



WELCOME TO  
HOWARD J. LAMADE  
STADIUM

# 2020 LLL Umpire Rules Clinic

Tuesday, February 11, 2020

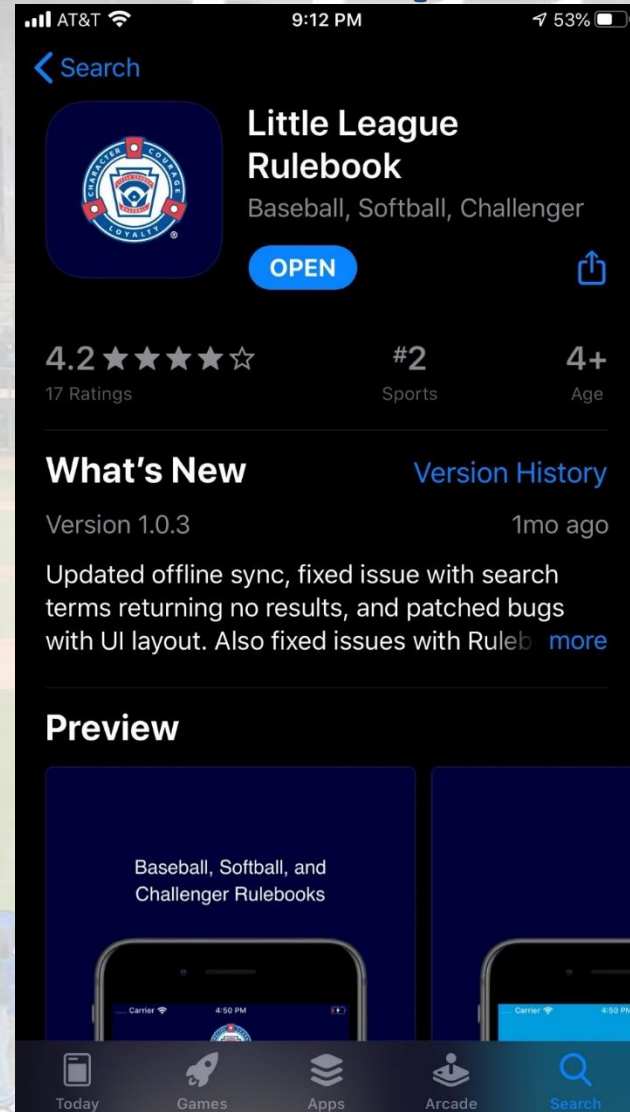
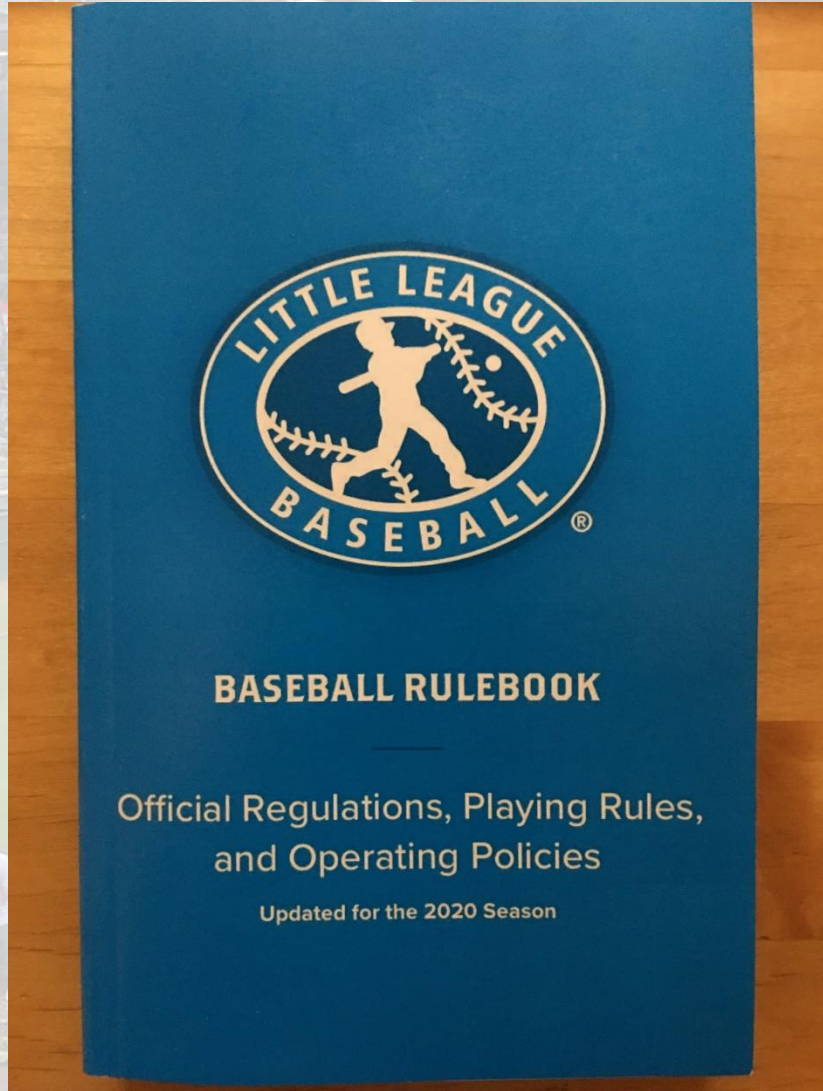
A SELECTION OF IMPORTANT RULES

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LLL LOCAL RULES



# Little League Rule Book (LLRB)



App Store \$1.99



# Mechanics Training Feb. 22 (Saturday)

- Mandatory
- 9am-2pm, we will start promptly at 9am.
- Arrive 8:30am to register.
- Pizza lunch and water will be provided.





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# Bat Rule

- Little League Bat Rule

- Tee-Ball and Farm:

- Must say Tee-Ball, if no USA Baseball mark, must have USA Baseball sticker.
- Cannot use Tee-Ball bat with regular baseballs – Tee-Balls only.

- Minor and Major:

- Non wood bat must have USA Baseball logo permanently marked on bat.
- One piece solid wood bat is allowed, laminate wood bat must have USA Baseball logo
- Use for both **games and practices**.
- Up to 2 5/8" diameter, various lengths.
- **NO USSSA marked or BPF 1.10 or BPF 1.15** bats.

- Intermediate and Juniors:

- USA Baseball bat or BBCOR, 2 5/8" max diameter.

- Seniors and above:

- BBCOR only, 2 5/8" max diameter.



# Helmet Attachments

- Little League rule on c-flap
  - <https://www.littleleague.org/playing-rules/modifying-helmets-with-additional-attachments/>
  - Helmet manufacturer must provide a notice indicating that affixing the protector to the helmet has not voided the helmet's NOCSAE certification.



