



Umpire Check List

1. Proper Uniform:

- Clean, Shined Black Shoes, steel toes if possible
- Black Socks
- Heather Gray Pants
- Black Belt
- Undershirt
- Umpire Jersey with Little League patch on left shoulder
- Umpire Cap
- **Plate umpire**
 - Protective Gear (shoes, leg guards inside pants, chest protector, mask, throat guard, cup)
 - Ball Bag - If you are base umpire do not wear
- **Base umpire**
 - Red Flag or hat - 60 foot diamond only in 12u and under

2. Be at field 30 minutes before game time.

3. Pre-game umpire to umpire conference:

- Introductions
 - Local ground rules
 - Fair/Foul coverage
 - Catch/No catch responsibility
 - Tag-ups/Touches
 - Fly balls to outfield
 - Fly balls to infield
 - Base umpire goes to outfield
 - Coverage at 1st and 3rd bases
 - Live ball (put back in play after all dead ball situations)
 - Fences and trouble spots
 - Umpire positioning
 - Runners lane violation
 - Overthrows and awarding bases
 - Infield fly and Dropped 3rd strike
 - Inspect equipment in dugouts (safety check) bats and helmets.
 - Umpire hand signals
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- **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** –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.
 - An athletic supporter is to be worn by male umpires and is strongly recommended for female umpires to protect the groin area
 - 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 mandatory.
 - All pieces of the umpire uniform are to be kept in clean and pristine condition.

Hints on How to Improve Your Game

Listening Skills

When a player or coach comes out to discuss I argue a play; allow him to have his say. Listen calmly and without interruption. He will soon talk himself out if you do not add to the conversation. This will allow you time to collect your thoughts and then explain yourself properly.

Be Consistent

As bad as it may seem, teams would rather have umpires who are consistently bad than those who are inconsistent. Players can adjust to umpires who call strikes on all eye-high pitches, but they cannot adjust to those who call the pitch a strike one time and a ball the next. When an umpire is inconsistent, pitchers don't know how to pitch and batters don't when to swing.

Hustle

You may misinterpret or misapply a rule you may even be out of position and blow a judgement call, but you should never fail to hustle. To err is human, to not hustle is inexcusable.

Keep Your Cool

When everyone else around you is losing their heads, YOU MUST REMAIN CALM, as the stress increases in any situation, your poise must increase accordingly for you to be able to control the game.

Hear Only What Needs To Be Heard

When you have a close play where a runner is called out, or if you call out a batter on strikes and he says something under his breath as he walks away, ignore it unless he uses a profanity that can be heard by others or gets personal in a way that questions your integrity. The umpire who has to have the last word, or who has rabbit ears, will not be respected nor accepted. Some things are better off ignored:

Work With the Scorer

Make sure your signals are clear and you're verbal loud enough for the scorer to hear so they do not have to continually ask " what was the call"

Use a Strong Voice

A good strong voice is essential in umpiring. The voice tone, pitch and volume help to make calls more convincing; a voice that is clear, positive and authoritative is an asset in communicating, talk slowly and use a slightly deeper voice when umpiring than you do in your everyday life.

Make the Signal Match the Type of Play

Use very basic conservative signals when plays are obvious~ to everyone. But, when a play is close and you need to be convincing, use strong, high energy signals that are convincing and yet not embarrassing to the player involved.

Establish a Consistent Timing and Rhythm

Credibility is important in umpiring. Everything you do with your voice, facial expressions and body movements contributes to your credibility. If you change the timing or rhythm of your voice, or offer some change in your signal which is perceived to be different than intended or desired, your call may have been correct but it will be that much harder to sell. You must practice to develop smooth timing and rhythm in your voice and signals so they are the same on each pitch. A called third strike does, however, require a bigger call than one or two, but the timing must be the same.

Take Your Time and Get It Right

Calling a play quickly does not sell it. Getting good position, waiting for the play to complete itself, using a good voice and signal will sell the call. Do not anticipate the play and call – let it happen.



