

**LITTLE LEAGUE UMPIRE
TRAINING 2022 — OWLL**



MAKING THE CALL: YOUR DECISION TO UMPIRE

- Umpiring can be extraordinarily rewarding for a number of reasons. Foremost among them is that as a Little League® umpire, you serve the children and families in your community.
- Also, as a volunteer umpire, you gain an even deeper knowledge of, and appreciation for, Little League. Once you start officiating games you gain an entirely new perspective on the role umpires play in the Little League experience.
- Your willingness to work outside of your comfort zone sets a solid example for the league's children, whose development as players and people depends on their ability to expand their comfort zones.
- The decision to umpire is a testament to your character. Your willingness to work outside of your comfort zone sets a solid example for the league's children, whose development as players and people depends on their ability to expand their comfort zones. Here are several suggested steps to take in preparation for your debut as a Little League umpire.



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- **Know Yourself**

- If certain situations trigger your emotions, find a way to correct that. No matter how much your league emphasizes the *Positive Coaching Alliance* principle of honoring the game, sooner or later, you will hear something you don't like from a player, coach, or spectator.
- It is important for the youth you serve that you not escalate any conflict. Umpiring takes a certain thickness of skin. You may need to develop your patience and sense of humor, but doing so is intrinsically rewarding and can benefit you elsewhere in your life beyond the diamond.



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- **Know Your League**
- You will perform much better if you understand cultural elements of your league, such as how competitive the players and coaches are, how athletic the players are (which can dictate how quickly you must move to position correctly to make calls) and the general temperament of spectators. You should seek tips or insights from as many of the league's umpires as you can.
- Getting to know some of the coaches before you start umpiring also helps. You can ask them their views on umpiring, how they like to interact with umpires, and which other umpires they recommend you watch. Knowing the coaches this way also will humanize you to each other by the time you do step onto the field.



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- **Know Your Sport**
- Watch a lot of games. Don't just sit in the bleachers, but move around so you can see what umpires see. As long as it's safe and practical, peer through the backstop fence directly behind the plate umpire or stand as close to the baselines as possible. Seeing from those angles how quickly the ball moves, the way it may slice toward the line, and the closeness of plays can be at first base on a routine grounder will have you less subject to surprise once you're out there.
- Formal training or mentoring is necessary. You also have to know the current rules and regulations. The more you can move and speak with confidence and authority, the better your experience will be, and the better you can play the important role of keeping the game in order so that players have the best possible experience.



LOOKING OFFICIAL: THE UMPIRE UNIFORM



LOOKING OFFICIAL: THE UMPIRE UNIFORM

- **Shoes (1)**

- The base umpire is to wear comfortable “low top” sneakers with rubber soles, or turf shoes with rubberize cleats (solid black, or black and white). The plate umpire is strongly encouraged to purchase “plate shoes” with steel toes and rubberized cleats (solid black, or black and white). A “low top” or “high top” plate shoe is personal preference.

- **Pants (2)**

- Heather gray pants come with or without pleats. The pants are to be long enough to completely cover the ankle for base umpires; and cover the back of the shoes for plate umpires. Pants with cuffs are a personal preference.

- **Belt (3)**

- A black, sheen satin (shiny) or regular leather 1 ¾-inch vinyl belt is recommended for both plate and base umpires.



LOOKING OFFICIAL: THE UMPIRE UNIFORM

- **Shirt and Patch (4)**
- Umpire shirts come in a variety of colors and styles. The standard Little League Umpire shirt is black with a white stripe on the collar and sleeves, and a left breast pocket. The colors are decided by your league's or district's Umpire-In-Chief. All shirts should have the official [Little League Umpire Patch](#) placed four inches below left shoulder seam on a set-in sleeve.
- **Hat (5)**
- The plate and base umpire(s) are to wear a hat on the field at all times and are encouraged to wear a clean, unstained and "blocked" umpire hat with a 2-inch brim. The plate umpire is never to wear the hat backwards.



LOOKING OFFICIAL: THE UMPIRE UNIFORM – THE EQUIPMENT

- **Pitch Indicator** – The plate umpire and base umpire(s) are to have, and use, a pitch indicator during the game. All pitching indicators (made in plastic and metal models) keep track of balls, strikes, and outs. Some versions also track innings.
- **Ball Bag(s)** – The home plate umpire will use a ball bag or two (one each side) that attach to the belt. The bags are to be black cloth and large enough to hold three baseball or two softballs without the balls falling out when the umpire moves during the game.
- **Plate Brush** – The home plate umpire will use a small, course-bristle brush to clean the plate between innings, after plays at home plate, or as the need arises. The brush is to be small enough to fit in the back pocket of the umpire's pants or in a ball bag. The base umpire(s) are also recommended to carry a similar brush to clean off a base or the pitcher's plate (if officiating a softball game.)
- **Red Flag** – When officiating Little League Major Division baseball, and below, a red flag is necessary equipment for a base umpire. It is used to indicate when a base runner leaves the base prior to the pitch reaching the batter.
- **Protective Gear** – 1. The home plate umpire will wear equipment under his/her pants that protect the shins and knees; and under the shirt to protect the chest, shoulders and torso. 2. An athletic supporter is to be worn by male umpires and is strongly recommended for female umpires to protect the groin area. Such equipment comes in many styles, and is a personal preference based on size and comfort. 3. The head gear for a home plate umpire can either be a conventional mask or hockey-style helmet. Again, based on fit and preference, the mask or helmet is designed to protect the face, chin, and neck. A dangling throat guard is optional, but recommended.



OWLL UMPIRE UNIFORM

- **Shoes** - The Umpire is to wear dark shoes that can be sneaker type that are comfortable.
- **Pants** - Dark pants are preferred and if you are umpiring home plate you also wear a belt, but both umpires should have a belt.
- **Shirt and Patch** - We recommend a Navy or Black Polo or T-Shirt with the [Little League Umpire Patch](#) placed four inches below left shoulder seam on a set-in sleeve.
- **Hat** - An Umpire hat will be provided to all new umpires and if you are not a new umpire, league will have umpire hats available for purchase if needed.
- **Umpires Kit** - For all new Umpires, a kit will be provided to you by the league. It will include a pitch indicator, ball bag, and plate brush. Again, if you need any of these items and are not new, they will be available for purchase.



OWLL UMPIRE UNIFORM

- **Red Flag** – All base umpires can have a flag in their back pocket for leading or if they do not have a flag, they can just through their hat down.
- **Protective Gear** – The league will supply in the bunkers at each ball diamond, umpire equipment that will include a chest protector, mask, and shin pads for the home plate umpire. It is up to the home team to bring it out and leave for the umpire. But if they have not, please do not panic or overreact and go and get it yourself.



