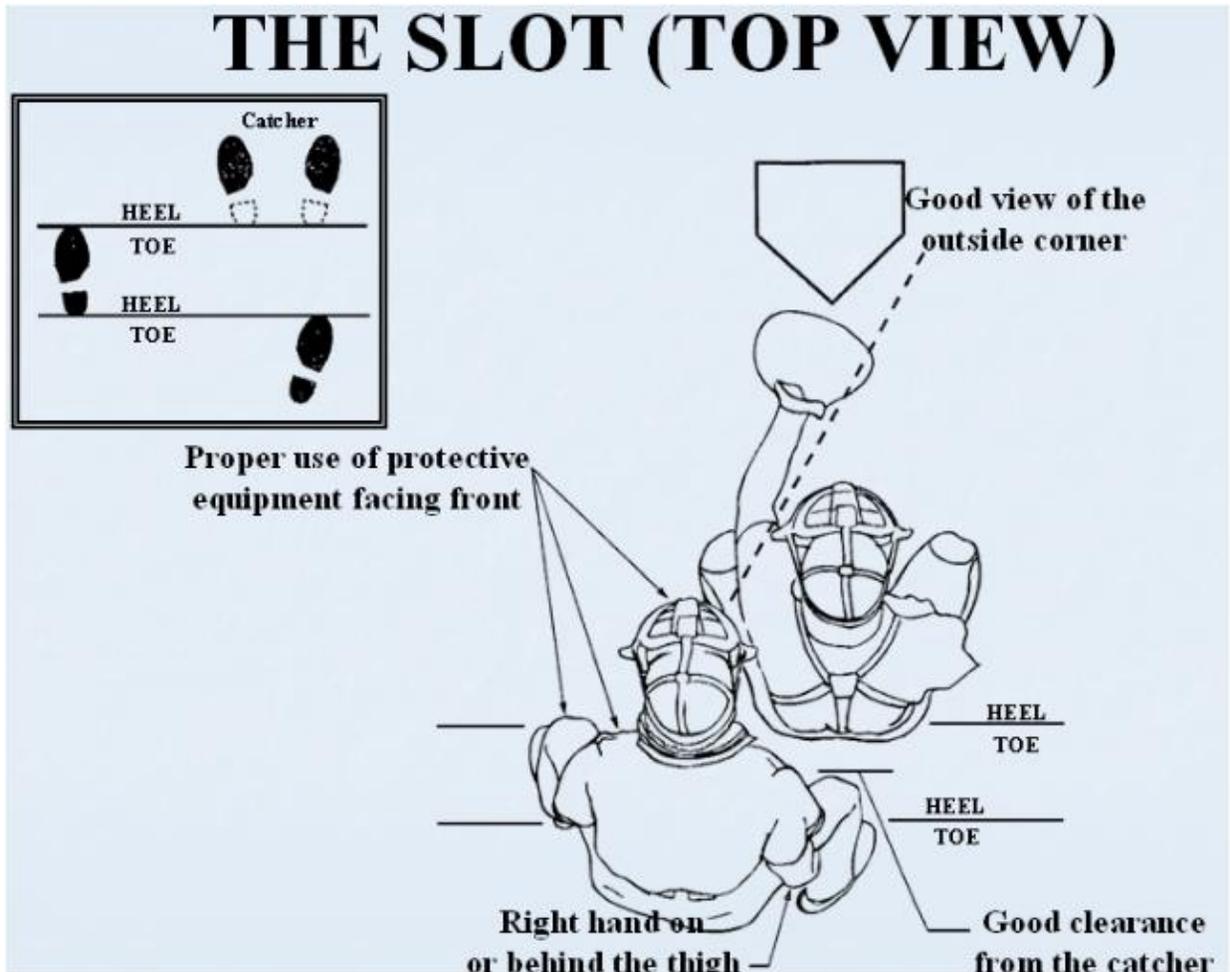
- ✓ **THE COUNT.** Balls are signaled using the left hand. Strikes are signaled using the right hand. A full count is always signaled as "three balls, two strikes" and never signaled using clenched fists. The count is relayed back to the pitcher after every pitch and a verbal report is made usually after the second or third pitch and from that point on. The count is always read aloud as "two balls, two strikes" and not "two and two" or "twenty-two" or other similar variation.
- ✓ **SAFE.** Both left and right arms are raised together, to shoulder level, in front of the umpire and then a sweeping motion is performed out, parallel to the ground, palms down. The verbal call of "**Safe**" may be made. To complete the call you may elect to return to the set position. To sell a safe call you might consider doing it two or three times in rapid succession. It is not always necessary to even make the sign or call. If the play is obvious do nothing.
- ✓ **OUT!** The clenched right fist and a short hammered motion seem to be favored by most umpires. Again, personal style is acceptable as long as it does not distract you from seeing any further plays taking place. It is advisable to wait a second or two before making this call. Watch that the ball does not come loose and check that the fielder is really in possession of the ball. The call can be made with only a gesture or can be sold with a loud call of "**Out!**" Signal every out.

- **Dropped Third Strike.** Where this call is made the base umpire is often in a better position to relay the possession or trapping of the ball to the plate umpire. Signaling, not calling, a small discreet "out" means the ball was caught. Pointing to the ground with your right hand can mean the ball was trapped or not caught.
- **Out on the force!** This is a simple out call but the concentration is on the base. Raise both hands together, just like you are going to call "safe". Point towards, or focus on, the base then signal the out with the right hand, the left hand usually moves up to your chest. Complete the sign by saying "...he's out" or "out at first" etc. if required.
- **Out on the tag!** Point at the runner with the left hand, signal the out with the right hand. Complete the sign by saying "out" plus "on the tag" if you want to sell it a touch. **Safe, he missed the tag!**
- **Selling It.** A "selling it" call that occurs when a runner slides under or around the tag or the tag is high. You can save some grief by indicating a loud **"safe"** and following it with a tapping motion where the tag was. Everyone will know you saw the tag and most will assume the runner had the bag before it.
- ✓ **Fair Ball.** The right hand points into the field in fair territory. **There is no call "Fair"**.
- ✓ **Foul Ball.** The same signal as **"Time"** but the call becomes **"Foul."** Umpires often add a point into foul territory with one hand after giving the time signal.