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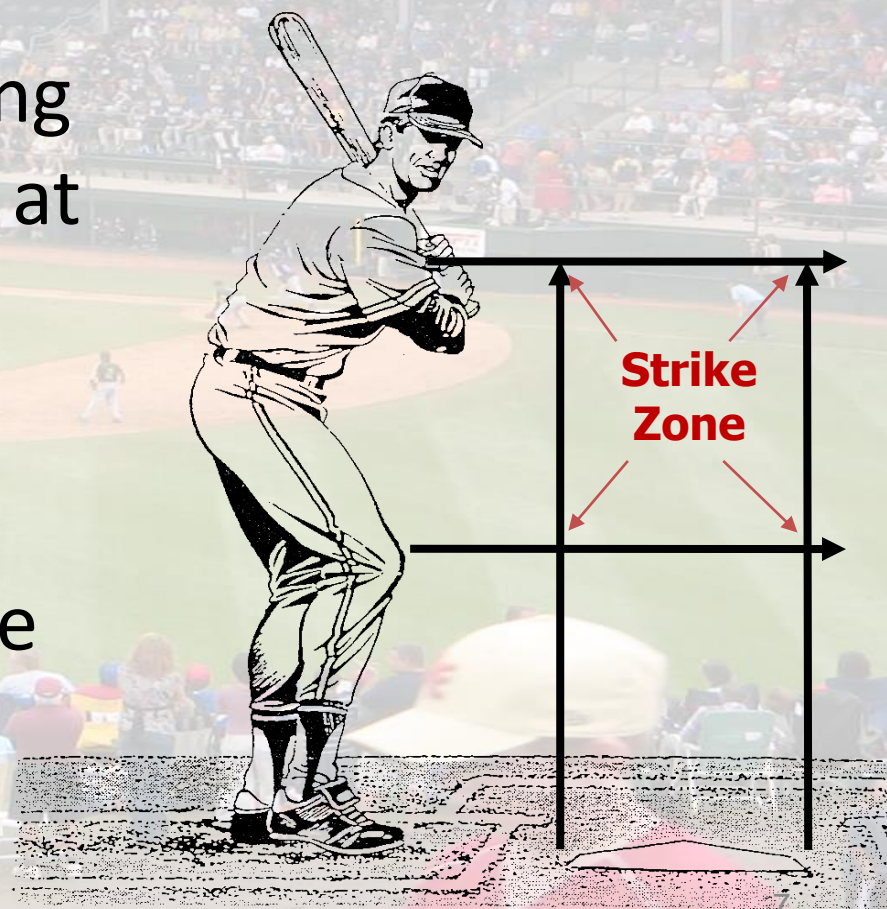
# Rule 2.00 Definitions





## 2.00 The Strike Zone

- Between batter's armpits and the top of the knees at a natural stance.
- Umpire determines the strike zone according to the batter's usual stance when swinging at a pitch.
- The strike zone always remains over home plate, no matter where the batter stands.
- Umpire can ask the batter to step out of the box and take a couple of practice swings to determine his/her usual stance.





## 2.00 A Strike

- Is a legal pitch that:
  - Struck at by the batter and is missed.
  - Any part of the ball passes thru any part of the strike zone.
  - Is fouled by the batter (less than 2 strikes).
  - Is bunted foul (if third strike, batter is out).
  - Touches the batter as he/she strikes at it or in flight in the strike zone.
    - Immediate dead ball.
  - Is a foul tip.
    - This is a live ball.





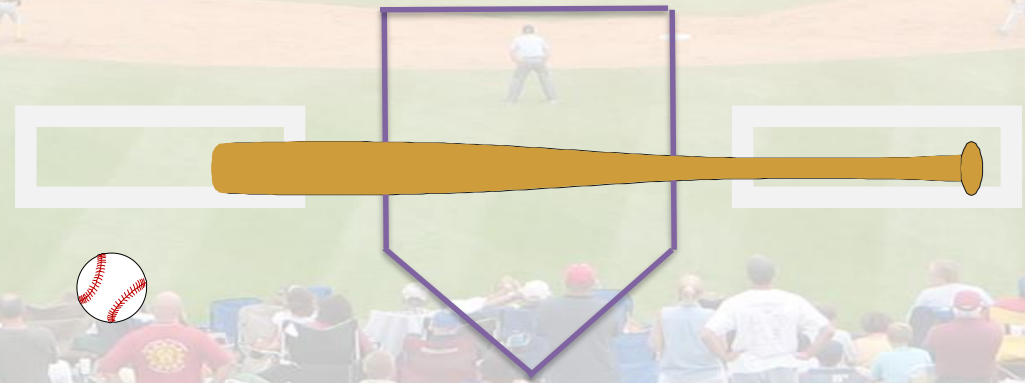
# 2.00 A Ball

- A pitch which does not enter the strike zone in flight and is not struck at by the batter.



# 2.00 A Bunt

- Is a batted ball not swung at, but intentionally met with the bat and tapped slowly.





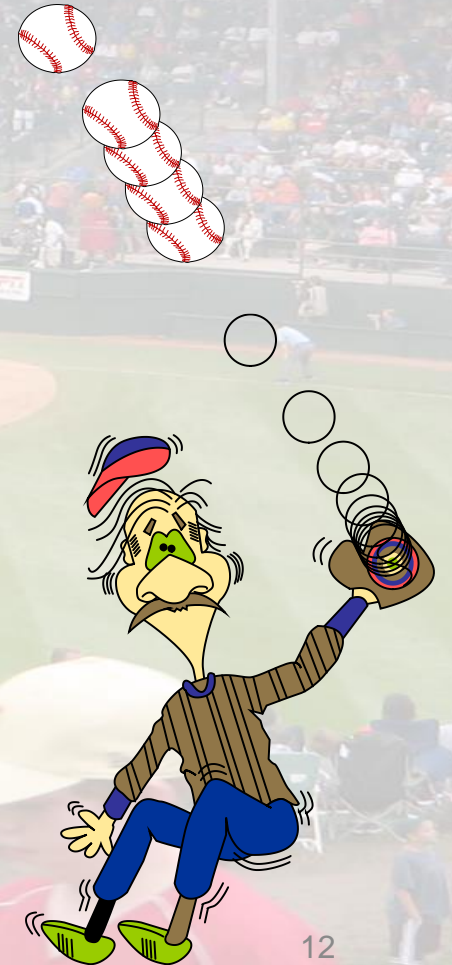
# Balls and Strikes Situations

- If a pitch touches the ground and bounces through the strike zone it is a **ball**.
- If the batter hits such a pitch, it is the same as if the batter hits the ball in flight.
- If a bouncing pitch touches the batter, the batter is awarded first base.
- If the batter swings at a bouncing pitch and misses, it is still a strike.
- In majors and above, if the batter swings at such a pitch after two strikes, misses it, and it is caught by the catcher, it is by definition still a third strike not caught.
- On a bunt:
  - There is no need for the batter to pull the bat back.
  - If the pitch is out of the strike zone it is a ball.
  - The batter must offer at the ball for it to be called a strike (umpire judgement).



## 2.00 A Catch

- Fielder having **secure possession** in the hand or glove of a ball in flight and firmly holding it before it touches the ground.
- Fielder must have **complete control** of the ball and that **release** of the ball is **voluntary and intentional**.





## 2.00 Fair Ball/Foul Ball

- A fair ball is a batted ball that:
  - **Settles** on fair ground between home and first base, or between home and third base.
  - Is on or over fair territory when bouncing to the outfield past first or third base (note: first and third bases are in fair territory).
  - While on or over fair territory touches an umpire or player.
  - While over fair territory, passes out of the playing field in flight.
- Ball is judged according to the **relative position of the ball and the foul line** **NOT** the position of the fielder. Make the call as soon as the ball is touched.



## 2.00 Foul Tip

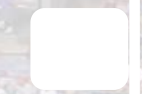
- Is a batted ball that goes **sharp** and **direct** from the bat to the catcher's hand or glove and is legally caught.
- A foul tip is a strike and the ball stays live and in play.
- If a tipped pitch is not caught it is a foul ball.
- It is not a catch if it is a rebound, unless the ball has **first touched** the catcher's glove or hand.
- A foul tip can only be caught by the catcher!





# 2.00 Infield Fly

- A fair fly ball which can be caught by an infielder with **ordinary effort (umpire judgement)**.
- Runners on first and second or bases loaded.
- Less than two outs.
- Runners may take bases at his/her own risk.





## 2.00 Obstruction and Interference

- **Obstruction** is when a fielder impedes a runner.
- **Interference** is everything else.
  - Runner impedes a fielder.
  - Catcher impedes the batter.
  - Spectator impedes a fielder.
  - Coach helps a runner.
  - Umpire gets in the way.