Tips for Conducting an Effective Pregame Plate Conference

Introductions and Procedures

- To be completed before the plate conference, the pregame inspection of playing equipment (bats, batter's helmets, catcher's gear and helmet) is to be done to assure the safety of the players, and that the equipment to be used in the game is in accordance with Little League rules and regulations.
- Umpire crew introduction to each manager/coach. Learn the first name of the manager for each team to establish a personable rapport. When shaking hands to end the meeting, use their first name to wish each "good luck" in the game.
- Collect, review, and confirm lineups. Ask if any players are ineligible to pitch based on the pitch count regulation.
- Playing field ground rules. Be sure to point out areas in foul territory that are designated "out of play".

Reminder for Managers and Coaches

- Follow all of Little League's rules, regulations, and principles for safety and sportsmanship.
- To avoid setting a negative tone, umpires are encouraged to keep the following points in mind, but advised NOT to verbalize them during the plate conference. While conducting equipment inspection prior to the game, informally and politely remind each team's manager of the following:
 - No throwing helmets or bats (automatic game ejection).
 - Helmets must be worn at all times for all offensive players on the field (even in foul territory).
 - A helmet is to be worn by an offensive player not in the lineup who is designated to retrieve the bat after each at-bat.
 - No jewelry of any kind is to be worn (except for Medical Alert bracelets or necklaces).
 - Hustle on and off the field as means to keep the game moving at a consistent pace.
 - For safety reasons, all players are to remain inside the dugout when on offense, with the exception of the current batter.



Manager/Coach Ground Rules

- Ask if all catchers are properly equipped with athletic supporters that protect the groin area (require a verbal response).
- Explain that time will not be granted for managers to discuss “judgment calls” made by umpires (safes, outs, balls, strikes, obstruction, interference, etc.)
- Do not leave the dugout until a proper time-out is called or granted by an umpire.

Knowing what is to be discussed during the plate conference comes from practice and repetition. This is your first, best opportunity to set the mood for the game, and establish a positive, working dialogue with each team’s coaching staff. Be polite and respectful of their positions, and by all means necessary, avoid using a dictatorial tone or arrogant attitude.

By following these guidelines, you have subtly placed yourself, and your partners, into a respectful position that may help your position if a tense situation arises during the game.

The following Fees include District 8 Travel League games, All Stars or Tournament games, and Fall Ball games that are assigned by the district. Individual League fees may differ in price.



2023 Umpire Fees

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Baseball and Softball- Season Play

Major / Minor games –

1 Blue Shirt or 1 Red Shirt - \$70.00 per game

2 Blue Shirts or 2 Red Shirts or combination of both - \$40.00 per umpire

1 Blue or Red Shirt with 1 Black Shirt:

Blue or Red Shirt - \$ 50.00

Black Shirt - \$ 30.00

1 Black Shirt - \$ 40.00 per game

2 Black Shirts - \$ 30.00 per umpire

Double Headers

4 innings per game - \$100 for both games one umpire

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Junior / Senior games -

1 Umpire - \$ 90.00 per game

2 Umpires - \$ 70.00 per umpire

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50/70 League games -

1 Umpire - \$ 70.00 per game

2 Umpires - \$ 50.00 per umpire

These Fees include District 8 Travel League games, All Stars or Tournament games, and Fall Ball games that are assigned by the district. Individual League fees may differ in price.)

No Show/Forfeit Fees / Travel Fees Form

Name _____

Address _____

City _____ State _____ Zip _____

Date	Field	Time	Level	Home Team	Visiting Team	Partner	Amt Owed	Notes

To be reimbursed for No Show/Forfeit Fees or Travel Fees you must fill out this form and return it to District 8 at the end of each month. *It can be mailed to: Jack Kaplan 405 Longmeadow drive, Syracuse, NY 13205, or email jkaplan3@twcny.rr.com*

The **No Show/ Forfeit Fee** is 1/2 per umpire fee. For example, your fee is \$70 for that game, you will get \$35. This Fee **will not** be paid if the game is cancelled and called into the assignor less than one hour prior to game start

