

Little League Umpire



Little League Volunteer Pledge

I will teach all children to play fair and do their best

I will positively support all managers, coaches, and players

I will respect the decisions of the umpires

I will praise a good effort despite the outcome of the game

Overview

- Umpire Positions
- Common terms
- Starting and Ending the Game
 - Putting the Ball in Play
 - The Batter
 - The Runner
 - The Pitcher
 - The Umpire
- Strike Zone
- Other Issues
- Myths

Umpire Positions

(positioning for the lead runner)

C position

Runner(s) on 2nd or 3rd



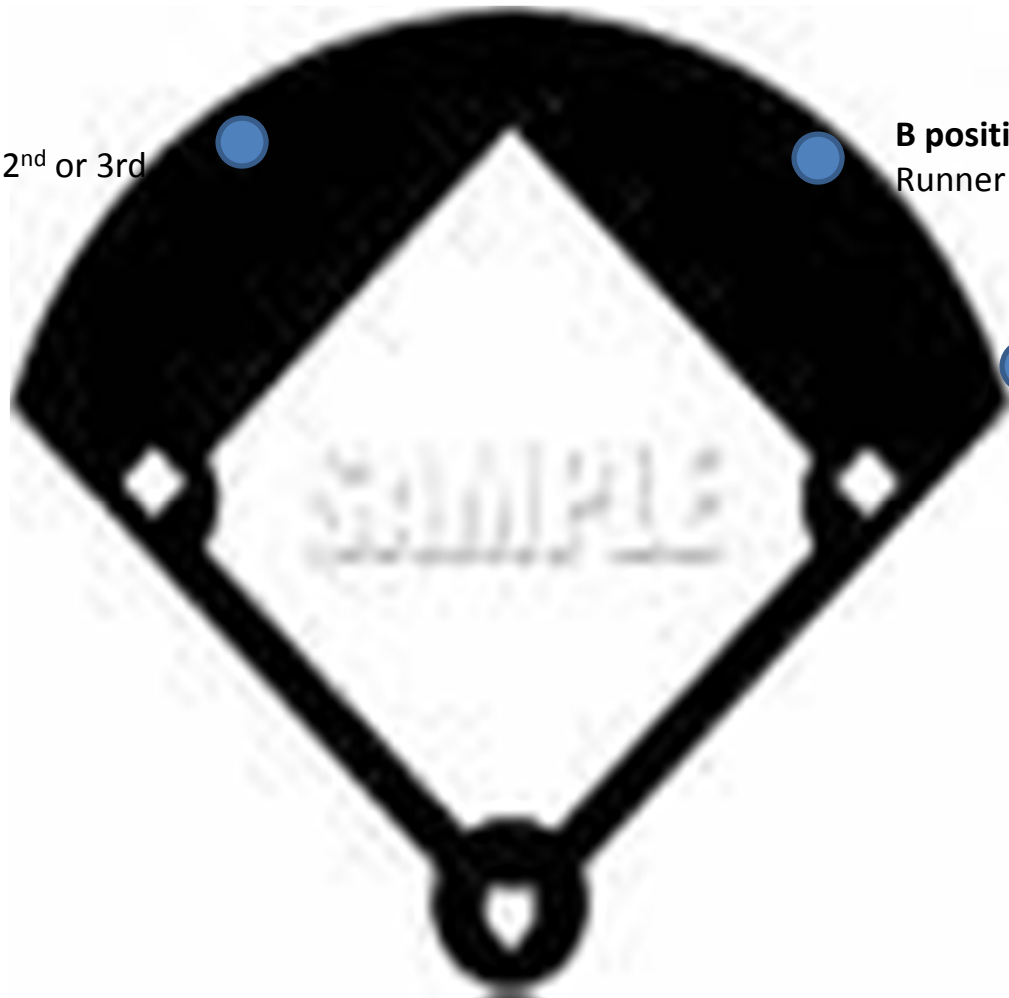
B position

Runner on 1st



A position

No base runners



Common Terms

- Appeal – an act of a fielder in claiming a violation of the rules by the OFFENSIVE team
- Bunt – a batted ball not swung at, but intentionally met with the bat. (The mere holding of the bat in the strike zone is not an attempted bunt.)
- Dead Ball – is a ball out of play because of a legally created temporary suspension of play.
- Force Play – a play in which a runner legally loses the right to occupy a base by reason of the batter becoming a runner.
- Foul Tip – a batted ball that goes sharp and direct from the bat to the catcher’s hands and is legally caught. A foul tip can only be caught by a catcher. It is a strike if caught. LIVE BALL!
- Infield Fly – a fair fly ball that can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied before two outs. The pitcher, catcher and any outfielder stationed in the infield on the play shall be considered infielders for this rule. (Fair and Foul Ball rules apply)
- Interference – act by a member of team at bat to obstruct, impede or hinder any fielder attempting to make a play. If called on batter-runner he/she is out and all runners return to last base held.
- Obstruction – act of fielder who, without possession of the ball, impedes progress of runner.
- Strike – Struck at by batter and missed; not struck and passes through strike zone; fouled by batter with less than two strikes; bunted foul on third strike (ball dead batter is out); touches batter as batter swings; touches batter in the strike zone; foul tip (from bat to catcher hand or glove and caught; ball is live and in play).
- Time – announcement by the umpire of a legal disruption of play; ball is dead

Starting and Ending the Game

- The umpire assumes control of the field when he receives the home team line-up
 - Conduct plate meeting
 - Properly equipped/Safety and protocol/field issues
 - “Are all of your players properly equipped according to the rules and regulations of Little League baseball?”
 - Ineligible pitchers
 - “Do you have any ineligible pitchers?”
- Home team takes defensive positions and batter takes position in box
- Start the Game “PLAY BALL!”