- ✓ **Dead Ball.** The same signal as "**Time**" but the call becomes "**Dead Ball**" or is simply left at "Time." The base umpire needs to pay specific attention to a ball hitting the batter in the batter's box. The base umpire will immediately call "**Time**" or "**Dead Ball**" if the plate umpire did not see the infraction. **Never say "foul"** in this situation.
- ✓ **No Pitch.** The same signal as "**Time**" but the call becomes "**No Pitch.**" If you are the plate umpire, step away from the plate.
- ✓ **Catch or No Catch.** When signaled the "**catch**" resembles the "**out**" signal. No verbal indication needs to be given. The "**no-catch**" signal resembles the "**safe**" signal except the call of "**No Catch**" is clearly given. Sometimes it will be necessary to repeat this sign several times. An addition to the "No Catch" is the juggling routine which indicates the fielder did not have possession. Juggle when the fielder is on the base for the force out but not in full possession of the ball.

The verbal call needs only to be given on a trouble ball, for example: a ball caught diving or below the fielder's knees. Routine fly's can be signaled or not signaled depending on crew and local practice. If a ball is on the foul lines first signal whether the ball is fair or foul, then the catch or no-catch status if desired.

HOME PLATE UMPIRE POSITIONING



- ✓ Becoming comfortable in the Slot position behind home plate is the most important thing you can do to ensure you get a good view of the ball as it crosses the plate area.
- ✓ The Slot position is the area just behind the catcher, where you are lined up in the open space between the batter and the inside corner of the plate. You will line up to the left or right of the catcher depending on whether the batter is batting on the left or right side of home plate.

- You may choose to stand a bit further back from the catcher than shown in the graphic.
- Keep your front foot a bit forward of your back foot to gain a better view angle over home plate.
- In contrast to the Slot position, it's tempting for beginning umpires to stand directly behind the catcher as it feels safer. But your view from this position, especially in the lower portion of the strike zone, is obscured by the catcher.
- When the catcher needs to move quickly behind you to retrieve a live ball, you should reverse pivot on your front foot to allow the catcher to quickly get past you. This technique is called "opening the gate".
- From the Slot position, follow the ball with your eyes (not head) as it leaves the pitcher's hand and arrives into the catcher's glove. You should look diagonally across the plate as the ball crosses it to help you better see the strike zone including the outside portion of the plate. Stay still from the moment the pitch is thrown until you make your call.

UMPIRE TIPS

✓ **Favor angle over distance when making a call on a runner.**

- Ideally, try to be about 10 feet from a play being made on a runner and at a 90 degree angle (approximately) between the play on the runner and from where the ball is being thrown.
- The ideal is not always possible, so favor angle over distance. You want to be firmly set, not moving, when it's time to make your call.

✓ **Look for just one outcome when deciding your call.**

- To simplify your decision process, look for just one outcome when there are two possibilities. Some examples:
 - Did you see an out? If not, runner's safe.
 - Did you see a strike? If not, must be a ball.
 - Did you see a rule violation? If not, "you got nothin'" - and there's no penalty to apply.
- This approach also reduces indecision and second guessing, especially on bang-bang plays and outright misses. And when a coach complains about a blown call, you can fall back on the conversation-ending retort, "I can only call what I see Coach" – (only helpful once per game though).

✓ **Take your time making your call**

- Whether a safe or out call, ball or strike, fair or foul, catch or no-catch, calling time ... don't hurry your call.
- Take a few extra seconds to allow for the unexpected like a dropped ball by a fielder making a tag or a ball swerving from fair to foul territory. Wait a moment after the pitch reaches the catcher to process the trajectory of the ball through the batter's strike zone. The extra time will help you from calling what you THINK is about to happen instead of the true outcome.
- Delaying your call also gives others confidence that you're umpiring diligently and thoughtfully, making them less likely to contest your call. It's especially important for dead ball calls like a foul ball, which requires that all play immediately stops. A premature, incorrect foul ball call cannot be undone, and could impact whether runners advance and/or score!

✓ **Make your call with confidence (and demonstratively!)**

- You signal most calls with a hand/arm gesture and by shouting it out. It's important to do both, so everyone (players, coaches and fans), both far and near, understand your call and respond accordingly. For example, runners will stop and return to their bases when they hear your foul ball and time out calls. A distant base coach will read from your arm gesture that a third out was called and thus refrain from sending a runner.

- The closer the play - strike or ball, out or safe, fair or foul – the more emphatic you need to be! If you don't know what the right call is – be even more emphatic!! A meek, so-so whimper of a call, will usually invite a dispute by a coach. Veteran umpires call this "selling your call". So be outwardly confident in your calls, especially when you're not actually so confident!