The **Travel Fee** is now mileage fee. You will get \$10 from your home address of 15 miles or more to your game. Must be on this form for payment

NOTE: to receive funds you must have paid \$50 registration fee beginning of the season



District 8 Little League Senior Umpire Association Registration Form 2023

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Home Phone: _____ Cell: _____

E-Mail: _____

Fee paid: _____ Code of Conduct: _____

I, the undersigned, understand that I am applying for membership in District 8 Little League Senior Umpire Association. I understand that the membership **dues are \$50.00** per season payable to District 8 Little League.

I agree to comply with all the rules and regulations set forth by the Association and by District 8 Little League, in its capacity as the governing body of the District 8 Senior Umpire Association. I have read the District 8's Code of Conduct and understand and will adhere to the policy as set forth.

Signature

Date

Umpire Name:
Home Team:

**Umpire
Evaluations**

Game Date:
Park:

Visiting Team:
Umpire Level:

Field:
Level of Play:

Give an overall rating for each umpire based on the following scale:

5=Excellent 4=Very Good 3=Good 2=Fair 1=Poor

Please circle– 1 for Each Question & Each Umpire – Complete Section 1 & 4 for each umpire and either section 2 or 3 depending on work assignment.

<u>Questions</u>	<u>Rating</u>	<u>Comments</u>
<u>Section 1</u>		
Did the umpire arrive on time?	5 4 3 2 1	
Were they in the proper uniform in the proper condition?	5 4 3 2 1	
Did the official understand / conduct a pre-game conference?	5 4 3 2 1	
Was proper focus / alertness demonstrated	5 4 3 2 1	
Did the official move to the correct coverage positions during playing action?	5 4 3 2 1	
Were the calls loud / clear enough?	5 4 3 2 1	
Did the umpire "sell" calls when appropriate?	5 4 3 2 1	
Did the official have control of the game?	5 4 3 2 1	
Were the rules of the game properly understood / applied?	5 4 3 2 1	
Was there consistency of rulings throughout the game?	5 4 3 2 1	
Did the official hustle?	5 4 3 2 1	
Was the umpire distracting during live action?	5 4 3 2 1	
Was the umpire receptive when questioned?	5 4 3 2 1	
Would you want to work with / request this umpire?	5 4 3 2 1	

Section 2

Plate Umpire

Was strike zone consistent for both teams?	5	4	3	2	1
Mechanics / style / form	5	4	3	2	1
Use of voice	5	4	3	2	1
Feet, body, head positioning	5	4	3	2	1
Timing behind the plate	5	4	3	2	1
Hustle / Mobility / Coordination	5	4	3	2	1
Reaction to development of plays	5	4	3	2	1
Communication with partner	5	4	3	2	1
General demeanor behind the plate	5	4	3	2	1
Appearance	5	4	3	2	1

Section 3

Base Umpire

Judgment of plays	5	4	3	2	1
Positioning of plays	5	4	3	2	1
Use of voice	5	4	3	2	1
Feet, body, head positioning	5	4	3	2	1
Timing behind the plate	5	4	3	2	1
Hustle / Mobility / Coordination	5	4	3	2	1
Reaction to development of plays	5	4	3	2	1
Communication with partner	5	4	3	2	1
General demeanor behind the plate	5	4	3	2	1
Appearance	5	4	3	2	1

Section 4

Consistency of Attitude

Enthusiasm	5	4	3	2	1
Projection of confidence	5	4	3	2	1
Body Language	5	4	3	2	1
Fraternization	5	4	3	2	1
Eagerness to learn and improve	5	4	3	2	1
Willingness to accept constructive criticism	5	4	3	2	1
Relationship with crew and others	5	4	3	2	1
Professional on and off the field	5	4	3	2	1
Knowledge / application of rules and interpretations	5	4	3	2	1
Overall ability in handling situations	5	4	3	2	1
Professional on and off the field	5	4	3	2	1
Verbal communication, taking action, tact	5	4	3	2	1
Handling of pressure	5	4	3	2	1

