



NVTBL Umpire Training Outline

Section 1. NVTBL Local Rules 8U-12U

Rules Governing Play Within NVTBL (in priority order)

1. NVTBL _____ Specific Rules.
2. NVTBL _____ Rules.
3. _____ of _____ (NFHS) Rules.

NVTBL Local Rules 8U-12U Highlights

1. Thrown Bat – Safety Rule
 - ❖ Any player that _____ throws his/her bat will automatically be called _____ and receive a _____ from the umpire.
 - ❖ If the umpire believes the thrown bat was _____, a warning will be given to the team. If it happens a second time (intentional or unintentional), the player will be called _____ and _____ for the remainder of the game.
 - ❖ On any thrown bat event, all play will _____. All runners will return to their base at the _____ of the _____ pitch.
2. At all age levels, a player sliding _____ into home base will be called out.
3. Metal cleats are _____ allowed for 8U-12U.
4. Dropped 3rd strike applies only for 10U (AAA/Metro Spring; Metro Fall), 11U, and 12U.
5. Infield Fly Rule applies to _____ only. Does not apply for _____.
6. Balks
 - ❖ _____ - No balks
 - ❖ 10U - _____ warning per pitcher (no balks for Fall AA, AAA; Spring AA)
 - ❖ 11U/12U – Spring season - _____ warnings (except for AA); Fall Season – 1 warning per _____.
7. Bunting
 - ❖ _____ bunting is not allowed at 8U level. If a batter is determined to have attempted to _____ bunt, the play will be called dead and the pitch is declared _____.

Section 2. Safety: Keeping yourself and players safe

Overview: The most important job as an umpire is safety

There are 5 types of hazards to be alert to:

- 1.
- 2.
- 3.
- 4.
- 5.

Pregame Safety Check

1. Scan the field looking for: _____ and other dangerous items.
2. Ensure warm up catchers are wearing _____ even when standing.
3. Before putting the ball in play, scan the outfield to ensure warm up balls have been thrown in and every _____ is in the dugout.
4. Ensure you have water and stay _____ before, during, and after the game.

During the game

1. Check to see that batting helmets and catcher's gear fits—do not be _____ to point that out to the coach.
2. If a player is hurt, stop play. At higher levels there is some discretion to wait until the play _____ if it is clear that immediate assistance is not required or desired.
3. Do not throw a baseball to _____ unless you're sure they're looking and can _____ your throw.
4. Report any safety incidents to the _____.

During the game Weather

1. Rain: Look for any slipping on the _____ or around _____. Also balls and bats _____ out of players' hands.
2. Dark: Same idea, ask pitcher and fielder if they are _____ seeing the ball if you are not sure. When in doubt, stop the game.
3. Lightening or thunder: If you hear ANY thunder or see any _____, stop the game, ask the official scorekeeper to note the time, tell the coaches all players MUST leave the field and go to cars. No play will resume until 30 minutes after the last thunder/lightening, but that the game clock continues.

Protect yourself –Equipment

1. Never ask for or accept a game you are uncomfortable umpiring.
2. Make sure your _____.
3. Wear sturdy (preferably reinforced toe or plated) athletic shoes to _____ against _____ and uncaught low pitches.

Protect Yourself—Plate

1. A batted ball hit backwards (a _____) will generally travel _____ back or away from the batter.
2. As following slides show, stay in the _____ between the _____ and _____.
3. You may feel exposed there if the catcher sets up _____, but you are safer there than over or outside the catcher. Trust your gear.
4. If you are really concerned, get more behind the batter's back shoulder or _____ behind and not over the catcher, meaning very _____. You'll see the pitch over the catcher's inside shoulder at the last minute as it arrives at the plate.

Plate—Miscellaneous

1. When dusting the plate, _____, look to see where the baseball and any batter are, and dust it with your rear end facing the mound.
2. When a foul ball is hit in the air and the catcher goes running for it, _____ where you may be hit by a player or mask - instead, “swing the gate open” to let the catcher by you, give the catcher room, and look at the catcher, who will take you to the ball. LEAVE YOUR MASK ON until the catcher throws his or her mask.

Protect Yourself—Field

1. When in the field, keep your chest _____.
2. Assume any thrown ball is coming toward YOUR _____.

Section 3. Umpire Mechanics

Umpire Priorities (In order of priority)

1. Fair or Foul Decisions
2. Catch or No Catch Decisions
3. Plays WITH the ball
4. Plays AWAY from the ball

Umpire Mechanics Generally

1. _____ over _____
2. Be _____ when making the call (or your eyes will be moving)
3. Take 2 seconds to decide; do not rush
4. Make calls with a _____ voice and _____ signals
5. Look interested
6. Look athletic

Calling Balls and Strikes

1. Follow ball with _____ only – do not move _____. Follow ball all the way to catcher’s mitt.
2. Do not rush your calls. See the pitch, _____, make the call _____, then announce the call.
3. Stand up to call _____. Decide on your arm motion (Hammer is recommended)
4. Stay down to call _____. Call “Ball” then stand up.
5. Practice your calls (especially your third strike call). See yourself in the mirror.
6. Be confident! Be loud enough.

Other Strike Signals

1. Foul Tip: Say _____, scrape right hand over left in _____ direction and signal strike.
2. Checked Swing: On check swing ball, simply make the ball call. If umpire determines the batter did not check his/her swing, point at the _____ with _____ hand and say “Yes he went!” and indicate strike with right hand.

Fair/Foul Calls

1. Fair ball: Point direction (left hand for ball down 1B line; right hand for ball down 3B line). Say nothing.
2. Foul: Hands up and say "Foul!" (Same mechanic as "Time" call)
3. Don not yell foul when _____ (e.g. when ball hits or goes over fence or into dugout).
4. _____ should hear your call.

Catch/No Catch

1. Fly balls to outfield/No runners on
 - ❖ With no runners on, umpire should move into _____ to get as good a look as possible at fly balls to the outfield.
 - ❖ Let flight of the ball take you.
 - ❖ Move to _____ for fly balls down the line.
2. Catch
 - ❖ Same mechanic as _____ call and say "that's a catch!"
3. No Catch
 - ❖ Same mechanic as _____ call and say "no catch".

Safe/Out Calls

1. Safe: Extend hands out sharply, _____ to the ground. Bring back to midline and drop them only when sure _____ have seen the call.
2. Out: Similar to the _____ call. Wait, decide, pound the door. Say "Out!" emphatically on _____ plays (whacker); less so on _____ plays.

Interference

1. Call "Time" and give time out signal.
2. Point at site of _____ an announce "that's interference, runner is out."
3. Return all other runners to their bases at _____ of _____.

Obstruction

1. Type A (play on runner)
 - ❖ Call "Time! That's obstruction. You, 2B. You, 3B."
2. Type B (No play on runner)
 - ❖ Hold arm out parallel to the ground while play proceeds (delayed dead ball).
 - ❖ After play is completed, call time and award bases or leave runners where they are.

Miscellaneous

1. Home Run: Point up over _____ with index finger.
2. Ground Rule Double: Point over fence holding up _____ fingers and declare "ground rule double" or "two". Adjust runners accordingly.
3. Infield Fly: Declare "infield fly, if fair" and raise one arm straight up with _____ closed.
4. Time Play:
 - ❖ If runner touches home plate before _____ (but not a force out) is recorded on the bases, the run scores. Umpire announces "That run scores! Score that run!"
 - ❖ If _____ out is made before runner reaches home, run does not score.