ABBREVIATIONS & NOMENCLATURE

- ✓ Umpires
 - Home Plate Umpire = **U1**
 - Base Umpire = **U2**
- ✓ Bases = **1B, 2B, 3B, Home**
- ✓ Base Runners
 - Runner on 1B = **R1**
 - Runner on 2B = **R2**
 - Runner on 3B = **R3**
 - Batter-runner = **BR**
- ✓ Field Position:
 - **F1**= Pitcher
 - **F2**= Catcher
 - **F3**= 1stBaseman
 - **F4**= 2ndBaseman
 - **F5**= 3rdBaseman
 - **F6**= Shortstop
 - **F7**= Left Fielder
 - **F8**= Center Fielder
 - **F9**= Right Fielder

BASIC ASSIGNMENTS & RESPONSIBILITIES FOR U1

❖ Plate Umpire (U1)

- The plate umpire is the crew chief and manages the game; he convenes the **plate meeting** and **umpire meeting** and he handles **signals** with the base umpire.
- The plate umpire calls balls and strikes and makes all safe/out calls at home plate.
- The plate umpire has **all catch/no-catch calls** on all fly balls, both in the outfield and the infield. This releases the base umpire to watch base runners.
- The plate umpire has **all fair/foul calls**, both in the infield and outfield.
- The plate umpire must come out from behind the plate when the ball is hit and get the best possible position to call fair/foul or fly ball outs.

BASIC ASSIGNMENTS & RESPONSIBILITIES FOR U2

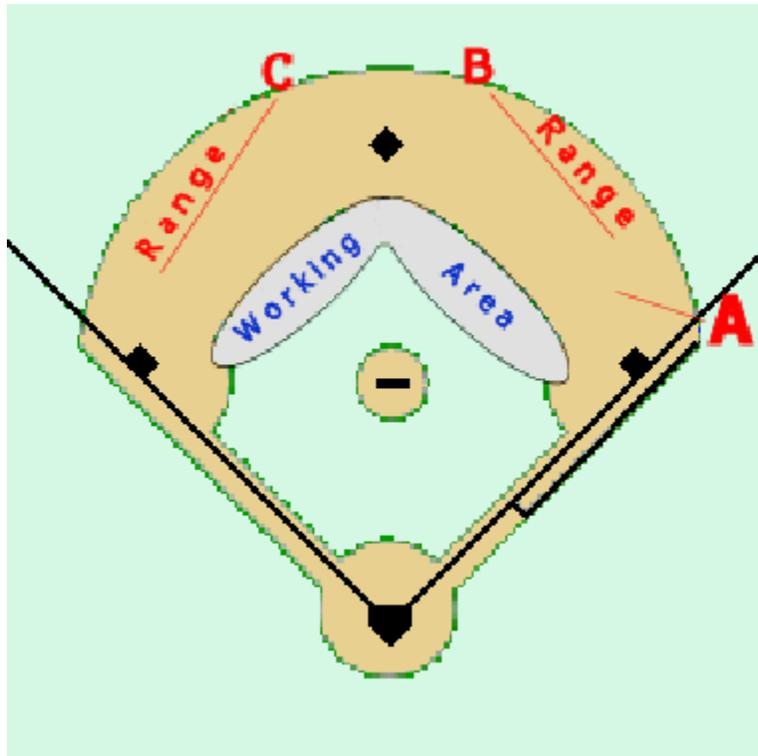
❖ Base Umpire (U2)

- You have the safe/out call on all base runners at all bases except home (with one exception that we'll talk about later).
- You have the base-touch and tag-up on all runners at all bases except home. You also handle all appeal calls at all bases except home.
- You watch for runners leaving early at all bases.
- **You own all base runners at all times from first base through third base** (again, with one exception).
- On hits to the outfield, you must come **inside** the diamond; on hits to the infield, you must stay **outside** the diamond. This is **the Golden Rule**.

START POSITIONS FOR BASE UMPIRE:

A, B, C

The start positions for the Base Umpire are simple:



- ✓ No runners on base, Position **A**
- ✓ With R1 only, Position **B**
- ✓ In all other situations, Position **C**

THE GOLDEN RULE FOR BASE UMPIRE: INSIDE OUT/ OUTSIDE IN

- ✓ On hits to the **INFIELD**, you remain **OUTSIDE** the diamond and slide in your working range.
- ✓ On hits to the **OUTFIELD**, you come **INSIDE** the diamond to the working area, pivot and pick up your base runners.

REMEMBER: Inside-Out, Outside-In

THE SILVER RULE FOR BASE UMPIRE: ANGLE OVER DISTANCE

- ✓ **Get in the right position** to make the call.
 - Ideally, about 10 feet away from the play and at a 90 degree angle to the throw and/or tag.
- ✓ But there is only one of you out there; you can't be everywhere at once.
 - You will have to make calls at first base when you are in C position –**about 75 feet away!**
- ✓ **Get the right angle on the play** –that is more important than getting close.
 - The right angle is where your view isn't obstructed by any other players, and where you can see the tag.
 - Try not to get "straight-lined" by runners.

TAG OR NO TAG?

- ✓ Determining a **tag or no-tag** is a matter of doing these things:
 - **Moving into position** to take the play (called "**Bust-to-your-Angle**") and standing still. You will follow the throw with your head, not body. Don't get too close.
 - **Finding the throw** from the fielder.
 - Adjusting to the throw in case it is offline, called "**lean-and-a-look**".
 - **Going to hands-on-knees set** (unless doing a lean-and-a-look) to observe the tag. **DON'T MAKE A CALL WHILE ON THE MOVE.**
 - Seeing the tag by **using the eyes properly** –head still, watch the whole play before you decide.
 - Assuring the requirement of "**firm and secure possession**" has been met –again watch the whole play.
 - Finally, **signal the play as using a proper signaling mechanic and a firm voice.**

MAKING THE OUT OR SAFE CALL

- ✓ **The umpire's eyes must be** focused on the critical aspects of the tag (force play or not) as it develops.
- ✓ **If the tag is on a base the umpire's eyes will focus on the bag and the feet of the fielder and runner as he** arrives. The arrival of the ball will be clearly seen in the peripheral vision.
 - So don't be too close; you won't see the ball.
- ✓ **If the tag is on the runner's body then the umpire's eyes will focus on the glove of the fielder.** The glove will direct your eyes to the runner.
- ✓ Now the umpire can complete the first part of the call process ...
YES a tag took place, or NO a tag did not take place.
 - If the call is **NO** then the umpire will signal **"SAFE"**.
 - If the call is **YES** the umpire must then bring his eyes to the glove and determine if the possession of the ball is **"firm and secure."** Only when he sees this will he signal **"OUT"**.