MECHANICS: PUTTING BALL IN PLAY MECHANIC

- The “Putting the Ball in Play” Mechanic is used when starting the game, starting an inning, “Time” has been called, or the ball becomes dead for any other reason. The “Putting the Ball in Play” Mechanic is used by the Plate Umpire. In this video, we will break down the “Putting the Ball in Play” Mechanic.
- 1) Anytime the ball becomes dead, it is very important that it is put back into play. Once all of the requirements have been met to put the ball in play, step into the “Slot.”
- 2) With the right hand and arm, point at the pitcher while simultaneously verbalizing, “Play!”
- This should be loud enough to be heard by the base umpire.
- <https://www.littleleague.org/university/articles/putting-ball-play-mechanic/>



MECHANICS: CALLED BALL MECHANIC

- The “Ball” Mechanic is used by the Plate Umpire when calling balls and strikes. In this video, we will break down the “Ball” Mechanic.
- It is important to remember that “ball” calls are called down which means while still in your stance. Just prior to the pitcher delivering the ball, get set in your stance. You shouldn’t be in the process of getting set as the pitch is being delivered. As the pitch comes in and you determine it to be a ball, verbalize “ball”. When calling a “ball,” make sure that it is loud enough for the batter, catcher, and pitcher to hear. The “ball” call should be made with the same tone, regardless of how close the pitch is. Wait a second or two then stand up out of your stance, take a step back and relax.
- <https://www.littleleague.org/university/articles/called-ball-mechanic/>



MECHANICS: CALLED STRIKE MECHANIC

- The “Called Strike” Mechanic is used by the Plate Umpire when calling balls and strikes, specifically on a strike in which the batter doesn’t swing. In this video, we will break down the “Called Strike” Mechanic.
- It is important to remember that “strike” calls are called up which means standing up out of your stance. Just prior to the pitcher delivering the ball, get set in your stance. You shouldn’t be in the process of getting set as the pitch is being delivered. As the pitch comes in and you determine it to be a strike, stand straight up out of your stance. There is no need to bring the feet together when performing this movement. Then, raise the right hand up so the elbow is parallel to the ground and, in a “hammer” motion, move the forearm forward while closing the fist and simultaneously verbalizing, “Strike”. When calling a “strike,” make sure that it is loud enough for the batter, catcher, and pitcher to hear. The “strike” call should be made with the same tone, regardless of how close the pitch is or which strike it is. Finish the mechanic by dropping the arm to the side, taking a step back and relaxing.
- <https://www.littleleague.org/university/articles/called-strike-mechanic/>



MECHANICS: SWINGING STRIKE MECHANIC

- Swinging Strike Mechanic
- The "Swinging Strike" Mechanic is used by the Plate Umpire when calling balls and strikes, specifically on a strike in which the batter swings and doesn't make contact with the ball. In this video, we will break down the "Swinging Strike" Mechanic.
- The "Swinging Strike" Mechanic is used by the Plate Umpire when calling balls and strikes, specifically on a strike in which the batter swings and doesn't make contact with the ball. In this video, we will break down the "Swinging Strike" Mechanic.
- It is important to remember that "strike" calls are called up which means standing up out of your stance. Just prior to the pitcher delivering the ball, get set in your stance. You shouldn't be in the process of getting set as the pitch is being delivered. After the batter swings at and misses the ball, stand straight up out of your stance while keeping your eyes focused on the ball. When standing up, there is no need to bring the feet together while performing this movement. Then, raise the right hand up so the elbow is parallel to the ground and, in a "hammer" motion, move the forearm forward while closing the fist. There is no verbalization for this mechanic. Finish the mechanic by dropping the arm to the side, taking a step back and relaxing.

<https://www.littleleague.org/university/articles/swinging-strike-mechanic/>



MECHANICS: CHECK SWING, BATTER OFFERS MECHANIC

- The “Check Swing – Batter Offers” Mechanic is used when a batter starts their swing and then attempts to stop it but is unsuccessful. It is also used when the batter attempts to bunt and does not make contact with the ball. If you have not watched the “Swinging Strike” Mechanic video, you may want to do so prior to watching this video. The “Check Swing – Batter Offers” Mechanic is used by the Plate Umpire. In this video, we will break down the “Check Swing – Batter Offers” Mechanic, which is a two-part mechanic.
- 1. The first part of the mechanic is identifying that the batter swung. Just prior to the pitcher delivering the ball, get set in your stance. You shouldn’t be in the process of getting set as the pitch is being delivered.
- 2. As the pitch comes in and you determine it to be a checked swing, stand straight up out of your stance. There is no need to bring the feet together when performing this movement.
- 3. Lift the arm that is on the side of the batter and, with the hand, point at the batter while verbalizing, “Yes He Did!” If the batter is female, verbalize, “Yes She Did! Hold the arm in that position for a few seconds and then.
- 4. Drop the arm to the side.
- <https://www.littleleague.org/university/articles/check-swing-batter-offers-mechanic/>



MECHANICS: CHECK SWING, ASK FOR HELP – STRIKE MECHANIC

- The “Check Swing, Ask for Help” Mechanic is used when a batter checks their swing and the catcher requests that the umpire asks their partner for assistance with the call. The “Check Swing – Ask for Help” Mechanic is used by the Plate Umpire. In this video, we will break down the “Check Swing – Ask for Help” Mechanic.
- 1) Just prior to the pitcher delivering the ball, get set in your stance. You shouldn’t be in the process of getting set as the pitch is being delivered. As the pitch comes in and it is determined to be a checked swing, call the pitch a ball as normal if it didn’t pass through the strike zone.
- 2) When the catcher asks for the umpire to get assistance with the call, stand straight up out of your stance and take a cross-over step to the right. This will allow for a clear view of the base umpire.



MECHANICS: CHECK SWING, ASK FOR HELP – STRIKE MECHANIC

- 3)Using the left arm and hand, point at the base umpire and verbalize, “Did He Go!” If it is a female batter, verbalize, “Did She Go!”
- 4)If the base umpire responds with, “No He Didn’t,” no further action is required.
- 5)If the base umpire responds with, “Yes He Did,” signal a strike while verbalizing, “then that is a strike.”
- 6)Return back behind the catcher and give the count, since it has now changed.
- <https://www.littleleague.org/university/articles/check-swing-ask-help-strike-mechanic/>



UMPIRE POSITIONING: HANDS-ON-KNEES – SET POSITION

- The “Hands-On-Knees Set” position is primarily used by the Base Umpire prior to the pitcher delivering the ball. This position is used regardless if there are runners on base or not. This position may also be used when there is a play at a base and time allows. In this video, we will break down the “Hands-On-Knees Set” position.
- The foundation to a good “Hands-on-Knees Set” position is a wide base. Set your feet just wider than shoulder with apart. Your weight is distributed on the balls of the feet so as to not get caught flat-footed when a play occurs. With the wide base established, sit straight down and place your hands on your knees. Prior to placing the hands on the knees, form a “V” by keeping the fingers together and separating the thumb. Set the “V” right above the kneecap with the thumb on the inside of the leg and the fingers on the outside. The elbows should be locked and back flat, not rounded. You should be set prior to the pitch being delivered. Just before the pitcher delivers the ball, the head should move from the pitcher to the batter to assist with any play that may occur, such as a check swing.
- <https://www.littleleague.org/university/articles/hands-knees-set-position/>



MECHANICS: SAFE – MECHANIC

- The “Safe” Mechanic is an extension of the “Hands-On-Knees Set” Position. If you have not watched the “Hands-On-Knees Set” Position video, you may want to do so prior to watching this video. The “Safe” Mechanic is used by both the Base and Plate Umpire. In this video, we will break down the “Safe” Mechanic.
- Beginning from the “Hands-on-Knees Set” Position, lift the torso straight up. It is not necessary to bring the feet together during this movement. Simultaneously, lift both arms together straight up in front of the body and level with the shoulders. Fingers on the hands should be closed with the thumb resting beside the index finger. Next, move the arms out to the sides parallel to the ground making sure that they are not overextended while verbalizing “Safe”. The hands should remain in-line with the arms and not pointing up. Hold the arms in that position for a few seconds and then drop the arms to the sides.
- <https://www.littleleague.org/university/articles/safe-mechanic/>