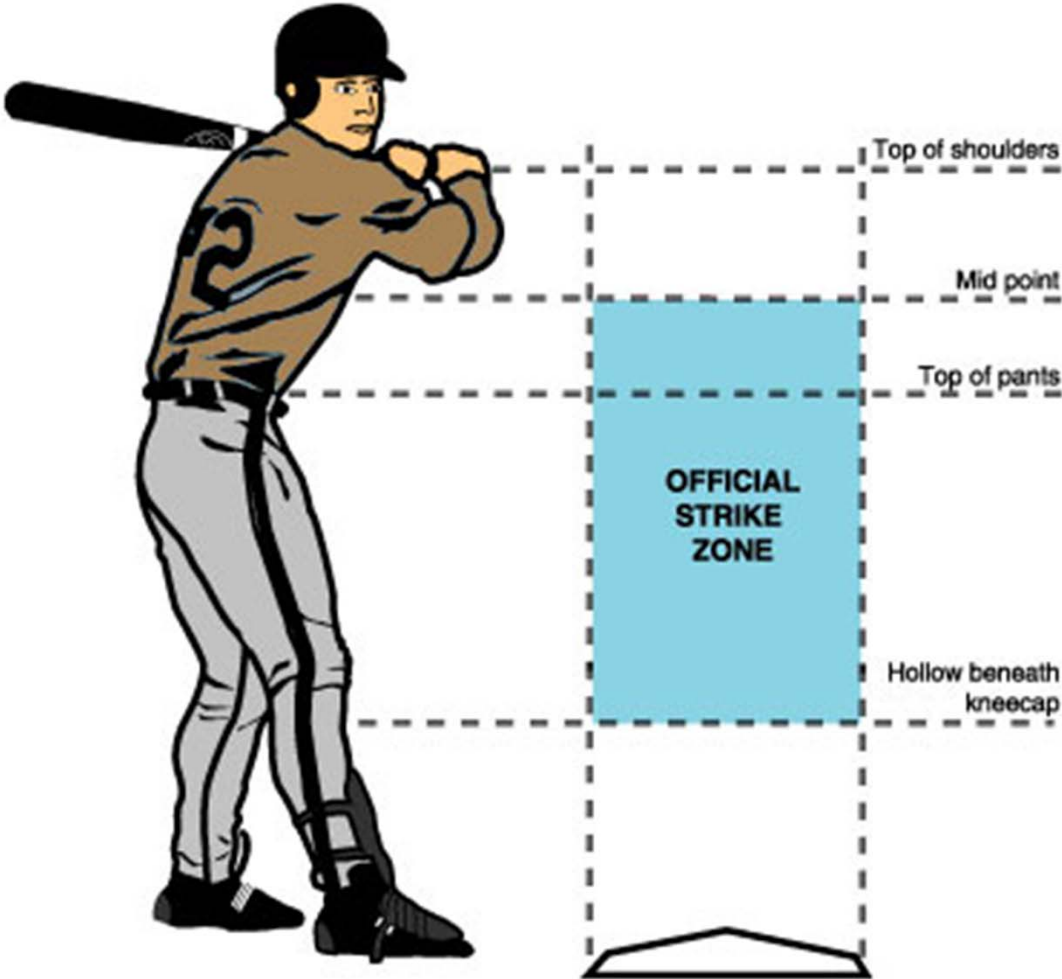
Starting and Ending the Game

- Game is over when:
 - Completed 6 innings
 - Completed 5 ½ innings with home team in lead
 - Ten run rule after 3 1/2 innings if home is ahead
 - Ten run rule after 4 complete innings if visiting team is in lead
 - Time limit (Curfew)
 - Weather

Putting the ball in play

- After a dead ball situation (foul ball) get the ball back in play
 - All defensive players in fair territory (except catcher)
 - Pitcher ball in hand; contact with pitching plate
 - Catcher in catchers box
 - Batter in box (part of one or both feet in box)
 - Umpire says “PLAY”

The Strike Zone



Other issues

- Runners leaving early
- Offensive Interference / Defensive Obstruction
 - Catcher and Umpire
- Over-running first base (Player Intent)
- Time outs (Defensive Manager Visits/ Offensive)
- Over-throws in dead ball territory
 - Awarding bases (how many / from where)
- Batting—Illegal bat/out of order/feet in the box
- Hit by pitch (act of swinging/body in the strike zone/bounce)
- Appeals
 - Missing a base or improper tag up (force out vs. non-force)
- Dealing with Spectators, Managers and Coaches
- Umpire Teamwork

Top 40 Baseball Rule Myths

1. The hands are considered part of the bat.
2. The batter-runner must turn to his right after over-running first base.
3. If the batter breaks his wrists when swinging, it's a strike.
4. If a batted ball hits the plate first it's a foul ball.
5. The batter cannot be called out for interference if he is in the batter's box.
6. The ball is dead on a foul-tip.
7. The batter may not switch batter's boxes after two strikes.
8. The batter who batted out of order is the person declared out.
9. The batter may not overrun first base when he gets a base-on-balls.
10. The batter is out if he starts for the dugout before going to first after a dropped third strike.
11. If the batter does not pull the bat out of the strike zone while in the bunting position, it's an automatic strike.
