



Baseball
2022

Umpire Clinic

Umpire Code of Conduct

1. Honor all contracts regardless of possible inconvenience or financial basis in a punctual and professional manner.
2. Study the rules and mechanics of the game diligently, observe the work of other good umpires, and attempt to improve at all times.
3. Remember that while your work as an umpire is important, you must conduct yourself in such a way that spectator attention is directed to the players during the game and not at you.
4. Dress and maintain your appearance in a manner befitting the dignity and importance of an umpire

Umpire Code of Conduct

5. Be fair and unbiased in your decisions, rendering them without regard to the score or the quality of play in the field
6. Cooperate and be professional in your associations with your fellow umpires and do nothing to cause them public embarrassment
7. Be firm but not overbearing; positive but never rude; dignified but never 'cocky.' Remember the good umpires doesn't have to have the last word
8. Be prepared both physically and mentally to administer the game
9. Do not give information which might be used by a team's future opponent

Umpire Code of Conduct

10. Keep in mind that the game is more important than the wishes of any individual player or coach or the ambition of any individual umpire.
11. You represent GF Baseball at all times. Avoid comments, conversations and social media presentations that reflect negatively on you and your representations of GF Baseball
12. Administer the game with clear, concise, and proper communication skills both verbal and nonverbal
13. Accept responsibility for all your actions.

Cell Phones?

- Do **NOT** have it with you
 - Unprofessional look
 - You **WON'T** need during the game
- Leave it in your bag



Umpiring 101

- **LOOK** like an umpire
 - Approved GF Umpire shirt
 - Gray slacks
 - Black tennis shoes
 - Black GF Hat
- **ACT** like an umpire
 - This takes **study** and **practice**
 - You're going to make mistakes and people are going to point them out



VS



Equipment to Purchase

○ Uniform – you can work this off after your first game

○ Tools

- Plate Brush
- Clicker
- Ball Bag?

○ Total Cost?

- 1-game and
- less \$15



Two-Man System: You're on a Team

1. Plate or Umpire-in-Charge (UIC)

- Positioned behind catcher at home plate
- Responsible for pace of play
- **Final authority** on the field
- Makes **ALL** strike/ball; fair or foul; catch/no catch and home plate calls

2. Base Umpire

- Has to know where to stand and change position with base runners
- Responsible for majority of safe/out calls that occur on the field
- Serves as assistant to UIC/plate umpire

Plate Umpire: Fair or Foul

- Responsible for **ALL** Fair or Foul Calls
 - DON'T **kill it** until you're sure
 - Easy to fix a foul ball called fair

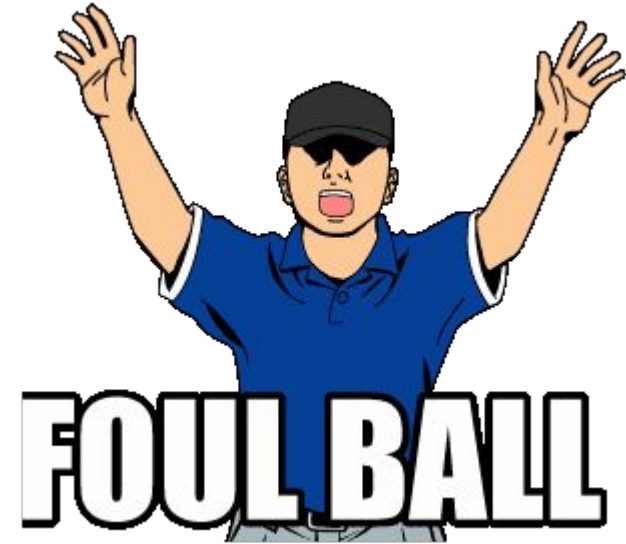
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- Proper Signals
 - Fair: just point **NEVER** verbalize
 - Foul: hands up **AND** verbalize "Foul Ball"
- What is a foul ball?



Fair of Foul Game

Ball is hit and bounces off of home plate then strikes batter while they still have one foot in the box

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Fair of Foul Game

Fly ball hit to third base side is dropped by the left-fielder who reaches over the line while standing in fair territory

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Fair of Foul Game

Hard hit ball down the third base side strikes third base and ricochets into foul territory against the fence in left-field

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Fair of Foul Game

Bunted ball comes to rest on the line and the catcher picks it up while standing in foul territory

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Fair of Foul Game

Ball ricochets off of the pitchers mound (not striking any players) and comes to rest in foul territory on first base side

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Fair of Foul Game

Pitch is swung at and ticked by the batter then goes directly to the catcher who catches it in his glove.



Plate Umpire: Game Management

- Tips to speed up the game:
 - Be ready with baseballs for catcher
 - Keep batter close between pitches
 - Limit warm-up pitches between innings
 - Five if returning to pitch
 - No more than eight if first time on mound
- Put ball back into play after foul/time

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 - “Time” or “Dead Ball”



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 - “Time” or “Dead Ball”
 - “Play”



Ball becomes dead when...