MECHANICS: SET – SAFE MECHANIC

- The “Set – Safe” Mechanic uses the “Hands-On-Knees Set” Position and the “Safe” Mechanic. If you have not watched the “Hands-On-Knees Set” Position and the “Safe” Mechanic videos, you may want to do so prior to watching this video. The “Set – Safe” Mechanic is primarily used by the Base Umpire to come set prior to making a “safe” call so the play can be seen clearly. In this video, we will break down the “Set – Safe” Mechanic.
- If moving to get into position, come to a stop by first planting the left foot, then planting the right foot a little more than shoulder-width apart. From here, settle into a “Hands-on-Knees Set” position. Do not “hop” into position because you could slip and cause injury. Once in the “Hands-on-Knees Set” Position, use the “Safe” mechanic to make the call. lift the torso straight up. It is not necessary to bring the feet together during this movement. Simultaneously, lift the arms straight up, about shoulder high. Fingers on the hands should be closed with the thumb resting beside the pointer finger. Next, move the arms out to the sides parallel to the ground making sure that they are in-line with the body and not overextended. The hands should remain level with the arms and not be pointing up. As the arms are moving to the sides, verbalize “Safe”. Hold the arms in that position for a few seconds and then drop the arms to the sides.
- <https://www.littleleague.org/university/articles/set-safe-mechanic/>



MECHANICS: OUT – MECHANIC

- The “Out” Mechanic is used by both the Base and Plate Umpire. The “Out” Mechanic is an extension of the “Hands-On-Knees Set” Position. If you have not watched the “Hands-On-Knees Set Position” video, you may want to do so prior to watching this video. At the completion of this video, you should be able to perform the “Out” mechanic according to Little League Standards. Let’s begin by breaking down the “Out” Mechanic.
- Beginning from the “Hands-on-Knees Set” Position, lift the torso straight up. It is not necessary to bring the feet together during this movement. Then, raise the right hand up so the elbow is parallel to the ground and, in a “hammer” motion, move the forearm forward while closing the fist and simultaneously verbalizing, “Out”. Finish the mechanic by dropping the arm to the side.
- <https://www.littleleague.org/university/articles/out-mechanic/>



MECHANICS: SET – OUT MECHANIC

- The “Set – Out” Mechanic uses the “Hands-On-Knees Set” Position and the “Out” Mechanic. If you have not watched the “Hands-On-Knees Set” Position and the “Out” Mechanic videos, you may want to do so prior to watching this video. The “Set – Out” Mechanic is primarily used by the Base Umpire to come set prior to making an “out” call so the play can be seen clearly. In this video, we will break down the “Set – Out” Mechanic.
- If moving to get into position, come to a stop by first planting the left foot, then planting the right foot a little more than shoulder-width apart. From here, settle into a “Hands-on-Knees Set” position. Do not “hop” into position because you could slip and cause an injury. Once in the “Hands-on-Knees Set” Position, use the “Out” mechanic to make the call. lift the torso straight up. It is not necessary to bring the feet together during this movement. Then, raise the right hand up so the elbow is parallel to the ground and, in a “hammer” motion, move the forearm forward while closing the fist and simultaneously verbalizing, “Out”. Finish the mechanic by dropping the arm to the side.
- <https://www.littleleague.org/university/articles/set-out-mechanic/>



MECHANICS: SAFE – BALL’S ON THE GROUND MECHANIC

- The “Safe – Ball’s on the Ground” Mechanic is an extension of the “Safe” Mechanic and is used when it is not obvious to players, coaches, and fans that the fielder did not catch the ball resulting in the runner being called “safe”. If you have not watched the “Safe” Mechanic video, you may want to do so prior to watching this video. The “Safe – Ball’s on the Ground” Mechanic is used by the Base and Plate Umpire. In this video, we will break down the “Safe – Ball’s on the Ground” Mechanic which is a two-part mechanic.
- The first part of the mechanic is the “Safe” Mechanic. Beginning from the “Hands-on-Knees Set” Position, lift the torso straight up. It is not necessary to bring the feet together during this movement. Simultaneously, lift both arms together straight up in front of the body and level with the shoulders. Fingers on the hands should be closed with the thumb resting beside the index finger. Next, move the arms out to the sides parallel to the ground making sure that they are not overextended while verbalizing “Safe”. The hands should remain in-line with the arms and not be pointing up. Hold the arms in that position for a few seconds and then drop the arms to the sides. This completes the first part of the mechanic.



MECHANICS: SAFE – BALL'S ON THE GROUND MECHANIC

- The second part of the mechanic indicates that the fielder dropped the ball and it is on the ground. While still looking at the fielder, point at the ground and verbalize “ball’s on the ground”. Maintain eye contact with the fielder and resist looking at your finger. Remember, this is a single point to the ground and not multiple points.
- <https://www.littleleague.org/university/articles/safe-balls-ground-mechanic/>



MECHANICS: SAFE – OFF THE BAG MECHANIC

- The “Safe – Off the Bag” Mechanic is an extension of the “Safe” Mechanic and is used to let players, coaches, and fans know that the fielder pulled their foot off the bag resulting in the runner being called “safe”. If you have not watched the “Safe” Mechanic video, you may want to do so prior to watching this video. The “Safe – Off the Bag” Mechanic is primarily used by the Base Umpire but may be used by the Plate Umpire. In this video, we will break down the “Safe – Off the Bag” Mechanic which is a two-part mechanic.
- The first part of the mechanic is the “Safe” Mechanic. Beginning from the “Hands-on-Knees Set” Position, lift the torso straight up. It is not necessary to bring the feet together during this movement. Simultaneously, lift both arms together straight up in front of the body and level with the shoulders. Fingers on the hands should be closed with the thumb resting beside the index finger. Next, move the arms out to the sides parallel to the ground making sure that they are not overextended while verbalizing “Safe”. The hands should remain in-line with the arms and not be pointing up. As the arms are moving to the sides, vocalize “Safe”. Hold the arms in that position for a few seconds and then drop the arms to the sides. This completes the first part of the mechanic.



MECHANICS: SAFE – OFF

THE BAG MECHANIC

- The second part of the mechanic indicates that the fielder was pulled off the bag. While still looking at the bag, take a slide step in the direction that the fielder was pulled off. Simultaneously with the slide step, sweep the arms at a 45-degree angle and verbalize “Off the Bag”. The eyes should be looking at the bag and not the hands during the sweeping motion. The second part of the mechanic is completed by dropping the arms to the sides.
- <https://www.littleleague.org/university/articles/safe-off-bag-mechanic/>



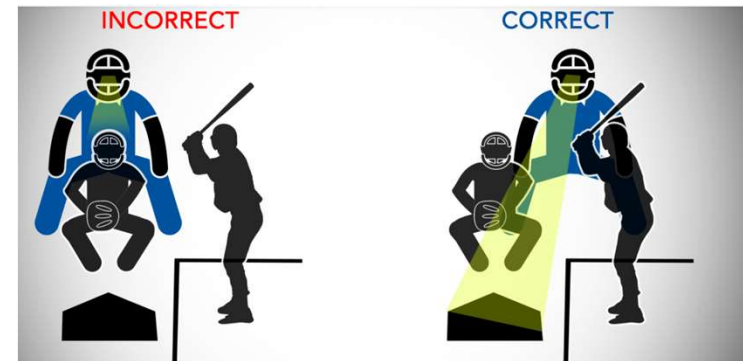
MECHANICS: OUT – ON THE TAG MECHANIC

- The “Out – On the Tag” Mechanic is an extension of the “Out” Mechanic and is used to indicate to players, coaches, and fans that the first baseman tagged the batter-runner resulting in the runner being called “out”. If you have not watched the “Out” Mechanic video, you may want to do so prior to watching this video. The “Out – On the Tag” Mechanic is used by the Base Umpire only on plays at first base. In this video, we will break down the “Out – On the Tag” Mechanic which is a two-part mechanic.
- The first part of the mechanic is signaling that a tag was made on the runner. When the throw from the fielder is going to pull the first baseman off of the bag, take a step towards the bag to get a better angle down the line and get set. When the tag is made, point at the runner with the left hand and verbalize, “On the Tag”. Finish by dropping the arm to the side. This completes the first part.
- The second part is the “Out” Mechanic. Raise the right hand up so the elbow is parallel to the ground and, in a “hammer” motion, move the forearm forward while closing the fist and simultaneously verbalizing, “Runner’s Out”. The umpire finishes the mechanic by dropping the arm to the side.
- <https://www.littleleague.org/university/articles/out-on-the-tag-mechanic/>