## 2.00 Obstruction

- A fielder who, while **not in possession** of the ball and **not in the act of fielding** a batted ball, impedes the progress of any runner.
- Obstruction can be inadvertent or intentional.
- There doesn't have to be contact for obstruction to be called.
- Obstruction is a judgment call.
- The fielder has the right to the base path to field a batted ball.
- The runner has the right to their base path at all other times.
- The fielder should not obstruct that path unless they have the ball in their possession.



# 2.00 Interference

- **Everything else that's not obstruction.**
- Usually it is an act by the offensive team that interferes with, obstructs, impedes, hinders or confuses a fielder attempting to make a play.
- Can also be defensive (catcher), umpire (plate or base), or spectator.



# Obstruction and Interference Situations

- There is no **must-slide** rules.
  - If defense doesn't have the ball – get out of the way.
  - If defense has the ball – runner can avoid tag, retreat or give up.
- A player does not have to touch the ball to interfere with a fielder.
  - Runner deliberately waits for the ball and jumping over the ball may be called for interference (umpire judgement).
  - Runner screams at the fielder right before he fields the ball.
- Base coach has to help the runner or block the runner for interference.
- Base coach merely touching the runner is not interference.



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# Rule 3.00 Game Preliminaries





## 3.00 Basic Points

- Players, managers and coaches of the participating teams shall not address, or mingle with spectators, nor sit in the stands during a game in which they are engaged.
- Managers or coaches **must not** warm up a pitcher at home plate or in the bullpen or elsewhere at any time. Players **only** shall warm up pitchers.
- Injured players may be permitted in the dugout, but take no part in the game. He or she should, at a minimum, wear a team uniform shirt and hat.
- Players, managers and coaches wearing any type of casts, including soft casts, must remain in the dugout and will not be allowed on the field.
- Little League mandates an adult umpire or an adult game coordinator.



# Adult Game Coordinator

- Every Little League game must have at least one adult umpire. If there is no adult umpire, Little League Rule 9.03(d) applies and one (1) **adult Game Coordinator must be assigned**.

## The Game Coordinator:

- Does **NOT** make calls on the field. The umpires for the game continue to have that responsibility exclusively.
- Must **NOT** be a **manager** or **coach** of either team in the game.
- Can only be Game Coordinator for **one game at a time**.
- Must be included in the pre-game and plate meetings.
- Must remain at the game at all times, including between half-innings, on the playing field and in a position to see all actions.
- Oversees the conduct of all players, managers, coaches and umpires in the game
- Have the authority to **eject** any player, coach, manager or substitute from the playing field for objecting to the decisions of an umpire, for unsportsmanlike conduct or language, or for any reasons per the little league.
- Have the sole ability to judge whether and when to suspend play due to inclement weather or unfit field condition; whether and when play shall be resumed and as to whether and when a game shall be terminated after such suspension.



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# Rule 4.00

## Starting and Ending the Game



## 4.04 Continuous Batting Order

- For majors and below, LLL uses continuous batting order with mandatory play.
- Players must bat in their respective spot in the batting order.
- Players may be entered defensively into the game anytime.
- Players arriving after game start can be inserted into the bottom of the order.
- If a player doesn't feel well, has to leave or gets hurt:
  - Skip over him/her in the batting order and continue with no penalty. If feeling better later then player goes back in the batting order in the same spot.
- If a player is injured while at bat, the next batter takes his/her place and assumes their count.
- If a player is injured while on base, replace with the batter who made last out.





## 4.07 Ejections

- When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled.
- Any manager, coach or player ejected from a game is suspended for the team's next physically played game. There will be a mandatory board hearing.



Who  
Me?



## 4.11 The Game Ends

- After 6 complete innings (7 – upper divisions), or 5½ (6½) innings if the home team is ahead or scores winning run (score all runs if HR).
- If a game is tied after 6 (7) innings, the game continues until either the visitor is winning after a complete inning, or the home team takes the lead in the bottom of an inning.
- When the umpire suspends the game for bad light, weather etc. and it is a legal game, in which case the score reverts to the score at the end of the last complete inning.
- If a game is tied when it is suspended, then it will be resumed at a later date.



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# Rule 5.00

## Putting the Ball into Play





## 5.02 Live & Dead Ball

- After the umpire calls “Play” the ball is alive and in play and remains alive and in play until:
  - The umpire calls “Time”, which could be for a variety of reasons. (Ball is dead).
  - The ball goes out of play by a home run or foul.
- Umpire must put ball into play.





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# LLL Local Rules





# LLL Local Rules – General (Reg. Season)

- OK for relatives to umpire games.
- Min. 11yo for junior umpires.
- A – Team provide umpires.
  - Home team – plate.
  - Away team – base.
  - 1 additional open slot for youth base (training).
- AA – Two opens slots
  - If no plate umpire – home team provides.
  - If no base umpire – away team provides.
  - If two youth umpires – home team provides Game Coordinator.



# LLL Local Rules – General (Reg. Season)

- Keep one foot in the batter's box (exceptions in Green Book).
- No sign stealing – ejection.
- No 15-runs rule.
- Intentional walk – announce before first pitch, add 4 pitches to pitch count.
- Cannot pitch 3 days in a row.
- All suspended games will resume exactly where they left off.
- Majors and above – only 1 mound visit per inning, 2<sup>nd</sup> visit must replace pitcher. Only 2 mound visits per game, 3<sup>rd</sup> visit must replace pitcher.
- No courtesy runners.



# LLL Local Rules Highlights – Majors and Below

- One adult in dugout at all times.
- No swinging bat until time to bat.
- **Minor Division (A-AAA)**
  - Max 5 runs per inning, except last inning as determined by umpire.
  - **LLRB 5.07 – Only one time through the roster per inning, including “last” inning.**
- 10-run rule – losing team shall concede after 3.5 or 4 innings.
- No 15-run rule.
- No Manager or Coach is to be beyond the opening to the furthest dugout door when team is on defense.
- No Buckets/Chairs are allowed outside the dugout in the area of play.





# LLL Local Rules Highlights – Majors and Below

- Pitch count rules are governed by LLRB Regulation VI with the following exception:
  - Pitch count maximums will be reduced by 10 for each age group prior to April 13<sup>th</sup>.
  - Example: 9-10 year olds may throw 75 pitches per LLRB. Prior to this date, 9-10 year olds will have pitch count maximum reduced from 75 to 65.
  - **AA and AAA**
    - **Maximum 3 innings per pitcher during the regular season.**
    - **1 or more pitch in an inning = having pitched in that inning.**
  - **AAA**
    - **Uncaught 3<sup>rd</sup> strike starting April 13<sup>th</sup>.**



# LLL Local Rules – Time Limits

	A	AA	AAA	Majors
Soft stop – no new innings	1h 50m	2h	2h 15m	2h 15m
Hard stop – batter completes at bat	2h	2h 15m	2h 30m	2h 30m

- Continue play if it's last game of the day and score is tied.
- Batter completes at bat if hard stop is reached.
- If hard stop is reached, final score is determined by LLRB based on completed innings.



# LLL Local Rules – Minimum Play

	A	AA	AAA	Majors
Minimum <b>defensive</b> innings per game	4	4	4	3
Minimum <b>infield</b> innings per game	2	2	1	1
Minimum <b>outfield</b> innings per game	1	1	1	N/A

Exception: Games called due to time limit, weather, etc. ending play of an official game before all 6 innings are completed.



