



Junior Umpire Reference Card 2019

Jr Ump Rules

- Shirts tucked in, no jewelry, or using cell phones at the plate
- Plate ump – wear protective gear
- Show up at least 15 minutes before game time

Pregame Meeting at Home Plate (Both Home and Base ump)

- Start meeting 5 minutes before game time with both managers
- Introduction: “Hi, my name is” shake both manager’s hands
- Go over basic rules:
 - Time – 1 hr 30 minutes (Saturday Games), 1 hr 15 minutes (Weekday Games)
 - Timer will start after first warm up pitch
 - Umps want to keep game flow moving to give as much opportunity for players to play
 - 1 base on an overthrow
 - No stealing home
 - No Infield Fly rule
 - No dropped 3rd strike
 - Max – 3 runs per inning
 - 2 defensive coaches OK behind outfielders, 1 coach can help catcher retrieve balls
 - Show coaches dead ball areas
 - Remind coaches that baserunners should not leave bags early
 - If coaches have any questions, can call “time” to discuss directly with ump during game
- Inform coaches, “Let’s have a good game coaches and have fun”



8U Rules (for Jr Umpire's Reference)

- 3 run max per inning
- 6 infielders at a time only, no limit on number of defensive players
- Pitcher can only pitch 2 innings, does NOT have to be consecutive
- Coach pitch after 4 balls (sometimes 3 if managers agree), then finish count
 - Example: Get to coach pitch and hitter has 1 strike, hitter has 2 strikes left to finish at-bat. There is NO limit to called balls from coach and no walks
- Bunting allowed, but NOT off coach pitch
- Once pitcher has ball in circle, play is dead
- Steal 1 base per batter, can't steal home
- Only 1 base on overthrow

Other Tips to Consider

- Hit batter – 1st base may be awarded but hitter can also choose to keep hitting
- If swing and miss but pitched ball hits batter – strike call and a dead ball; if 2 strike count, she is out
- Showing bunt – If batter does not make attempt at ball but does not pull bat back, it's a ball. If batter moves bat toward ball, it's a strike. This is a judgment call, be **consistent**.
- Check swing – strike if bat breaks the plane of the plate or if pitch is a strike regardless.
- Ok to help player with suggestions to keep game moving
 - Example – if batter standing too close to home plate, you can guide her on where she should stand in the batter's box
- Ok to compliment a great play!
- Keep the game moving – consider 2-4 warm up pitches before game and between innings
- Use a LOUD voice first, THEN the hand signal, especially on close calls. The grandparent on the furthest bleacher should be able to hear you.
- If you didn't see a play or are not sure, it's OK to call time and discuss with your fellow umpire briefly. Then, you make the call and inform both managers.
- Coaches/parents should NOT argue balls or strikes or even any other calls with you. If this occurs, please let me know.