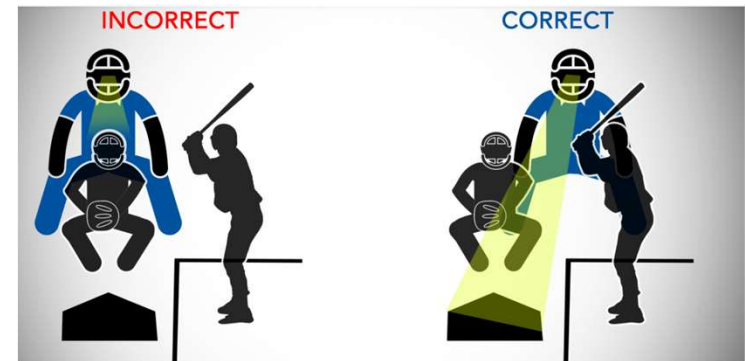
UMPIRE POSITIONING: PLATE MECHANICS: EXPLAINING “THE SLOT”

- The home plate umpire is responsible for establishing an athletic position for the purpose of ruling on pitches delivered by the pitcher, while also working in close proximity to the catcher and batter. Review the following videos for a thorough explanation of “The Slot” and other related plate mechanics.
- To achieve effective positioning that will result in a consistent strike zone for the duration of the game, the slot is used. The slot is defined as the space between the chest of the batter and the catcher’s shoulder closest to the batter.
- Without turning the head, the umpire is to use his eyes to track each pitch from the pitcher’s release point until the ball is received into the glove of the catcher. “Being in the slot,” affords the umpire an unimpeded view of the pitch, whether the pitch passes over home plate through the inner, middle, or outer part of the strike zone, or fails to pass through the strike zone.



UMPIRE POSITIONING: PLATE MECHANICS: EXPLAINING “THE SLOT”

- An umpire should never place his hand on the back of a catcher or initiate any form of contact. To be “aggressive in the slot” describes a slight adjustment of feet that will create a better angle for the umpire to see the outside corner of the plate.
- <https://www.littleleague.org/university/articles/plate-mechanics-explaining-slot/>



UMPIRE POSITIONING: A POSITION – NO RUNNERS ON

- The “A Position – No Runner On” Mechanic is used by the Base Umpire when there is no runner on first base and the batter becomes a runner due to a ball being batted fair and on the ground to the infield. There are two possible rulings for an umpire when he or she is in the A Position with no runners on base and a ball is hit into fair territory – “Safe” or “Out.” For the purpose of this video, no defensive or offense players were used, and the only call made is the “Out” call.
- If you have not watched the “Safe” or “Out” mechanic videos, you may want to do so prior to watching this video. At the completion of this video, you should be able to be in proper position and use the proper “Safe” or “Out” mechanic according to Little League Standards.
- <https://www.littleleague.org/university/articles/a-position-no-runners-on/>



UMPIRE POSITIONING: A POSITION – THE PIVOT

- The “A Position – The Pivot” Mechanic is a three-step movement used by the Base Umpire when moving from the A Position into the infield when there is no runner on first base and the batter becomes a runner due to a ball being batted fair to the outfield. The Pivot allows the umpire to see the runner touching first base, while also allowing the umpire to track the same runner going into second base.
- If you have not watched the “A Position – No Runners On” mechanic video, you may want to do so prior to watching this video. At the completion of this video, you should be able to be in proper position and properly execute The Pivot according to Little League Standards.
- <https://www.littleleague.org/university/articles/a-position-the-pivot-migration/>



UMPIRE POSITIONING: THE B POSITION – RUNNER ON FIRST BASE

- The “B Position – Runner on First Base” Mechanic is a drop-step movement used by the Base Umpire when there is only a runner on first base and a ball is batted fair to the infield, setting up the possibility of a double play. The drop-step movement from the Hands-On-Knees set position allows the umpire to clearly see the catch of the ball and touch of the base by the defense, as well as the runner approaching the base. With the secondary drop-step, the umpire is able to clearly see the play develop at first base.
- With only a runner on first base, and a ball is batted fair to the outfield, the Base Umpire moves from the B Position into the infield and pivots to clearly see the play being made in the outfield, runners touching the bases, as well as any subsequent play(s) that may be made on the runner(s) at second or first base.
- If you have not watched the “The Hands-On-Knees Set” and “A Position – The Pivot” mechanic videos, you may want to do so prior to watching this video. At the completion of this video, you should be able to be in proper position and properly execute B Position mechanics according to Little League Standards.
- <https://www.littleleague.org/university/articles/the-b-position-runner-on-first-base/>



UMPIRE POSITIONING: C POSITION – RUNNER ON SECOND, THIRD, OR BASES FULL

- The “C Position – Runner on Second, Third, or Bases Full” Mechanic is used by the Base Umpire when there is a runner on second base, second and third bases, or the bases are loaded. The intent is for the umpire to be positioned in front of, or ahead of, the lead runner in order to see a play on the lead runner. When a ball is batted fair on the ground, or in the air, to the outfield, the umpire is to move into the infield grass to gain a clear view of the ball, runners, and bases.
- The base umpire is responsible for making the call on all plays on the bases, including third base.
- If you have not watched the “The Hands-On-Knees Set,” “A Position – The Pivot,” and “B Position – Runner on First Base” mechanic videos, you may want to do so prior to watching this video. At the completion of this video, you should be able to be in proper position and properly execute C Position mechanics according to Little League Standards.
- <https://www.littleleague.org/university/articles/c-position-runner-on-second-third-or-bases-full/>

