

## Umpire Pre-Game Instructions

### Arrive at the field

30 MINUTES BEFORE GAME TIME

Make sure you're wearing a cup. (men & women). Make sure you're wearing either an umpire uniform (the kids love this and it does lend some authority) or comfortable, athletic, loose fitting clothing (jeans are OK) and a shirt that will not overheat you. If you have a jacket be sure you can remove it as you may get too warm. Wear comfortable shoes that you can move in and NO cutoffs, flip-flops or sandals, please.

### Find the Gear & Put it On

30 MINUTES BEFORE GAME TIME

Or at least have it ready to put on. Gear is in the scoretowers. You may need to ask a coach to unlock the scoretower doors OR unlock the double doors so you can get a key to the scoretower. Be sure you are wearing the shin guards with the clips on the OUTSIDE, NOT the INSIDE. HOME Team should supply you with at least 2 fresh baseballs (minors) & 3 fresh baseballs (majors)

### LL Safety Check 5 Minute Warning

25 MINUTES BEFORE GAME TIME

Tell both sides that you will be performing a Little League Safety Check in 5 Minutes. Ask them to line-up all of their bats, helmets & catcher's masks against the fence in front of their dugout. When you start your check, you will need to look for Bats or Helmets sticking out of bags. ALL BATS & HELMETS MUST BE CHECKED or REMOVED FROM THE DUGOUT.

### Survey the field

25 MINUTES BEFORE GAME TIME

Clear debris. Make sure the bases are secure. (if not, tell home coach to FIX IT). Chalk lines may or may not have been drawn, so don't worry about them. **Make sure adults are NOT playing catch with children AND MAKE CERTAIN THAT NO CHILD IS PLAYING POSITION OF CATCHER (INCLUDING DURING WARM-UP DRILLS WHERE THEY RECEIVE A BASEBALL) ANYWHERE ON THE FIELD WITHOUT A CATCHER'S HELMET. This is HUGE NO, NO.**

### Little League Safety Check

20 MINUTES BEFORE GAME TIME

You take one side, your partner takes the other.

#### Check Bats & Helmets

- Run your hands along the barrel of each bat and check for MAJOR dents or dings that indicate the bat is not safe.
- Insure that each composite bat displays the USAA stamp
- If a composite bat is terribly out of true or does not display the USAA stamp, tell the coach that it must be removed from the dugout. (there can be penalties later in game, see the book)
- Check wooden bats for cracks. Wooden bats are legal so long as they fit the standard sizes for Little League (review this in the book). Can't use a Fungo or Adult bat.

#### Check Catcher's Mask

- Must have the duckbill throat protector. Must be attached with the velcro or string provided by the manufacturer. Must not be a shoestring or zip tie. *This is for safety & insurance purposes.*

### Plate Meeting - 5 minute warning

10 MINUTES BEFORE GAME TIME

Finish putting on or adjusting your gear. STRETCH! STRETCH! STRETCH! Both legs & hips! Very important to get those joints loosened up to prevent immediate or long-term injury. You'll thank me later! Trust me!

### Plate Meeting

5 MINUTES BEFORE GAME TIME

Call both teams to their dugout, (remove all players from field) Tell both sides, "I need a player & a coach for a Plate Meeting."

Use the LEGS acronym. This should take no longer than 30-60 seconds

- L.** Lineup. Ask to see both lineups, ask if anyone is missing and if they'll show up later. Ask if any they have ineligible pitchers & draw an asterick next to their name. Umps really appreciate this coaches remember to do this.
- E.** Equipment. Ask if equipment is fitted correctly and meets all Little League Safety Rules & Regulations.
- G.** Ground Rules. Remind each coach of the ground rules, if there are any. (Green monster)
- S.** Sportsmanship. Remind each coach/player that this is a fun & safe Little League Game and that Sportsmanship is required. UMPIRES MUST INSIST that we want ONE MINUTE between innings.

### Putting the Ball in Play!

GAME TIME!

Announce that the Plate Meeting is over & call the Home Team onto the field. Give the pitcher one of your baseballs and allow 6-8 warm-up pitchers. Tell the catcher when pitcher has 2 pitches left. Catcher should announce "Coming down on TWO". After the second pitch, catcher throws to 2nd base. 2nd base throws to pitcher and batter is allowed to enter the box. Soon as the batter is ready, (survey the field quickly, look for extra balls, people, dogs, etc) point at the pitcher and call, "PLAY!".