



# Junior Umpire Reference Card

## Junior Umpire Rules

- Shirts should be tucked in, no jewelry, or cell phones at the plate.
- Plate ump – wear protective gear.
- Show up at least 15 minutes before game time.

## Pre-game Meeting at Home Plate (Both Home and Base Ump)

- Start meeting 5 minutes before game time with both managers.
- Introduction: “Hi, my name is .....” shake both managers' hands.
- Go over basic rules:
  - Time – 1 hr 30 minutes (Saturday games), 1 hr 15 minutes (weekday games).
  - Timer will start after first warm up pitch.
  - Umps want to keep gameflow moving to give as much opportunity for players to play.
  - 1 base on an overthrow.
  - No stealing home.
  - No Infield Fly rule.
  - No dropped 3<sup>rd</sup> strike.
  - Max – 3 runs per inning.
  - 2 defensive coaches OK behind outfielders, 1 coach can help catcher retrieve balls.
  - Show coaches dead ball areas.
  - Remind coaches that base runners should not leave bags early.
  - If coaches have any questions, can call “time” to discuss directly with ump during game.
- Inform coaches, “Let’s have a good game coaches and have fun.”



## 8U Rules (for Junior Umpire Reference)

- 3 run max per inning.
- 6 infielders at a time only, no limit on number of defensive players.
- Pitcher can only pitch 2 innings, does NOT have to be consecutive.
- Coach pitch after 4 balls (sometimes 3 if managers agree), then finish count.
  - Example - Get to coach pitch and hitter has 1 strike, hitter has 2 strikes left to finish at-bat. There is NO limit to called balls from coach and no walks.
- Bunting allows, but NOT off coach pitch.
- Once pitcher has ball in circle, play is dead.
- Steal 1 base per batter, can't steal home.
- Only 1 base on overthrow.

## Other Tips to Consider

- Hit batter – 1<sup>st</sup> base may be awarded but hitter can also choose to keep hitting.
- If swing and miss but pitched ball hits batter – strike call and a dead ball; if 2 strike count, she is out.
- Showing bunt – If batter does not make attempt at ball but does not pull bat back, it's a ball. If batter moves bat toward ball, it's a strike. This is a judgment call be **consistent**.
- Check swing – strike if bat breaks the plane of the plate or if pitch is a strike regardless.
- OK to help player with suggestions to keep game moving.
  - Example – If batter is standing too close to homeplate, you can guide her on where she should stand in the batter's box.
- OK to compliment a great play!
- Keep the game moving – consider 2-4 warm up pitches before game and between innings.
- Use a LOUD voice first, THEN the hand signal, especially on close calls. The grandparent on the furthest bleacher should be able to hear you.
- If you didn't see a play or are not sure, it's OK to call time and discuss with your fellow umpire briefly. Then, you make the call and inform both managers.
- Coaches/parents should NOT argue balls or strikes or even any other calls with you. If this occurs, please let contact the Junior Umpire Coordinator.

**Junior Umpire Coordinator: Angie Clemens - (845) 825-4946**