Immediately Dead Ball

- Touches batter
- Illegally batted
- Foul ball
- Malicious contact occurs
- Interference by a runner
- If ball touches a runner or umpire before defensive player has chance
- Lodges in player equipment
- Goes out of play or becomes trapped
- **10U and under**: Runner leaves base early
- **+11U**: Balk second offense

Delayed Dead Ball

- Interference by batter
- Obstruction by defense on runner
- Obstruction on batter by catcher
- Umpire interferes with catcher attempting throw
- Intentionally touching batted ball with detached equipment
- Offensive team tries to get pitcher to balk by yelling
- Intentionally removing batting helmet while ball is live
- Coach physically assists a runner
- Use of illegal glove or mitt

Plate Umpire: Calling Balls & Strikes

- Work the “slot” position
 - Between the batter and catcher
 - Chin to head on catcher
 - Keep head still and each watch pitch to mitt

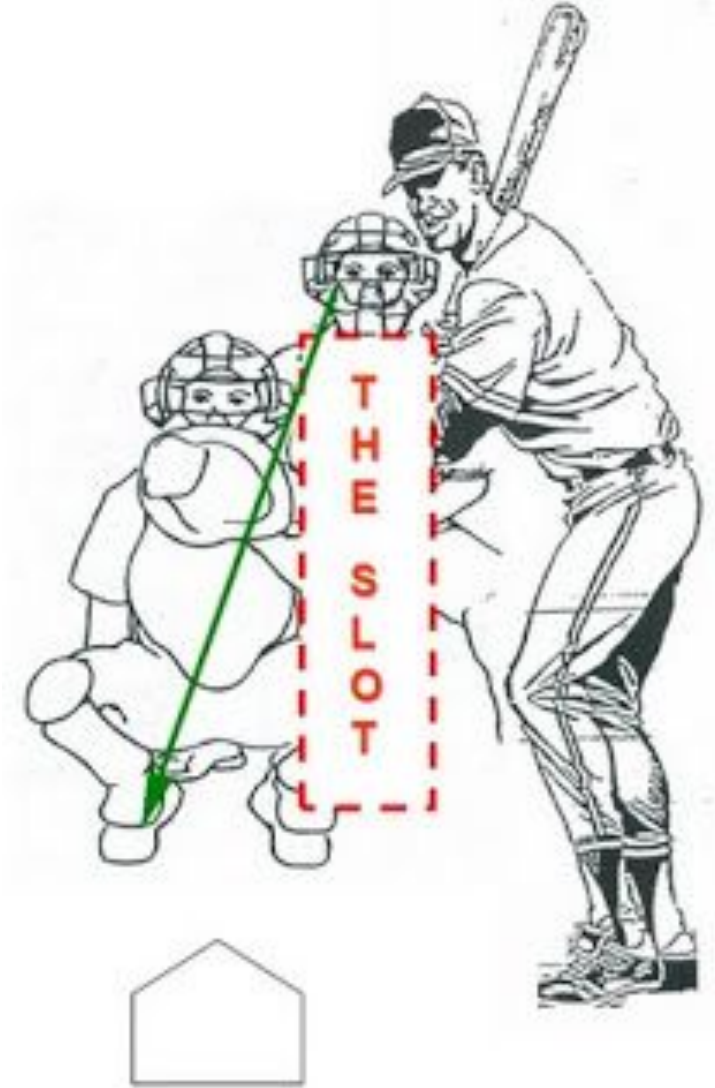


Plate Umpire: Calling Balls & Strikes

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- Basic Mechanics
 - Ball – stay down and...



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 - Between the batter and catcher
 - Chin to head on catcher
 - Keep head still and each watch pitch to mitt
- Basic Mechanics
 - Ball – stay down and...
 - Strike – stand up and verbalize
 - Called vs. swinging strike
 - Called strike three



Who has the best punchout?



Plate Umpire: Appealing on Check Swing

What if a check swing is called a “ball” and the defense asks plate umpire to “appeal”?

Plate Umpire: Appealing on Check Swing

Check swing is called a ball and plate umpire “appeals” to base umpire

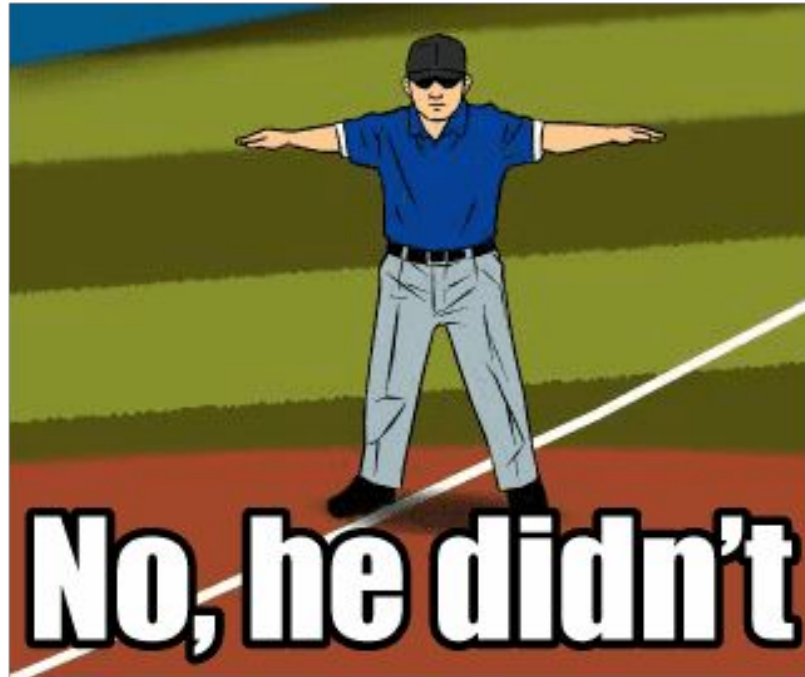


Plate Umpire: Appealing on Check Swing

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Plate Umpire: Strike Zone

- Official strike zone?
- Tips to having a good zone:
 - Wider is **better** than tighter
 - Be consistent **and** fair
 - Widen zone at lower age levels
 - Give outside **never** give inside
- Maintaining the count
 - Practice with clicker
 - **Left-hand** indicates balls
 - **Right-hand** indicates strikes
 - Base Umpire can help keep track too