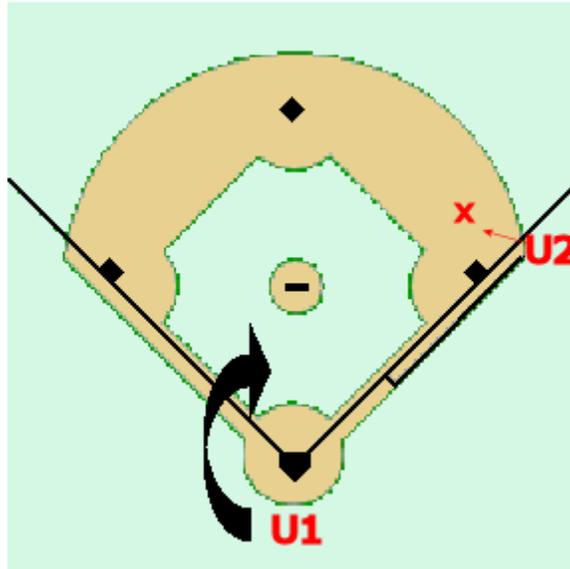
EIGHT BASE RUNNER SCENARIOS

Now we look at each of the eight base-runner scenarios, one-by-one:

1. No runners on base
2. Runner on first (**R1**)
3. Runner on second (**R2**)
4. Runner on third (**R3**)
5. Runners on first and second (**R1, R2**)
6. Runners on first and third (**R1, R3**)
7. Runners on second and third (**R2, R3**)
8. Bases loaded (**R1, R2, R3**)

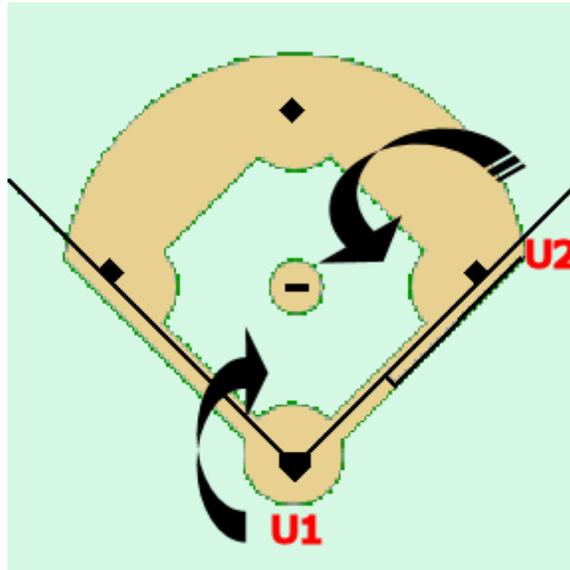
NO RUNNERS ON BASE

Ball to the Infield:



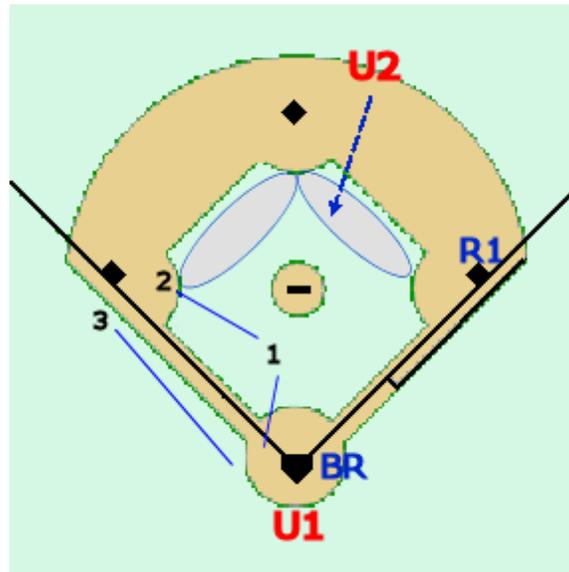
- ✓ **U2** starts in **A**. On hit, break to sweet spot for play at 1B.
- ✓ On overthrows at 1B, watch for ball out of play.
- ✓ If BR continues beyond 1B, break inside and stay with the BR.
- ✓ Be sure to **see all base touches**.

Ball to the Outfield:



- ✓ Break inside and pivot in the working area; pick up the ball but watch 1B for base touch.
- ✓ You have **ALL** bases except home; stay with the BR if he advances beyond 1B.
- ✓ Your primary responsibility is BR, but from the corner of your eye **always know where the ball is** – this lets you read the play as it develops.
- ✓ Take BR all the way to 3B, then release.

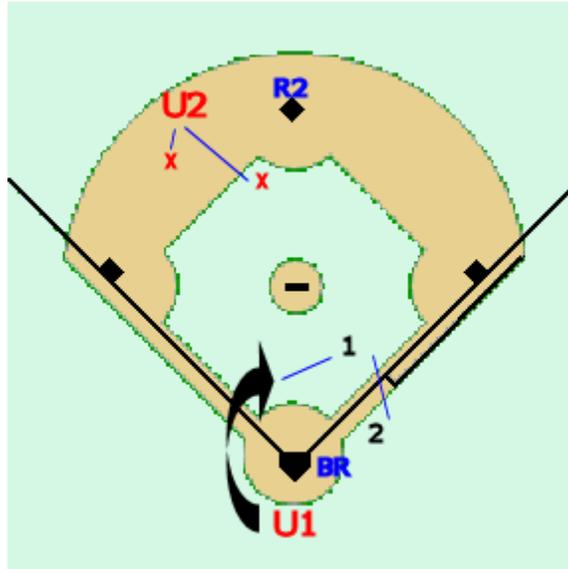
Ball to the Outfield:



- ✓ Break inside to the working area, pivot.
- ✓ Pick up the ball and stay read the play as the ball returns to the infield. **Follow the ball to the play. Read and react.**
- ✓ If the ball is caught, look **immediately** at R1 to see tag-up if the runner advances.
- ✓ If R1 advances to 3B, **U1** covers 3B and Home (**U2** stays with BR).

