

### *The Plate Meeting with Team Managers*

Five minutes before the game's scheduled start time, you and your crew proceed to home plate and call the team managers out to home plate for the pre-game conference.

The plate meeting with coaches should be short and to the point.

You should cover the following:

- Review each manager's lineup, confirm there are no final changes. Then, ensure that lineups from respective managers are exchanged. At this point the lineups are official.
- Ask coaches to confirm that their players are properly equipped, and that all equipment is regulation.
- Go over ground rules for the field. Typically you'll ask the home team manager to go over the ground rules. If your field is not fully enclosed, be sure to clarify where dead-ball territory begins. Fielders arms up if ball goes out of play.
- Cover special rules, if any (for example, clarify tournament rules, league rules, etc., if any apply).
- Do a coin flip if necessary.
- Time starts at the first pitch if necessary (field umpire records time).
- Insist that both teams play with the highest regard for good-sportsmanship. Remind the coaches that they, and only they, can call on the ump to discuss a call, and that they should wait for action to stop and then ask for time. Then, they should address the umpire whose call they wish to clarify.

### *Umpire pregame checklist*

#### Prior to game and on arrival at the field

- Confirm assignment, game time, field, parking location, colors.
- Use email or phone your partner at least a day ahead of the game.
- Arrive at the field at least 20 minutes before game time.
- Check in with tournament director or coaches.
- Check condition of the field.

#### Pregame meeting with your partner

- ✓ Catch/no-catch coverage in the outfield.
- ✓ Fair/foul coverage.
- ✓ Umpire Signals & making eye contact (cover all of your signals).
- ✓ Checked swings.
- ✓ First-to-third rotation (agree on signals).
- ✓ PU has touches and tags at 3rd with runners on.
- ✓ PU rotations (staying home, covering third, covering catch/no-catch).
- ✓ U1 going out (PU has batter-runner all the way).
- ✓ Rundowns (when and how to join).
- ✓ Calling balks.
- ✓ Foul ball off the batter in the box ("see it, call it").
- ✓ Overthrows out of play ("see it, call it").
- ✓ Running lane interference.
- ✓ Force-play slide violation/interference (PU needs to help).
- ✓ Swipe tag / pulled foot at 1st base (PU needs to help).
- ✓ Appeals, touches, tags (be clear who owns what and when).
- ✓ Getting the call right (discuss getting together).
- ✓ "I have information for you" (discuss a signal) .

Cut the two out, attached back to back on a notecard, laminate them if you choose.

Permanently keep them in your umpires wallet.

Use for every game.