District 8 Little League Severe Weather Policy

Regarding Practice:

The coach in charge of the practice shall immediately suspend or cancel practice and players and coaches shall retreat to automobiles or a secure structure with four walls and a roof in the event of any of the following:

- (a) The sound of thunder
- (b) The sight of lightning

No players will be permitted to remain on the field or in open dugouts for any reason. Coaches are urged to monitor weather conditions and to use their best judgment regarding adverse weather. A coach may postpone or cancel practice at any time that he or she believes that it is unsafe to continue for any weather related reason. A practice may resume following suspension, at the discretion of the coach, if no thunder is heard or lightning is observed for a period of 20 minutes. Coaches are responsible for providing shelter to any members of the team who do not have a parent or other adult present at the field. Coaches should advise parents of this severe weather policy and should obtain contact information so that the coach can contact parents who leave their children at practice in the event of a suspension or cancellation. This policy is to the highest degree mandatory and shall be strictly enforced.

Regarding Games:

Any Umpire shall immediately suspend play in any game if he or she observes either:

- (a) The sound of thunder
- (b) The sight of lightning

All players, coaches shall immediately retreat to automobiles or a secure structure with four walls and a roof when the umpire suspends the game. No players will be permitted to remain on the field or in open dugouts for any reason. Any subsequent lightening or thunder shall cause the 20 minute suspension to begin anew. At the discretion of the umpire, if no thunder is heard or lightening is observed for a period of 20 minutes, game may resume following suspension.

When lightning or thunder that strikes within twenty minutes of game time, any Umpire will suspend the start of the game for twenty minutes. The game may start following suspension, at the discretion of the Umpire, if no thunder is heard or lightning is observed for a period of 20 minutes.

The umpire has the ability to postpone play for the remainder of the day in the event that darkness will preclude resuming play after the 20 minute suspension. If the umpire reasonably believes that the weather system is severe or prolonged such that the umpire believes that it is unlikely that the game will be resumed after consulting weather forecasts, then the umpire has the ability to postpone play for the remainder of the day or evening. If lightening or thunder is observed/ heard by anyone to include umpires, players, coaches, spectators – the umpire needs to suspend the game and remove all players and coaches from the field. The umpire should check Little League Weatherbug App or equivalent on their phone for current weather conditions including the App Spark for current lightning strikes within the last 30 minutes. Umpires should heed the warning from Spark as to what appropriate actions should be followed, while communicating with both coaches.

The Umpire shall have the discretion to suspend or postpone play at any time that he or she believes that it is unsafe to continue for any weather related reason. A game may resume following suspension, at the discretion of the Umpire, if no thunder is heard or lightning is observed for a period of 20 minutes. This policy is to the highest degree mandatory and shall be strictly enforced.

District 8 recognizes that we all want the games to be played, and occasionally thunder may be heard in the distance with no rain at the fields and while the sun still shining. But the National Weather Service reports that lightning can strike 10 miles from a thunderstorm and it is imperative that we not take when it comes to potentially deadly lightning strikes.

The safety of our players, parents, coaches and spectators is our top priority and adherence to this policy is a major component of this priority.



2018 District 8 Little League

Incident Report

This report filed with District 8 Little League Board of Directors is for the sole purpose of Documenting violations of conduct and rules infractions with any affiliated member, coach, player or spectators of the Leagues within the District.

Date of Incident: _____

Field Location: _____

Division of Play: _____

League / Home Team Name: _____ / _____

Manager or Coach: _____

League / Visiting Team Name: _____ / _____

Manager or Coach _____

Head Umpire: _____

Description of event including any players, coaches, league personnel, or spectators that were involved: _____

The information in this report once received by the district will serve as a basis for determining any penalties imposed or actions taken, immediately or upon a following incident involving the same parties.

Signed _____ Date _____ / _____ / 2018