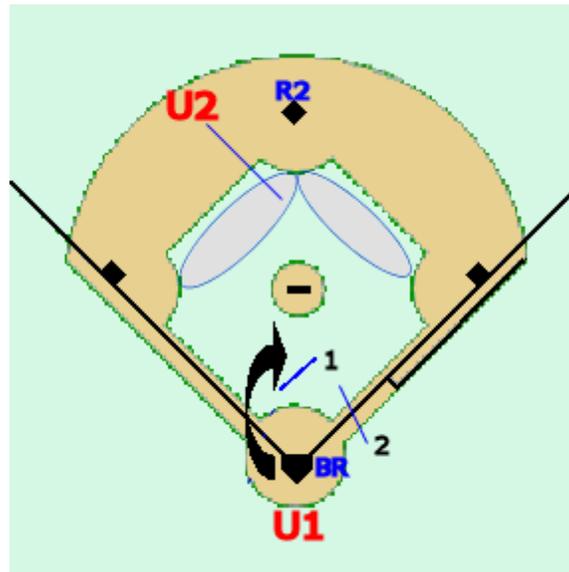
RUNNER R2

Ball to the Infield:



- ✓ **U2** starts in **C**. Read and react, follow ball to play.
- ✓ If at 1B, take a few steps in and set for call.
- ✓ If play is on R2 (either advancing, or returning to 2B), pick up ball and set for play. Watch for obstruction.
- ✓ If a caught line drive, look **immediately** at R2 for the pick-off play – **OR**, for tag-up if R2 advances.

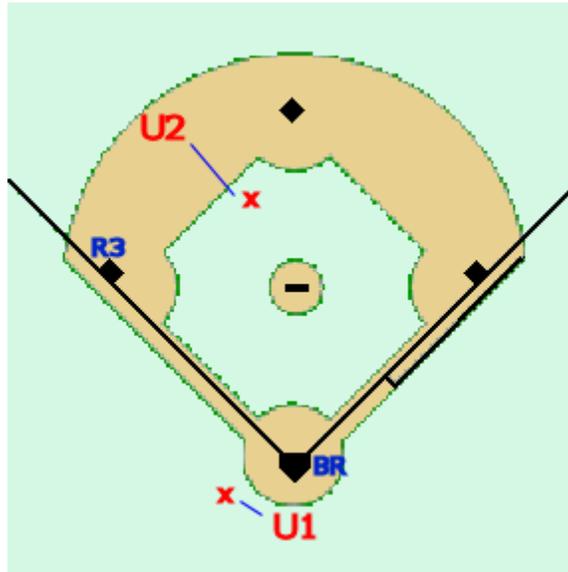
Ball to the Outfield:



- ✓ Break inside, pivot, and pick up the ball.
- ✓ If caught, look at R2 to ensure he tags up before advancing.
- ✓ If not caught fly, **read and react**. Slide in your working area and stay with the ball as it returns to the infield.
- ✓ After R2 passes 3B, release R2 to U1 and pick up the BR.

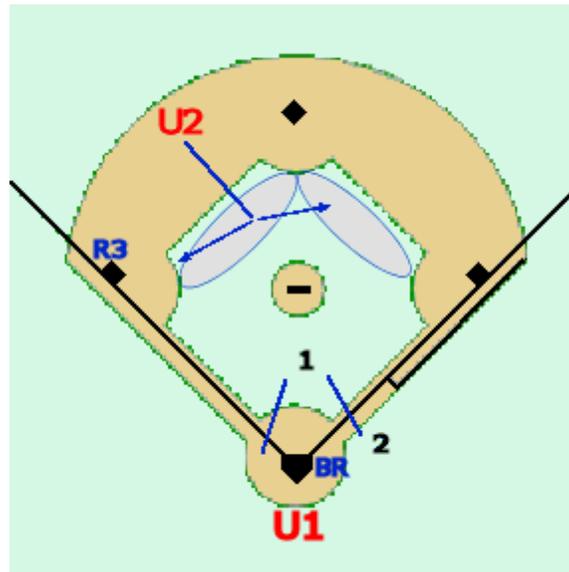
RUNNER R3

Ball to the Infield:



- ✓ **U2** starts in **C**. Take steps toward 1B and set for call, AND, sneak a look at R3 to see if he is going.
- ✓ Follow ball to the play. If caught line drive, look **immediately** at R3 for tag up or pick off.
- ✓ If BR breaks for 2B trying to draw the throw, allowing R3 to steal home, stay with the ball and know where your runners are. Stay with BR and let U1 handle R3.