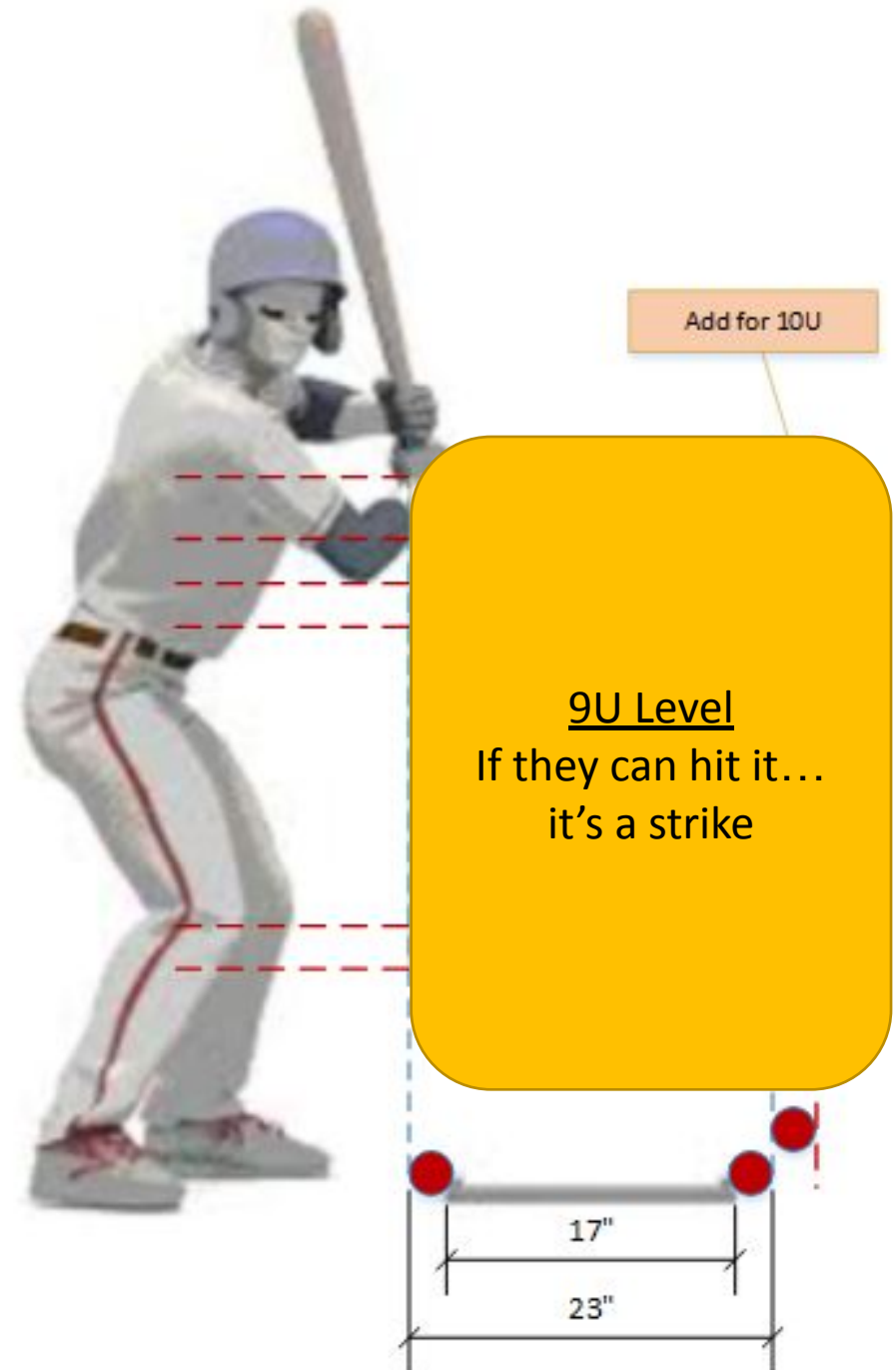


Plate Umpire: Other Duties

- Signaling to the base umpire rotations and situations after each runner change
- Pre-game meeting (coaches and umpires)
- “Catch” or “no catch” on all flyballs and line drives to outfield and infield
- All base touches and tag-ups at 3rd and home plate
- “Safe” or “Out” calls at 3rd base when runners start on 1st or 1st & 3rd and ball is hit toward right field
- “Infield fly” determination and call

“Safe” or “Out” Calls

- **Pause, Read, and React**: Move to best position and get set (“ready position”) for the call
 1. Your eyes are a camera
 2. Angle over distance
- **Slow Down and Verify**: Offense, Defense, Ball BEFORE making any call
- **Force play**: watch the foot and listen for the ball in glove, ensure fielder maintains control after catch
- **Tag attempt**: get in position to see tag on runner, ensure fielder has ball and maintains control before, during, and after tag

“Safe” or “Out” Mechanics

- Get set in ready position prior to call
- Signal and verbalize
- Intensity matches playing action: “sell the call”



Watch the Pros



“Catch” or “No Catch” Calls

Definition: occurs when a fielder gains secure possession of a batted ball before it bounces in their hand or glove, and maintains possession until they voluntarily or intentionally release the ball.

Signaling Mechanics:

- **Doesn't** meet definition: signal safe and verbalize “no catch”
- **Meets** definition: signal out and verbalize “that’s a catch”

Catch or No Catch?



Catch or No Catch?

