

Menlo-Atherton Little League Umpire Training

Spring 2017



M-ALL 2017 Umpire Coordinators

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Today's agenda

Umpire expectations

Positioning

Rules (A/AA vs Majors/Minors/AAA)

Best practices

Website/Self-assigning games



What makes a good Umpire?

- Umpiring is as important to the success of a local little league program as managing or coaching.
- Character, good judgment, ability to get along with others and the desire to do the job well are the attributes of a good umpire.
- A competent umpire is one who commands respect, knows the rules of the game and reacts intuitively to the situations.
- THANK YOU !!!



Umpire expectations

- **Know your schedule** (and your partner)
- **Be on time** (15 minutes before game time)
- **Be properly dressed** (hat and shirt)
- **Have your count indicator and brush**
- **Know the rules and keep the game moving**
- **Stay off your phone**
- **Fill out post-game Umpire Game Report form so we have a record for payroll (i.e., so you can get paid)**



What if its raining?

- Field status is updated daily by 2pm on weekdays and 8am on Saturdays.
- Go to the Menlo Atherton Little League web site WWW.M-ALL.ORG to see field status.
- If it begins to rain during a game, the Home Plate Umpire makes the call on continuation. Safety is the top priority consideration in this decision.
- If a game is cancelled at the last minute after you've showed up to umpire, you will be paid. Note: if a game is cancelled long before you show up and you just didn't look at the message and went to the field anyway, you won't be paid.



This is a paying job...

- Please refer to the umpire rate sheet for payment per game/position.
- You will be paid twice per season. Once after spring break and once at the end of the season.
- If you can't make a game with in 48 hrs of game time you are responsible for:
 1. Finding your replacement
 2. Letting us know who this will be or you are a No-Show.
- If you No-Show for a committed game, you will be suspended.
- You must fill out a post game report to get paid.
 - No Report = No Paycheck
 - If you let us know you can't make it more than 48 hours ahead of time, the League will help you find a replacement



Umpiring Division Age Requirements

- A/AA Divisions – Umpires must be age 12 or older
- AAA/Minors/Majors Divisions– Umpires must be age 15 or older
- Age is determined by your age on April 30, 2017

2017 Youth Umpire Pay Rate

	Regular Season			Playoffs	
	<u>Plate</u>	<u>Bases</u>		<u>Plate</u>	<u>Bases</u>
A	\$20	\$20		\$25	\$25
AA	\$20	\$20		\$25	\$25
AAA	\$35	\$30		\$40	35
Minors	\$40	\$35		\$45	\$40
Majors	\$45	\$35		\$50	\$40

RULES - M-ALL League Website

- Before you work a game: Know the Rules.
- Go to M-ALL.ORG and click the Rules tab on the middle left of the home page.
- Review the Standard Procedures and the Rules for your division.
- Any 2017 Rules changes will be posted on the league website

Umpire Equipment

- Each field has a shed
- **Grey duffel bag** is marked and contains
“Umpire Equipment - please return after use”
 - 1 Face mask
 - Shinguards
 - Chest protector
 - Home plate Brushes
 - Count Clickers
- Treat the equipment with care and **return all equipment** to the duffel bag in the shed after use.

Start each game with a Pre-game meeting

- Both head coaches, both umpires
- Introduce yourself
- Tell them the time on your phone or watch (especially on Saturday)
- Players may wear no jewelry of any kind
- Remind them about throat protectors for catchers
- Know who your catchers are and get them out there to keep the game moving.
- Keep the players out of the cut-outs - Safety
- Tell them to make sure the kids are hustling
- Note: when you get to the field, the home team coaches/parents should be preparing the field for play. This is the home team's responsibility. If a team doesn't appear to realize this and no one is setting up the field in a timely fashion, remind them!



