



Idaho District 2 Umpire Rules Clinic

Spring 2020

Introduction and Agenda

www.idaho2littleleague.org

- District and UIC Contacts
- Training schedules
- Training aids

Intended Audience: Umpires with 0-3 years experience

Interleague Rules

Also required: Field Clinic

Included in this clinic:

- Game Management 1 hour
- Rules 2 hours
- Questions as time allows



Rule Changes for 2020

- Rule 9.01(d) – Provides guidance for enforcing the penalty for stealing signs
 - First offense – Warning, Second offense – Ejection
- Tournament Guidelines
 - Regular season Intermediate managers/coaches may be selected to manage/coach Majors All-Stars
 - Regular season Intermediate players may be selected to any all-star team they are age eligible for
 - Players seeking a school exemption must register within the division before the regular season
- Tournament Rule 3(a) – Provides guidance for enforcing the penalty for stealing signs



Game Management

YOU THE UMPIRE

- Safety and Participation
- Confidence & Dress
- Game Control
 - Speed
 - Coaches
- Consistency
- Hustle
- Mistakes – they will happen



Game Management

PREGAME

- Arrive 30 minutes early
- Pregame Duties
 - Check field and equipment
 - Dress and meet your crew
 - Watch warm-ups
 - Start infield and game on time
 - Game balls
 - Pitching affidavit
 - Identify scorekeeper and pitch count keeper



Game Management

PREGAME CONFERENCE

- Fair/Foul Coverage
- Tag-ups/Touches
- Fly balls to the outfield
- Hit Batter
- Checked Swing
- Getting Help
- Signals
- Ground Rules



Game Management

PLATE MEETING

- Five minutes before game
- Exchange lineups
- Captains are optional
- Introductions
- Safety, Speed and Sportsmanship
- Proper attire and legal equipment?
- Ground rules and hazards
- Start on time!!



