

PA District 22

Umpire Decorum

Proper Uniform

- Umpire Shirt (Honig's recommended)
- Red T-shirt on bases (with Navy blue umpire shirt)
- Blue T-shirt on bases (with light blue umpire shirt)
- All umpires on field must match (umpire shirts)
- Heather gray slacks
- Base Umpire – D22 Umpire hat
- Plate Umpire- D22 Umpire hat or your own blue hat with no league designation
- Blue or black socks
- Black shoes (shined) – (no metal spikes)
- Red flag for 10 to 12 year old games
- Plate brush and indicator
- Pen (Plate umpire)

Getting to Assigned Game

- Try and come in one car
- When arrive go to umpire's room or meet at the car of the home plate umpire (have pre-game conference on assignments and rotation)
- Report to field 30 minutes ahead of schedule
- 1st Umpire on location – check in with Game Director to verify start time of game
- Umpire in chief give assignments to game director

Before The Game

- Pre-Game conference 15 minutes prior umpires to discuss following:
 - a) How to make substitutions quickly and where
 - b) How to get a Time out
 - c) Protest of Rule
 - d) Field Ground Rules
 - e) Hustle between innings and get player to get bats back to dugout
- After the National Anthem and Little League Pledge Group up on cue and hustle to your positions

During The Game

- Between innings –
 - a. Base Umpires – move to outfield in fair territory between infielders and outfielders and hustle back when ball is sent down
 - a. Encourage the players to hustle on and off field
 - b. Assist the plate umpire with tracking warm-up pitches, especially when plate umpire is handling line-up changes
 - b. Plate Umpire – Move $\frac{1}{4}$ of the way down the foul line of the offensive team
- Avoid Spectators

Lineup Card

- Responsibility of plate umpire
- Tell managers, coaches to give changes by player number
- Changes go to plate umpire and not to score keeper. Plate umpire to let score keeper know and other team
- How to give changes to score keeper at fields such as Upper Moreland
- How to make changes

Problem Resolution

- Individual umpire one-on-one with manager or coach
- Confer with all of the umpires
- Umpire who made call announces final decision
- Confer with Game Director but again Umpire who made call announces the final decision
- Tournament Director makes call to Eastern Region
- UIC announces final decision

After The Game

- Group up on the winning team's side
- WAIT and make sure there is no protest of the game
- Leave as quickly as possible from the winning team's side

Keep Game Moving

- Warm-up pitches
- Baseball and Softball – 1st inning – 8 pitches, 4 pitches rest of game. (reduce if team is slow entering field)
- Keep at least 2 balls in ball bag at all times (Softball – 1 is acceptable except at certain fields such as Plymouth)

Problem Situations Procedure

- Fan gets out of control
- Manager or coach rushes out of dugout without getting a time out
- Manager or coach ejected
- Player ejected
- Player is injured or sick on the field
- Game under protest

Keep Game Moving

- When ball is out of play give pitcher a new ball ASAP. Foul ball, wild pitch/passed ball with no runners)
- Line-up card changes by player number
- Have teams hustle on to field
- Prevent huddles by defensive team manager prior to teams taking the field
- Keep manager's from using delaying game tactics

Game Continuation or Start Problems

- Lightning
- Darkness
- Weather
- Injury
- Stall Tactics
- Cooperation with game director