



Guidelines For Batting Out Of Order

1. Key elements: **“Proper”** **“Improper”** **“Legalized”**
2. Before the improper batter has completed his time at bat, the proper batter may take his/her position at the plate, and will assume the existing ball and strike count.
3. If a runner advances, while the improper batter is at bat, on a stolen base, illegal pitch, balk (Intermediate/Junior/Senior/Big League), wild pitch, or passed ball such advance is legal.
4. A proper appeal resulting in the proper batter to be declared out, must be made:
 - By the defense
 - After the improper batter has completed his/her time at bat.
 - Before a subsequent pitch, play, or attempted play.
5. Any advance by runner(s) that is a result of the improper batters actions, after a proper appeal is made, will be nullified.
6. The player declared out is the one who should have batted (proper batter).
7. The next batter is the batter following the proper batter or the last batter legalized.
8. Once a pitch is made, the previous batter is legalized and the person following the legalized batter becomes the proper batter.
9. If no appeal is made, before the next pitch or play, the batting order continues from the last legalized batter, the batter order never changes.
10. In the case where the next batter (proper batter) is on base, simply skip over that person and select the next batter in order. That batter will become the proper batter with no penalty.



SOUTHEASTERN REGION UMPIRES

Little League – Intermediate League – Junior League – Senior League – Challenger Division



Guide to Building a Line-Up Card

Getting Started

- Take the Home Team Line-up card first and write “Home” on top of first card
- Write the Manager’s name on the top of the card
- Count the number of players on the card
- Verify the count with the Manager
- Verify all players have numbers on the card
- Verify all players are present
- Ask the Manager “Are all players legally and properly equipped?”
- Ask “Does all of your equipment meet Little League specifications?”
- You must receive a VERBAL “Yes” from the Manager for both questions
- Mark the starting pitcher with a “P”
- Mark the starting catcher with a “C”
- Take the Visitors Line-up card and Repeat

Home Steve		
Number	Name	POS
5	Olivas	8
1	Heilig	6
6	O’Leary	3
2	Creech	5
7	Whitlock	7
3	Hume	2 C
8	Ammon	4
4	Hepburn	9
9	Runyon	1 P
Subs		
12	Davis	
14	Rickman	
16	Mabra	
18	Robichaux	

Areas to record:

- Pitcher of Record
- Pitching Changes
- Ineligible Pitchers
- Pitch Count of Pitcher that is replaced
- Catcher of Record (Catcher Eligibility)
- Defensive Visits
- Offensive Time Out
- Substitutions
- Weather Delays (Timing)
- Ejections (Inning and Outs)
- Special Pinch Runner

Record the numbers of players that are ineligible to pitch (If Available)

- Underneath the Home or Visitor distinction, write the numbers of the players followed by “INE”

Home Steve		
#7, #2 INE		
Number	Name	POS
5	Olivas	8

When Making a Pitching Change:

- Record the inning
- Record the # of pitches for the outgoing pitcher
- Record # of new pitcher
- Record the current count



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Line-Up Card Notes for Pitching Change

4	Hepburn	9
9	Runyon ³ 14PF9 1Out 37P	1 P

Record the Catcher of record:

- Write IC# (innings caught and the # of innings)
- If catcher has caught for 4 innings, indicate they are ineligible to pitch. This could be a PX, C-4, etc...

Visits:

- Write 1V1 to signify first visit top of the first inning.
- Write 2V2 to signify second visit in the top of the second inning.

Time Out:

- Write TO followed by the inning with a line indicating the top or bottom of the inning

Substitutions:

- Put a circle around the players number that is being substituted for
- Above that players number, write the number of the new player followed by the inning they came in
- Example 1, #9 replaced by #14 top of 3rd
- Example 2, #7 replaced by #12 top of 3rd
- Example 3, #8 replaced by #16 top of 4th
- Example 4, #1 replaced by #18 top of 5th

Weather Delays:

- If game is delayed by weather, write the reason followed by the time.

Ejections:

- If a player is ejected, beside the players name, write the inning and reason of the ejection

Special Pinch Runner:

- If a special pinch runner is utilized, write SPR #9 f #5 with a line under 5 to indicate bottom of 5th inning.