# LLL Local Rules Highlights – A

- Home team provides plate umpire, visitor provides base umpire.
- Coach pitch.
  - Overhand pitch, standing or kneeling, >30 ft. from home plate.
  - Must not interfere verbally or physically with play.
  - If batted ball touches coach pitcher – **NO PITCH** dead ball.
  - Player “pitcher” shall be 3 ft. to the left, right, or behind the pitching mound.
  - Player is allowed up to **7 pitches**. Continue if the last pitch is fouled.
  - No free base if hit by coach pitch.
- No walks, no called strikes, no extra bases on overthrow.
- No bunts, no infield fly.
- Max 4 adults, one must be in dugout at all times.
- Manager ensures each player satisfies minimum play.



# LLL Local Rules Highlights – A

- Advancing bases:
  - On a ball batted to the outfield, runners may continue to advance until the ball is returned to the infield or touches a player standing on the infield. Returned to the infield is defined as contact with dirt, fence, or player standing on infield.
  - Once the ball is returned to the infield, runners may only continue to the next base if they are in the process of advancing when the ball is returned to the infield. The runner is at risk and can be put out both while advancing or retreating to a base.



# LLL Local Rules Highlights – AA

- Player pitch.
  - Max **two walks** in any inning, if third walk, coach completes that at bat. Player pitches to next batter.
  - Coach pitch.
    - Umpire calls balls/strikes, up to total of **8 pitches**, unless last pitch is foul.
    - Must not interfere verbally or physically with play.
    - If batted ball touches coach pitcher – NO PITCH dead ball.
    - Player pitcher shall be 3 ft. to the left, right, or behind the pitching mound.
    - No free base if hit by coach pitch.
  - Player and coach pitch from pitching rubber.
- Bunting is allowed.
- No infield fly.
- Max 4 adults, one must be in dugout at all times.
- Manager ensures each player satisfies minimum play.



# LLL Local Rules Highlights – AA

- Advancing bases.
  - The ball is “dead” when the catcher has thrown the ball back to the pitcher.
  - Batter is out on uncaught 3<sup>rd</sup> strike, but runners can steal at own risk.
  - **On an overthrow, players may not advance more than 2 bases beyond his last legally acquired base when the overthrow is initiated, regardless of number of overthrows per play.**
    - An overthrow is defined as an attempt to make a play on a runner that results in an error or errant throw.
    - Runners advance at his own risk.
  - An errant throw to a player that is not an attempt to retire a runner is not an overthrow.
  - **No scoring on overthrow at 3<sup>rd</sup> base unless 3<sup>rd</sup> base is occupied.**
  - Once all runners have advanced the maximum allowed, the ball is considered dead.
  - No extra bases on an overthrow from the catcher to second base on a base-stealing attempt.
- Continuation play is **NOT** allowed.



# LLL Local Rules Highlights – AA

- Scoring runs.
  - Runners must be **BATTED IN**. A runner cannot score by advancing on a play that was not initiated by a batted ball.
    - Exception – bases loaded hit-by-pitch.
  - A run **CANNOT** be driven in by a bases-loaded walk. In this case, the coach will pitch to complete the at-bat.
  - Runners may score on an overthrow unless overthrow occurs at 3<sup>rd</sup> base.





# LLL Local Rules Highlights – AAA

- Infield fly is in effect.
- Max 3 adults, one must be in dugout at all times.
- Batter is out on uncaught 3<sup>rd</sup> strike, but runners may steal at own risk.
- Manager ensures each player satisfies minimum play.
- Continuation play is allowed.



# LLL Local Rules Highlights – Major

- No run limits per inning.
- Max 3 adults, one must be in dugout at all times.
- Uncaught 3<sup>rd</sup> strike is in effect.
- Manager ensures each player satisfies minimum play.
- Continuation play is allowed.



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# Rule 6.00 The Batter

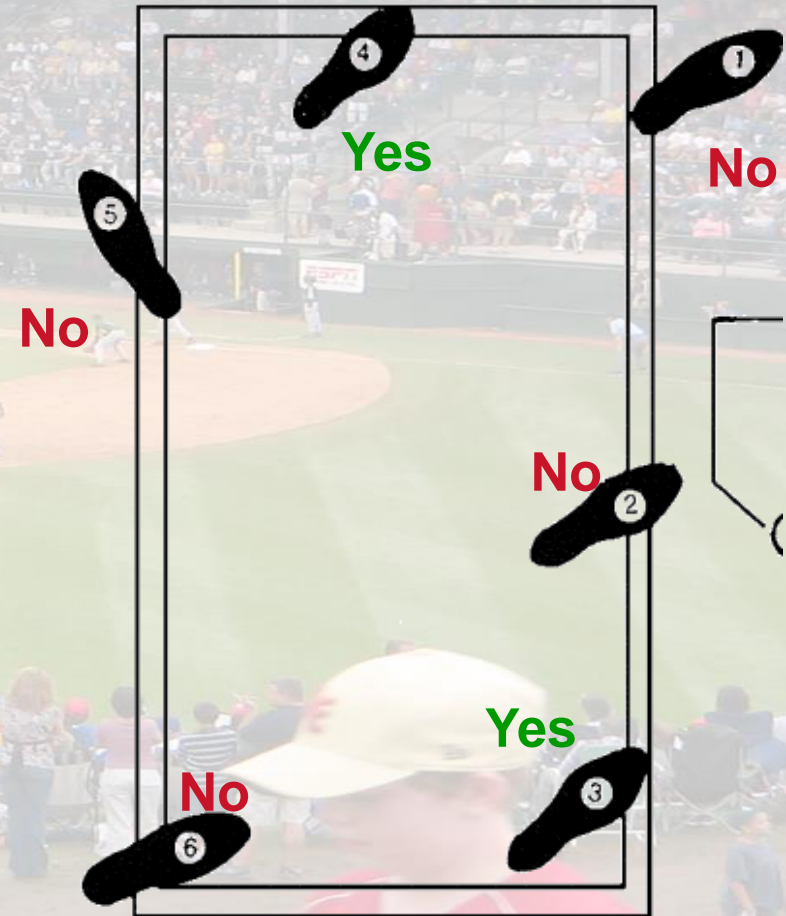




# 6.03 Batter's Position

- The batters shall have both feet completely within the batter's box (the lines defining the box are part of the batter's box).
- There is no penalty for this, simply don't allow play until the batter's feet are within the batter's box.
- Umpire may re-draw batter's box if necessary.

Are these in?





# 6.02(b) Batter's Position

- The batter shall not leave his/her position in the batter's box after the pitcher comes to the Set Position, or starts his windup.





## 6.02(c) Batter's Position

- Once in the batter's box, the batter must remain in the box with at least one foot throughout the at bat.
- Penalty: The umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike (no pitch has to be thrown). Any number of strikes can be called on each batter.
  - Minor/Major: the ball is dead, and no runners may advance.
  - Upper Divisions: the ball is live.
  - Exceptions if the following takes the batter out of the box:
    - Swing, slap, or check swing / forced out of the box by a pitch / attempting a "drag bunt" /
    - When the catcher does not catch the pitched ball / when a play has been attempted / when time has been called / when the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball / when the catcher leaves the catcher's box / on a three ball count pitch that is a strike that the batter thinks is a ball.



## 6.05(e) Hit when Swinging

- Rule 2.00 (e) it is a strike if a legal pitch touches the batter's person as the batter strikes at it and 6.05(e) a batter is out when that batter attempts to hit a third strike and is touched by the ball.
- The ball becomes dead immediately.
- Not out if attempting to avoid the pitch and bat happens to come round.
- This includes the hands, which are part of the body **NOT** part of the bat.





## 6.05 A Batter is Out when

- A **fair ball** touches the batter before touching a fielder.
- If the batter is in the batters box when hit with the fair batted ball, the ball is ruled foul. Give the batter a step and a half to get out of the box.