12. The batter is out if a bunted ball hits the ground and bounces back up and hits the bat while the batter is holding the bat.
13. The batter is out if his foot touches the plate.
14. The batter-runner is always out if he runs outside the running lane after a bunted ball.
15. A runner is out if he slaps hands or high-fives other players, after a homerun is hit over the fence.
16. Tie goes to the runner.
17. The runner gets the base he's going to, plus one on a ball thrown out-of-play.
18. Anytime a coach touches a runner, the runner is out.
19. Runners may never run the bases in reverse order.
20. The runner must always slide when the play is close.

Top 40 Baseball Rule Myths

21. The runner is always safe when hit by a batted ball while touching a base.
22. A runner may not steal on a foul-tip.
23. It is a force out when a runner is called out for not tagging up on a fly ball.
24. An appeal on a runner who missed a base cannot be a force out.
25. A runner is out if he runs out of the baseline to avoid a fielder who is fielding a batted ball.
26. Runners may not advance when an infield fly is called.
27. No run can score when a runner is called out for the third out for not tagging up.
28. A pitch that bounces to the plate cannot be hit.
29. The batter does not get first base if hit by a pitch after it bounces.
30. If a fielder holds a fly ball for 2 seconds it's a catch.
31. You must tag the base with your foot on a force out or appeal.
32. The ball is always immediately dead on a balk.
33. If a player's feet are in fair territory when the ball is touched, it is a fair ball.
34. The ball must always be returned to the pitcher before an appeal can be made.
35. With no runners on base, it is a ball if the pitcher starts his windup and then stops.
36. The pitcher must come to a set position before a pick-off throw.
37. The pitcher must step off the rubber before a pick-off throw.
38. If a fielder catches a fly ball and then falls over the fence it is a homerun.
39. The ball is dead anytime an umpire is hit by the ball.
40. The home plate umpire can overrule the other umps at anytime.