Home Steve 1TO 4 1V1 SPR 9f5 5		
#7, #2 INE 2V2		
Number	Name	POS
5	Olivas	8
①	^{18 5} Heilig	6
6	O'Leary	3
2	Creech	5
⑦	^{12 3} Whitlock	7
3	Hume	2 C IC2
⑧	^{16 4} Ammon 4 Sportsmanship	4
4	Hepburn	9
⑨	^{14 3} Runyon ³ 14PF9 1Out 37P	1 P
Subs		
12	Davis	
14	Rickman	
16	Mabra	
18	Robichaux	
Lightning 3:15		

Use the back of the line-up card to make notes or record other pertinent information.



Calling Balls and Strikes

At some point in our umpiring careers, we have all been taught the proper mechanics of calling “Balls-n-Strikes”. We call Balls staying down in our stance with verbal only and no physical mechanic. We call Strikes after standing up with a verbal and physical mechanic. When I have the opportunity to work with different umpires or to observe various umpires; I am often amazed at how they make these, the simplest and most frequently used calls in the game.

The calling of “Ball” for the most part is fairly uniform in that most umpires make this verbal only call staying down. Yes, some umpires need to improve their timing on this call. When they get too quick with this call they tend to be starting to stand and making the call at the same time. This makes everyone think you wanted to call a strike. It is also important to understand that you should not increase the verbal accentuation of the call just because it may have been a closer call. The voice level and tone inflection for this call should remain constant. Otherwise you are telling everyone; “Yes, that one was close”. Keep this call the same if it is two feet off the plate or two inches off the plate. Work to develop consistency.

Now let’s think about the “Strike” call. This one is off the charts with all of the variations as to how these calls are made. As we progress as umpires, everyone tends to develop their own style as to how they make their strike call (hammer, point, etc...). A little individuality with this; is alright, but, there is no need to go “Over the Top” with a strike call. After all, when the pitch was delivered it had a 50/50 chance of being a strike. So it isn’t like this is some rare occurrence.

Does it make the pitch any more of a “Strike” if we yell at the top of our lungs, if people three fields away hear us make the call, if we become a pirate (aaarg!), if we want to be a quarterback (hikeeeee!), or if we are friendly to everyone (Hiiiiiiiiiii!)? Does it make the pitch any less of a “Strike” if we simply say “Strike”? The answer to both of these questions is, NO!!

Let’s stop for a moment and think about the differences in calling balls and strikes. Our mechanics, particularly good mechanics, of calling balls down and strikes up; informs our partner(s), the players, the coaches, and anyone watching that understands the game if the pitch was a ball or a strike. So why do we verbalize the calls? For the benefit of those on the field who because of positioning (catcher and batter) cannot see the umpire’s mechanics. So, how loud do we have to be? Only loud enough for these individuals to know what the pitch was called. Maybe a little louder than a normal conversational voice.

Now that we have turned the volume down, let’s talk about voice tone and inflection. When you change your voice mechanic on the close ones; what are you telling everyone? Wow, that one was really close. Or, if I get louder, I can convince you that I am right? In reality, our voice level and voice accentuation should remain constant whether calling a ball or a strike regardless of whether the pitch was really close or not close at all.

Well if that is the case then what about “K3”? Don’t most umpires change their mechanic for K3? Yes, but this mechanic is really what is known as a “Punch Out”. This is an acceptable part of the game and most umpires will develop a little style for that K3 call. But, again, don’t go overboard!! There is no need to yell (remember most of the games you call will be for kids), you should not make a spectacle of yourself, you should not “show up” the batter in making the call, and you should never use this mechanic for a swinging or uncaught strike.

It has often been said that the best game an umpire ever calls, will be the one where at the end of the game, no one remembers you were there. Think about what that really means. And, while thinking about that; let me also suggest that you think about how you make your calls, what other people see when you make a call, and what other people hear when you make a call. In the end, I ask that you always remember that neither the call nor the game should ever be about the umpire!!



BASE UMPIRE POSITIONING

Starting Position 60' Field

“A” Position - Basic Starting Position

- The Base Umpire shall stand in foul territory, squared up to the plate, with right foot adjacent to, but not touching, the Right Field foul line.
- The Base Umpire shall position himself approximately 10 – 12 feet behind the 1st baseman when the 1st baseman is in a normal playing position.
- The Base Umpire will move up if the 1st baseman moves up, but never closer than 10-12 feet to first base.
- The Base Umpire will decrease the distance behind the 1st baseman if the 1st baseman is playing exceptionally deep. However, the distance behind the 1st baseman must always be sufficient to allow the 1st baseman to comfortably field a ball around first base.