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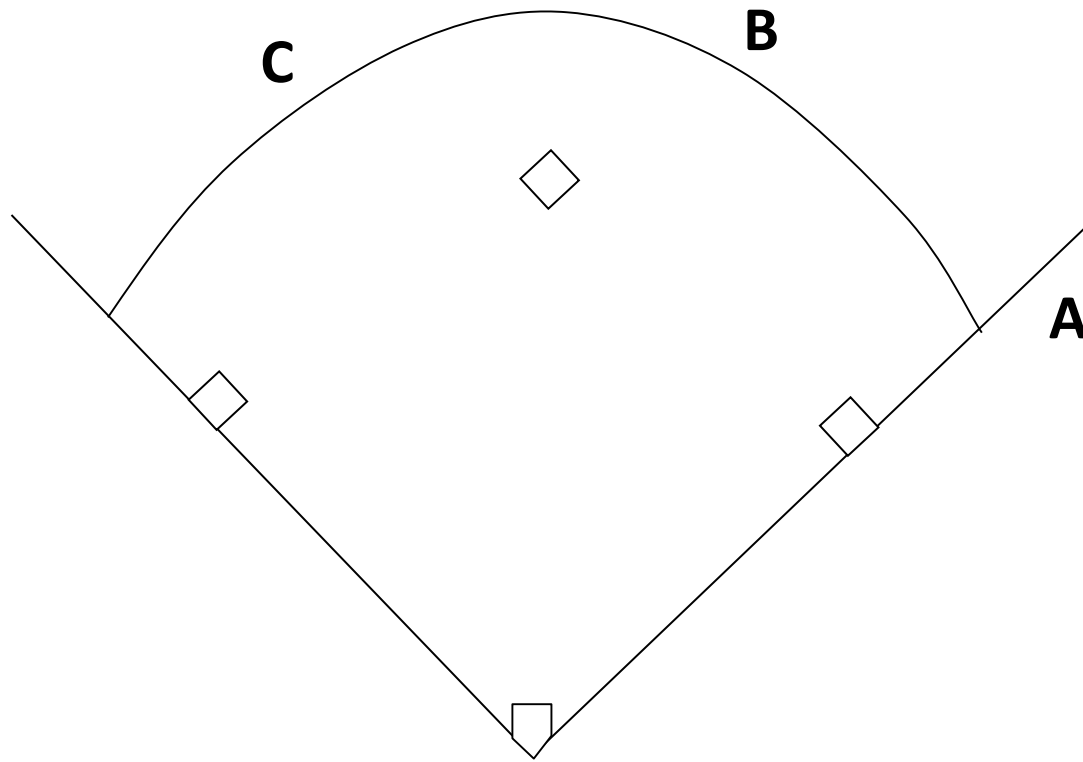
Rules

Best practices

Website/Self-assigning games

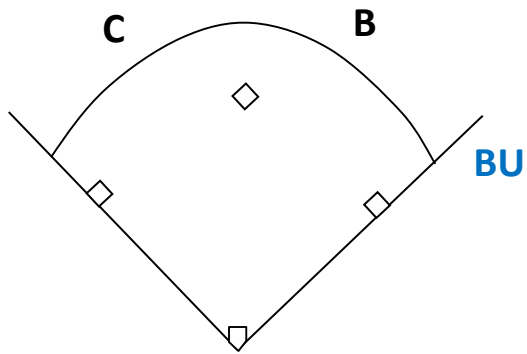


Base Umpire positions



Position at Start of Play

(aka Rotation)

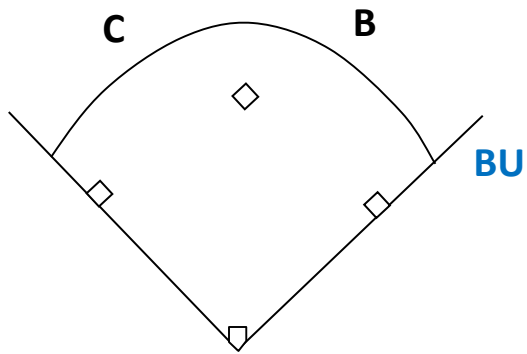


Bases empty

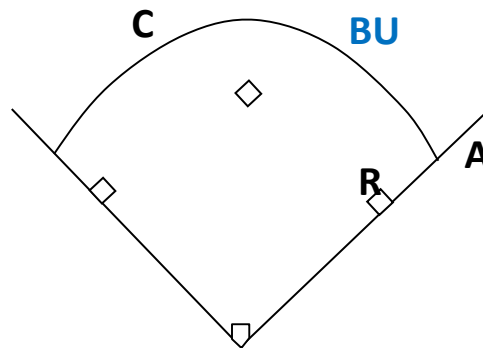


Position at Start of Play

(aka Rotation)



