

2024 Little League
Baseball Tournament
Umpire Handout



Tournament Pre-Game Expectations



- No responsibility other than checking the equipment before the game.
- Make sure someone from the crew checks in with the managers (TOC) or Game Coordinators (All-Stars) to let them know you are there.

Dress

Traditionally the plate umpire for the game will establish what uniform will be worn for the game. They should reach out to the crew a couple days ahead of time to coordinate this with a text or phone call. If the reach out does not happen the fallback uniform is for games starting before 6:00pm, we wear Light Blue jerseys over black undershirts. Games starting at 6:00pm or later, Black jerseys over black undershirt.

Black D55 hat, Charcoal grey pants, black belt, black socks, and black shoes. For those that umpire in major and below games, a red "flag" of some sort for leaving early (no hat throwing) is also needed.

Let's look like we belong out there.

Pregame

A good solid pregame is very important. This meeting will make sure everyone is on the same page procedurally and give the crew the best opportunity to call the best game they can. Topics to be covered in the pregame

- Introductions
- Fair/Foul Coverage – Who's got what and where
- Tag ups/Touches
- Fly Balls to Infield and Outfield
- Cover all rotations when umpires go out on fly balls
- Uncaught third strike (Maj/Int/Jr/Sr)
- Batted Ball hits batter while in box (when to kill the ball)
- Half swing/check swing
- Signals – Infield fly, 1st to third rotation, double tag up situation, Timing play

Be sure to ask questions during this meeting. If you do not understand something or have a question be sure to ask. It will help you be in the right place during the game.

Have Fun



Arbiter

How to Set Your Calendar

Calendar Block Procedures:

All Day Blocks

On the startup page, under Blocks, click...

- Calendar
- Action...Block All Day
- Type in Date Range, and Days of Week in that range that you want to block, or, click on each day individually that you want to block
- If blocking a date range, Click Apply

Part Day Blocks

On the startup page, under Blocks, click...

- Calendar
- Action...Block Part Day
- Type in Date Range and Days of Week in that range that you want to block, or, click on each day individually that you want to block
- Type in From and To Time Range (i.e. 8:00 AM to 5:00 PM)
- If blocking a date range, Click Apply

Clear Blocks

On the startup page, under Blocks, click...

- Calendar
- Action...Clear Blocks
- Type in Date Range, and Days of Week in that range that you want to unblock, or, click on each day individually that you want to unblock
- If blocking a date range, Click Apply

Action

Action - "View Schedule"

View Schedule

Block All Day

Block Part Day

Clear Blocks

Add Notes

Reports

Calendar

Legend

Assigned Game

Attached Game

Pending Game

Full Day Block

Part Day Block

Open Day

Exit

Time Range

From

To

Date Range

From

To

S M T W T F S

Month

Action - " View Schedule"

May 2013						
April						June
Sun	Mon	Tue	Wed	Thu	Fri	Sat
28	29	30	1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	1
2	3	4	5	6	7	8



How to Self-Assign Games

Click on the SCHEDULE tab from your home page in Arbiter

Click on the SELF ASSIGN tab from your schedule page in Arbiter

If a list of available slots appears, you can select GO for any of these assignments and you have just picked up the available slot.

If you do not see a list, there are no current slots available, and you will need to check back the next day.

NOTE: Each official is permitted to sign up for no more than three (3) slots per day. Once you hit that number, you will not be able to sign up for additional games until the next day.

If you continue to have no available games appear in the SELF ASSIGN option, please email Tom or Jim for immediate assistance.

How to Remove a Game

If you find that you need to turnback a game that you have already accepted, there is no way to do so in the system. You will need to email one of the schedulers directly:

Tom Lambert
Jim Frankenfield

UIC@District55.org
AUIC@District55.org



Tips for D55 Tournament Umpires

Arrive a minimum of 30 minutes early (45 minutes 1 hour is suggested) and immediately seek out your Game Coordinator (GC) so they know you are there and can update you on your assigned position. They are busy during pre-game so look for them.

Just in case bring both jersey colors to the game.

Bring your plate gear to all games. You may get the assignment if the PU is a no show or is affiliated in some way with the league of one of the teams playing. You need to be proactive by telling the GC if there might be a conflict of interest with the teams playing. Typically, this only affects the plate umpire but do disclose to your crew and the GC if you are affiliated with either of the teams playing.

