

### Ump Responsibility and Commitment

- If you commit to do a game, you have to be there, on time.
- If something comes up that prevents you from coming, call the umpire captain immediately. He needs time to find someone else. If the ump captain is not available, then call the division convener.
- Ensure that your parents can support your commitments as required.
- If you forget, the game suffers, our reputation suffers, and worst of all your reputation suffers.
- See rulebooks at: <http://www.ntbaseball.com/rulebooks.htm>
- Read the umpire bulletins that come out via email and are posted at <http://www.ntbaseball.com/umpiringprogram.htm>
- Focus on constant learning and improvement.

### Ump Demeanor

- Demeanor: The way in which a person behaves. Personal conduct.
- YOU are the boss. Act like you are in charge.
- You can stick with your decision. Providing a brief, knowledgeable explanation will create respect and understanding.
- You can remove people from the game and from the spectator area. But have a good reason. (If any player or coach is ejected from the game, you must send a report to your umpire captain and Steve Schafer.)
- Always be polite, but firm.
- Don't lose your cool. Don't swear.
- Old umpire saying: If there are two people on the field yelling you don't want to be one of them.
- The ump must control the game without appearing bossy.
- Hold your temper when others are angry.
- **On Time:** umpires should arrive at least 15 minutes before game time.
- **Field Presence:** Appears composed; communicates well with players, coaches, and other umpires; maintains a professional demeanor
- **Judgment:** Shows very good knowledge and application of the rules.
- **Consistency:** Works hard to call balls and strikes within the prescribed strike zone.
- **Positioning:** Works to get the best position to call plays in the field.
- **Decisiveness/game control:** Makes calls in confident, firm manner. Keeps players and coaches under control. Manages the game well.

**Assignment to games**

- Old system (may operate for a while)
  - Send email to ump captains to let them know when you are free.
  - Ump captains will email or call to get agreement on assignments.
- **(NEW in 2010!)** New System – on-line! (will go live imminently)
  - Request games, Game assignments, Invoices
- You need to write down commitments to prevent forgetfulness, mistakes and misunderstandings.
- Make sure that your personal information is correct!

**Payment**

- Pay scale will be published via email
- Variety of problems in previous years including:
  - umps not showing up at games,
  - last minute substitutions,
  - umps not getting paid, and
  - umps who didn't show up got paid.
- New system introduced 4 years ago worked well: Immediately after the game, send email to the division ump captain verifying that the work was done (in business, it's called an "invoice" or a "bill" for services rendered)
- Ump captains will resolve discrepancies between emails and their master assignment lists.
- Keep copies of your emails until November. If there is a dispute, you will be asked to produce them.
- No email, no pay! (email template to be provided soon)
- Get high school community hours for volunteer umping! Let Steve Schafer know if you want to take advantage of this.
- Make sure that your personal information is correct!

**Safety:**

- Check that catcher's equipment is complete. (Don't forget throat guard.)
- Chin straps done up on batting helmet.
- Protective cups: coaches responsibility to check, but ask catcher.
- No metal cleats
- No jewellery, except a medic alert bracelet may be worn.
- Players must stand behind fences (enlist coaches support).
- No caps under helmets.
- Players coaching at the bases must wear helmets. Coaches are advised to wear helmets.

**Ump equipment:**

- Supplied at field: shin/knee guards, face mask, chest protector,
- Shirt and cap
- You supply: shoes, socks, pants, brush, umpire indicator, umpire bag, protective cup

**Miscellaneous:**

- Rulebooks not permitted on the playing field.
- When there is a game immediately following: No complete inning shall start more than **one & three quarter (1 3/4)** hours after the scheduled starting time of the game. (Exception: championship final, watch email)
- When there is no game immediately following: No complete inning shall start more than **two (2) hours** after the scheduled starting time of the game. (Exception: championship final, watch email)
- Games are 'official' after 3 1/2 innings have been completed.
- Know the equal playing time rules.
- Know the ground rules for each park.
- Players should use only league bats. No personal aluminum or wooden bats are permitted. All players from both teams have access to any bat introduced into the game.
- If there is only 1 ump at a game, call the game from behind the plate so that balls and strikes are called accurately. Run into the field to get a better angle to call plays, ensuring that you do not interfere with the play.
- All Star Pitchers (AA) are not permitted to pitch in any house league playoffs. Select players are allowed to pitch at any time.
- **New for 2010!** Keep the game moving! Only 5 warm-up pitches.

