

PREGAME PREPARATION

Pre-game with Partners

1. Time of line-up card exchange
2. Equipment Check
3. Unusual ground rules or related field problems
4. Recent experience with either team
5. Unusual conference, league, tournament rules
6. Rotation – when will plate umpire rotate to 3rd or 1st
7. Review umpire communication signals
8. Fair and foul ball responsibilities
9. Outfield catch – no catch responsibility
10. Base umpire goes out, stay out.
11. Overthrow coverage, foul fly responsibility near dugouts
12. Runners touching and tagging up at
 - * First Base
 - * Second Base
 - * Third Base
13. Run Down (1st-2nd, 2nd-3rd, 3rd-home)
14. Infield fly duties
15. Putting the ball back in play
16. Check swings
17. Handling arguments and ejections
18. Field exit

Pre-game with Coaches

1. Introductions of umpires/managers
2. Review Line-up cards
3. Grounds Rules
4. 5/10 run rule
5. All items remain in dugouts
6. Pace of Game
7. Problems should only be discussed with managers
8. Everyone properly equipped
9. No Jewelry
10. Backup player for pitcher warming up
11. Any questions

2 Man PRE-GAME CHECK LIST

1 PRE-ARRIVAL @ GAME SITE

- A. Both officials contact school day before game
- B. Contact partner day before game
- C. Contact partner day of game
- D. Arrive @ game site at least 30 minutes prior to game time

- E. Check in with Coach or Manager
- F. Locate your partner
- G. Take Field no less than 15 Minutes prior to start time

- H. Take care of vouchers etc.

2 PRE-GAME CHECKLIST

- A. Coverage
 - 1 Fly Balls - Routine & Trouble
 - 2 Tag Ups
 - 3 Pop-ups, Infield Fly
 - 4 Infield Line Drives
 - 5 Steals
 - 6 Fair / Foul
 - 7 Dead Ball Areas / Overthrows
- B. Getting Help
 - 1 Checked Swing
 - 2 Pulled Foot / Swipe Tag
 - 3 Foul Ball in Batters Box
 - 4 Dropped 3rd Strike
- C. Record Keeping
 - 1 Conferences
 - 2 Courtesy Runners
 - 3 Ejection / Suspension Reports
- D. Miscellaneous
 - 1 Signals
 - 2 Confrontations
 - 3 Unusual Situations
 - 4 Weather

3 PRE-GAME DUTIES

- A. Inspect Bats / Batting Helmets / Catchers Helmets
- B. Inspect Field Conditions
- C. Monitor Warm-ups

4 PRE-GAME CONFERENCE WITH COACHES

- A. Introduce Yourselfs
- B. Inspect Line-up Cards (UIC)
 - 1 Inspect Home Teams Card First
 - 2 Copy To Visitor & UIC
 - 3 Inspect Visitor's Card
 - 4 Copy To Home and UIC
- C. Ground Rules
 - 1 Ask Home Coach
 - 2 On Neutral Site: UIC or Site Manager
 - 3 To Both Coaches: "Are all players properly Equipped"
 - 4 New Rules (Early in Season)
 - 5 Dugouts - Loose Equipment

The pre-game plate conference with the coach/manager and often player will cover different aspects of the game depending on the level of play. Normally it will cover at least these topics:

- Introductions (self/partner) to each manager\coach
- Collect/review/confirm and distribute the final lineups (TOC/AllStars)
- Playing field ground rules

Player/Coach Ground Rules and Expectations: A few words spoken in pre-game can avoid many misunderstandings during the course of a game. For example in a youth level game you might include:

- Players
 - no throwing of helmets or bats! (automatic game ejection)
 - collisions will not be tolerated, let us call the obstruction
 - helmets must be worn at all times for all offensive players on the field
 - no jewelry (except for Medical Alert)
 - hustle on and off the field. Don't delay the game!
- Coaches
 - Are your players properly and safely equipped to play Little League Baseball – Coaches responsible for your players and their proper equipment
 - No arguing the judgment calls of umpires. (Safe,outs,ball,strikes, etc.)
 - Do not leave the dugout until a proper time-out is called.
 - Trash talking is not appreciated and the coach is responsible for eliminating it before the umpire does.