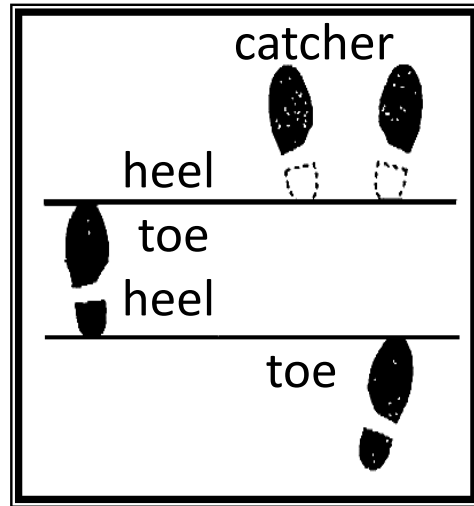
Game Management

START THE GAME

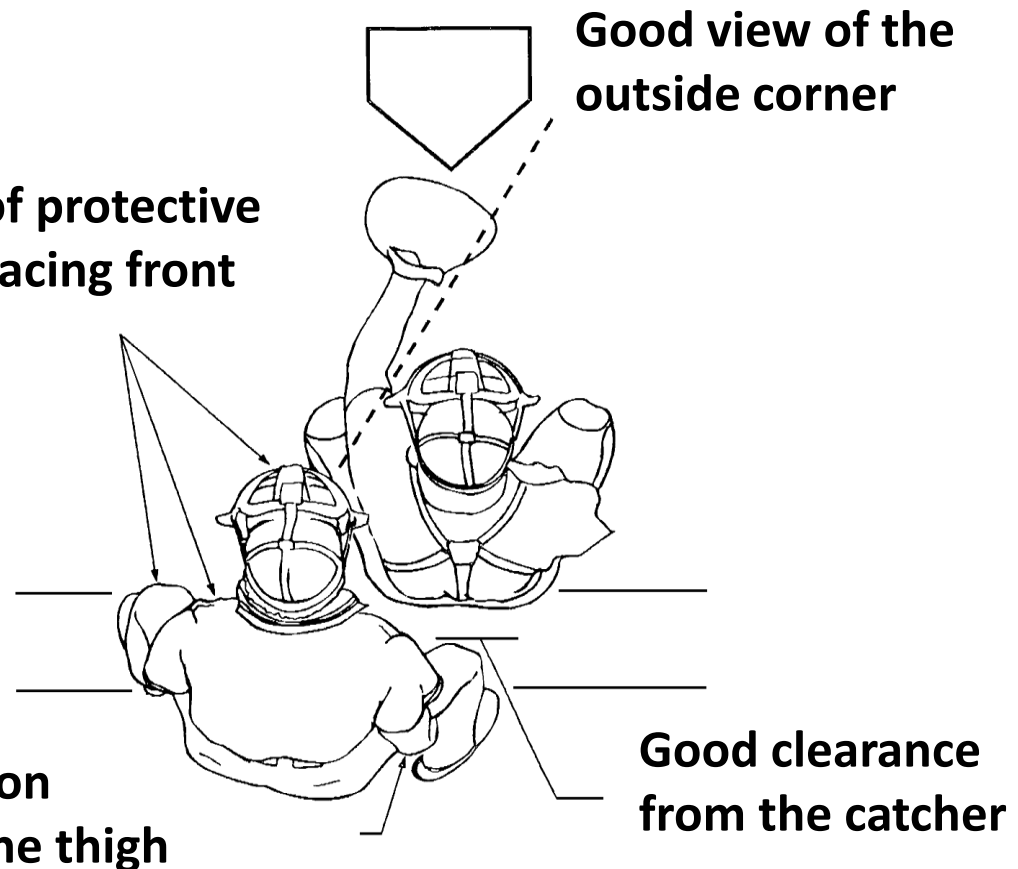
- Warm up pitches
 - 8 or one minute
 - Common sense and consistency!
 - New pitcher full warm-ups; returning... maybe
- Warm up batter at his dugout
- Must have two base coaches
- Gates closed
- Play!



THE SLOT (TOP VIEW)



Proper use of protective equipment facing front



Game Management

DURING THE GAME

- **Home Plate Umpire (UIC)**
 - Every dead ball back in play
 - Record all changes
- First base helps with warm-ups
- First and third... stay awake... check swings
- Coaches request time
- Weather- Appendix A
- Help your partners
 - NEVER overrule your fellow umpire (9.02(c))
 - Confer if necessary



Game Management

FINISHING THE GAME

- Meet near the pitcher's mound
- Leave immediately – avoid a protest
- Leave through winning dugout
- Home plate signs the pitching affidavit