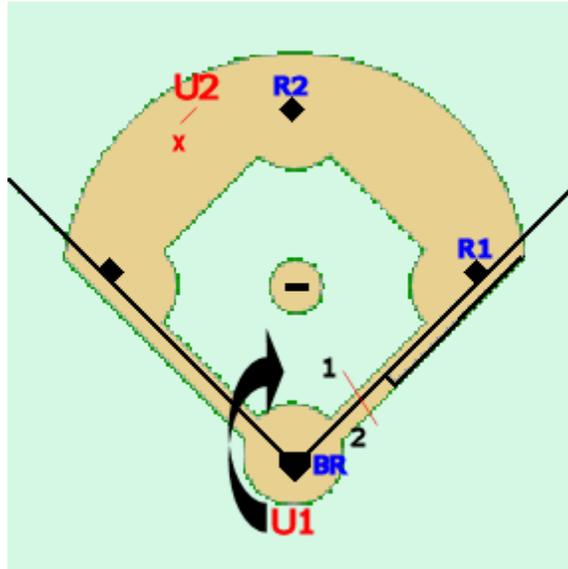
Ball to the Outfield:



- ✓ Break inside, pick up the ball; keep the ball in the corner of your eye, but focus on the runners.
- ✓ **See all base touches** and watch for obstruction.
- ✓ On caught fly ball, look immediately at R3 to see the tag up.
- ✓ If not caught, release R3 and focus on the BR. You have the BR all the way to 3B.

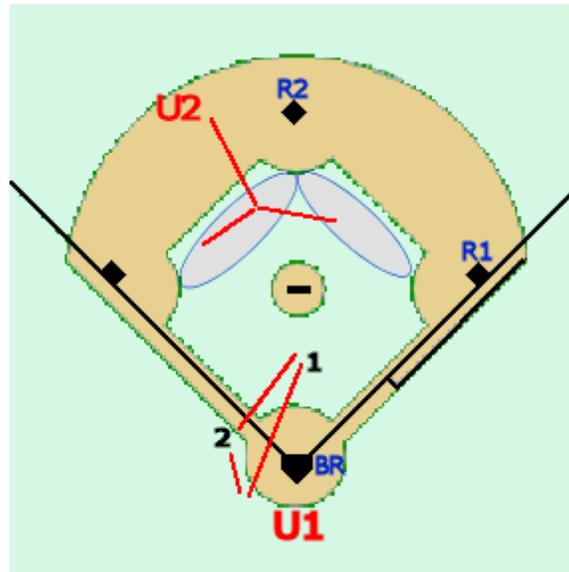
RUNNERS R1, R2

Ball to the Infield:



- ✓ **U2** starts in **C**. You have forces at all bases, so read and react –and follow the ball to the play.
- ✓ Be alert for double play.
- ✓ On a caught line drive, look **immediately** at runners for tag-up and pick-off plays.
- ✓ Remember that with fewer than two outs, R1, R2 is an **infield fly situation**. If pop-up to infield, point and call **"Infield fly ... batter out."**

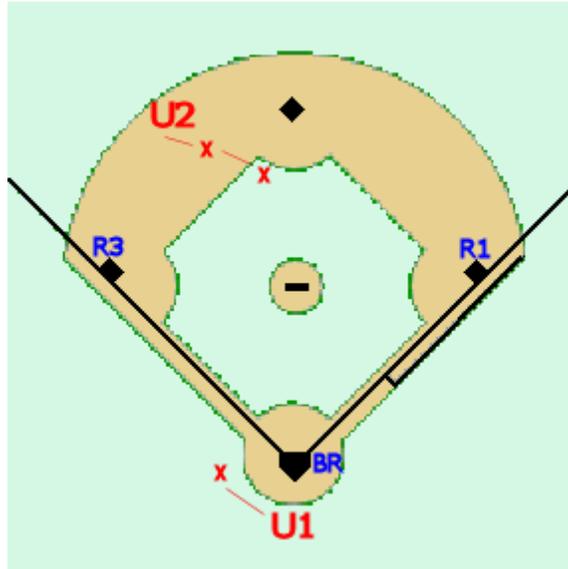
Ball to the Outfield:



- ✓ Break inside, pivot, and pick up the ball so you can see runners and still know where the ball is.
- ✓ If caught fly ball, look **immediately** to see that runners tag up before advancing.
- ✓ If not caught, track the ball – read and react. **You have all runners at all bases.**

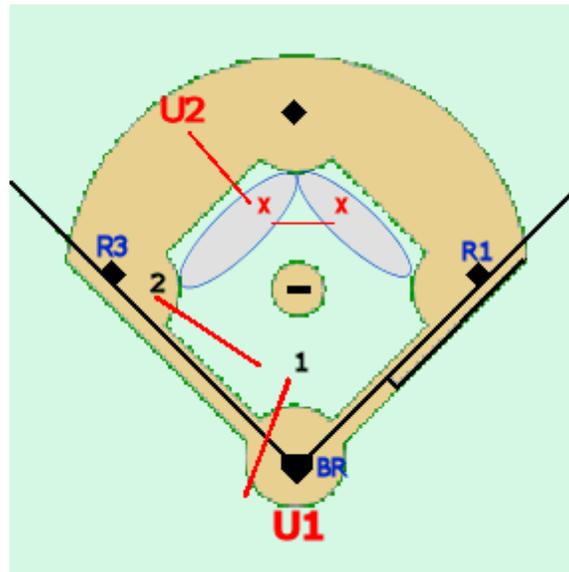
RUNNERS R1, R3

Ball to the Infield:



- ✓ **U2** starts in **C**. Be flexible. Take a couple of steps and get set for the play at 1B. However, the play could just as easily go to 2B (on R1).
- ✓ Stay with the ball, then read and react and follow the ball from the first to the next play.
- ✓ If it's a caught line drive, **immediately** look at both runners to see a tag up or pick-off play. If you have agreed with your partner that U1 has the tag-up at 3B, then focus on R1.