Bases empty

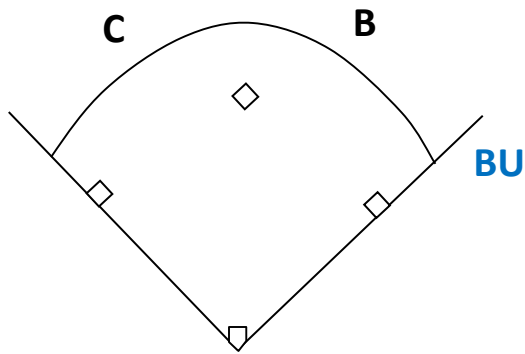


Runner on 1st

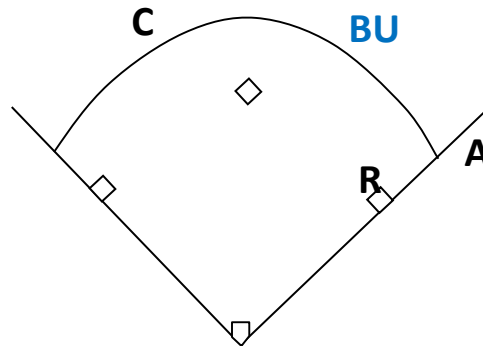


Position at Start of Play

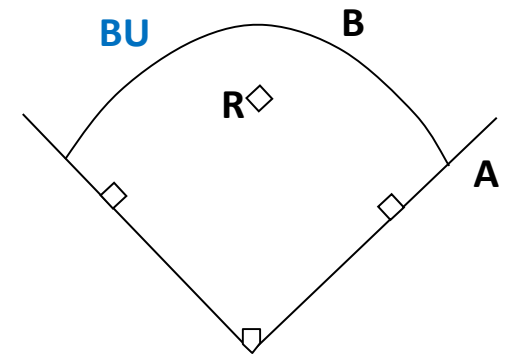
(aka Rotation)



Bases empty



Runner on 1st



Any other combination
(2nd only, 2nd and 3rd,
1st and 3rd, 3rd only,
bases loaded)



Where to go when ball is hit

Outside In --- Inside Out

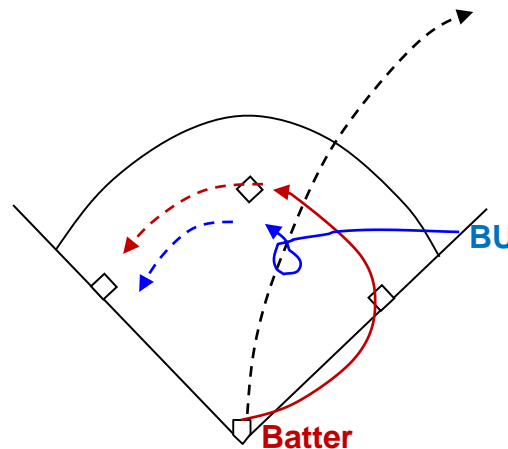
- **Ball is on the infield – You’re in the outfield**
 - If a hit ball stays in the infield and is fielded by an infielder, BU stays outside and makes call from shallow outfield or in the dirt
- **Ball is in the outfield – You’re on the infield**
 - If a hit ball gets through to the outfield (either on a fly ball or ground ball), BU comes inside, turns to watch runner tag first and follows runner and ball to the play. BU should be set ahead of arriving runner.
 - Only way to keep up with the runners and be in position for the play
 - Helps you stay out of the way of the ball coming in
 - *Aside from being the proper mechanic, it makes your life as the BU much easier!*



Where to go when ball is hit

Outside In --- Inside Out

- Example Play: Outfield hit with no one on
 - BU breaks into infield, turns left to watch runner touch 1st, then moves with and ahead of runner to be ready for a play at 2nd or 3rd
 - No way to stay in the outfield and beat runner to bases as well as watch runner touch 1st and 2nd
 - The runner would be behind you and the ball would be coming in from your back
 - You might even be in the way of the ball coming in



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Website/Self-assigning games



A/AA - Live Ball / Dead Ball

- Ball is live when machine umpire shows the batter the ball
- Ball becomes dead when
 - Any umpire calls time
 - Hit ball leaves the field in either fair or foul territory
 - Thrown ball leaves the field
- No one can be put out when ball is dead