Rules

THE RULE BOOK – Know it, but don't be intimidated

Regulations

Rule One – Objectives of the Game

Rule Two – Definitions

Rule Three – Game Preliminaries

Rule Four – Starting and Ending

Rule Five – Putting the Ball in Play

Rule Six – The Batter

Rule Seven – The Runner

Rule Eight – The Pitcher

Rule Nine – The Umpire



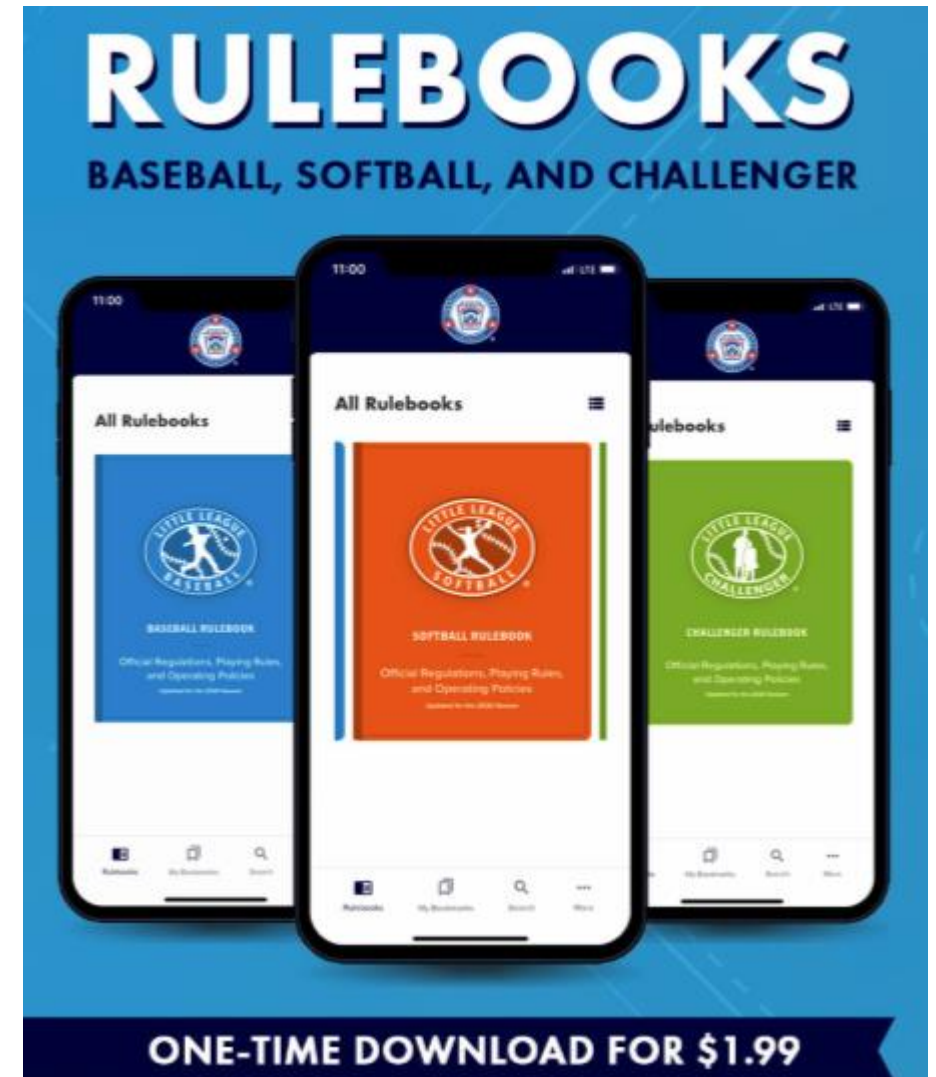
Regulations

REGULATION IV

- Mandatory Play IV (i)

REGULATION VI

- Catch/Pitch Rule VI (a)
 - Baseball Only
- Pitch counts VI (c)
 - Baseball Only
- Days rest
 - Baseball VI(d)
 - Softball VI(b)
- Managers and coaches do not warm up kids XIV (f)



Rules

RULE FOUR – STARTING and ENDING

- **No time limit (Majors and above)**
- **10 run rule after 4 (5 for Seniors), 15 run rule after 3 (4 for Seniors) 4.10 (e)**
- **Five runs/inning (Minors)**
- **Ejections 4.07**
- **Shortened game for weather 4.10 (c)**
- **Incomplete inning 4.11 (d)**
- **9 players required to start or continue a game 4.16 & 4.17**
- **Protesting a game 4.19**



Rules

RULE SIX – THE BATTER

- Running Lane to First 6.05 (j)
- Foot outside batter's box 6.06 (a)
- Interference with catcher – right to the box 6.06 (c)
- Not Caught 3rd Strike 6.05 (b)
- Hit Batter – Ball/Strike/Swing 6.08 (b)
- Infield Fly 6.05 (d) & (k)
- Batting out of order 6.07
 - Proper
 - Improper
 - Legalized



