

YOUTH UMPIRE REMINDERS



- Wear your UMPIRE SHIRTS and bring; clickers and a water bottle. Please review the league rules on our website prior to attending a game.
- Be sure you have our recreational league director's phone number. We will provide you with a name and number.
- Arrive at the field by 9:15 am
 - Check to make sure the home team puts out the bases and the pitching plate
 - Game balls will be in the bin (2 new balls per game)
- By 9:25, invite the head coaches over to the plate
 - Introduce yourself to them (including something like your school or grade may be helpful). Go over the dead-ball territory (foul areas). Remind them that you will keep the time (90 minutes) Remind them that their scorekeepers should report to you each inning to make sure everyone has the same score. Remind them that all batters must wear helmets with face masks, and anyone catching should have a cup on.
- 9:30 Start Game
 - Say out loud from the field that you are starting the time once everyone is ready to go, and start the timer on your phone for 90mins (make a note or take a screenshot of the start time)
- Calling the Game
 - Your UMPIRE PRESENCE is most important!
 - Call BALLS and STRIKES LOUDLY as well as OUT and SAFE and “Coach Pitch” when the coach needs to come in
 - Your call on the play is final
 - It’s your job to keep the game moving. If batters are not ready on deck, please gently remind the coach to have his players ready.
 - Please call the coach into the pitch after a player throws four balls.
 - Know the overthrow rule
 - Know the time limitations: No new inning starts after 90 mins. It is a hard stop at 105 mins
 - At or near 90 minutes, make sure coaches understand what the last inning will be because, in that inning, there are no run limits (otherwise, it is 6 per inning)
 - The count is reset on the batter when the coach comes into pitch, you call strikes when the coach is pitching. The idea is three hittable pitches.
 - If a catcher is not able to stop the ball and it is slowing the game down, please speak with the coach and ask to have a player that can stop the ball or hustle to get it