Step it up a notch from regular season. As tournament umpires, we want to present a professional approach to the game. You may know the coaches, players, fans in the stands, etc., but you are there to call a ball game. Please keep your interactions confined to the field.

Look like you want to be out there as people will notice your demeanor. Be relaxed but look good doing it. Most umpires use a parade rest type stance between innings and jog to their position when the throw comes down from home to second.

Try not to gather as umpires during inning breaks, especially after a close or controversial call. The perception is you are talking about what you did wrong. An occasional conference is okay. If you have a question on a rotation etc. a quick chat with your crew to clarify is appropriate.

Meet after the game for a debriefing session and a chance to laugh at what happened. This is where umpires learn the most in their quest for continuous improvement.

DO HAVE FUN AND ENJOY THE EXPERIENCE!

DO NOT CHANGE THE WAY YOU UMPIRE!



What Leagues are Hosting What Tournaments

TOC Hosts

Minor AA: Aliso Viejo
Minor AAA: Laguna Niguel
Majors: Laguna Beach
Intermediate: Lake Forest
Juniors: NW/AV

District All-Star Hosts

SmAll Stars: Laguna Niguel
8-10: Northwood
9-11: Laguna Hills
Little League: Aliso Viejo
Intermediate: Lake Forest
Juniors: NW/AV

Section 10 Hosts

Intermediate: Lake Forest
Little League: Aliso Viejo

TOC played

Juniors – 5/28
All others – 5/29 through 6/8

All Stars

6/15 thorough 7/9

Section

Intermediate – 6/25 through 6/29
Little League – 7/13 through 7/17

- Game Coordinator Training – June 10th – Lake Forest Lanes 6:00pm
- All Start Rules Clinic – June 11th - Sea Country Senior Center in Laguna Niguel 6:00pm.



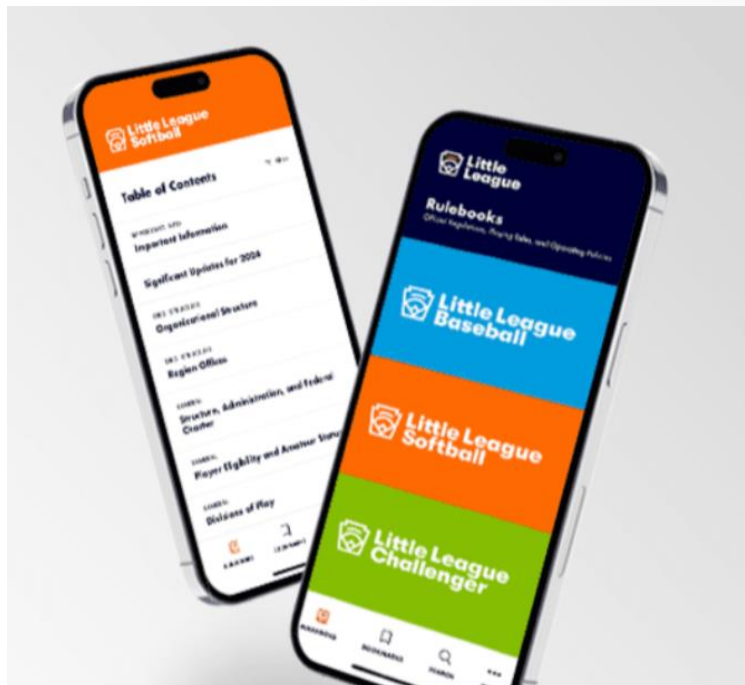
 Little League
RULEBOOK APP

BASEBALL ♦ SOFTBALL ♦ CHALLENGER

**Official Regulations, Playing Rules,
and Operating Policies**

- ◆ **2024 Season Updates**
- ◆ **Approved For Use in the Dugout**
- ◆ **Create Bookmarks, Notes, and More**

FREE DOWNLOAD ON





Pre-game Plate Conference

It is very important to start off the conference with a great attitude. Smile, introduce yourself and the members of your crew. Take off sunglasses and shake hands.