Rules

BATTING OUT OF ORDER 6.07

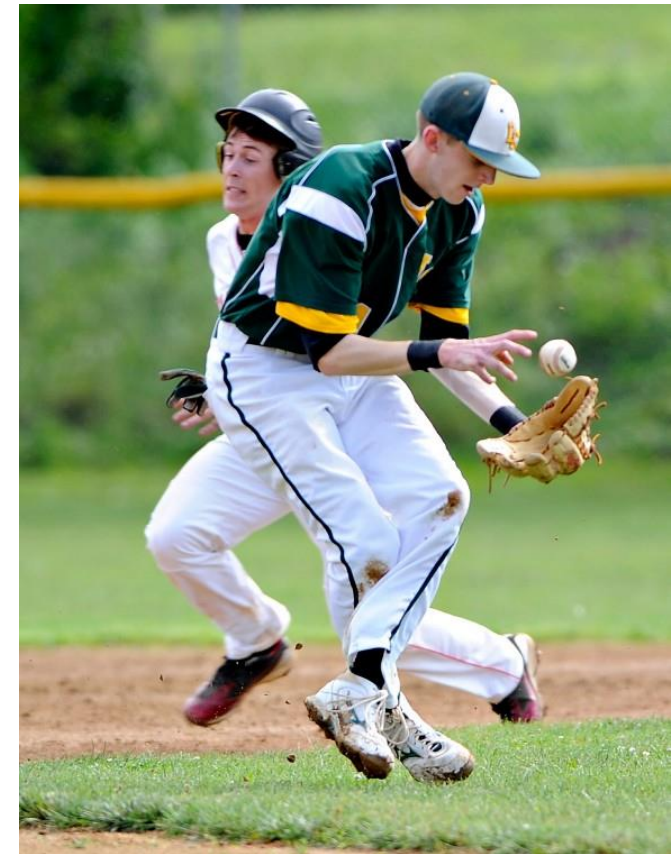
AT BAT	ON BASE and BEFORE NEXT PITCH	AFTER PITCH
If appeal is made before improper batter completes time at bat	If appeal is made after improper batter completes time at bat, but before next pitch or play	If appeal is made after next pitch or play
Proper batter can take place in batter's box and assume count	Proper batter is called out	Improper batter and his/her actions are legal
All base runners advances are legal	Base runners advances due to actions of improper batter are nullified – other advances are legal	All base runners advances are legal
	Next batter is the one who's name follows that of the proper batter who was called out	Batting order continues with batter following legalized improper batter
Easy	Almost Easy	Easy



Rules

RULE SEVEN – THE RUNNER

- Touch bases in order 7.02
- Two runners on the same base 7.03
- Hit ball goes out of play – two bases 7.05 (f)
- Ball thrown out of play 7.05 (g)
 - Infielder/Outfielder
 - Pitcher
- Obstruction 7.06
 - Rule A – Play being made – dead ball
 - Rule B – Play not being made – not dead ball
- Running out of baseline 7.08 (a)



Rules

RULE SEVEN – THE RUNNER cont'd

- Dislodged base 7.08 (c)
- Runner touched by a batted ball 7.08 (f)
- Passing a preceding runner 7.08 (h)
- Appeal play 7.10
- Special pinch runner 7.14



Rules

RUNNER LEAVES EARLY 7.13

Baseball

No Hit	There is a Hit	Bunt, Hit, Error within the infield
Send him back	Batter only gets single, double etc. per umpire judgment unless put out. All runners backed up as far as possible	No run may score If bases loaded, disappearing runner

Softball

- **Dead ball, Runner is out, No pitch**



Rules

Interference 7.09

- **Offensive Interference** – interferes with, impedes, hinders or confuses any fielder
 - **Catcher's Interference** 6.08 (c)
 - **Umpire's Interference** 5.09 (b),(f)
 - **Spectator Interference** 3.16
-
- **Always dead ball, sometimes delayed**



Rules

RULE EIGHT – THE PITCHER

- No wristbands or white/yellow sleeves 1.15 (c)
- Two positions – windup and set 8.01 (Baseball)
- 60 sec. or 8 pitches between innings 8.03
- Illegal pitch, ball to batter unless hit, then coach's choice (Baseball – 60' Bases, no Balk; 90' Bases, Balk)
- (Softball – Seniors, runners advance)
- Call illegal pitch when you see it, do not stop play
 - Quick pitch 8.05 (e) / 8.05 (c), Hidden Ball 8.05 (i) / 8.05 (d), Dropped Ball 8.05 (j) / 8.07 (a)
- Intentional walk 8.05 (k) / 8.04 (c)
- Coach gets 1 trips to the mound in one inning, 2nd he changes pitchers or 3rd trip in a game 8.06 (Majors and Above. Minors and below remains 2 per inning and 3 per game)



Rules

RULE NINE – THE UMPIRE

- 9.01 (c) Authority to rule on any point not specifically covered
- 9.02 (a) No one may object to any judgment decisions