Live Ball – Dead Ball

Majors/Minors/AAA

- **Ball is live when plate umpire puts ball into play**
 - Plate umpire calls “Play” when pitcher is on mound ready to pitch
- **Ball becomes dead when**
 - Any umpire calls time
 - Hit ball leaves the field in either fair or foul territory
 - Foul ball
 - Home run
 - Ground rule double
 - Thrown ball leaves the field
- **No one can be put out when ball is dead**
 - Reason why appeal plays need to be done when ball is live



Foul Balls

- **A hit ball becomes foul when:**
 - It settles to a stop in foul territory between home and 1st or 3rd
 - First touches ground in foul territory past 1st or 3rd
 - Touches an object in foul territory before being caught
 - Bounding ball passes 1st or 3rd in foul territory (i.e., does not cross over ANY PART of 1st or 3rd base)
- **Note**
 - The foul lines are in fair territory. Any ball that touches ANY PART of the foul line is FAIR

Never call or yell “Fair Ball!” – Just POINT fair...



Foul Tip – Majors/Minors/AAA

- A foul tip is not the same as a foul ball
- A foul tip can be considered exactly the same as a swinging strike
 - Ball remains live (so don't call foul ball)!!!
 - Runners can steal
 - Can count as strike 3 (batter out)
- Definition
 - Batted ball that goes **directly** to the catcher's mitt **and is caught**



Time Plays – Majors/Minors/AAA

- Whenever the 3rd out of an inning is made on a tag play, any runs that crossed the plate before the tag-out count.
 - Sometimes it's a close call as to whether the runner crossed the plate before or after the tag
- Whenever a runner is on second and there are 2 outs, this can commonly turn into a “timing play” situation
 - Outfield hit and batter tries for a double and runner on 2nd tries for home
- PU will motion to BU with fingers to his wrist
- BU doesn't really do anything different on this play
 - But be aware that PU will be staying home regardless of whether there may be a play at 3rd.
 - *Don't try to make your safe or out call “faster”*



Obstruction

(How to recognize when it occurs)

- **Official definition**

- Any act of a fielder who, while **NOT** in possession of the ball, impedes the progress of any runner. Examples: Fake tags, blocking a base, base path or home plate when not in possession of the ball.

- **Concepts to understand when determining if obstruction has occurred**

- Fielders have a right to be where needed to field a batted ball.
- The above concept **does not apply** to fielders who are fielding a thrown ball.



Interference

(What it is and how to recognize it)

- **Official Definitions**

- **Offensive interference:** Any act by the batter or runners that obstructs, hinders, impedes or confuses a fielder attempting to make a play.
- **Defensive interference:** Any act by a fielder that hinders or prevents a batter from hitting a pitch.
- **Umpire's interference:** When (1) the plate umpire interferes with the catcher's throw attempting to prevent a stolen base or (2) when a batted ball hits a base umpire in fair territory before passing a fielder



A/AA-specific rules

- 10 players on defense
- Outfielders will start the play 10 yards behind the dirt infield
- No infield fly
- **Pitching machine ball placement**
 - **4 seam fastball orientation**
 - **Hold ball against back of cylinder and let it roll down (do not push the ball)**
- **Machine settings**
 - **A: 4.5**
 - **AA: 5.0**
- Show the ball to batter and defense before feeding machine
- Pitching machine adjustments can be made during an inning if necessary but please use your discretion wisely and only make height adjustments (pitch speed must remain constant)
- The "player pitcher" must have one foot within the circle surrounding the pitching machine

Play is stopped if the ball is thrown into the pitchers cylinder with the pitcher in the cylinder trying to make a play on the ball



A/AA-specific rules

- If a hit ball makes contact with the pitching machine the batter is awarded a single and any runner(s) is/are allowed to advance one base. Play is dead when the ball hits the machine
- If a play is made on a runner coming into 2nd or 3rd base and an overthrow is made, an extra base is not to be taken
- If a player is not swinging at good pitches, start calling strikes. The limit for these situations is 3 good pitches in a row not swung at and this does not “re-set” after a swing. Announce loudly: “Batter, I am going to start calling strikes. Swing at good pitches.” There are no walks.
- Cannot throw a runner out from right field to first base
- Outfielders cannot move into the infield and make an out as an infielder
- **A new inning cannot be started after 75 minutes (A) or 90 minutes (AA) from the start of the game. Any inning, once begun, must be completed.**
- **AA ONLY:** Overthrow at first base - Runner has ability to advance at his discretion. HOWEVER if it goes out of play (at Las Lomitas that means in the stands - the runner is awarded the base by the umpire).



