

Ump Responsibility and Commitment

- You are expected to attend each game you have committed to, on time.
- If you are unable to attend, call, text and email the umpire captain immediately so a replacement can be found. If the ump captain is not available, then call, text and email the division convenor.
- Ensure that your parents can support your commitments as required.
- See rulebooks and umpire bulletins that come out via email and are posted at <http://www.ntbaseball.com/umpires/>
- 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 admin@ntbaseball.com.)
- 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

- On-line system
 - Request games, Game assignments, Invoices
- You need to write down commitments to prevent forgetfulness, mistakes and misunderstandings.

Payment

- NTBA's pay matrix as established and posted for each season
- 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 works well: Immediately after the game, you must verify that the assignment was completed (in business, it's called an "invoice" or a "bill" for services rendered)
- Need to submit "invoice" on line.
- Ump captains will resolve discrepancies between submitted "invoices" and their master assignment lists.
- Keep copies of your "invoices" until November. If there is a dispute, you will be asked to produce them.
- Without a submitted "invoice", you will not be paid!
- Payment for May will be received online by June 30. Payment for June is by July 31.... etc.
- Make sure that your personal information is correct in the current season's HorizonWefRef system. If you have not registered please do so at <https://www.horizonwebref.com>

Safety:

- Ensure playing conditions are safe (weather, lighting, hazards, etc.)
- Check that catcher's equipment is complete. (Don't forget throat guard.)
- Chin straps done up on batting helmet.
- Protective cups: coach 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:

- All Umps supply: Shirt and cap, shoes, socks, pants, brush, umpire indicator, umpire bag, protective cup
- Plate Umps supply: Chest protector, leg guards and facemask (Ump gear is not at the fields)

Miscellaneous:

- Players and coaches are not permitted to harass or direct any discourteous remarks at the officials or any member of the opposing team. Uniformed umpires observing abusive language or abusive behaviour at any time by anyone wearing a NT uniform will automatically issue a warning that is reportable to the league. A second warning at any point during the season will result in an automatic game ejection and review by the league. NOTE TO UMPIRES: this rule is not discretionary.
- Rulebooks not permitted on the playing field.
- No new inning (NNI) shall start **one & three quarter (1 3/4)** hours after the scheduled start time.
- Games are 'official' after 3 1/2 innings (if home team is ahead) or 4 inning (if visiting team is ahead) have been completed.
- Know the equal playing time rules.
- Know the ground rules for each park.
- All players from both teams have access to any bat introduced into the game.
- Only wood bats in 18U games
- 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.
- Rep-level players are not permitted to pitch in any house league playoffs. Select players are allowed to pitch at any time.
- If there is a game, and you are assigned, then you must umpire. For example, if a team forfeits for any reason (e.g. not enough players), but the coaches decide to play a game anyway, or even share players, then you must umpire the game. If you leave early you will not get paid.

What is a strike?

- Hittable in your judgement
- Be consistent with your strike zone.
- See umpire bulletin for more information

7U, 8U and 9U

- 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.
- 8U and 9U: 5 strikes max (The pitch doesn’t count if the pitching machine is throwing balls.)
- 7U: player may elect to have coach pitch to them, in which case they can have 2 pitches and then have 1 swing off a T; failure to put the ball in play within the 3 pitches results in an out; players electing to hit off the T have unlimited swings to put the ball in play.
- 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.
- Players on defense may not block any base, intentionally or not. If a baserunner is blocked by a defensive player, the baserunner will automatically be awarded the base.
- 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.

10U, 11U, 12U, 13U, 15U and 18U

- In 15U and 18U only, a batter may run on a dropped third strike.
- In 10U, 11U, 12U and 13U 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 10U and 11U runner may reach home plate only if the play originated with a hit ball or a walk with the bases loaded. A 10U and 11U runner may not reach home plate by stealing. A 12U and 13U runner may steal home plate.
- Players on defense may not block any base, intentionally or not. If a baserunner is blocked by a defensive player, the baserunner will automatically be awarded the base.
- Intentional walks are not permitted.
- No bunting in 10U and 11U. 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 8U and 9U. Maximum 5 runs per 1/2 inning mercy rule: A team may only score a maximum of 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. See umpire bulletin for FAQs.