“B” Position - Basic Starting Position

- The Base Umpire shall stand outside of the infield and approximately 20 feet to the 1st base side of 2nd base, working off the left shoulder of the 2nd baseman, and squared up to the plate.
- The Base Umpire will never move closer to 1st base than the midpoint between 1st and 2nd base. If the 2nd baseman shades more toward 1st base, you will work off of his right shoulder.

“C” Position - Basic Starting Position

- The Base Umpire shall stand outside of the infield and approximately 20 feet to the 3rd base side of 2nd base, working off the left shoulder of the Short Stop, and squared up to the plate.
- The Base Umpire will never move closer to 3rd base than the midpoint between 2nd and 3rd base. If the Short Stop shades more toward 2nd base, you will work off of his right shoulder.

IMPORTANT TIPS:

- *Stay alert. You must always be ready to help your partner on half-swings, trapped 3rd strikes, foul balls in the dirt, and batted balls hitting the batter.*
- *Do not move your eyes or head in an attempt to follow the pitch “in flight” to the batter. When the pitcher is totally committed to pitch, focus immediately on the plate area.*

“It’s What You Learn After You Know It All That Counts.”



BASE UMPIRE POSITIONING

Starting Position 70'/90' Field

“A” Position - Basic Starting Position

- The Base Umpire shall stand in foul territory, squared up to the plate, with right foot adjacent to, but not touching, the Right Field foul line.
- The Base Umpire shall position himself approximately 10 – 12 feet behind the 1st baseman when the 1st baseman is in a normal playing position.
- The Base Umpire will move up if the 1st baseman moves up, but never closer than 10-15 feet to first base.
- The Base Umpire will decrease the distance behind the 1st baseman if the 1st baseman is playing exceptionally deep. However, the distance behind the 1st baseman must always be sufficient to allow the 1st baseman to comfortably field a ball around first base.

“B” Position - Basic Starting Position

- The Base Umpire shall position himself squared to the plate and midway between the back edge of the pitcher's mound and the 2nd base cutout.
- Positioning toward the 1st base side will be such that if an imaginary line were drawn from home plate through the right edge of the pitcher's mound toward 2nd base the umpire would be straddling the line.

“C” Position - Basic Starting Position

- The Base Umpire shall position himself squared to the plate and midway between the back edge of the pitcher's mound and the 2nd base cutout.
- Positioning toward the 3rd base side will be such that if an imaginary line were drawn from home plate through the left edge of the pitcher's mound toward 2nd base, the umpire would be straddling the line.

IMPORTANT TIPS:

- *Stay alert. You must always be ready to help your partner on half-swings, trapped 3rd strikes, foul balls in the dirt, and batted balls hitting the batter.*
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Catch – No Catch Description

Rule 2.00 - Definitions

A **CATCH** is the act of a fielder in getting secure possession in the hand or glove of a ball In-flight and firmly holding it before it touches the ground providing such fielder does not use cap, protector, pocket or any other part of the uniform in getting possession.

In establishing the validity of a catch, the fielder shall hold the ball long enough to prove complete control of the ball and that the release of the ball is voluntary and intentional.

Runners may leave their bases the instant the first fielder touches the ball.



"That's a
Catch" Out!

LEGAL CATCH IF:

1. The fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught.
2. The ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground.
3. A ball will be ruled caught when the momentum of the catch is completed and the player demonstrates voluntary release of the ball.

NOT A CATCH IF:

1. Simultaneously or immediately following contact with the ball the fielder collides with a player or with a wall, or if that fielder falls down, and as a result of such collision or falling, drops the ball
2. A fielder touches a fly ball which then hits a member of the offensive team or an umpire and then is caught by another defensive player.



"No Catch!"
"No Catch!"

The Right Call" Casebook

Play 2-1: A legal catch occurs when a fielder holds the ball: (a) in his/her hands; (b) under his/her arm; (c) in his/her cap; (d) in his/her glove. Ruling: (a) Yes; (b) No; (c) No; (d) Yes.

