

2022 T-Ball Umpire Clinic

Who Can Umpire T-Ball?

Anyone who attends the Umpire Clinic and is at least 7 years old can umpire. Preference is given to SVLL registered players in the Rookies, Minors and Majors, then siblings or adults.

Payment

T-Ball and Blast Ball umpires are paid \$5.00 per game. Report to the concession stand immediately after the game for payment. If the concession is closed you will be paid the next time they are open. If a game is cancelled while in-progress or at game time due to rain, the umpire will still get paid. If a game is cancelled and you are notified in advance and are not required to go to the field, you will not be paid.

Schedule

T-Ball games only require one umpire. Individual youth umpires that have registered with the T-Ball division Umpire Coordinator will be assigned games through TeamSnap. If umpires are unable to attend a game please send a message to the T-Ball Umpire coordinator at least 24 hours in advance (or earlier).

Umpire Coordinators: Jeremiah and Alison Cristall, jeremiah.cristall@gmail.com; alison.cristall@gmail.com

Weather – Rain Outs

Umpires are expected to show up at the diamond at least 10 minutes prior to game time in any weather unless the game is cancelled in advance. Quite often, a decision to play or cancel a game due to rain is not made until the last minute. The coaches or T-Ball coordinator will make the decision.

Umpire Uniform and Equipment

T-Ball umpires must wear a SVLL Umpire shirt, a batters helmet (their own), or catcher's mask. The Umpire shirts and catchers masks are available in the score shack at the Main Diamond. Also remember to bring a full water bottle and depending on the weather you may need sunscreen, sunglasses, or a jacket that can be worn underneath your umpire shirt.

Responsibilities and Conduct of the Game

Parents are required to be in attendance whenever Rookies or Minors aged youth are umpiring. If youth umpires or their parents 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.

Safety

Make sure all offensive players are in the dugout (behind the fence) when not at bat or on base.

Watch out for careless "warm-up" swings by the batters. Do not allow warm-up swings anywhere near the catcher, umpire or anyone else.

Remove dropped bats from the plate area when runners are approaching the home plate.

Remove the Tee from the plate when runners are approaching.

Report any safety concerns to the coaches before play continues.

T-Ball Games

T-Ball rules state that no new inning shall start after 40 minutes, so most games last a little over one hour.

Innings end when all players have batted once, regardless of the number of outs.

In the first half of the season there are no outs called during a play. Batters and runners will advance one base on every hit. Runners may not advance on overthrows.

In the second half of the season batters and runners will be called OUT or SAFE by the umpire.

Post-Game Duties

Return all umpire equipment and shirts to the score shack. Make sure the shirts are put back on a hanger and all equipment is neatly stored in its proper place.

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Umpire Responsibilities

- Decisions
 - Calling batted ball Foul if foul
 - Calling runners Out or Safe (Everyone is safe for the first half of the season.)
- Safety
 - Keeping offensive players in their dugout when not at bat or on base
 - Calling the coaches' attention to any careless use of bats
 - Removing dropped bats from plate area when runners are approaching the plate
 - Removing the tee from the plate when runners are approaching the plate.
- Conduct of the game
 - Get the game started; keep it moving
 - Calling batters to bat
 - Starting each play

Umpire Basics

- Starting the game
 - Meet with coaches of both teams at the plate and introduce yourself. Discuss anything you are unsure about, such as OUTS or base running . . . *Can runners try for extra bases on overthrows at first base, and so on?*
- New batter
 - When time for a new batter, wait until the ball is on the tee, then turn to the appropriate dugout, look the batter in the eye and call out "**BATTER UP**" in a BIG LOUD CLEAR VOICE.
- Starting each play
 - When the ball is on the tee and the batter is in position, call out "*Is everybody ready?*" Wait for the fielders to answer. Look and make sure they really are ready...on their feet and looking at the ball. Then call, "**PLAY BALL**".
- Calling each play
 - If the ball goes into foul territory, or does not go beyond the dirt in front of home plate, make the foul sign and call out "**FOUL**" in a loud and clear voice. Ask the batter to step back, and watch that they are not swinging the bat around while the catcher puts the ball back on the tee.
 - If the batter hits the ball into fair territory and a play develops, follow the ball and be prepared to make a call when a play is made. If a play is made, make the appropriate sign and call out either "**SAFE**" or "**OUT**".
 - When no runners are running, end the play by holding up both arms and calling out "Dead ball" or "Play is dead".
- Runners coming home
 - On Last Batter or any time a runner is on 3rd, as soon as the batter has hit a fair ball, step forward and move the tee forward off the plate so that the runners coming home can step on home plate. Remove dropped bat if necessary. Make sure runners touch home plate. If they don't, call them back and remind them to do so. It is important that they learn and practice this.

So in summary:

- MEET the Coaches before the game – Start on Time
- KEEP IT MOVING, Use a BIG LOUD VOICE – *Batter Up – Are You Ready – Play Ball*
- Use your hand signals when calling - FOUL – SAFE – OUT
- Report any dangerous play or inappropriate behaviour to the coaches.
- And have fun!