**What is a strike?**

- Hittable in your judgement
- Be consistent with your strike zone.

**Girls' Softball**

- Base stealing and leading off are not allowed.
- Batters may not run if the catcher drops the third strike.
- A player on first base cannot score when a ground ball single is hit, regardless of how many errors are committed by the defensive team.

**Rookie**

- **NEW in 2010!** When any infielder has control of the ball in the infield and, while standing, raises the ball in his bare hand or in his glove, the umpire will judge that there is no attempt to make a play on any of the base runners and the umpire will call "TIME". The umpires will judge whether the base runners(s) will be held on the base they last occupied or awarded the unoccupied base they were approaching when "time" was called.
- A **LEAD-OFF** occurs when a runner is off his/her base before the batter hits the ball. A runner who leads off is OUT. You can issue a warning to the team for the first infraction.
- The ball is dead if it hits the pitching machine. The runner is awarded 1 base. Only forced runners move forward.
- There is no "Last Batter" rule. This rule is replaced by the 5-run mercy rule described on the last page.
- 5 strikes max (The pitch doesn't count if the pitching machine is throwing balls.)
- No Infield Fly Rule.
- A player running to 1st base may turn into the field of play and not be tagged out as long as no attempt to advance has been made.
- A catcher may not intentionally block home plate without the ball. If this occurs the Umpire will call the runner safe.
- The pitcher may not leave the infield.
- The pitcher is the only player who may assist the catcher. If any other defensive player crosses into the Home Plate Area, the Umpire will call "Time" and all runs will score.

**Mosquito, Pee wee, Bantam, Midget**

- No player shall play the same position for more than two innings per game, except for pitcher and catcher.
- A pitcher or catcher may remain at his/her respective position for three consecutive innings, but must then take a turn to sit out if the player has not already done so. A pitcher or catcher may remain at his/her respective position for the last four innings of a seven inning game provided that the player has already taken a turn on the bench. A second or subsequent pitcher or catcher that starts prior to the 4th inning can only pitch three innings.
- No player shall sit out for two consecutive innings.
- No player may pitch in two consecutive games.
- In BANTAM and MIDGET only, a batter may run on a dropped third strike.
- In MOSQUITO and PEEWEE only, there are no lead-offs and runners can steal only after the ball has crossed home plate. The umpire shall give a team warning for the first infraction. For subsequent infractions by any member of the warned team, the runner shall be called out.
- A MOSQUITO runner may reach home plate only if the play originated with a hit ball or a walk with the bases loaded. A MOSQUITO runner may not reach home plate by stealing. A PEEWEE runner may steal home plate.
- A catcher may not intentionally block home plate. If the catcher does this, the umpire will automatically call the runner safe. A base runner may not collide with a catcher or baseman with intent to knock the ball loose. If in the opinion of the umpire this occurs, the runner will be called out whether or not the base or plate was blocked. Base runners are encouraged to slide to avoid injury and collisions.
- Intentional walks are not permitted.
- No bunting in Mosquito or Pee wee. If there is an attempt to bunt the ball is called dead ball, and it is a strike.
- The Infield Fly Rule applies to all Divisions. An INFIELD FLY is a fair ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out.
- There is no "Last Batter" rule. This rule is replaced by the rule described below.

- In ALL divisions including Rookie. Maximum 5 runs per 1/2 inning mercy rule: A team may only score a maximum 5 runs per any 1/2 inning played. The 1/2 inning is over as soon as the 5th run crosses home plate regardless of men left on base and the number of batters out. The next 1/2 inning commences with the batter following the last batter appearing at the plate the preceding inning.