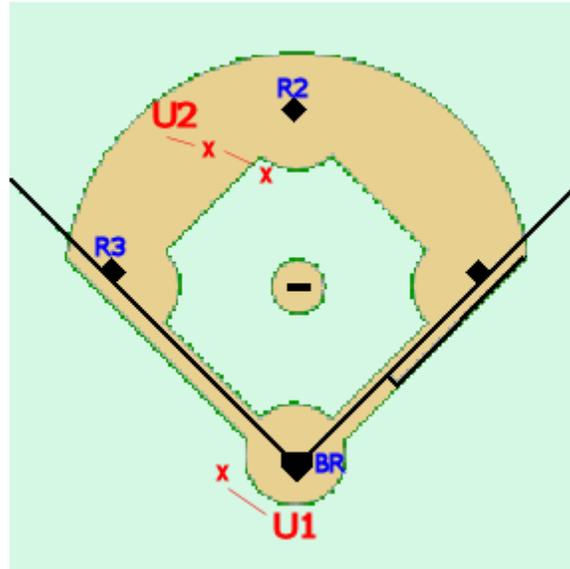
Ball to the Outfield:



- ✓ Break inside, pivot, pick up the ball; read and react.
- ✓ If a caught fly ball, look **immediately** at R1 to ensure he tags up before trying to advance to 2B. U1 has the tag-up on R3.
- ✓ If the ball to the outfield is not a caught fly ball, forget about R3. Pick up the ball, watch all runners (R1 and BR) touch bases, then read and react to the ball coming back to the infield.

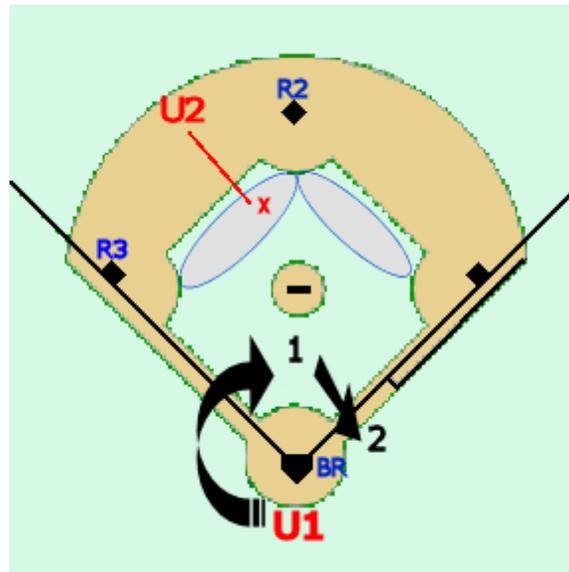
RUNNERS R2, R3

Ball to the Infield:



- ✓ **U2** starts in **C**. No force, so your first move should be toward 1B. However, watch for snap throws on R2 and R3 if they have moved off their bases.
- ✓ If play does go to 1B, expect R2 and R3 to advance, so follow the ball to the next play.
- ✓ If a caught line drive, look at R2 to see a tag up. With R2/R3, you have the tag up on R2 while U1 has the tag up on R3.

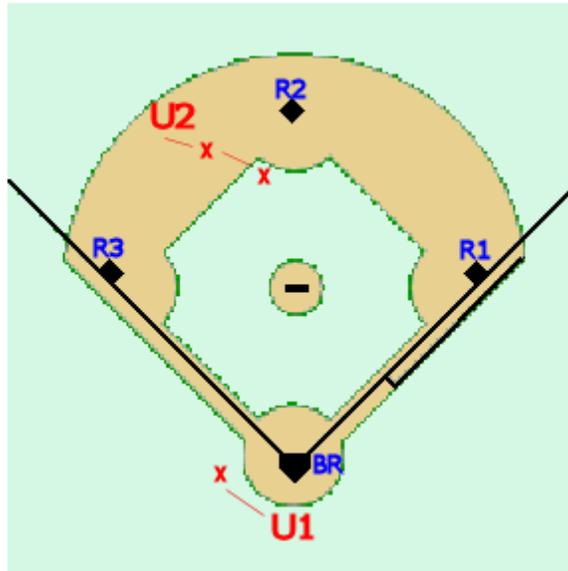
Ball to the Outfield:



- ✓ Break inside and pivot. Pick up the ball and read the play as you follow the ball back to the infield.
- ✓ If ball is caught, look at R2 for the tag-up. U1 has the tag-up at 3B.
- ✓ If ball is not caught, release R3 to U1 and concentrate on R2 and BR. Be sure to see all base touches.

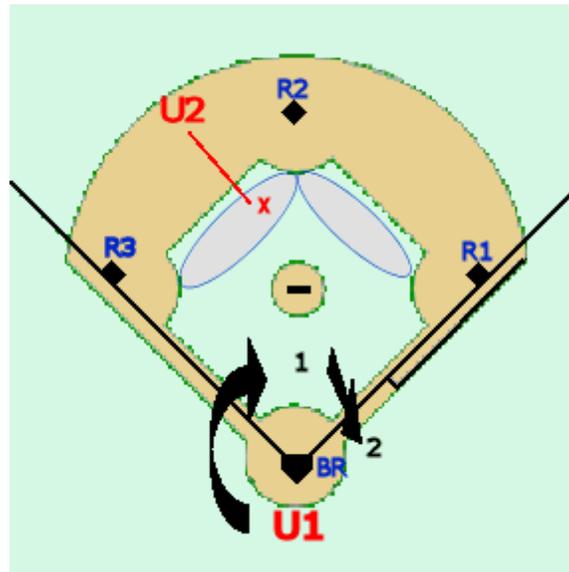
RUNNERS R1, R2, R3

Ball to the Infield:



- ✓ **U2** starts in **C**. Pick up the ball immediately and follow it to the play. We have forces at all bases, so the ball could go anywhere.
- ✓ Be alert for double play. Stay with the ball and stay out of the way.
- ✓ If a caught line drive, look **immediately** for the snap throw on R1 or R2.
- ✓ If ball is mishandled and gets through the infield, come inside and pivot.