- Collect/review and confirm line-ups confirm starting pitchers and catchers
- Check for ineligible pitchers
- “Are all of your players properly equipped for Little League Baseball” Get a verbal yes
- Playing field ground Rules
- Managers and Coaches in the dugout unless base coach
- I can only speak with the Manager
- Do not leave the dugout until a proper time-out is granted
- Hustle on and off the field
- Sportsmanship and Safety today

Plate Meeting should be upbeat, friendly, and last no more than a couple minutes.

Plate Meeting

- Collect/review and confirm line-ups confirm starting pitchers and catchers
 - Check for ineligible pitchers
- “Are all of your players properly equipped for Little League Baseball”
- Playing field ground Rules
- Managers and Coaches in the dugout unless base coach
 - I can only speak with the Manager.
- Do not leave the dugout until a proper time-out is granted
- Hustle on and off the field
- Sportsmanship and Safety today

BATTING OUT OF ORDER		AFTER PITCH
AT BAT If appeal is made BEFORE improper batter completes time at bat	ON BASE AND BEFORE NEXT PITCH If appeal is made AFTER improper batter completes time at bat, but before next pitch or play	if appeal is made AFTER next pitch or play
Proper batter can take place in batters box and assume count	Proper batter is called out	Improper batter and his actions are legal
All base runners advances are legal	Base runners advances due to actions of improper batter are nullified - other advances are legal	All base runners advances are legal
	Next batter one whose name follows that of proper batter who was called out	Batting order continues with batter following legalized improper batter



Tournament Rules to be Aware Of

Mandatory Play Reg IV(i)

6 outs in the field – does not need to be consecutive.

U1 and U3 will track this by checking the players in the dugout each inning for the team on their side of the field. You will track those kids in the dugout each inning.

After the 3rd inning the team has played in the field the umpire will notify the Manager the status of their players meeting their Mandatory play. Example - Everyone has met it, or specific players that need to meet how many innings. It is your responsibility to try and prevent a violation of Mandatory play. Example: If in the 4th defensive inning and a player needs all six outs in the field, remind the Manager that the player needs to play defense. If you get any pushback, notify the Plate umpire. Between the Plate umpire and yourself help the Manager understand they need to get the player in the game, or they will be removed from the game. Note: a game that does not require the visiting team to play defense in the last inning is not an acceptable excuse to not meet mandatory play rule.

Run Rule (Mercy) 4.10(e)

Small Field

15 after 2 ½ or 3 innings

10 after 3 ½ or 4 innings

8 after 4 ½ or 5 innings

Big Field (Intermediate / Juniors)

15 after 3 ½ or 4 innings

10 after 4 ½ or 5 innings

8 after 5 ½ or 6 innings



Courtesy Runner

3.04

Tournament Rule 3(d)

Courtesy Runner for the catcher and/or pitcher of record when there are two (2) outs. The "courtesy runner" may be in the team's batting order and must be the player in the batting order who made the last out.

Batter must remain in the Batters's Box 6.02(c)

After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. Umpire will first warn. After a warning to the batter the umpire shall call strike. No pitch must be thrown.

Stealing Signs 9.01(d)

The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team's subsequent offense.

Teams must have at Least 8 players 1.01

6.05(2)(n)

A game may not be started with less than eight (8) players on each team.

...teams (with 8 players) will skip over the ninth (9th) position in the batting order without penalty.



In Game Umpire Conference – Getting together with the crew for a call or rule application clarification

- All Umpire in game crew meetings are to include all umpires working the game.
- If a Manager is questioning a ruling – not an umpire’s judgement they MUST go to the Umpire that made the call. Only that umpire can request the crew get together to discuss it. If the Umpire who made the call believes they do not need assistance they have every right to not ask for help. Generally speaking, it is encouraged to request help. It demonstrates the crew wants to get the call correct and all measures are taken to do so. It also helps diffuse an upset manager.
- Only the crew is part of the discussion, managers, coaches and players are kept away so the crew can review the play and provide feedback to the Umpire that made the call.
- Important, only one person speaking at a time.
- The umpire that made the call makes it clear what the call was, what they saw, why they made the call they did and very importantly what the Manager is questioning. Then each member of the crew will concisely either add additional information to consider or say, “nothing to add”. This is generally not a conversation, just a statement of the facts the way they see them and other points of view to consider, if any. This exchange should last no longer than 1 minute.
- The Umpire that made the call then decides if the calls stands or if they are going to make a change in their ruling.
 - If the call stands, the umpire then walks towards the questioning Manager and confirms their call. No discussion, just a restatement of the ruling. If safe, a safe mechanic is made, if out, an out mechanic is made. Once this is done, jog back out to your position. While this is occurring the other members of the crew resume their positions so a quick and efficient restart of the game can occur.
 - If the call is reversed, the umpire then faces the questioning Manager and singles the new call. Again, with the appropriate mechanic. They then start to head toward the other Manager. They repeat the call and give a very short explanation as to why they are reversing their call. They then turn and jog out to their position.