AAA/Minors/Majors-specific rules

- Infield fly is in effect
- Drop third strike is in effect (Majors only)
- A pitcher who delivers more than 40 pitches in a game cannot play the position of catcher for the remainder of that day
- Any player who has played catcher in four or more innings (whether playing in all of an inning or in only a portion of an inning) in a game is not eligible to pitch on that day



AAA/Minors/Majors- Infield Fly

- **Official Definition:**

- Fair fly ball (except line drives and bunts) that can be caught by an infielder with “ordinary” effort, when 1st and 2nd (or 1st, 2nd, and 3rd) are occupied and less than 2 out

Notes & Clarifications

- Any fielder (including pitcher, catcher or outfielders) can catch an infield fly
- Umpires calls it when the ball is at its *maximum* height (its “apex”) – Call it loudly and clearly

- **Purpose**

- Infield fly is meant to avoid defense taking unfair advantage of offense by obtaining a “cheap” double-play on an intentionally dropped ball



Majors only - Drop Third Strike

- **Official Definition:**
 - Occurs when the catcher fails to cleanly catch a pitch for the third strike
- **Notes & Clarifications**
 - There must be fewer than two outs
 - First base must be unoccupied
 - If a runner is stealing second, first base is considered occupied
 - The batter's **first move** must be to first base
 - If the batter is out, call it loudly and clearly
 - If the batter is not out, do not say anything



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Best practices / Key takeaways

- Pause before making a call
- **BE LOUD!!! We have never heard a youth umpire be too loud. It is impossible to be too loud. Almost all youth umpires are much too quiet. BE LOUD!!**
- Coach Appeals vs. Judgment Calls -> Conferencing
- It's all about the angles; better positioning = better calls = coaches never being able to say I had a better view
- Stay in control
 - Keep fans off of the field - down the lines (especially at HP and Willow Oaks)
 - Look for throat protectors
 - Keep the coaches in (or near the dugout) when on defense
 - Never call fair out loud, always call foul very loudly



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Menlo-Atherton Little League Website

- www.m-all.org
- **Youth Umpires: Log in with your specific email address (not your parent's) and password**
 - If your own email address is not yet entered into your profile, have your parent read these instructions:
 - Please log in to your M-ALL account and update it so that your youth umpire has his own unique email address and password.
 - 1) Log in to m-all.org with the parent email address and password (the account you used for Umpire registration)
 - 2) At the upper right, select "My Account"
 - 3) Under Participants, select the Participant registered for 2017 Youth UMPIRE Registration
 - 4) When the Youth Umpire Profile comes up, go to the "Email Address" field and make sure your Youth Umpire has his own individual email address entered
 - 5) Go to the bottom of the page and click "Submit"
 - 6) Log out of the M-ALL website
 - 7) Sign back in to the M-ALL website with your Youth Umpire's email address, but first click "Forgot Password?" to complete the process of setting a new password for the Youth Umpire's account.
 - 8) The Youth Umpire will now use his own email address and password for future logins to the M-ALL website for his Umpire Activities

M-ALL League Website

- **Umpires** tab for announcements and info
- **Officials Area** for your schedule, “My Schedule”
- **Rules** tab to find Official League and Division Rules

M-ALL League Website

- **Master Schedule** for Master Schedule game listings
- Master Schedule to find **Online Form** to do **Game Report** after each game.

Finding Games and Scheduling

- Go to **Master Schedule** to select from the available games.
- Check the box “**Show games only**”
- Available games are listed as “**Not Assigned**”.
- To sign up for a game, click the pull-down menu under Not-assigned and make your selection
- “**Assignment successful!**” message means you are now signed up.

Self-assigning games

MENLO-ATHERTON
LITTLE LEAGUE

Home Team **Master Schedule** Sponsors Donate to M-ALL Contact Us/Board

Home
Registration FAQ
Fees and Eligibility
M-ALL Handbook
Player Development
Coach Resources
Forms
Sportsmanship/PCA >
Umpires

WELCOME TO THE MENLO-ATHERTON LITTLE LEAGUE WEBSITE!

REGISTER HERE!