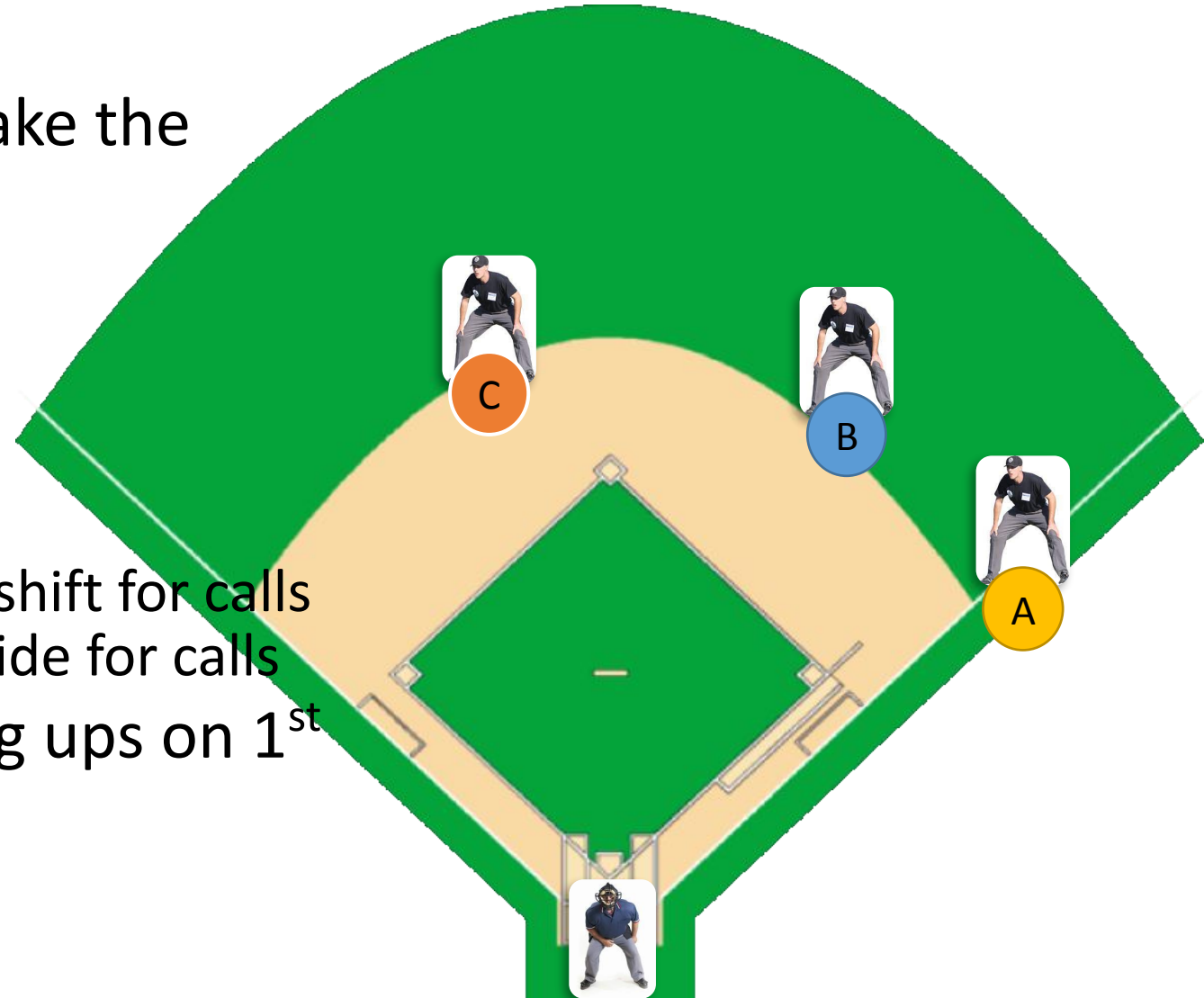


Two-man System

- Requires **both** umpires to know their responsibilities **and** trust the other umpire
- Ensures only one umpire is making the call
 - **Plate Umpire**: Needs to signal outs, infield-fly, and rotation after each playing action (base runners change position)
 - **Base Umpire**: Needs to know where to start and mirror signal of plate umpire to confirm rotation/situation

Base Umpire: Where to Start

- Start in the **best** position to make the most likely call:
 - Position A:** Nobody on base
 - Position B:** Runner on 1st or runners on 1st & 3rd
 - Position C:** Everything else
- Pause, Read, **then** React
 - Ball hit to infield – stay outside shift for calls
 - Ball hit to outfield – work to inside for calls
- Watch for base touches and tag ups on 1st & 2nd