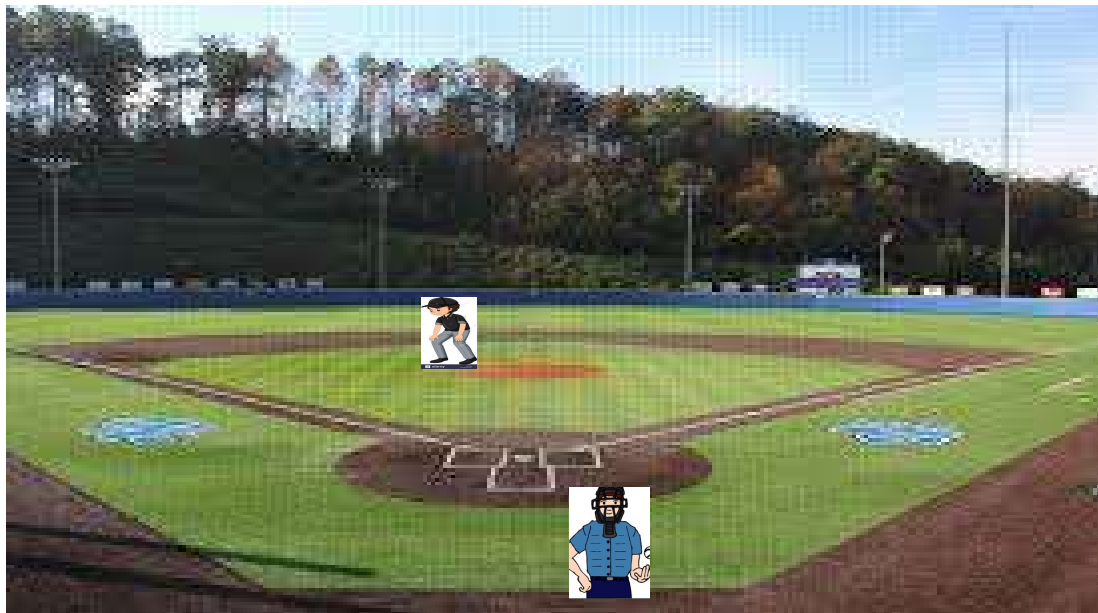


UMPIRE POSITIONING: COVID 2- PERSON SYSTEM

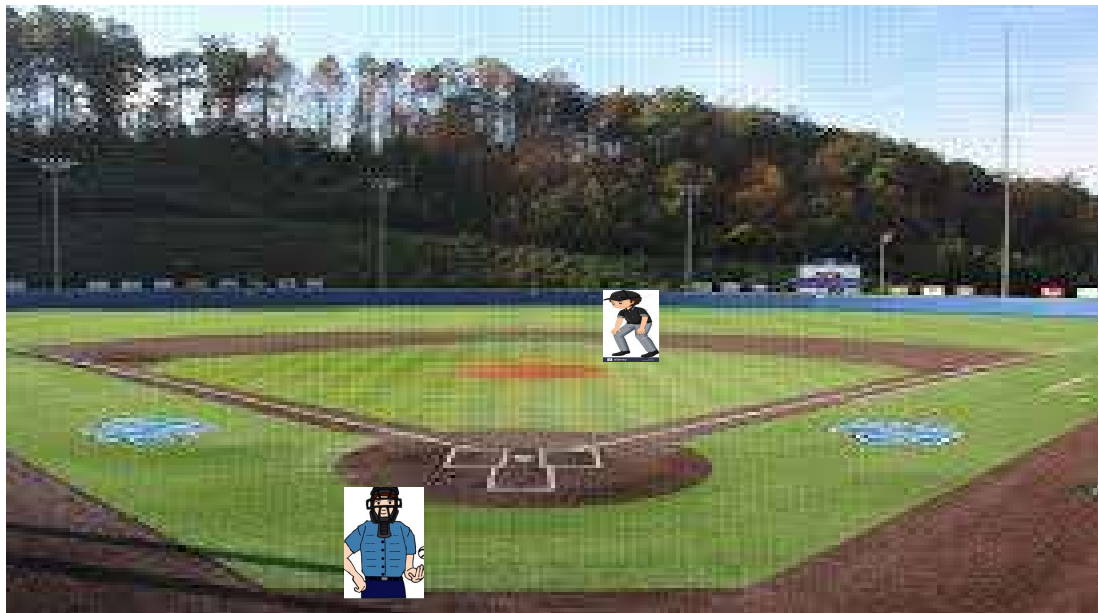
- The Mechanics that we have just gone over with will be the true Mechanics of a Little League Umpire. Unfortunately, we are in Covid Times, and we will have to adjust at least this year for now or until we are able to go back to real umpire positions.
- For Minor and Major, we will be running a 2-person team that will consist of an Umpire behind the pitcher and an Umpire that will be 10-12 feet behind the catcher.
- The first Umpire, behind the Pitcher, will be responsible to call Balls and Strikes in a slot position like behind the plate. If a batter in on the third base side, the umpire will stand on the first base side, like being in the slot but in a different place. This umpire will also be responsible for calling First, Second and Third Base for out and safe calls.
- The Second Umpire, behind the Catcher, will be responsible for calling fair and foul balls that are on the lines. They will also be responsible for calling out and safe at Home Plate. This is a very responsible role as it will also be harder for the Base Umpire to see hit by pitches or sometimes foul tips and this umpire will have the ability to help out the Base Umpire. This Umpire must be equipped with a mask for protection.



UMPIRE POSITIONING: COVID 2- PERSON SYSTEM – LEFT HANDED BATTER



UMPIRE POSITIONING: COVID 2- PERSON SYSTEM – RIGHT HANDED BATTER



UMPIRE POSITIONING: COVID 2-PERSON SYSTEM

- For Junior and Senior, we will be running a 2-person team that may consist of 2 different ways
 - The same way as Minor and Major - that will consist of an Umpire behind the pitcher and an Umpire that will be 10-12 feet behind the catcher
 - A 2-Person team that will be an Umpire behind the Pitcher that will call Balls and Strikes and Home Plate and his best judgement on foul and fair balls as needed and a second Umpire that will run like a normal umpire in Major and Minor where they umpire from behind the infield. Obviously, it will be harder to call foul and fair balls, but it is also this Umpire's responsibility to help-out the other umpire for these calls.
- We know this is not ideal but we will do our best to deal with a lot of different situations going forth.



UMPIRE POSITIONING: COVID 2- PERSON SYSTEM



DEFINITION OF THE LITTLE LEAGUE® STRIKE ZONE

The “strike zone” is the one area of baseball and softball that causes the most discussions, disagreements, concerns and frustrations.

According to the current edition of Little League’s *Rules, Regulations, and Policies*, the **STRIKE ZONE** is that space over home plate which is between the batter’s armpits and the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter’s usual stance when that batter swings at a pitch.



DEFINITION OF THE LITTLE LEAGUE® STRIKE ZONE

Tips for establishing a consistent strike zone:

Umpires should always “think strikes” and make a ball convince you that it is a ball. “Borderline” pitches should always be called strikes. This will encourage the batters to be more aggressive at the plate and swing the bat. This is not showing favoritism, because the teams switch sides each half inning.

A called strike is a pitch that is not swung at, and in which any part of the ball passes through any part of the strike zone. This is a very important concept for all Little League umpires to understand and remember. The umpire should call the strike zone as stated in **Rule 2.00 – Definition of Terms**, regardless of where the catcher catches the ball or, as happens in many Little League games, doesn’t catch it.

Consistent plate mechanics, including proper “slot” placement, will establish a quality strike zone. In turn, you are likely to earn the respect of the game’s participants.



DEFINITION OF THE LITTLE LEAGUE® STRIKE ZONE

- On the previous slide, we went through the definition of the Strike Zone but as a league, we may have different interpretations of the Strike Zone and of course everyone has the ability to have their own strike zone defined.
- We as a league encourage the following and to be consistent with a recommendation of how to call balls and strikes. Again, it is solely the Umpire's decision but establish your own strike zone and be consistent. Here is what I encourage all our Umpires to call at different levels.
 - Minor House League Strike Zone - Nose to Toes and 1 ball off the plate. If you think a batter can hit the ball, I encourage you calling strikes.
 - Minor All-Star League Strike Zone - Shoulders to Knees and 1 ball off the plate. If you think a batter can hit the ball, I encourage you calling strikes.
 - Major House League Strike Zone - Shoulders to Knees and 1 ball off the plate.
 - Major All-Star League Strike Zone - Below Shoulders to Knees and 1/2 ball off the plate.
 - Junior and Senior Strike Zone - Below Shoulders to Knees and 1/2 ball off the plate.



APPLICATION, EXPLANATION OF “HIT-BY-PITCH” RULE

Managers, coaches, and fans are frequently confused by the enforcement of Rule 6.08(b) as it deals with the award of a base to a batter as a result of being hit by a pitch. The confusion arises from the instances of when a base is awarded and when it is not. Coaches are tasked with knowing the different applications of the rule; and umpires need to be prepared to explain why the different situations and associated enforcement.

