

Umpires Pre-game Conference & Responsibilities, 2009
Single A
Tustin Eastern Little League

Pre-game

1. Inspect field (marked completely & correctly).
2. Check bats/helmets for Little League compliance.
3. Pre-game conference (Manager and 1 player from each team).
 - a) The Umpire-in-Chief (usually this is the pitching machine umpire) takes the home team's batting order (in duplicate). Once the UIC has received this, the umpires are in charge of the game. Give copies to the opposing managers. Keep the original & this is the official batting order.
 - b) Review ground rules
 - c) Ask Managers "Are your players properly equipped per Little League baseball". Ensure that you get a verbal response ("Yes").
4. Check that official score-keeper has the lineups recorded correctly (last name & number) & knows the mandatory play rules.
5. No jewelry allowed on players
6. No spectators in foul ball areas or behind plate
7. Meet official scorekeeper; make sure that he/she notes the name of the UIC in the scorebook (Umpires are not required and are not encouraged to sign the scorebook at the end of the game).
8. Game starting time.
9. Note that the Pitching machine umpire must be an adult.

Plate (Machine) umpire responsibilities

1. Balls/strikes (number of pitches; number of strikes)
2. All fair/foul calls on 3rd foul line. Fair/foul on 1st foul line when runner(s) on base. All catch/no catch calls (infield & outfield)
3. Positioning between pitching machine and home after ball is in play.
4. All plays at home
 - a) Importance of the "timing" play (with two outs & runner(s) on base, must determine whether runner crossing plate does so before the final out (that is not a force play or the batter runner called out before reaching 1st) is made.
5. 1st base running lane interference
6. All touches of 3rd by R1, R2, & R3
7. Tag-ups at 3rd
8. 1st-to-3rd situations.
9. Interference (runners, coaches, catcher, batter, or spectators)
10. Backing up base umpire by watching base-runners (not making the call, but backing up the base umpire if he/she needs, and asks for, help).
 - a) Touches & tag-ups at 1st & 2nd
 - b) Obstruction by fielders
11. Ball back to pitcher's circle
 - a) "Time"
 - b) Runners advance or not
12. Pitching machine issues
 - a) Batted ball hitting pitching machine
 - b) Thrown ball under pitching machine
13. Communicating with base umpire
 - a) Number of outs
 - b) Timing play (two outs with runner on base)
 - c) Correct positioning
14. Suspension of play for injuries or insufficient light

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Base umpire responsibilities

1. Balls/strikes
 - a) Keep count in case plate umpire loses track
 - b) Help on checked swings
2. Fair/foul on 1st baseline with no runners on base.
3. Interference (runners, coaches, catcher, batter, or spectators)
4. Base runners
 - a) Leaving early
 - b) Touching bases
 - c) Obstruction by fielders
 - d) Can be difficult to watch all runners at one time...lead runner is most important runner (back-up by plate umpire important)
5. All touches, tag-ups, and plays at 1st and 2nd (includes both ends of ground ball double plays); most plays at 3rd
 - a) Double first base
6. Help plate umpire (some calls may be tough for him to see)
 - a) Batted ball hits batter's leg or foot
 - b) Hit batter
 - c) Catcher interference
7. Communicating with plate umpire
 - a) Number of outs
 - b) Help with count if needed
8. Suspension of play for injuries or insufficient light.