Base Umpire: Catch or No Catch

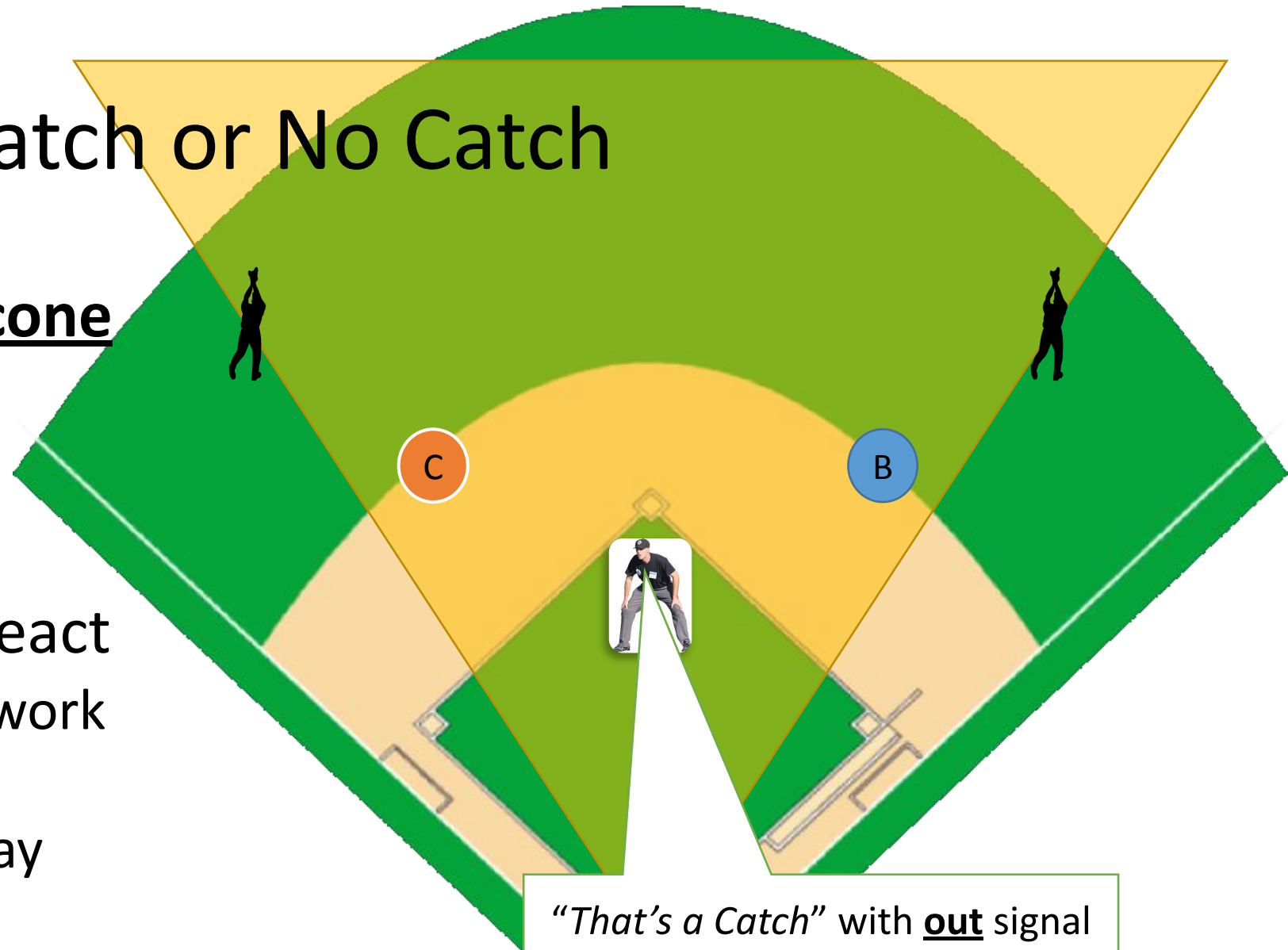
○ Outfield hits in the cone while in:

Position B

Position C

○ Pause, Read, then React

- Ball hit to outfield: work to inside
- Ball hit to infield: stay outside



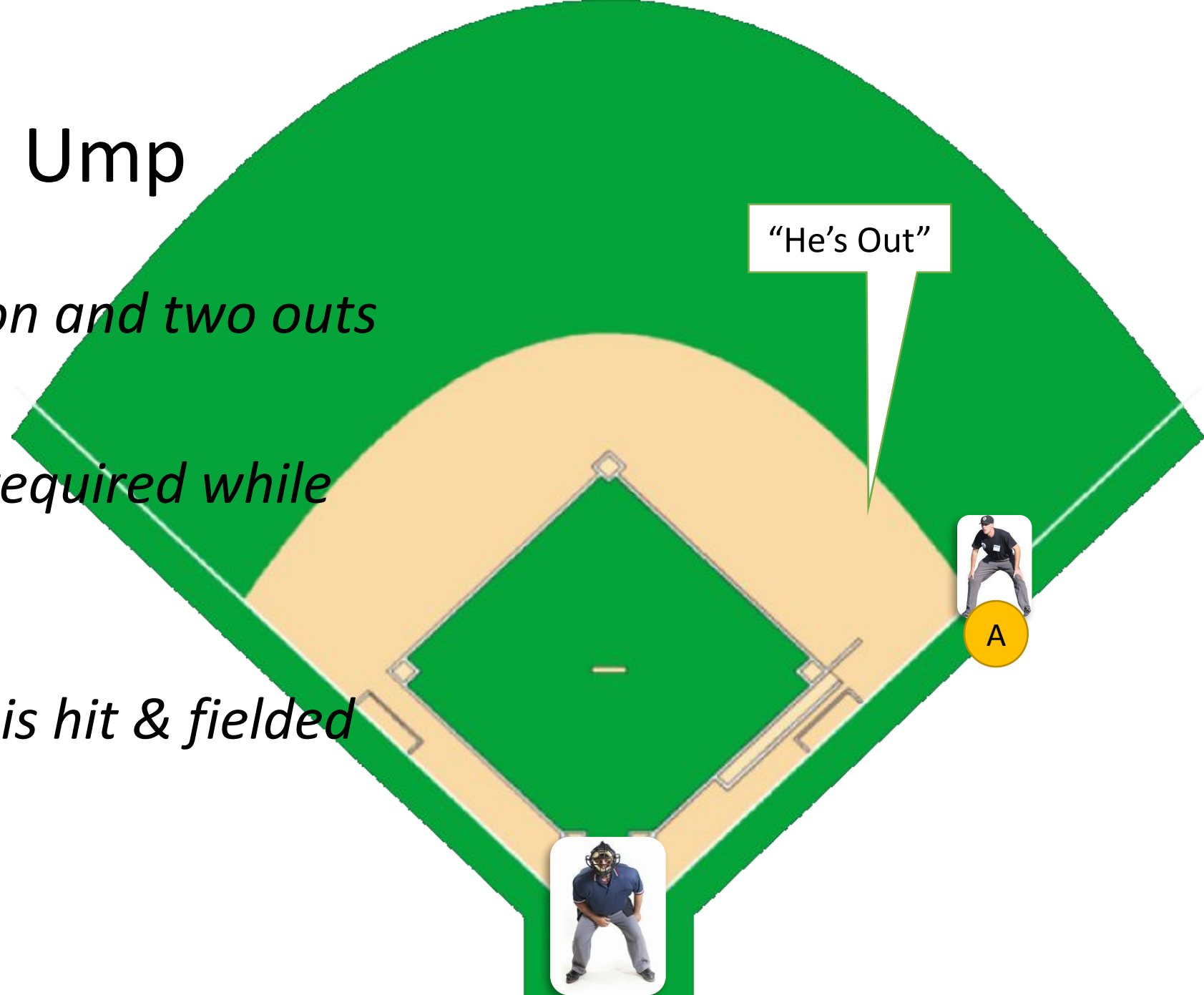
“That’s a Catch” with out signal
-or-
“No Catch” with safe signal