UPCOMING EVENTS [VIEW](#)

FEB 8	1st Day of Practice for A-Majors Divs Sat
FEB 15	Registration Closes for TBall and Intermediate Divs Sat



Self-assigning games

Team Master Schedule Sponsors Donate to M-ALL Contact Us/Board

Master Schedule

Options ▾

Show games only

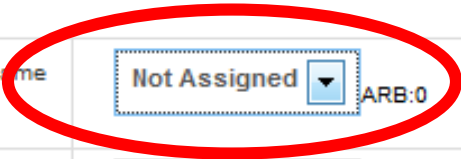
◀ 02/03/2014 . . 02/09/2014 ▶

Date	Team	Type	Off	Note
Mon 02/03/2014				
Tue 02/04/2014				
-	Majors Draft			



Self-assigning games

Menlo Park, Las Lomitas				
	11:00a - 1:00p	>Double A (AA)>	Tigers (h) vs. Royals	Game Not Assigned  ARB:0
	1:00p - 3:00p	>Double A (AA)>	Orioles (h) vs. White Sox	Game Not Assigned  ARB:0
	3:00p - 5:00p	>Double A (AA)>	Red Sox vs. A's (AA)	Game Not Assigned  ARB:0

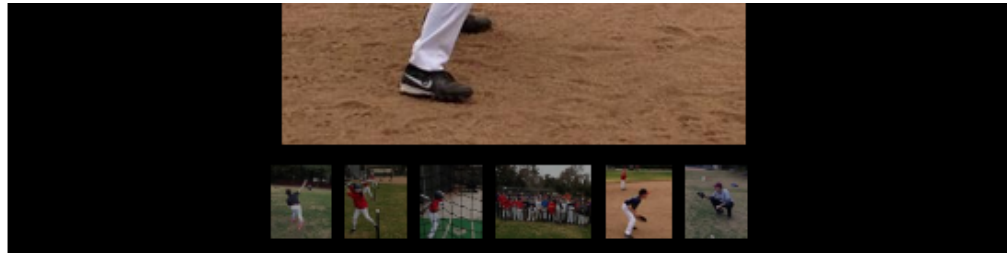


Displaying your Schedule

- Go to **Officials Area** and select **My Schedule** to see what games you are signed up for.
 - You will see a list of your games

Self-assigning games

- Forms
- Sportsmanship/PCA >
- Umpires
- Rules >
- Fields
- Rainout Info
- 2014 Calendar
- Mobile Apps
- Officials Area**
- Feedback
- Join Our Email List
- Edit My Account



M-A Little League conducted its annual Tune-Up Clinic on January 11 to help get players ready for **Player Evaluation Day**. We had over 185 players in attendance, with some great instruction provided by our friends at **Starting Lineup, California Baseball Farm Club**, and some of our very own coaches in the league. Players were run through various stations emphasizing baseball fundamentals and received some instruction along the way too. Most importantly, everyone had fun!

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FEB

28

A/AA Umpire Classroom
Training
Fri 4:00p to 5:30p

COMPOSITE BATS

LOOKING FOR A COMPOSITE BAT

Before you buy that all-composite bat, make sure it's on [Little League's Licensed Composite Bats \(2 1/4 inch barrels\)](#) list.

M-ALL MAJORS SPONSORS



Self-assigning games

Event Schedule

⚙️ Options ▾

Official: Jay Maniar Season: Spring 2014 ▾

Date	Time	Event	Type	Field	Assignment	Confirmed
 Sat, Mar 8	10:30a-12:30p	57 Left Bank vs Old Pro	Game	Menlo Park Burgess Majors	Majors Plate	Accepted ▾

Last Updated on: Fri Jan 31 2014 at 1:49:00 PM



If You Need to Cancel an Assignment


- Go to **Officials Area** and select **My Schedule** to list the games that you are signed up for.
 - To cancel an assignment, find the game, and to the right of the listing, **select “Declined”**
- When you decline a game, the website will notify us that you have cancelled.
- **If less than 48 hrs remain before game time, you must additionally email/text/call us and you must find your own replacement.**


Self-assigning games

Team Master Schedule Sponsors Donate to M-ALL Contact Us/Board

Officials Area

Options ▾

 My Schedule

 Log Out

My General Availability

	AM											PM												
	12	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4	5	6	7	8	9	10	11
Sunday	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