Play 2-2: Batter hits a fly to center field. The center fielder gets the ball in his/her hand(s) but drops it: (a) when he/she falls to the ground and rolls over; (b) when he/she collides with a fielder or a wall; (c) when he/she starts to throw to the infield. Ruling: In (a) and (b), it is not a catch. In (c), it is a legal catch if the ball was held long enough for the center fielder to regain his/her balance but is then dropped in a motion associated with an intended throw. Thus providing the fielder has complete control of the ball and that release of the ball is voluntary and intentional.



Infield Fly Description

An **INFIELD FLY** is fair fly ball (not including a line drive or an attempted bunt) that:

- can be caught by an infielder with ordinary effort,
- when first and second, or first, second and third bases are occupied, and
- before two are out.

The batter is out when an "Infield Fly" is declared, even if the ball is allowed to fall untouched to the ground. The ball is alive and runners may advance at the risk of the ball being caught or retouch and advance after the ball is touched, the same as on any fly ball.

The pitcher, catcher and any outfielder that are stationed in the infield shall be considered infielders for the purpose of the rule. If the ball is handled by an outfielder, it is still an infield fly, if in the umpire's judgment the ball could have been easily handled by an infielder. Arbitrary limitations such as the grass or the baseline do not apply.

When determining ordinary effort: wind is a factor, the sun in a fielder's eyes is not. Runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball.

If the ball becomes a foul ball, it is treated the same as any foul and is not an infield fly. If a declared infield fly is allowed to fall untouched to the ground, and bounces into foul territory and settles or is touched before passing first or third base, it is a foul ball. If a declared infield fly falls untouched to the ground outside the baseline, and bounces into fair territory and settles or is touched before passing first or third base, it is an infield fly.

If on an infield fly, the infielder intentionally drops a fair ball, the Infield Fly rule takes precedence over an "Intentionally Dropped Fly Ball" and the ball remains in play. Runners may advance at their own risk; they do not need to retouch.

When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baseline, the umpire shall declare "Infield Fly, if Fair".

The infield fly is not an appeal play. Whether or not an Infield Fly is called is solely the judgment of the umpire and may not be protested. The umpire's judgment must govern, and the decision should be made immediately.

When an infield fly occurs, the batter is always out. The runners may keep any base to which they legally advance during the play.

In judging "ordinary effort" by an infielder, the umpire(s) must evaluate the relative age group of the players, not the individual ability of the respective player. "Ordinary effort" will change from division to division.

When one umpire calls "Infield Fly," all umpires working the game will echo the call

If the umpires fail to declare an infield fly, when the play is over and the play is questioned, the umpire's should correct the situation. An undeserved double play should not be allowed to stand.

If the umpire(s) declare an "Infield Fly" and the situation is not such that an Infield Fly should be called; it is not an infield fly, the batter is not out unless put out, and any action occurring on the play stands. Always being alert to game situations should prevent this from happening.



How To Receive An Evaluation

1. Be a good listener. An evaluation should basically be a one way communication. Be a sponge and absorb what is being said. Resist the urge to justify, argue, make excuses, or otherwise respond to the evaluation. It is an evaluation, not a criticism, complaint, attack on you personally, or on your skills as an official. Please don't take it as such. No defensive response is necessary, nor is it productive.
2. It is necessary for you to understand the information being provided. Ask positive, thoughtful questions to fully understand your evaluation.
3. Avoid any indication of disagreement with the content of the evaluation. Be attentive and receptive, it's hard enough to give a good objective evaluation under the best of circumstances. Facing a lot of excuses, arguments, etcetera makes it doubly hard.
4. Take the information provided and apply what you feel is important to improving your umpiring skills. Give it a try, remember, your evaluators are trying to help you get to the next level of umpiring.
5. Value your evaluation. It is most likely the only time as an umpire, the words you hear regarding your performance comes from someone who wants to help his fellow official improve.
6. An effective evaluation program is the foundation for continual professional improvement as an official. Enjoy the chance to tap into the vast knowledge, skill, and experience of the evaluator. Always seek out someone to evaluate your performance. Evaluators, regardless of experience, observe you from your presence on the field, which is difficult for you to do. Be open and let the evaluator impart some of their hard-earned knowledge and experience to you.
7. Always value your evaluation and keep a copy to review frequently. Use it as a tool to improve your overall umpire skills.
8. Don't try to compare evaluations from different evaluators and don't shop around your evaluation to your buddies looking for them to tell you the evaluator is wrong.
9. Thank the evaluator for the work they did on your behalf.

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