

2025 Little League  
Baseball Tournament  
Umpire Handout



# **Tournament Pre-Game Expectations**



- Make sure someone from the crew checks in with the managers (ToC) or Game Coordinators (All Stars) to let them know you are there.
- Be on the field ten (10) minutes before game to be part of pre-game introductions, pledge, etc. Host plate meeting and play ball!
  - Note: Umpires will **not** be checking gear before the game

## **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 of 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, 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 (clean) shoes. For those that umpire in Major Division and below games, a red "flag" of some sort for leaving early (no hat throwing) is also needed.

## **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 (Majors, Intermediate, Juniors and Seniors)
- Batted Ball hits batter while in box (when to kill the ball)
- Half swing/check swing
- Signals – Infield fly, 1<sup>st</sup> to third rotation, staying home/cover the bases, double tag up situation, and Time 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

**Apply**

S M T W T F S

☐ ☐ ☐ ☐ ☐ ☐ ☐

Month

**Action - " View Schedule"**

April			May 2013				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 to 1 hour is suggested immediately seek out your crew mates for ToC games, and check in with the managers.

For All Star games, upon arrival check in with the Game Coordinator (GC). GCs need to know you are there and can update you on your assigned position if there are required changes. 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 GC for All Stars) 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 learn, and often 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!**



# RULEBOOK APP

**BASEBALL ♦ SOFTBALL ♦ CHALLENGER**

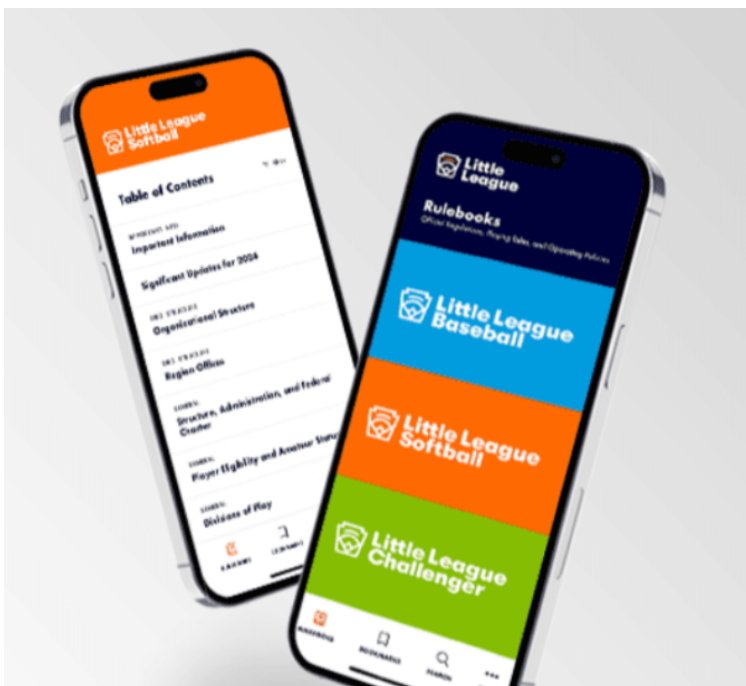
**Official Regulations, Playing Rules,  
and Operating Policies**

 **2025 Season Updates**

 **Approved For Use in the Dugout**

 **Create Bookmarks, Notes, and More**

**DOWNLOAD FOR FREE**



## 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



“Is all equipment that will be used allowed per Little League rules?” Get a verbal yes  
 Review ground rules (Reframe from a rules clinic, it is in the book)  
 Managers and Coaches in the dugout unless base coach  
 Umpires can only speak with the Manager regarding a ruling  
 Do not leave the dugout (or base coaching box) until a proper time-out is granted  
 Hustle on and off the field, 1-minutes between innings  
 Sportsmanship and Safety!

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?”
- “Is all equipment being used approved for Little League?”
- 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

## Tournament Rules to be Aware Of

### Mandatory Play Reg IV(i)

6 outs in the field – they do **not** need to be consecutive.

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



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



After the 3rd inning (4<sup>th</sup> inning for Intermediate and Jrs) the team has played in the field the umpire will notify the Manager the status of their players **NOT YET** meeting Mandatory play. Example – “Number 3 and 27 have only played 3 defensive outs, they still need three more defensive outs.”

It is your responsibility as an umpire to try and prevent a violation of Mandatory play. Continue the conversation each inning until mandatory play has been met for all players. Example: If in the 4<sup>th</sup> defensive inning of a Minors AAA ToC game, a player needs all six (6) 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)

Minor AA & Minor AAA ToC

15 after 3 innings

10 after 3 ½ or 4 innings

6 after 4 ½ or 5 innings (modified Rule 4.10(e))

Majors ToC

15 after 2 ½ or 3 innings

10 after 3 ½ or 4 innings

8 after 4 ½ or 5 innings

Intermediate, Juniors and Seniors ToC

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 is allowed for the catcher and/or pitcher of record when there are two (2) outs. The “courtesy runner” must 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 eight (8) players** 1.01 6.05(2)(n)

A game may not be started, nor continued, 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.

**Note: If the Umpire who made the call is a Youth Umpire, an Adult Umpire (or the Game Coordinator if an all Youth Umpire Crew) must be present during all discussions between the manager and the Youth Umpire to ensure Youth Umpires are not verbally abused or pressured to change a call.**

- 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 one (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 points to the base/plate where the play is being questioned 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, it is reasonable to expect the opposing manager to question why the call was reversed. The Umpire who made/reversed the call, shall communicate the reason for the ruling. They then turn and jog out to their position.
    - If a Youth Umpire is reversing a call, then the UIC should communicate the reason for the reversal with the manager.



None of the conversations should be adversarial. Just listen to the Manager’s 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, District Umpire In Charge – Tom Lambert or Tournaments Director – Steve Agor. 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, Tom or Steve 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 available/allowed.

Phone Numbers (Call in this order) –

<b>Chris Watkins</b>	<b>951-283-4587</b>
<b>Tom Lambert</b>	<b>949-275-1602</b>
<b>Steve Agor</b>	<b>951-283-1387</b>

## 2025 Tournament Umpire Awards

### Post Tournament Awards



**District Umpire Appreciation Luncheon** – Work five (5) or more tournament games and you will be invited to an end of season Umpire and Game Coordinator celebration lunch as a “Thank You” for your volunteerism.

**Above and Beyond Award** – Work fifteen (15) or more tournament games and you will earn a umpire jersey, distributed at the Umpire and Game Coordinator celebration luncheon.

**Rookie of the Year** - The award will be given to a first-year tournament umpire as voted on by the District 55 Umpire Advisory Committee. Award will be given at the Umpire and Game Coordinator celebration luncheon.

**John Dowdy Award** - The umpire that works the most tournament games is presented with a customized engraved bat at the Umpire and Game Coordinator celebration 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](http://www.gerrydavis.com)  
10% discount – promo code LLTEN

Ump Attire [www.ump-attire.com](http://www.ump-attire.com)



Honig's

[www.honigs.com](http://www.honigs.com)

Smit Teez

[www.smitteez.com](http://www.smitteez.com)

Purchase Officials

[www.purchaseofficials.com](http://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.
- For ToC games, **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 Angels 14 – LNLL Bruins 10

Send the text to: **Steve Agor @ 951-283-1387**  
**Chris Watkins @ 951-283-4587**  
**Tom Lambert @ 949-275-1602**