## 6.05 A Batter is Out when

- After hitting or bunting a foul ball, the batter-runner intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance.
- If unintentional, the batter is not out, but the ball is foul.
- Umpire judgement.



## 6.05 A Batter is Out when

- After hitting or bunting a **fair ball**, the bat hits the ball a second time. The ball is dead and runners return.
- However, If the batter drops the bat and the ball rolls against it (and there was no intention to interfere with the course of the ball) the ball is live and in play.
- Guidelines:
  - Bat hits the ball, runner is out.
  - Ball hits the bat, all OK.
- Umpire judgement.



## 6.05 A Batter is Out when

- In running the last half of the base path to first base, the batter runner runs outside the three foot line, or inside the foul line, and in the umpire's judgment interferes with the fielder taking the throw at first base.
- The interference is with the fielder taking the catch **NOT** the catcher making the throw. A reasonably **catchable** throw must be made.
- Exception – runner needs to avoid fielder attempting to field the ball.
- The lines are part of the running lane.
- Inside and outside means one foot inside or outside.



# 6.06 Batter Out for Illegal Action

- Hitting the ball with one or both feet on the **ground** entirely outside the batter's box, regardless of whether the ball is batted **fair** or **foul**. The ball is dead immediately.

**NOT OK**



**OK**





## 6.07 Batting Out of Turn

- Score keeping may **NOT** advise umpire of batting out of turn.
- If **appealed** before completing at bat:
  - Replace with correct batter and assume count.
- If **appealed** after an at bat, but before next pitch:
  - Correct batter is out.
  - Runners return if advanced.
  - Next batter in lineup after correct batter is up.
- If **appealed** after an at bat, but after next pitch:
  - Incorrect batter is now legal.
  - Next batter in lineup after incorrect batter is up.



## 6.08(a) (2) Intentional Walk

- **Minor/Major Division:** Prior to a pitch being thrown, the defense elects to “Intentionally Walk” the batter by announcing such decision to the plate umpire.
- The manager must request and be granted “time” by the umpire and then inform the umpire of the defense’s intent to walk the batter.
- The ball is dead and no other runners may advance unless forced by the batter’s award. **Four (4) pitches** will be added to the pitch count.



## 6.08(b) Batter Hit by Pitch

- The ball is dead and the batter is entitled to first base without liability to be put out unless:
  - The pitch is in the strike zone when it touches the batter, in which case it is a strike. Batter is out if it's the third strike.
  - The pitch is a ball and the batter makes no attempt to avoid being touched by the pitch, in which case it is called a bal.
- Runners may not advance unless forced to do so (dead ball).



## 6.08 Catcher's Interference

- The batter gets first base when the catcher or any fielder interferes with the batter.
- If a play follows the interference, the manager of the offense may decline the interference penalty and accept the play.
- There will be no interference when the batter reaches first base on a hit, error, a base on balls, a hit batter, or otherwise **AND** all other runners advance at least one base. The play proceeds without reference to the interference.





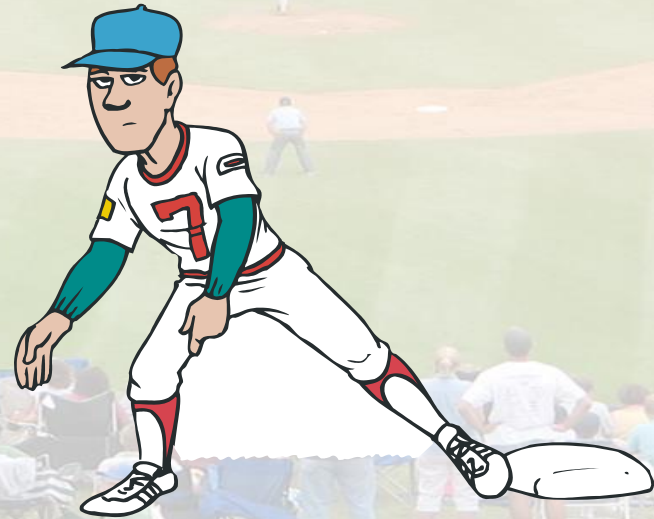
## 6.09 Batter Becomes a Runner

- The batter and runners get two bases when:
  - A fair ball passes through or under a fence, or through or under a scoreboard, or through or under shrubbery or vines on the fence.
  - When a bouncing ball is deflected by the fielder into the stands, or over or under a fence in fair or foul territory.
  - When a fair fly ball is deflected by the fielder into the stands, or over the fence into foul territory.
- When a fair fly ball is deflected by the fielder into the stands or over the fence in fair territory. The batter shall be entitled to a **home run** (the Canseco play).



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# Rule 7.00 The Runner





## 7.02 & 7.03 On the Bases

- A runner shall touch first, second, third and home base in that order. If forced to return, the runner shall retouch all bases in reverse order, unless the ball is dead. If a runner misses a base, this is an appeal play.
- If, while the ball is alive, the lead runner and following runner are both touching a base then the **following runner shall be out** when tagged unless the following runner **is forced** to be there then the lead runner shall be out when tagged or a player with the ball touches the next base.
- Not automatic out. Must be tagged.



## 7.05 Detached Equipment

- A player cannot **deliberately** touch a **fair** ball with a cap, mask, or any part of his uniform detached from its proper place. This includes a thrown glove which **touches** the ball.
- Penalty award:
  - Home run if a batted ball would have been a home run.
  - Three bases if a batted ball.
  - Two bases if a thrown ball.
- The ball remains **live** and the batter/runner or runners may advance beyond the award at their peril.



# 7.05 Ball Out of Play

- If a pitched ball, fair batted ball, or a thrown ball bounces or is deflected out of play.
- Ball is dead:
  - **One base** award if a pitch.
  - **Two base** award if a fair batted ball and thrown by a fielder.
    - from where the runners were when the throw was made.
    - from where the runners were when the pitch was made if it's first play by infielder.



# 7.08(a) Outside the Baseline

- Runner is out if running more than 3 feet away from his/her baseline to avoid being tagged.
  - Only applies if a tag is being made.
  - Baseline is established as between the runner and the base at the time of the tag (The baseline is **NOT** the line between the bases).
  - 3 feet is usually considered to be a small step and an arms length in majors and below.



## 7.08(c)(j) Tagging Batter Runner

- Runner is out if tagged while off the base if ball is alive.
  - Batter/runner cannot be tagged out if overrunning 1<sup>st</sup> base as long as he/she returns immediately to the base. (Umpire judgement.)
- Runner is at risk if they make a **move** toward 2<sup>nd</sup> base or return toward the dugout.
- Runner does **NOT** have to turn right to return to 1<sup>st</sup>, though it is advised.
- You can still have a **move** even after turning right.



## 7.13 Runner Leaving Early

- Runners shall not leave their base when:
  - The pitcher is in contact with the pitcher's plate, and
  - In possession of the ball, and
  - The catcher is in the catcher's box ready to receive delivery of the ball, and
  - **Until** the ball has been delivered and **has reached the batter**.
- The catcher does not have to be in the squat position, just his/her mask and glove on and be facing the pitcher.
- If a batter/runner rounds first and keeps going, without any pause, then is considered **continuation play** and **OK** even if the above conditions are met.