**** Note - If the umpire in question is a youth umpire**

- All the procedures are the same with the exception that the Crew Chief will accompany the Manager for their initial conversation with the youth umpire, and again with the youth umpire when they are restating or changing their calls. If additional questions are asked of the youth umpire please give the youth umpire the curtesy to answer the question(s), if they need assistance or the Manager is in any way hostile or aggressive then the Crew Chief will step in.

This exchange should not be adversarial. Just listen to the Managers question, ask for help if you need it. Make your call and then get back out to the field to keep the game moving.

Protests

Should the Manager not agree, or unwilling to accept this answer, they have every right to then protest the game. The decision then gets elevated off the field. Umpires should always accept a protest and view it as a cordial way of handling a Manager's concern.

- **TOC Games** - In TOC all protests will be made to the District Administrator – Chris Watkins or the District Umpire In Charge – Tom Lambert. Call one of them, explain the situation, they will then make a ruling and that ruling is final. No further protest will be heard. The decision is final.
- **All-Stars** - For All-Stars the protest process is different, the chief umpire will speak with the Game Coordinator, the GC will call Chris or Tom for a ruling. If the Manager does not accept that ruling, then a call is made to the Western Region. If the Manager does not accept the Western Region ruling they can request that Williamsport be called for a final ruling. Whatever Williamsport says is the final decision. No further escalation of the issue is allowed.

Phone Numbers –

Chris Watkins	951-283-4587
Tom Lambert	949-275-1602



2024 Tournament Umpire Awards

Post Tournament Awards

District Umpire Appreciation Luncheon – Work 5 or more tournament games and you will be invited to a lunch BBQ after the season as a “Thank You” for your volunteerism.

Above and Beyond Award – Work 15 or more tournament games and you will earn a customized embroidered umpire jersey at the umpire appreciation luncheon.

Rookie of the Year - The District 55 Umpire Advisory Committee approved a new recognition that is awarded annually at our umpire appreciation lunch. The award will be given to a first-year tournament umpire as voted on by the Umpire Advisory Committee.

John Dowdy Award - The umpire that works the most tournament games is presented with a customized engraved bat at the luncheon.



What Dugout? 1st base 3rd base

Inning Jersey # in the dugout

1			
2			
3			
4			
5			

What Dugout? 1st base 3rd base

Inning Jersey # in the dugout

1			
2			
3			
4			
5			

What Dugout? 1st base 3rd base

Inning Jersey # in the dugout

1			
2			
3			
4			
5			

What Dugout? 1st base 3rd base

Inning Jersey # in the dugout

1			
2			
3			
4			
5			



Where to Get Umpire Gear

Gerry Davis Sports www.gerrydavis.com
10% discount – promo code LLTEN

Ump Attire www.ump-attire.com

Honig's www.honigs.com

Smit Teez www.smitteez.com

Purchase Officials www.purchaseofficials.com

After the Game –

- Be sure to do an honest post-game review. Talk to your crew about the good things you saw, and some mechanics etc. that need some work.
- One voice, one person talking at a time. You can learn something even if it's not directed to you.
- When receiving this feedback from your crew, take it as constructive feedback. You want to improve your umpire skills and your crew are giving you some ideas on how to get better.
- Please make sure the Crew Chief, typically the plate umpire reports the score of the game. Send a text message with this information:
 - What Level of play
 - Home Team name and Score
 - Visiting Team name and Score
 - If there are any unusual circumstances like an ejection, etc. please let us know.

Example: Majors, AVLL 14 – NW 10

Send the text to: **Chris Watkins @ 951-283-4587**
Tom Lambert @ 949-275-1602