

Umpire's Notes

The "Four F's"

- Fun
- Fair Play
- Fundamental Skills
- Family Involvement

Green Shirt Program

TBA WA Accredited Course for TeeBall Umpires

All participants who successfully pass the Practical Training Course receive a Level 1 Umpire's Cap & Shirt

There will be NO TOLERANCE towards harassment of Umpires.

SAFETY

Safety is paramount

You are the Chief Official of that game and so you have a Duty of Care. Simply means being aware of the potential for things to go wrong & minimise the risk. You have the responsibility to maintain a safe environment during games, ie field inspection

ATTITUDE

Don't have an attitude.

Good Umpires are determined as much by their attitude as by their knowledge of the rules

Be respectful and friendly, make sure the game revolves around the players not the umpires or coaches, be willing to listen and learn

CONFLICT RESOLUTION

Do not get involved in arguments with coaches, parents or each other!

Keep calm, go via the coach, make sure you approach the coach (don't beckon them to you), don't hold up the game, last resort – eject

DRESS CODE

Wear comfortable & practical clothing with jogger style shoes. Anyone on the field **MUST** wear enclosed shoes ***including scorers***

Be FAIR (Friendly, Attentive, Impartial, Respectful)

PERSONAL WELLBEING

Be mindful of yourself, Drink water, Slip, Slop Slap, etc

SIGNALS

Umpires MUST use signals no matter how loud your voice may be

- Time
 - o Most controversial, use this EVERY time you wish to stop play
- Safe
 - o Base Umpire covers 1st & 2nd
 - o Plate Umpire covers 3rd & Home
- Out
 - o Yank the chain
- Home Run
 - o Used by all
- Pass Ball / Dead Ball
 - o Not for U7's
- Obstruction
 - o Not for U7's

POSITIONING

- Plate Umpire
 - o 3rd & Home
- Base Umpire
 - o 1st & 2nd
- Neither can overrule the other!
- Collaborate!

DUTIES

Plate Umpire

- As soon as the ball is hit, pick up the Tee & move it!
- Fold it & Hold it
- If you feel the bat is in the way, kick it out of the way DO NOT BEND DOWN TO PICK IT UP

Base Umpire

- Move around, don't be stationary
- Watch the ball into the outfield, make the call loud

RULES

Safety Rules

- Never Compromise or relax on these rules!
- Helmets, thrown bats, unsafe play...
- Correct uniform including shirts tucked in and caps worn correctly
- Leggings are not to be worn, must be pants.
- Shoes must be worn at all times
- Metal studs are NOT permitted anywhere on the diamond
- No jewellery such as watches, bracelets, earrings, etc
- THROWN BAT
 - o Never a warning! Out straight away!
- Injury during play
 - o Immediately call 'Time' to halt game, safety is more important

Making Decisions

- When making close calls, the ball must BEAT the runner to the base
- Umpire decisions are final, inquiry can only be made on a rule interpretation but ONLY by the Head Coach, judgement calls cannot be questioned
- Umpires consult but do not overrule each other
- CALLING TIME
 - o Ball is held by any player in an infield position
 - o AND, all runners are in close proximity to a base
- Overthrows
 - o Runners awarded next base from where they were when the ball crossed the line
 - o Not considered crossed till it has been touched
 - o Can't force the runner in front of you ahead (2 runners on same line)
- Leaving base early
 - o Age appropriate
- Running Through 1st Base
 - o Safe UNLESS there is a clear attempt to run to 2nd (doesn't matter which way the runner turns)
- Tagging a Runner
 - o A gentle tag only! If it is forceful DON'T GIVE THE OUT.
- Suicide Running
 - o Don't allow the runners to try to force fielding errors by suicide running, control the players / coaches early and set what is acceptable running
- Avoiding the Tag
 - o Only if they run of THEIR running line (direct line from where they are to the next base) not the diamond line!

Age Modified Rules

- 7s
 - No 3 Strikes (after 3rd strike, any hit cannot be more than a Double – stop the runner at 2nd base)
 - No 3 Out, Side Away (Only prior to Christmas, after Christmas 3 Out rule applies)
 - No Dead Ball base advance
 - No Interference / Obstruction
- 9s – FIRST 5 ROUNDS ONLY (FULL RULES FROM ROUND 6)
 - No 3 Strikes
 - No Dead Ball base advance
 - No Interference / Obstruction
- Seniors
 - Full Rules Apply