## 7.13 Runner Leaving Early

- If a runner leaves early (single runner) they go back:
  - Play is allowed to continue until completion.
  - If out is made on the runner then out stands.
  - If runner reaches base safely then he/she is returned to their original base (or as close as you can get if batter forces them).
- One runner leaving early affects all the runners.
  - Play is allowed to continue until completion.
  - If any outs are made then those outs stand.
  - Any runners reaching bases safely are returned to their original bases (or as close as you can get).
- If there is a bunt or a hit to the infield, and a runner leaves early, then no run shall be allowed to score. (Poof! Play)



# Rule 9.00 – The Umpire

- Each umpire:
  - Is authorized and required to enforce the rules.
  - Can order players, coaches, managers, officials to refrain from anything which affects them doing their job.
  - Can disqualify players, coaches, managers for objecting to decisions or for unsportsmanlike conduct or language.
  - Can disqualify anyone else from the playing field.
  - Can order players into their dugouts and suspend play until league officials deal with unruly spectators.
- Rule 9.01(c). Each umpire has authority to rule on any point not specifically covered in these rules (particularly with regard to safety).



# Rule 9.00 – The Umpire

- Umpire calls:
  - If a decision may be in conflict with the rules, a manager may appeal it.
  - Judgement calls cannot be questioned or appealed.
  - If appealed, an umpire may ask another umpire for information before making a final decision.
  - Appeals should be made to the umpire who made the decision.
  - If appeals to junior umpire, an adult umpire or game coordinator must be present.
  - Game coordinator does not make calls. Umpires (junior or adult) make calls.
- Resist the frequent requests to check with a partner.
- **Cannot** argue balls and strikes – should **never** be tolerated
- **No umpire may overrule another umpire on a judgment call! Regardless of experience. EVER!!**





WELCOME TO  
HOWARD J. LAHADE  
STADIUM

## Lastly...

- Adult umpires – 12 games, refund 1 child's league fee.
- Youth umpires – min 11 yo, pay based on level and position.
- Umpire equipment – opening day.
- If unsure – contact Umpire Dev. or UIC – we'll do a game with you.
- Check out our website – YouTube videos, FAQ, Local Rules, etc.



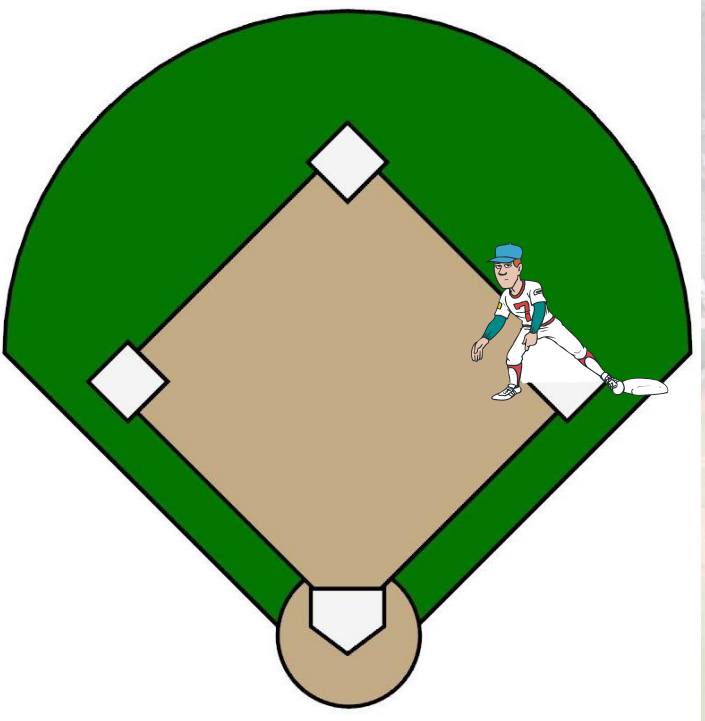
WELCOME TO  
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# Fun Quiz





# Question 1



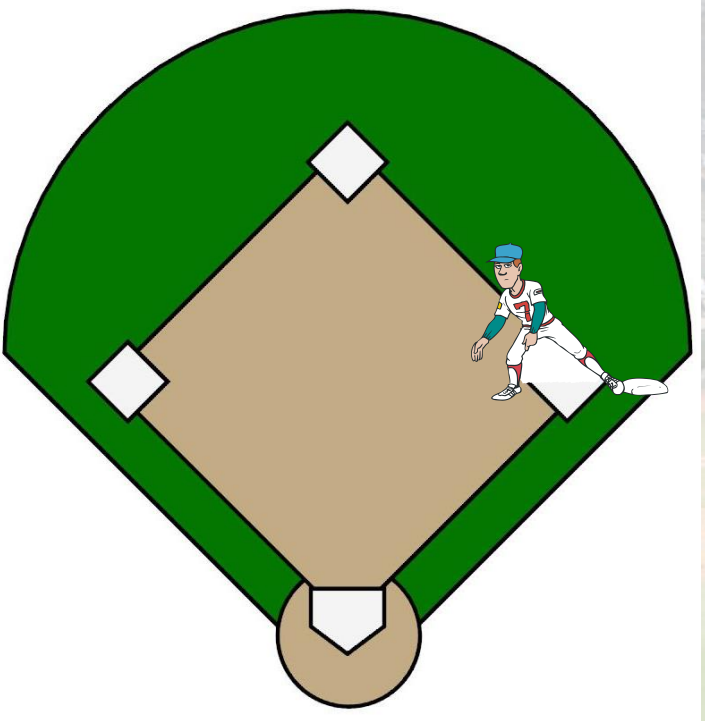
2 balls, 2 strikes, no out, Runner on 1<sup>st</sup>

R1 attempts to steal 2<sup>nd</sup> when the batter swings at strike 3 and is hit by the pitch.

1. BR gets 1<sup>st</sup>, R1 to 2<sup>nd</sup>, ball is dead
2. BR is out, R1 steals 2<sup>nd</sup>, ball is live
3. BR is out, R1 goes back to 1<sup>st</sup>, ball is dead



# Question 2



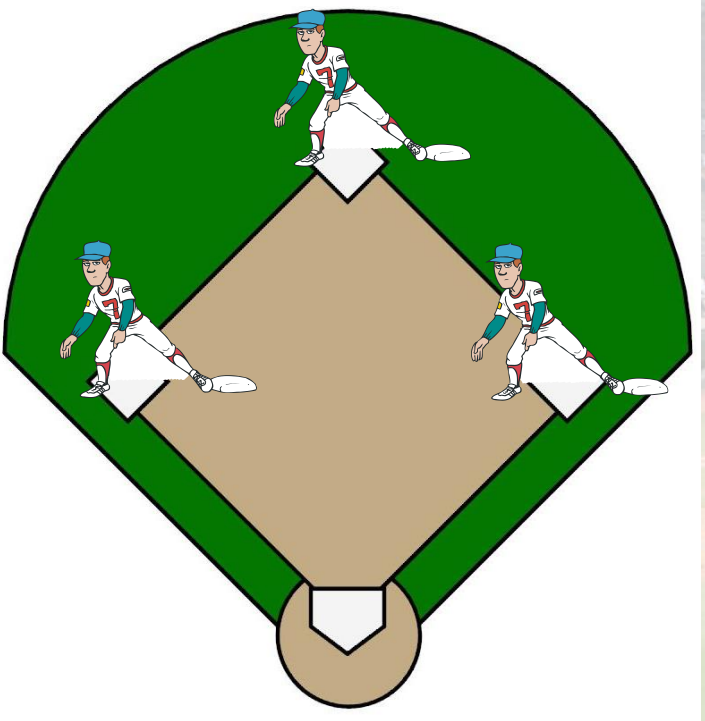
R1 on 1<sup>st</sup>. 1<sup>st</sup> baseman is in front of 1<sup>st</sup> base.

Batter hits a sharp grounder which goes by 1<sup>st</sup> baseman and hits R1 while he is standing on 1<sup>st</sup> base.