Place the Base Ump

Situation: *Nobody on and two outs*

Plate Signal: *none required while base ump is in A*

Action: *ground ball is hit & fielded by the short stop*

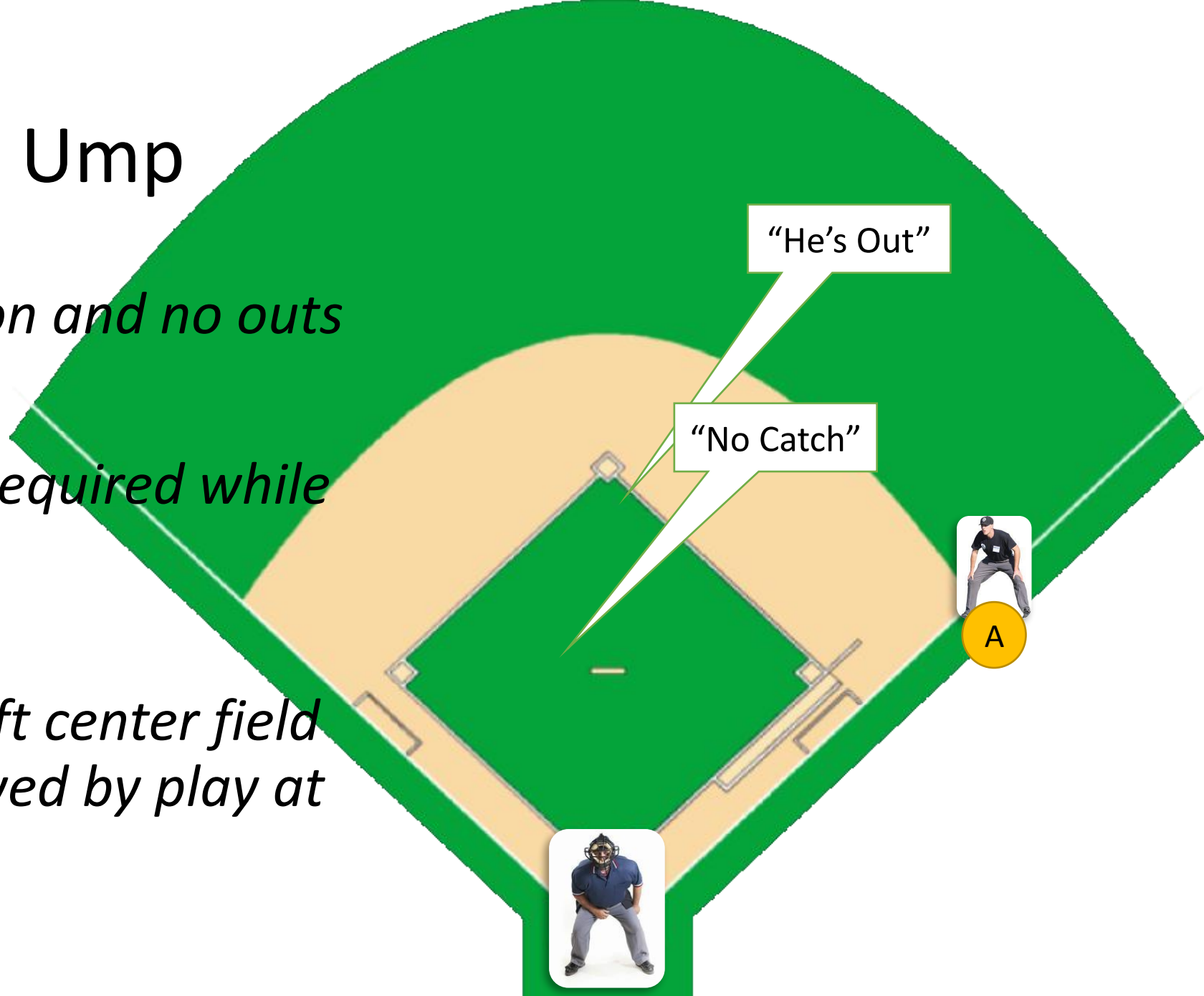


Place the Base Ump

Situation: *Nobody on and no outs*

Plate Signal: *none required while base ump is in A*