- **SITUATION 1**

- Batter takes his/her position in the batter's box with their arms extending into the strike zone. Batter is hit on the arm by the pitch while **not** swinging. **RULING:** Dead ball (TIME), strike on the batter NO AWARD [**Rule 6.08(b)(1) and Rule 2.00 Definition of a strike paragraph (f).**]

- <https://www.littleleague.org/university/articles/explanation-of-hit-by-a-pitch-rule/>



APPLICATION, EXPLANATION OF “HIT-BY-PITCH” RULE

- **SITUATION 2**

- Batter swings and misses the pitch and the pitch touches the batter. **RULING:** Dead ball (TIME), strike on the batter, NO AWARD [**RULE 2.00 Definition of a strike paragraph (e)**].

- **SITUATION 3**

- Batter takes a proper position in the batter's box, pitch is inside and the batter makes **NO ATTEMPT** to avoid being touched by the pitch. **RULING:** Dead ball (TIME), a ball is added to the batter's count, NO AWARD [**RULE 6.08(b)(2)**].

- <https://www.littleleague.org/university/articles/explanation-of-hit-by-a-pitch-rule/>



APPLICATION, EXPLANATION OF “HIT-BY-PITCH” RULE

- **SITUATION 4:**
- With a runner on first base, the pitcher throws wildly, the ball bounces in front of the plate, then hits the batter in the ankle and gets past the catcher. The runner on first base advances to third base on the play. **RULING:** Dead ball (TIME), batter is awarded first base [RULE 6.08(b)] and the runner that reached third base is returned to second base [RULE 6.08(b) APPROVED RULING]. The ball became dead upon touching the batter and no runners may advance unless forced by the batter’s award.
- **When the batter is hit by a pitch; a plate umpire must quickly process the following information:**
 1. Was the pitch in the strike zone when it struck the batter?
 2. Did the batter make an attempt to avoid being hit by the pitch?
 3. Did the batter attempt to swing at the pitch?
- Your answers to these questions will help you explain your ruling to the manager if you need to.



DEFINING CATCHER'S INTERFERENCE

- Rule 6.08 (c) in the current edition of the Little League Baseball® *Rules, Regulations, and Policies* states that “The batter becomes a runner and is entitled to first base without liability to be put out (provided said runner advances to and touches first base) when ... The catcher or any other fielder interferes with the batter. If a play follows the interference, the manager of the offense may advise the plate umpire of a decision to decline the interference penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batsman, or otherwise, and all runners advance at least one base, the play proceeds without reference to catcher's interference.”
- **Rule 6.08 (c)**
- This rule covers those situations where the catcher interferes with the batter's attempt to hit the ball. However, if the catcher interferes with the batter prior to the pitch being delivered, time should be called and no penalty assessed.
- This rule usually applies to the catcher reaching for a pitched ball and his glove is hit with the bat as the batter swings. If the ball is not put in play, the ball is dead and the runner is awarded first base and all runners forced to advance may advance. If the ball is hit in play, the result is termed a “delayed dead ball,” meaning that the umpire should allow the play to continue until a point where no further action is possible and then call “time” and enforce such penalties or awards as required.
- If the ball is put in play and all runners, including the batter, advance at least one base, then play continues without further reference to the catcher's interference. Any advances or outs stand.



DEFINING CATCHER'S INTERFERENCE

- **Example 1:**

- With a runner on second base, and no outs, the batter hits ball to right field. The base runner advances to third base and tries to score, but is thrown out at home plate. The batter-runner rounds first base and advances to second base on the throw. This play stands and the offensive manager has no choice to enforce the catcher's interference.
- If the ball is put in play and the play is allowed to continue and any runner, or the batter, fails to advance at least one base, the manager of the offense may choose to elect to take the result of the play or enforce the batter's interference rule.

- **Example 2:**

- The following is an example of when a manager may choose to accept the play over the interference penalty.
- With a runner on third base only, no outs, and the catcher interferes with the batter's swing at the pitch but hits a long fly ball to center field where it is caught by the center fielder. The runner at third tags and scores. Because the batter did not reach first base, the offensive manager has two choices:
- (1) Enforce the catcher's interference rule, which would place the batter runner on first base, and return the runner who was on third base back to that base with no outs; or
- (2) Accept the result of the play, putting the batter out, and allowing the runner on third base to score.
- <https://www.littleleague.org/university/articles/defining-catchers-interference/>



UNDERSTANDING OBSTRUCTION — RULE 7.06(B)

- In the current edition of the Little League's Official Rules, Regulations, and Policies is a description and approved ruling for base runner obstruction.
- Visit Rule 7.06 (b) — The Runner — to learn how a defensive player can be adjudged and penalized for committing obstruction; and how an umpire can impose penalties to nullify the obstruction.
- When the obstruction occurs, the umpire shall call or signal obstruction. Obstruction is to be identified whether there is contact with the offensive player, or not. The umpire is tasked with assessing a value to the hit, and awarding bases accordingly.
- <https://www.littleleague.org/university/articles/understanding-obstruction-rule-7-06b/>



UNDERSTANDING BASE RUNNER INTERFERENCE — RULE 7.09(J)

- In the current edition of the Little League's Official Rules, Regulations, and Policies is a description and approved ruling for the instance when the offensive team is penalized for interference.
- Visit Rule 7.09(j) — The Runner — to learn how a batter or runner is adjudged to have committed interference.
- According to the Approved Ruling: In this situation, when a play is being made on the assisted runner, the runner is out and all other runners return to the bases occupied at the time of the interference (dead ball). If no play is been made on the assisted runner, the runner is out and play continues (delayed dead ball.)
- <https://www.littleleague.org/university/articles/understanding-base-runner-interference-rule-7-09j/>



UNDERSTANDING A RUNNER'S LANE VIOLATION – RULE 6.05(J)

- In the current edition of the Little League's Official Rules, Regulations, and Policies is a description and approved ruling for a runner's lane violation.
- Visit Rule 6.05(j) — The Batter — to learn how a batter is ruled out for running out of the baseline.
- According to the Approved Ruling: In this situation, the lines marking the three-foot lane are a part of that lane and a batter-runner is required to have both feet within that three-foot lane or on the lines marking the lane.
- <https://www.littleleague.org/university/articles/understanding-a-runners-lane-violation-rule-6-05j/>



EXPLANATION OF THE INFIELD FLY RULE

- **Rule 2.00**
- Rule 2.00 defines the Infield Fly as, “a fair fly ball (not including a line drive or a bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second, and third bases are occupied before two are out. The pitcher, catcher, and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of this rule.” It goes on to state that “[t]he ball is alive and runners may advance at the risk of being caught or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul ball.”
- **Here are the key elements in understanding the Infield Fly Rule:**
 - 1) There must be less than 2 outs;
 - 2) There must be runners on first and second OR first, second, and third;
 - 3) The fly ball cannot be a bunt or a line drive;
 - 4) An infielder must be able to catch the ball with ordinary effort.