Ball to the Outfield:



- ✓ Break inside and pivot. Pick up the ball and move to a spot to you see R1 and R2 for tag-ups if the fly ball is caught.
- ✓ If no catch, pick up the ball coming back to the infield. **Stay with the ball**, and stay out of the way.
- ✓ See all base-touches. This is **very** important. With bases loaded, everyone is forced.

APPEALS

- ✓ An **appeal** is when a fielder claims a violation of the rules by the offensive team. There are some violations that an umpire ignores unless a defensive player appeals. These are the most common:
 - ✓ Failing to tag up when required.
 - ✓ Failing to touch a base; failing to touch home plate.
 - ✓ Batting out of order (Manager's appeal).
- ✓ **Appeals must be made while the ball is in play (live ball).**
- ✓ Fielder must either **tag the offending runner** with the ball, or **touch the base** where the violation occurred with ball in hand.
- ✓ The appeal must be obvious; no "accidental appeals". This is especially important at 1B, where runner is presumed to have touched the base.
- ✓ **Defense loses the right to appeal after a pitch, any play, or once the defense leaves the field of play.**

THE UMPIRE PRE-GAME MEETING

- ✓ Twenty minutes to game time, the umpires meet. This is extremely important.
- ✓ Go over the division of responsibility to ensure you're both on the same page. Cover fair/foul and catch/no-catch. Discuss U1 coverage of 3B on the 1st-to-3rd, and situations where U1 has the tag-up on R3.
- ✓ Discuss handling overthrows out of play at 1B and 3B.
- ✓ Go over the ground rules.
- ✓ Go over your umpire signals and prompt to remember eye contact and signals on every new batter.
- ✓ Discuss handling of problem calls and getting help.

THE PRE-GAME MEETING WITH MANAGERS

- ✓ Five minutes before the game time, umpires proceed to home plate and call the team managers to home plate for the pre-game meeting (2 minutes).
- ✓ Ask coaches to confirm that all players are properly equipped, and that all equipment is regulation.
- ✓ Go over ground rules; especially important is establishing out-of-play.
- ✓ Clarify special league rules.
- ✓ Ask for questions.

UMPIRE SIGNS & SIGNALS

- ✓ Communicating with your partner is critically important; learn and use the following guidelines:
 - U1 gives the signals; U2 flashes back
 - Make eye contact with your partner at every new batter, and whenever the situation changes (e.g., a steal)
 - **Learn and use the following signals:**
 - Number of outs, if any
 - Infield Fly situation, if applicable
 - I need help / I have information for you

PROBLEM CALLS & GETTING HELP

- ✓ Our main goal is to get the call right. If you make a mistake, don't worry. If you can correct it, do so. If you can't, then learn from it and move on.
- ✓ If for any reason you are less than 100% sure about a call you've made, get help. **This is up to you.**
- ✓ If you see something that your partner might have missed, offer help. This is up to him.
- ✓ **Do NOT** let managers or coaches argue judgment calls; **Do NOT** allow managers to charge the field.
- ✓ However, managers can legitimately question and appeal an error in the application of a rule.
- ✓ **Do NOT** allow arguing, rudeness, or unsportsmanlike conduct. **You have the authority** to eject players or coaches. **Use that power sparingly, but use it if you must.**

COMMON MISCONCEPTIONS

1. Tie goes to the runner. (No such thing as a tie)
2. Ball hits the plate/foul ball. (Plate is in fair territory)
3. Hands are part of the bat. (Hands are not made of wood or aluminum)
4. Batter-runner turns left after overrunning first base, is out.
(Must make an attempt toward second)
5. Out if you carry the bat while running. (Only if it interferes with the play)
6. Runner must slide. Not True! (Must avoid fielder with the ball)
7. Batter Runner may over run first on a walk. (No BB, Yes SB)
8. Ball four pitch goes out of play. Batter and runners gets 2 bases. (Only one)
9. Pitch hits batter in strike zone (HBP). (Dead ball, strike, if 3rd batter is out)
10. Runner must tag up after catch. (Tag on first touch)
11. Runner is out if running out of the baseline.
(Runner makes own baseline until the fielder has the ball)
12. Batted ball hits batter in fair territory in the box, the batter is out. (Foul ball)
13. Batted ball hits runner off the base, the runner is always out.
(Before passing a fielder, yes, after passing a fielder, not necessarily)
14. Runner out for running outside 3 foot lane.
(Only meaningful if runner interferes with fielder taking the throw at first base)
15. Illegal pitch (balk) hits batter, runners advance only if forced.
(all runners advance one base) (BB/SB difference)
16. Overthrow (1 plus 1) base going to plus 1.
(2 bases from where runners were at the release of the throw)
17. Catch. (He had the ball long enough).
(Control of the ball in the glove or hand & release was voluntary or could have been)
18. Umpire must make the call quick! (Must wait until the play is "totally" over)
19. Coaches know all the rules. (No one knows all the rules)
20. Umpires are expected to be perfect at the start of the game and get better with each call. (Absolutely true and expected)

COMPENSATION

- ✓ Coaches will confirm your attendance as umpire for their scheduled games. Absent or Tardy attendance will be reported and compensation will be adjusted accordingly.
- ✓ Absent or Tardy umpire attendance will be evaluated and are subject to future game implications.
- ✓ Questions regarding umpire payments can be directed to <https://nrumpires.wixsite.com/umps/contact>
- ✓ Checks will be mailed to home address provided at registration unless otherwise noted or arranged.

Compensation Scale:

BASEBALL	
Per Game	
MINORS/MAJORS	\$20
U9/U10	\$30
BABE RUTH/U11/U12/U13/U14	\$40
Mentor	\$60

SOFTBALL	
Per Double Header	
REC	\$20
10U/12U	\$30
14U	\$40
Mentor	\$50