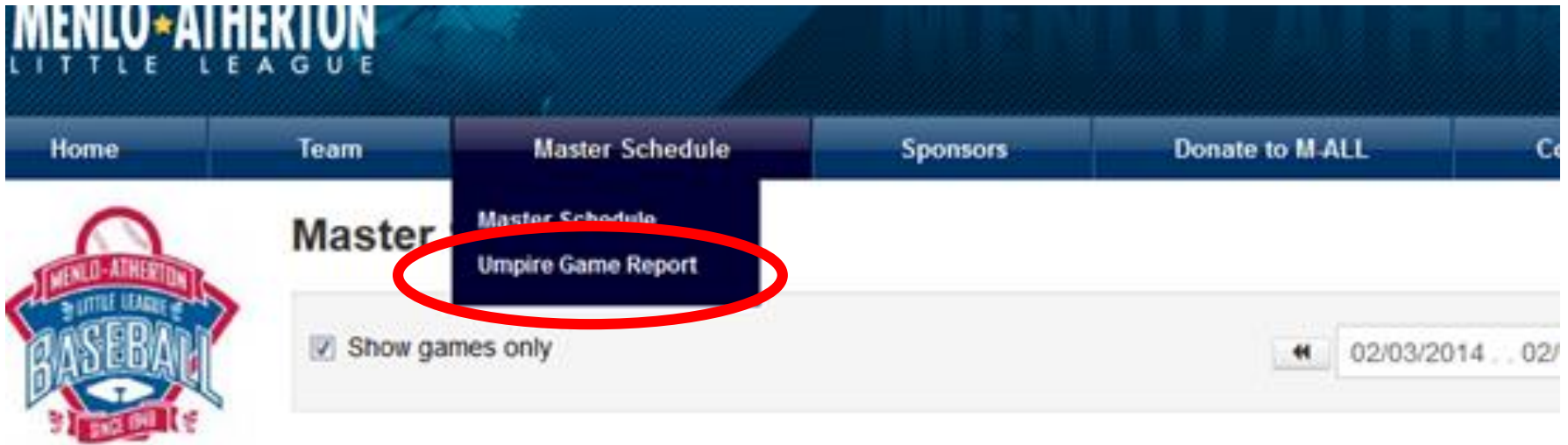
Submitting a Game Report

- Master Schedule to find **Online Form** to do **Game Report** after each game. Click “**Umpire Game Report – Spring 2017**” to complete the form.
- Every umpire must submit a game report for every game worked. You will only be paid for games for which you submitted a game report. Both you and your partner must each submit separate game reports.
- Fill out all fields of the form.
- If the pull-down menu doesn't list your choice, enter it in the “Comments” section

Submitting a Game Report

- Use “Comments” section for any feedback
- Feedback can include
 - Any issues with game or equipment
 - Any issues with Coaches or Players
 - Any issues with your umpire partner, such as feedback on performance. It can be complimentary feedback or constructive feedback.
 - If your partner no-showed

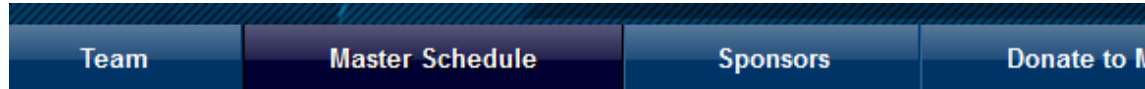
Umpire Game Report



The screenshot shows the website header for Menlo-Atherton Little League. The navigation menu includes links for Home, Team, Master Schedule, Sponsors, and Donate to M-ALL. The Master Schedule dropdown menu is open, showing options for Master Schedule and Umpire Game Report, with the latter highlighted by a red circle. Below the menu, there is a checkbox for 'Show games only' and a date range selector set to 02/03/2014.



Umpire Game Report



Umpire Game Report

Name: *

Date (MM/DD/YY): *

Time of game (please HH:MM am/pm format): *

Position: *

Partner: *

Field: *

League: *

Problems? Questions? Help?

- Coaches arguing calls, equipment issues, etc.
- Contact Us:
 - Justin Young
 - (510) 593-4597, call or text
 - Email: justinyo@yahoo.com, umpires@m-all.org
 - Matt Vanis (Umpire Pay or Equipment issues)
 - (415) 200-8242, call or text
 - Email: mvanis@shb.com, umpires@m-all.org

Thank you!

- Know your schedule
- Know the rules
- Be on time, stay on time
- Control the game
- Be in position
- Be loud and authoritative
- Submit a Game Report after each game