- 1. R1 is out, ball is live
- 2. R1 is out, ball is dead, all runners return, BR goes to 1<sup>st</sup>
- 3. R1 is not out, ball is live
- 4. R1 is not out, ball is dead, R1 to 2<sup>nd</sup>, BR to 1<sup>st</sup>



# Question 3



No balls, no strikes, 1 out, bases loaded

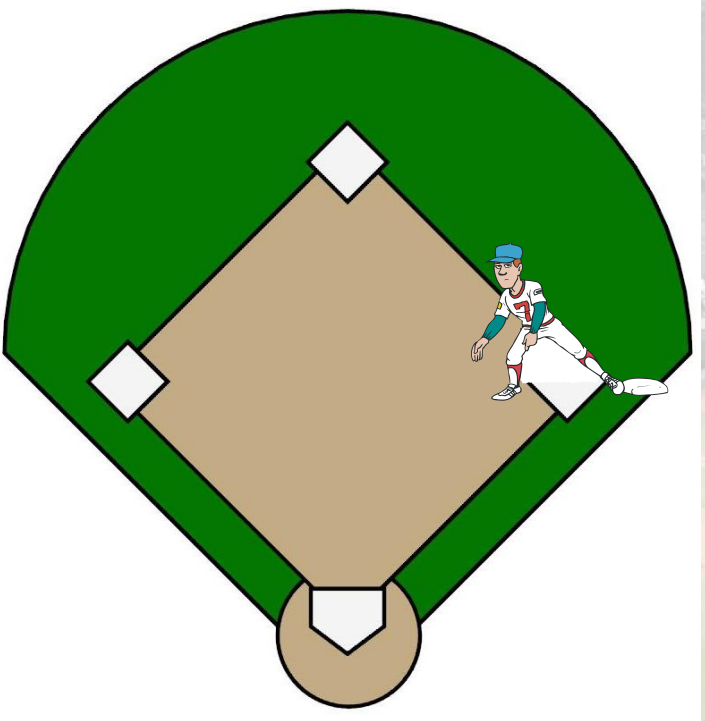
Batter bunts a fly ball in the infield.

- 1. Infield fly, batter is out
- 2. No infield fly





# Question 4



No balls, no strikes, 2 outs, R1

Grounder to SS, who overthrows into the stands.  
R1 is not at 2<sup>nd</sup> at the time of the throw.

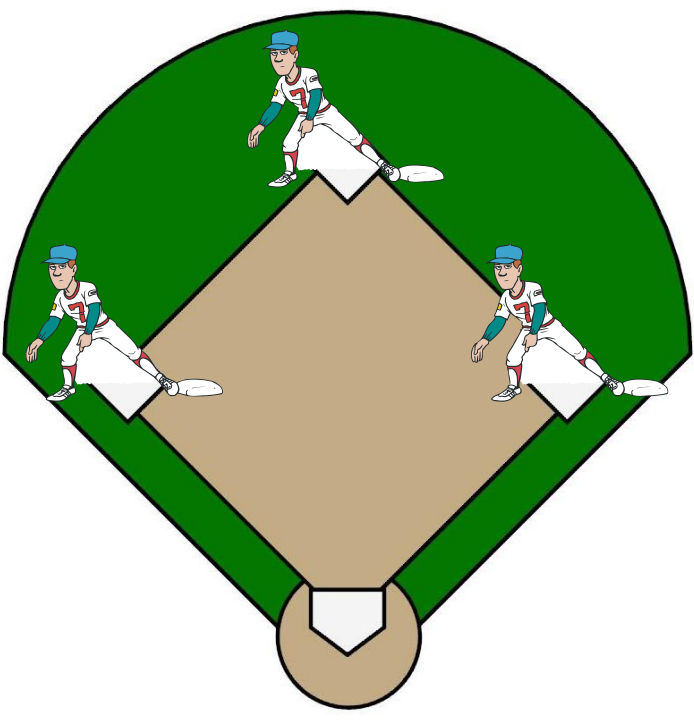
2. BR to 2<sup>nd</sup>, R1 to 3<sup>rd</sup>

1. BR to 1<sup>st</sup>, R1 to 2<sup>nd</sup>

3. BR to 1<sup>st</sup>, R1 to 3<sup>rd</sup>



## Question 5

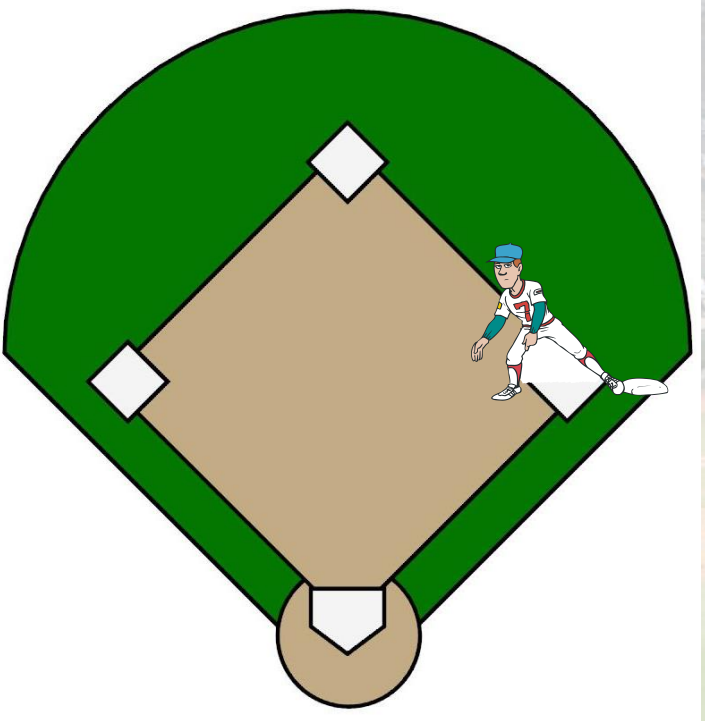


Bases loaded. Batting order B1, B2, B3, B4. B2 is supposed to be up, but B3 comes up to bat. 1<sup>st</sup> pitch is passed ball, all runners advance scoring R3. B3 then hits a clean double, scoring 2 more. Defense appeals that B3 batted out of order before next play.

1. B3 is out, B2 is up. Runners advance due to passed ball, but double is nullified. One run total scores.
2. B2 is out, B3 is up. Runners advance due to passed ball, but double is nullified. One run total scores.
3. B3 is out, B2 is up. All plays nullified. No runs score, all runners return.
4. B2 is out, B3 is up. All plays nullified. No runs score, all runners return.



# Question 6



Runner on 1<sup>st</sup>.

Batter hits a slow roller down 3<sup>rd</sup> base line. R1 was off running and ran past 2<sup>nd</sup> base when the 3<sup>rd</sup> baseman throws the ball over 1<sup>st</sup> baseman's head into the stands.

