
Both umpires can (and should) call the following:

- Balk
- Infield Fly
- Obstruction
- Interference

Both umpires can restrict or eject a coach or player.

(Discussion at end of meeting)

Where to stand between innings

- **Plate Umpire** - On the line about 10-15 feet from the plate and on the same side as the team exiting the field
Mask in hand or under your arm. Do not hold your mask by the straps; it is not a purse
 - **Base Umpire** - In the outfield grass between 1st and 2nd base.
 - Stay off the fence at 1st base
 - Stay out of the dugouts. Never go in the dugouts except to fix / adjust your equipment.
 - Avoid casual conversation with coaches and players. Be courteous, professional and to-the-point
This includes unnecessary conversation with the coach at 1st base.
-

Other Stuff:

- You should not carry a cell phone.
If you are required to carry a cell phone, mute the ring to vibrate and do not use the phone during the game
 - Unless absolutely necessary, do not visit your partner at the end of an inning where an argument or close play occurred
If you're involved in a close play that is questioned or if you are involved in an argument with a coach, do not call your partner to you at the end of the inning.
 - Walk on and off the field together.
 - Do not call the coach by their first name unless you call both coaches by their first name
Most coaches, even coaches that you know personally, will USUALLY refer to you by your avocation
 - Stay out of the dugouts, Concession stand and any other facility not specifically set aside for umpires
 - Hidden ball trick- what has to happen to have a rule violation?
-

Plate Umpire

- From any style you use behind the plate:
Call a ball while in the down position;
Call a strike from the standing position.
Come up to call a strike, stay down to call a ball.

If you verbally announce a "BALL", do it every pitch. Do not announce a "ball" in a loud voice to seal your call
If it's close enough for your to sell the pitch as a ball... call it a strike.
- Don't call the pitch before it has finished. *Timing is 95% of calling balls and strikes.*
Practice your strike call AND strike-three call.
Use the same mechanic and timing all the time.

~~~~ PLATE UMPIRE-CONTINUED ~~~~

- Come set before the pitch and lock-in.  
Don't sway, dodge, duck or move after you come set.
- Practice taking your mask off with your left hand; your hat should stay on your head when your mask is removed
- Never place your mask on the ground. Keep it with you from the time you walk on the field until you walk off
- If you don't understand a lineup change from the coach, ask immediately.  
Make the changes on your lineup card as quickly and efficiently as possible.  
Do not delay the game because you make changes on your cards.
- On a foul ball that leaves the confines of the field, get a ball back in play as quickly as possible  
Do not stop and watch the ball as it bounces in the parking lot.  
Watch the catcher - follow the catcher to a foul ball.  
Do not run out of baseballs.  
Do not use baseballs that are unfit for play.
- Check Swings  
If the batter swings and misses, do not call a "STRIKE". Simply stand and motion a strike.  
If the batter checks his swing and does not attempt to swing, do not state "No, he didn't go".  
The only verbal announcement would be "Yes, he went" or you asking your partner if the batter went  
(You are required by rule to ask for help on a check swing if the coach or catcher asks for you to get help.
- If a foul ball strikes a concrete wall or the backstop and if there could be damage to a baseball, inspect it before it is used
- Do not hesitate to ask for the lights if necessary. Specifically ask the HOME TEAM coach for the lights.  
If possible, the lights should be lit at the top of an inning
- Rain normally prevents play because of field conditions, not because everyone gets wet.  
If rain or fog or wind-causing dust causes an unsafe playing condition, stop play  
Lightening is an entirely different subject matter
- Keep track of cumulative time in weather delays.

Discussion

Learn what is your responsibility and what is not your responsibility.

If you are responsible for a fly ball: go out or make the call when appropriate

If the fly ball belongs to your partner, he will call it.

**Pause, Read & React**

Do not bring your indicator to your face after every pitch. (THIS APPLIES TO BOTH UMPIRES)

Your indicator is a tool, not a crutch.

Practice using your indicator to add balls, strikes, outs and a reset.

Give the count when asked. It is not necessary to give the count on every pitch (Discussion)

Base umpire: Do not get involved in the count unless you are asked by your partner.

Don't get too close to the play on the bases.

A better angle is more important than being close, especially with multiple runners

Signals between Umpires

Infield Fly

*Give your partner (or acknowledge your partner) with the infield fly signal when it applies.*

Timing Play

Rotation

---

## Plate Meeting

Discussion

The plate meeting will usually set the tone for the rest of the game

### Do:

- Should take no more than 4-6 minutes
- Take the home-team line-up first.
- Put both lineups in your card holder (or wherever)
- Home team coach -> ground rules (Visiting Coach must agree and acknowledge same. Specifically ask the
- Short sportsmanlike statement: "Coaches, remember the tenants of good sportsmanship"
- Ask both coaches " Are all of your players legally and properly equipped ? "
- Ask Home Coach if they have a lightening Detector
- Ask Home Coach if they have a game-manager present.

### Do Not:

- Do not start until both coaches are present
- Give a speech or lecture as to your responsibility.
- Allow a coach to "manage" the plate meeting.
- Conduct a plate-meeting without both coaches present.
- Conduct a plate meeting without your partner.
- Flip a coin
- Pre-establish anything except ground rules.

Do not get involved with the scoreboard.

Discussion

## **Wear a clean, pressed uniform.**

- ▶ Shoes polished
- ▶ Black Belt / black socks
- ▶ Clean hat
- ▶ Make sure your pants fit
- ▶ Keep your shirt tail tucked in

## **Ejections**

Why, When, How

Discussion