

# **Juniors Division**

## **Umpires Guidelines, Reminders and Special Rules**

### **Who Can Umpire Juniors?**

You must be at least 15 years old by August 31 of this year and have previous umpiring experience. Preference is given to recent graduates from the District 6 Juniors program .

### **Payment**

Umpires for Juniors games are paid \$35.00 for plate and \$30.00 for bases. The Umpire Coordinator will keep track of the number of games worked and arrange for your payment.

### **Schedule**

The Umpire Coordinator will assign umpires for all games through the Team-Snap app based on your availability. If you are scheduled for a game and you are unable to attend, please send a message to the Umpire coordinator as soon as possible so that a replacement umpire can be arranged.

### **Weather – Rain Outs**

Umpires are expected to show up at the diamond **at least** 15 minutes prior to game time in any weather. Quite often, a decision to play or cancel a game due to rain is not made until the last minute. The coaches or division coordinator will make the decision before game time. Once the game starts, it is the umpire's decision to stop a game due to rain. If you are notified of a cancellation in advance of game time and are not required to go to the field , you will not be paid. If a game is cancelled while in-progress or at game time due to rain, the umpires will still get paid.

### **Umpire Uniform and Equipment**

Both umpires must wear a black SVLL umpire shirt, a baseball hat (preferably black or dark blue) and long grey pants. Adult umpires may wear their own umpire shirts if they prefer. Plate umpires should also have a ball/strike indicator, brush, ball bag, mask, chest protector, leg guards and cup. Umpire shirts, protective equipment, indicators, and home plate brushes can be picked up from the Memorial Park score shack prior to the game and they must be returned there immediately after the game. Used umpire shirts should be placed in the dirty laundry bin. Also remember to bring a full water bottle.

### **Safety Responsibilities and Conduct of the Game**

If Umpires witness any inappropriate behaviour such as bullying or bad language by players, coaches, parents, or spectators it should be reported immediately to a league official.

Any safety concerns or dangerous behaviour should be reported immediately to the coach.

Make sure that catchers are wearing a mask and using a catchers glove whenever they are warming up a pitcher and during the pregame infield. If the bullpen is exposed to foul balls, make sure a spotter is provided.

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<b>Game Length</b>	7 innings, but no new inning shall start after 2 hr from official start time. If tied after 7, extra innings are allowed if time permits.
<b>Run Limits</b>	5 run limit in 1 <sup>st</sup> to 6 <sup>th</sup> innings, no run limit in the 7 <sup>th</sup> .
<b>Mercy Rule</b>	Game is over if one team is ahead by 10 runs after 5 innings (or 4 1/2 innings if home team is ahead).
<b>Ground Rules</b>	To be discussed and agreed to during the pregame plate meeting. Will defensive coaches be allowed outside the dugout? (Usually not.) Do the dugout gates have to remain closed? Does the field have an outfield fence or cones? Ground rule doubles? Where can the pitchers warm up? Etc...

### **Balks** (Both umpires can call a Balk)

With a runner on base, it is a "Balk" when (this is only a partial list):

1. The pitcher, while touching the plate, makes a motion to start their pitch but fails to complete the delivery.
  2. The pitcher, while touching the plate, fakes a throw to 1<sup>st</sup> base (unless the pitcher steps off the plate before making the fake throw).
  3. The pitcher stands on or astride the plate without having possession of the ball
  4. The pitcher, while touching the plate, drops the ball.
  5. The pitcher, while touching the plate, fails to step directly toward the base before throwing the ball
  6. The pitcher makes a quick pitch
  7. The pitcher makes any motion associated with the pitch while not touching the plate.
  8. The pitcher unnecessarily delays the game
  9. The pitcher delivers the pitch from the set position without coming to a complete stop.
- The penalty for a balk - Ball is dead and each runner advances 1 base. (Note: If the pitch is delivered and the ball is hit, let it play out. If the batter and all runners advance at least one base, the hit stands and the balk is ignored.) Either umpire can call a Balk.

### **Pregame meetings**

Limited to umpires plus one coach from each team. Introductions, exchange line-up card, discuss ground rules, time limits, run limits, mercy rules, etc.

Reminders about – no defensive coaches on the field, asking for time-outs, keeping the game moving, warming up pitchers in advance, making sure catchers are ready for start of each inning, making sure warm up catchers are wearing a mask.

### **Basic Responsibilities of the Plate Umpire:**

All balls and strikes. All calls or plays at home.

All catch/no-catch for fly balls to the infield and outfield (unless the base umpire goes out to make the call)

All foul balls (except beyond the bag on 1<sup>st</sup> base if the base umpire is in A position).

Tag-ups at 3<sup>rd</sup>.

Game management – Keep the game moving. Pitchers should get no more than 8 warm-up pitches between innings. (Call "*Balls in, Two more*" after 6 pitches or 1 minute.)

### **Basic Responsibilities of the Base Umpire:**

All calls or plays at 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>. (Unless you go out.)

Foul balls beyond 1<sup>st</sup> base (only when in the A position).

Check swings.

Pick-off plays

Tag-ups at 1<sup>st</sup> and 2<sup>nd</sup>.