Action: *Pop fly to left center field dropped then followed by play at second*

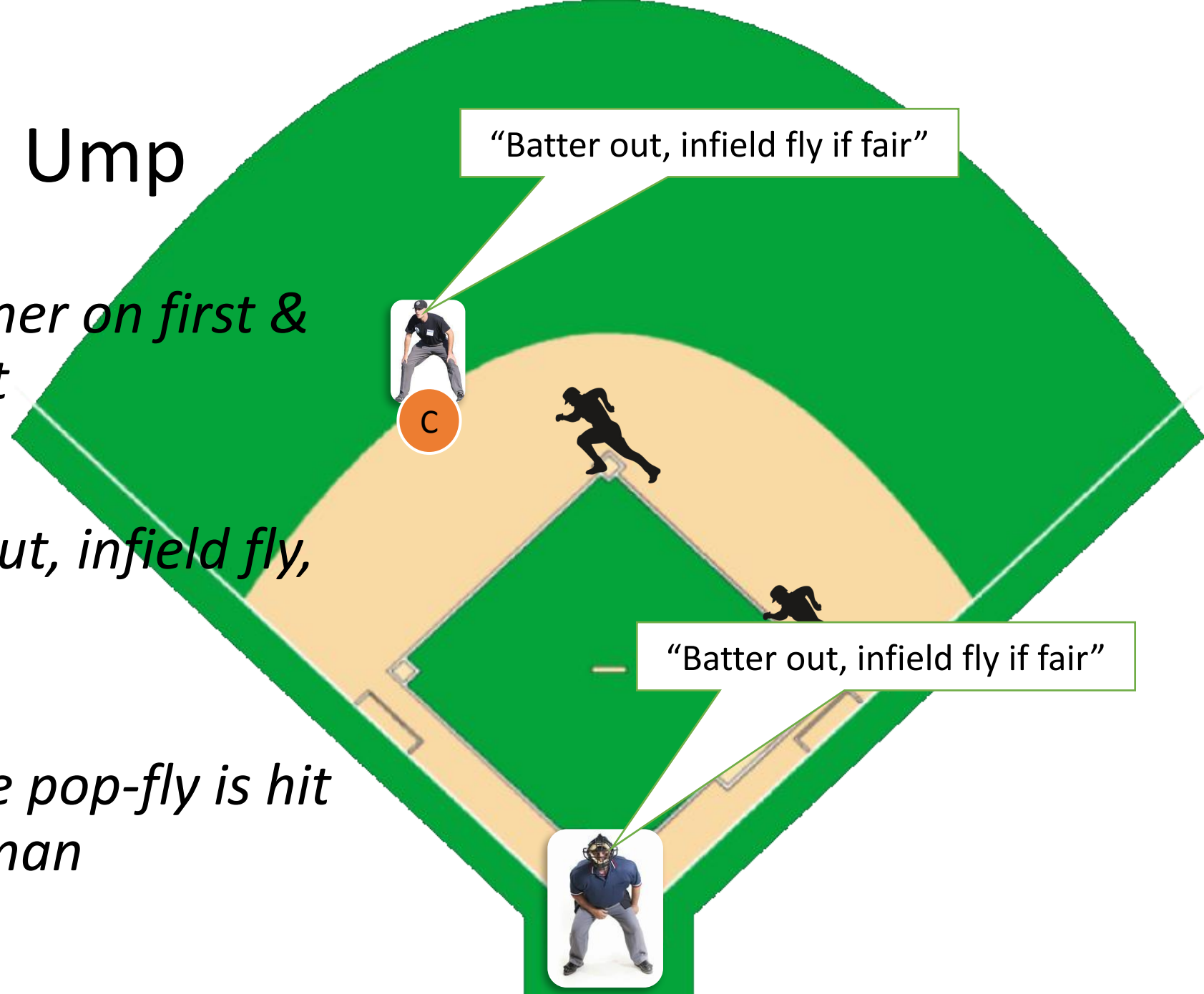


Place the Base Ump

Situation: Base runner on first & second with one out

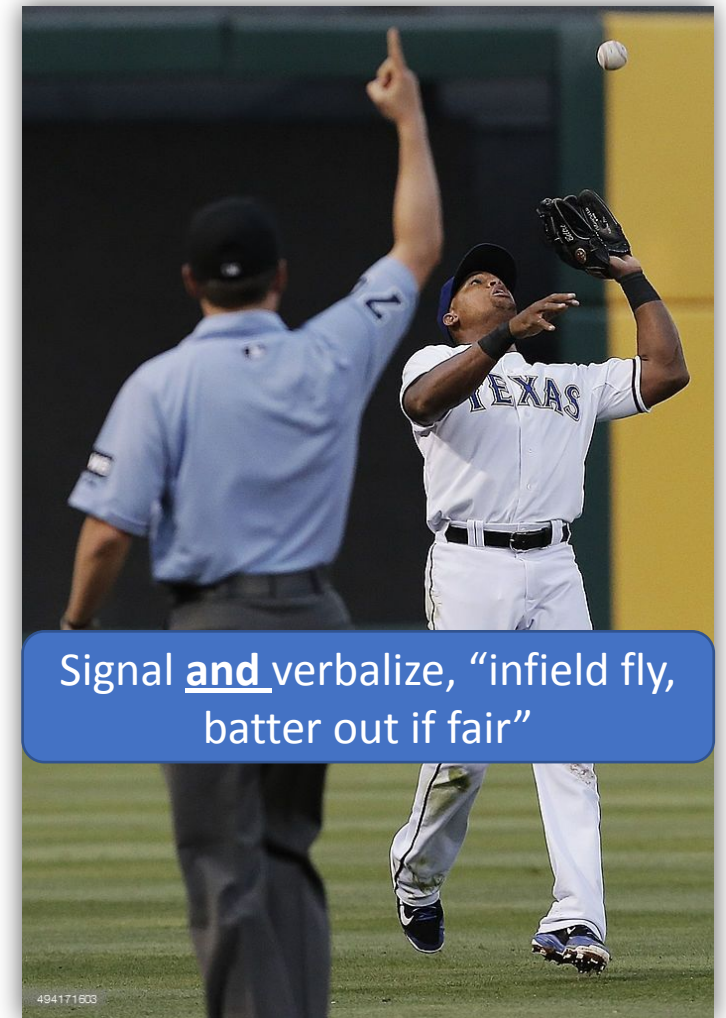
Plate signal: One out, infield fly, and stay home