EXPLANATION OF THE INFIELD FLY RULE

- The purpose of the rule is to protect the runners on base. This rule IS NOT supposed to be a free gift to the defense. The batter is ruled out so the runners are no longer forced to advance if the ball falls untouched. Without this rule, the defense could allow the ball to fall untouched to the ground and turn an easy double-play because the runners have to tag up for the fly ball.
- Here is an example of a fly ball in the infield where the Infield Fly Rule should NOT be applied:
 - **Example:**
 - Runners on first and second and no outs. Left-handed pull batter at the plate. Defensive coach puts on shift placing all infielders and outfielders to the first base side of second base. Batter hits shallow pop up that will land in fair territory near third base. As no fielder could possibly make a play on this ball, let alone allow it to drop and turn a double-play, this should not be called an Infield Fly. However, if all players are stationed in their normal playing positions, then this should be called an Infield Fly.
- <https://www.littleleague.org/university/articles/explanation-infield-fly-rule/>



YOU MAKE THE CALL – WHEN IS A BATTED BALL CONSIDERED FOUL?

- **Situation**

- With a right-handed batter in the batter's box and a count of three balls and one strike, the batter for the visiting team lines a pitch down the third-base line in a Little League® Junior Division baseball game. The third baseman reacts to the line drive, and in his attempt to field the ball, contacts the ball while both of his feet are in fair territory. The ball rolls into foul territory, yet the umpire indicates the ball is live, and the base runner reaches first base safely. The third baseman claims that the ball was foul, and did not pursue the ball. After the ball was retrieved by the third baseman and returned to the pitcher, the defensive manager asks for "time." With the base runner holding his current position on first base, the home plate umpire grants the manager's "timeout" request. The coach asserts that the ball was in foul territory and his fielder touched the ball in foul territory, therefore the ball should be a dead ball. The umpire explained that the player's feet were still in fair territory when he touched the ball, which prompted him to rule, "fair ball." Should the home plate umpire change his call from fair to foul, because the ball was touched while outside the baseline and before it reached the base?



YOU MAKE THE CALL – WHEN IS A BATTED BALL CONSIDERED FOUL?

- **Explanation**
- **In the judgment of the home plate umpire at the time of the call**, the fielder made contact with the ball in flight while the ball was in fair territory, therefore the play stands as originally ruled. According to the Little League Baseball® Official Regulations, Playing Rules, and Policies – **Rule 2.00** – foul ball: A foul ball is a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on, or over, foul territory, or that first falls on foul territory beyond first or third base, or that while on, or over, foul territory, touches the person of an umpire or player, or any object foreign to the natural ground. **Note 1: A foul fly ball shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time the fielder touches the ball.** **Foul Territory:** the part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.



PLAYING EQUIPMENT INSPECTION: BASEBALL BATS

- Prior to the start of any Little League® game, it is the responsibility of the umpires to inspect the condition of the playing equipment to be used by the players participating in the ensuing game. To do so thoroughly and effectively, the home plate umpire and his partner(s) are to examine each of the bats that may be used in the game.
- All baseball bats to be used in the Major Division and below, must be affixed with the [USABat Standard](#) marking, and deemed to be in accordance with Little League Rule 1.10 as outlined in the current edition of the Little League Rules, Regulations, and Policies. In Little League Baseball Intermediate 50/70, Junior, and Senior Divisions BBCOR bats are permitted. In each instance, all bats that may be used in the ensuing game must be void of any physical damage, or an altered state, that would prevent the bat from complying with the USABat Standard.
- [Playing Equipment Inspection: Baseball and Softball Bats - Little League](#)



PLAYING EQUIPMENT INSPECTION: BASEBALL BATS

- It is strongly recommended that the umpires complete this inspection process together. If a piece a bat is deemed unsafe, bring the decision to the attention of the team manager, identify the bat in question, and instruct that it be immediately removed from the dugout. If the bat can be repaired to the satisfaction of the home plate umpire prior to the start of the game, it is the judgment of the home plate umpire or crew chief to allow it to be used in the game.
- The process is the same for any bat that is intended to be used in the game
- Like all application of Little League rules, decisions are made in accordance with the current rules, regulations, and policies, and in conjunction with the judgment of the umpires.
- It is the responsibility of the team manager to understand this process, and why it is to be done prior to each game throughout the regular season.



PLAYING EQUIPMENT INSPECTION: BATTING HELMETS AND CATCHER'S GEAR

- Prior to the start of any Little League® game, it is the responsibility of the umpires to inspect the condition of the playing equipment to be used by the players participating in the ensuing game. To do so thoroughly and effectively, the home plate umpire and his partner(s) are to examine each of the batting helmets that may be worn, and the equipment to be worn by the catcher, including the helmet, chest protector and shin guards.
- The batting helmets must be affixed with the NOCSAE symbol, be free of cracks or other visible damage, and all of the internal padding must not be missing, tattered, torn or frayed. No stickers are permitted on the helmets, unless there is a letter of certification from the helmet manufacturer affirming the stickers are permitted to be affixed to the helmet.



PLAYING EQUIPMENT INSPECTION: BATTING HELMETS AND CATCHER'S GEAR

- It is strongly recommended that the umpires complete this inspection process together. If a piece of equipment is deemed unsafe, bring the decision to the attention of the team manager, identify the pieces of equipment, and instruct that it be immediately removed from the dugout. If the equipment can be repaired to the satisfaction of the home plate umpire prior to the start of the game, it is the judgment of the home plate umpire or crew chief to allow the equipment to be used in the game.
- The process is the same for any piece of catcher's equipment that could be used in the game.
- Like all application of Little League rules, decisions are made in accordance with the current rules, regulations, and policies, and in conjunction with the judgment of the umpires.
- It is the responsibility of the team manager to understand this process, and why it is to be done prior to each game throughout the regular season.
- <https://www.littleleague.org/university/articles/playing-equipment-inspection-batting-helmets-and-catchers-gear/>



YOU MAKE THE CALL – DID THE RUNNER LEAVE BASE EARLY?

Situation:

- With one out, and runners on first and second base, the batter has a count of two strikes, one-ball. As the pitcher delivers the next pitch, the runner on second base leaves the base before the pitch reaches the batter. The base umpire, located in the “C position” – behind and to the left of the shortstop – drops the red signal flag as the batter hits a ground ball to the shortstop. The shortstop fields the ball and throws to second base to retire the runner originally on first base. At the end of the play, there are runners on first and third base, with two outs. After the play ends, the base umpire calls “time” and proceeds to return the runner on third base back to second base, citing that the runner left early. With the runner returned to second base, and the ball having not yet been put back into play, the offensive manager approaches the base umpire, and states that the runner in question should be left at third base because the shortstop chose to make a play on the runner attempting to reach second base. Should the base umpire change his call because returning the runner to second penalizes a runner who was forced to advance?



YOU MAKE THE CALL – DID THE RUNNER LEAVE BASE EARLY?

Explanation

- In the judgment of the base umpire, the runner left the base before the pitch reached the batter located in the batter's box, regardless of whether he was forced to advance, or not. It is not necessary for the pitch to reach the catcher for a runner to attempt to steal, but it must have reached the batter before a runner may legally release and attempt to advance. Secondly, the decision as to where the defense chooses to attempt a putout does not impact the decision, because the violation occurred prior to next play. Per the Little League Baseball® Official Regulations, Playing Rules, and Policies – **Rule 7.13:** When a pitcher is contacting the pitcher's plate and in possession of the ball, and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and reached the batter.
- **Note:** This rule is only applicable in Little League Major Division Baseball and below. Review the entire rule to understand other situations that are related to the understanding, interpretation, and application of this rule.
- <https://www.littleleague.org/university/articles/you-make-the-call-did-the-runner-leave-base-early/>



UNCAUGHT THIRD STRIKE (OBVIOUS) – MECHANIC

- Drop Third Strike will apply to Major and Up. A few items must be present for a runner to be able to run on a drop third strike.
 - Ball must Hit the ground before the catcher catches it and must be a strike
 - First base is unoccupied and less than 2 outs
 - With 2 outs it applies it all times even though first is occupied
- <https://www.littleleague.org/university/articles/uncaught-third-strike-obvious-mechanic/>



LITTLE LEAGUE CHANGES IN RULES AND REGULATIONS

- Every Year, Little League makes changes to rules and regulations to make the game better and more competitive. The link below explains all the changes.
- <https://www.littleleague.org/downloads/2021-rulebook-significant-updates/>
- <https://www.littleleague.org/downloads/2022-rulebook-significant-updates/>



10 COMMONLY MISINTERPRETED LITTLE LEAGUE® RULES

- The playing rules governing organized baseball and softball have been evolving for nearly 150 years. The interpretation of some rules may be confusing if not fully explained.
- Since the first season of Little League Baseball® in 1939, the playing rules have also undergone several incarnations and evolution.
- Below is a list of 10 current Little League® misinterpreted rules that have caused a consistent level confusion for umpires, coaches, and fans. These rules, and their explanations using “Layman’s terms,” are intended to provide clarity and understanding, so that when it is necessary to use rulebook terminology, you are able to illustrate your description of events in a way that is clear to you, and the manager asking the question.