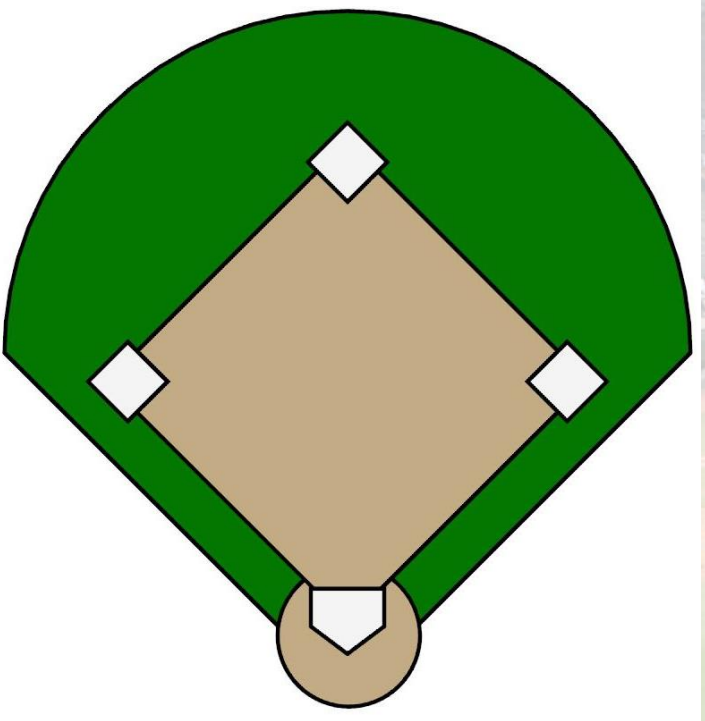
1. R1 to 3<sup>rd</sup>, BR to 2<sup>nd</sup>

2. R1 scores, BR to 3<sup>rd</sup>

3. R1 scores, BR to 2<sup>nd</sup>



# Question 7



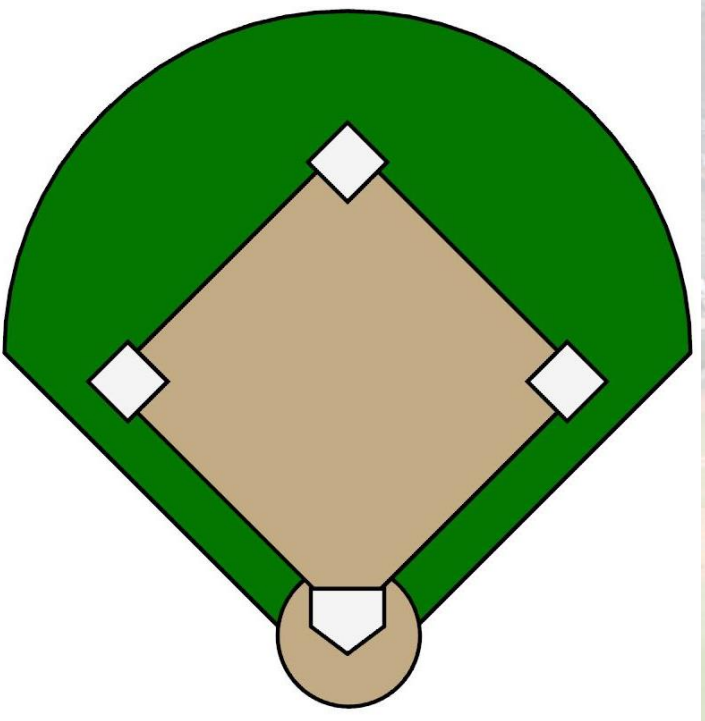
Batter hits a slow roller down 1<sup>st</sup> base line. First baseman comes down the line to field the ball while the BR is in the 3 foot running lane. The first baseman has to avoid the BR to field the ball. BR makes it to first safely.

1. BR is safe.

2. BR is out.



# Question 8

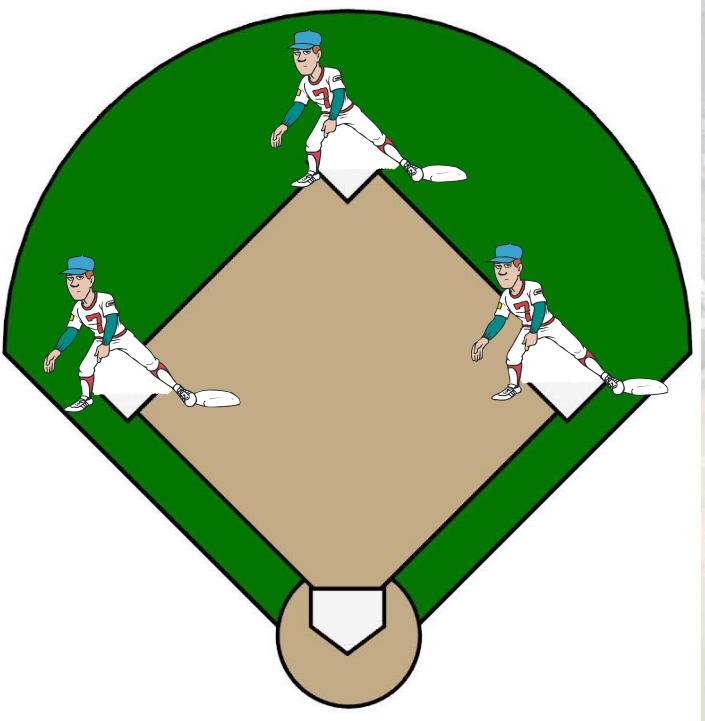


B3 is scheduled to bat, but instead B4 hits a single. B6 then comes up and takes ball 1. Defense asks for “Time” and umpire grants it. Defense tells the umpire something is wrong.

1. B3 is out, B4 removed from base and takes the batter’s box, count 1-0.
2. B3 is out, B4 removed from base. B5 takes the batter’s box, count 1-0.
3. Nobody out, B4 takes batter’s box, count 1-0.
4. Nobody out, B5 takes batter’s box, count 1-0.



# Question 9



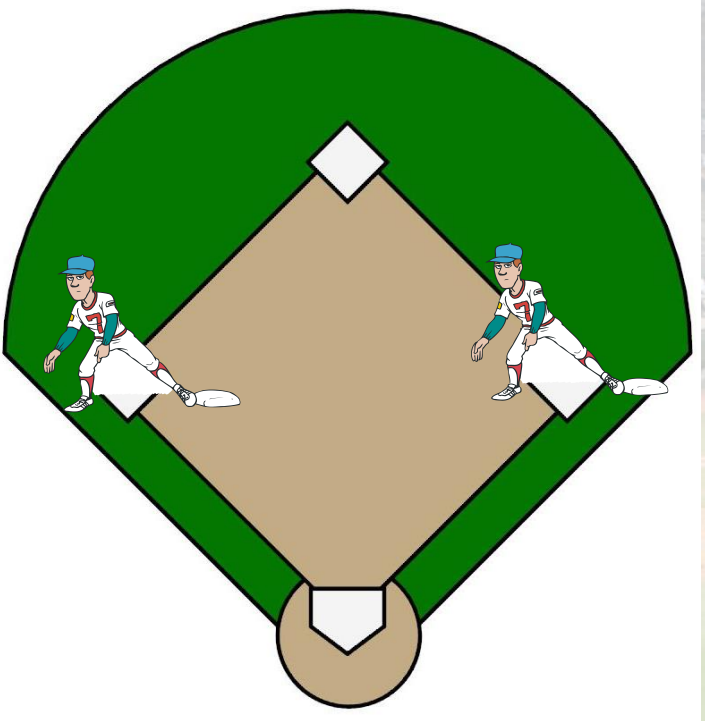
No balls, no strikes. 1 out. Bases loaded. Batter hits a line drive down 1<sup>st</sup> base line. R2 and R3 score. R1 is thrown out at the plate. Defense properly appeals BR never touched 1<sup>st</sup> base.

1. 3 outs, no runs score

2. 3 outs, 2 runs score



# Question 10



No balls, no strikes, 1 out. Runners on 1<sup>st</sup> and 3<sup>rd</sup>. Batter hits a fly ball to right field. R1 goes almost all the way to 2<sup>nd</sup>. Right fielder makes a great catch and throws the ball to 1<sup>st</sup> baseman for an out after R3 has already crossed the plate.

- 1. 3 outs, R3 scores.
- 2. 3 outs, R3 does not score.



# Questions?

- Steve Kwan – [umpiredev@livermorelittleleague.com](mailto:umpiredev@livermorelittleleague.com)
- Umpire webpage - <http://www.livermorelittleleague.com/Default.aspx?tabid=1948798>