Action: manageable pop-fly is hit to the second baseman



Infield Fly Rule

- Runners on **first (1st) & second (2nd)** or **bases loaded** with less than two (2) outs
- A **pop-fly** is hit to a position where it could be **easily played** by an **infielder** in **fair territory**
- Pre-pitch Signal and Call
 - Plate umpire has best determination
 - Call should be mirrored by base umpire or made if plate forgets

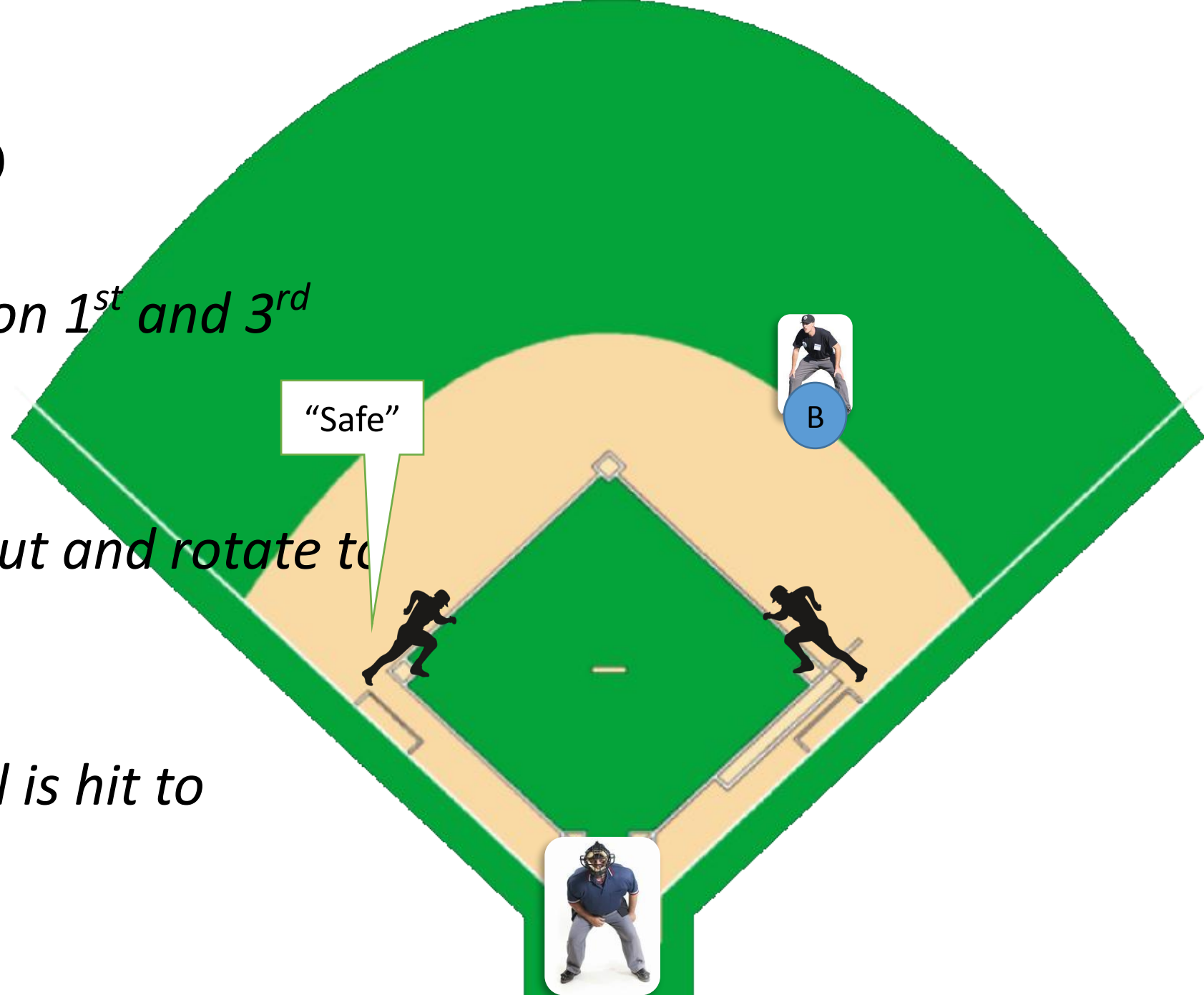


Place the Ump

Situation: Runners on 1st and 3rd
with one out

Plate signal: One out and rotate to
third base

Action: deep fly-ball is hit to
right-center field



11/12U League Additional Rules

○ Dropped 3rd Strike

- Batter-Runner **may** advance toward 1st if there are two (2) outs or 1st base is **unoccupied** at **time of pitch**
- Batter walks out of dirt circle toward dugout should be called out
- Plate Umpire Mechanics?

○ Balk

- Only call the most obvious
- First offense provide a warning to coach & pitcher **before** you call and enforce the second time
- Penalty?

Managing Fans and Coaches

- We (coaches and staff) will back you up
 - Unruly fans?
 1. Go to the coach and ask for help between innings.
 2. Contact Aaron Schauer
 - **NEVER** directly address a fan
- Don't show up anyone
 - State your case and walk away
 - Shut-it down early: warning **first** ejection as **absolute** last resort
- Close call, **tell the coach** what you saw AND stand by it...
 - "I had the runner's foot reaching the bag before the ball got there."
 - "I had control of the ball through the catch and the drop on the transfer"

After the Game?

- Fill out score card and given to league coordinator for payment
- Leave together **immediately** and return to field house
- You're an ump until...

Grand Forks Baseball - Capkin - Babe Ruth Umpire Card

DATE _____ FIELD _____

Name of Umpire #1 _____

Name of Umpire #2 _____

TEAM NAME #1 _____ Score _____

TEAM NAME #2 _____ Score _____

(turn this card into the the league coordinator along with your gear to receive payment)

Questions?

Go and Build a Better Game