

UMPIRES NOTES 2013

1. READ YOUR RULE BOOK. CARRY YOUR RULE BOOK WITH YOU AT ALL GAMES.
2. BE READY TO START GAME AT GAME TIME.
3. NO NEW INNING TO START AFTER 1 HOUR 45 MINUTES. UMPIRES TO CONFIRM START TIME
4. 1 HEAD COACH, 2 ASSISTANT COACHES ONLY. ASSISTANT COACHES SHOULD BE IN THE DUGOUT DURING PLAY UNLESS THEY ARE BASE COACHING. HEAD COACH SHOULD BE IN THE DOORWAY OF DUGOUT ONLY.
5. ONLY HEAD COACH TO ADDRESS UMPIRES. HEAD COACHES ARE RESPONSIBLE FOR THEIR ASSISTANT COACHES AND THEIR TEAM PARENTS BEHAVIOR
6. ALL EQUIPMENT KEPT INSIDE DUGOUT AT AL2 AND IN CAGE AT AL1
7. **NO** ONDECK BATTERS SWINGING BATS ON **ANY** FIELD. BATTING DONUTS ARE NOT ALLOWED.
8. HAVE YOUR PLAYERS RUN ON AND OFF FIELD. BE PREPARED IN ADVANCE AS TO WHO IS IN FIELD AND WHO IS OUT. UMPIRES WILL BE INSTRUCTED TO KEEP THE GAMES MOVING. 8 WARM UP PITCHES FIRST INNING AND FIVE WARM UP PITCHES EACH REMAINING INNING
9. LEGAL BATS - ANY QUESTIONS CHECK WITH YOUR COMMISSIONER PRIOR TO GAMES BEGINNING. ANY QUESTIONS DURING GAMES, BAT IN QUESTION WILL BE REMOVED FROM GAME.
10. AA & AAA ONE UMPIRE A GAME – IF NO UMPIRE SHOWS, COACHES OR PARENTS SHOULD UMPIRE
11. NL & AL TWO UMPIRES, BASE UMPIRE TO KEEP PITCH COUNT
12. ANY ISSUES, COACHES SHOULD CONTACT THEIR COMMISSIONER
13. **RULE 4.16 & 4.17** ... A GAME MAY NOT BE STARTED WITH LESS THAN 9 PLAYERS ON EACH TEAM..... A GAME MAY NOT CONTINUE WITH LESS THAN 9 PLAYERS ON EACH TEAM
14. **RULE 1.17** ...CATCHERS MUST WEAR THE METAL, FIBRE OR PLASTIC TYPE CUP....ALL CATCHERS MUST WEAR THROAT GUARD.
15. **RULE 7.08** ANY RUNNER IS OUT WHEN - (1) RUNNING MORE THAN THREE FEET AWAY FROM BASE LINE TO AVOID A TAG ... (3) THE RUNNER DOES NOT SLIDE OR ATTEMPT TO GET AROUND (AVOID) A FIELDER WHO HAS THE BALL AND IS WAITING TO MAKE THE TAG.
UMPIRE'S JUDGEMENT.
16. **INTERFERENCE/OBSTRUCTION** INTERFERENCE BY AN OFFENSIVE PLAYER (EX: NOT SLIDING AT SECOND BASE OR INTENTIONALLY STANDING IN WAY OF FIELDER), OBSTRUCTION BY A DEFENSIVE PLAYER (EX: CATCHER BLOCKING THE PLATE WITHOUT THE BALL OR A FAKE TAG). BASES COULD BE AWARDED OR TAKEN AWAY BASED ON **UMPIRE'S JUDGEMENT.**
17. **RULE 9.02 (a)** ANY UMPIRE'S DECISION WHICH INVOLVES JUDGEMENT, SUCH AS, BUT NOT LIMITED TO, WHETHER A BATTED BALL IS FAIR OR FOUL, WHETHER A PITCH IS A STRIKE OR BALL, OR WHETHER A RUNNER IS SAFE OR OUT, IS FINAL. NO PLAYER, MANAGER OR COACH SHALL OBJECT TO ANY SUCH JUDGEMENT DECISIONS.
18. **RULE 9.01 (c)** EACH UMPIRE HAS THE AUTHORITY TO RULE ON ANY POINT NOT SPECIFICALLY COVERED IN THE RULE BOOK
19. THIS IS YOUR WARNING. ANY ISSUES WITH AN UMPIRE AND YOUR COACHING CAREER WILL BE IN JEOPARDY
20. REMEMBER, THIS IS LITTLE LEAGUE BASEBALL AND YOU DO NOT WANT TO READ YOUR NAME IN THE LOCAL PAPER FOR THE WRONG REASON