10 COMMONLY MISINTERPRETED LITTLE LEAGUE® RULES

- **1. The hands are considered part of the bat. If a pitch hits the batter's hands it is either fair or foul.**
 - **Approved Ruling:** The hands are part of the batter's body. Therefore, an umpire must judge if the ball hit the bat or the batter first. This scenario is covered by Little League rule 6.08(b).
- **2. If the batter "breaks his wrists" when swinging, it's a strike.**
 - **Approved Ruling:** The term "breaks his/her wrists" does not appear in the Little League rulebook. The umpire must judge whether, or not, the batter attempted to swing at the pitch as stated in the definition of a strike in Rule 2.00.
- **3. If a batted ball hits the plate first it's a foul ball.**
 - **Approved Ruling:** Home plate, first, second, and third base are all completely within fair territory. The foul lines are also within fair territory. In order to rule the ball foul, it must have come to rest in foul territory or be touched in foul territory. See Rule 2.00.



10 COMMONLY MISINTERPRETED LITTLE LEAGUE® RULES

- **4. The batter cannot be called out for interference if he is in the batter's box.**
- **Approved Ruling:** Offensive/Batter Interference is defined in Rule 2.00, and there is no specific exception for the batter's box. The batter's actions are what causes interference and not necessarily where he is, as defined in Rule 6.06(c) (1), (2) and (3).
- **5. The ball is dead on a foul-tip.**
- **Approved Ruling:** As defined in Rule 2.00, the ball is always live on a foul tip. Therefore runners may be put out or advance at their own risk.
- **6. The batter may not switch batter's boxes after two strikes.**
- **Approved Ruling:** The batter may switch batter's boxes at any time while the ball is dead. According to Rule 6.06(b), the batter may only be called out for stepping from one batter's box to the other while the pitcher is in position ready to pitch. The number of balls or strikes on the batter is not relevant.



10 COMMONLY MISINTERPRETED LITTLE LEAGUE® RULES

- **7. The batter who batted out of order is the person declared out.**
- **Approved Ruling:** According to Rule 6.07, the batter that is supposed to bat (the proper batter) is the one that is declared out, when the defensive properly appeals the infraction.
- **8. The batter is considered “out” if he/she starts for the dugout before going to first base after an uncaught third strike.**
- **Approved Ruling:** In order to declare the batter “out” for abandoning his/her effort to advance, he/she must step into “dead ball” territory.
- **9. The batter-runner is always out if he runs outside the running lane after a bunted ball.**
- **Approved Ruling:** The batter-runner may be called out for interference if he fails to run within the runner’s lane for the last half of the distance to first base. Furthermore, the defensive team must throw the ball in order for the interference to occur Rule 6.05(j).
- **10. If a batter swings at a pitch, and the pitch hits the batter in the batter’s box, the batter is awarded first base.**
- **Approved Ruling:** The batter is not awarded first base. A strike is defined in Rule 2.00(e). Since the batter swung, a strike is recorded, and, if it was the third strike, the batter is out. No uncaught strike situation occurred since the ball is dead once it contacts the batter.



YOU MAKE THE CALL – MANAGER OR COACH WARMING UP PITCHER

- **Situation**

- The catcher for the visiting team grounds out to end the top half of the third inning of a Little League® (Major) Division softball game. In the middle of the second inning, while the visiting team's catcher is dressing into her catcher's equipment, a coach from the visiting team takes a glove, and proceeds to position herself to catch the "warm-up" pitches by kneeling down behind home plate. Before a warm-up pitch is delivered the home plate umpire informs the coach that she is not permitted to warm-up the pitcher. The coach tells the umpire that she wanted to finish the warm-ups that were started outside the fence. Should the home plate umpire allow the coach to warm-up the pitcher to avoid delaying the start of inning, while the catcher dresses?

- **Explanation**

- Only a properly-equipped player (team uniform, affixed with Little League patch; catcher's helmet and mask with throat guard; groin protection; and catcher's glove) may receive warm-up throws from an eligible pitcher during a game. No manager, coach, or any other adult volunteer, is permitted to be on the field or in the bullpen for the purpose of warming up a pitcher. According to the current Little League Baseball® Official Regulations, Playing Rules, and Policies – **Rule 3.09** – Manager or coaches must not warm up a pitcher at home plate or in the bullpen or elsewhere at any time. They may, however, stand by to observe a pitcher during warm-up in the bullpen.
- **Note:** This rule is applicable in all levels of Little League play.



PACE OF PLAY: TIME MANAGEMENT

- It's always important to keep the game moving at a steady pace. To speed the innings along, here are a few tips that are effective from before the first pitch to until the final out is recorded.
- Remember, there are also several local league “speed up” options to the playing rules (example – keeping one foot in the batter’s box – Rule 6.02 (c)) that can be used during the regular season and that are mandated during the tournament season.
- **Between Innings**
- Remind both teams to hustle on and off the field. Stand about a quarter of the way up the foul line of the team that’s coming to bat, if you stand on the other side, be wary of the warm-up balls coming in. Give the pitchers eight warm-ups in the first inning that they’re throwing. After that, limit it to four or five. By rule, they have a minute, but timing them can be seen as being too controlling. If the pitcher and catcher are slow to come out, start dropping warm-up pitches. If a warm-up pitch gets by the catcher, provide a ball out of your bag. Retrieve the one that got by after warm-ups are complete. Your partner can help you count the pitches and help get the fielders to return those warm-up balls.



OWLL WEBSITE AND UMPIRES AVAILABILITY SECTION

- Umpires should all visit the OWWL website and put in your availability. You will need a sign in username and password in order to get in. If you are new, when we put you in the system, a username and password will be emailed to the email you provide. You can then enter and change the password if you like or keep what was given to you. If you do not go in and put in your availability, you will not get games assigned and you will not umpire.
- <http://owllba.ca/>
- https://site2050.goalline.ca/login_ref.php



TEST – PLEASE RETURN TO UIC

1. What is the correct Positioning for the Home Plate Umpire?
2. When should you use the Umpire B Positioning?
3. Is a Called Check Swing a Ball or a Strike?
4. What is the Umpires Set Position?
5. Should an Umpire Yell out Fair Ball on a Close Ball Down the Line?
6. When does the drop third strike apply when there is a Runner on First Base?
7. Can a player have stickers other than Official Labeling on their Helmet?
8. Is a Runner Call Out for Leading?
9. What label has to be on a Non Wooden Bat in the Major and Minor Division?
10. How many Outs does there have to be to call an Infield Fly?

