

UMPIRE TO UMPIRE CONFERENCE

- 1 Introductions
- 2 Fair/Foul coverage-Who's got what & where
- 3 Tagups/touches
- 4 Fly balls to outfield
- 5 Fly balls to infield
- 6 Coverage of third base
- 7 live ball (restart after foul/dead balls)
- 8 Dropped third strike (Junior/Senior/Big League Baseball&Senior/Big League Softball)
- 9 Batted ball hits batter while in box
- 10 Half swing (checked swing)
- 11 Umpire positing
- 12 Signals

PRE-GAME CONFERENCES

- 1 Inspect equipment in both dugouts
 - 2 Introductions (self and partner(s) to each manager/coach
 - 3 Collect/review and confirm line-ups
 - 4 Playing field ground rules
 - 5 Player/coach ground rules
- Players: No throwing of helmets or bats! (Automatic game ejection)
Helmets must be worn at all times for all offensive players on the field
A helmeted player not in the line-up will retrieve the bats
No jewelry (except for medical alert)
Hustle
- Coaches are all your players properly equipped
No arguing judgment calls of umpires (safe, outs, balls, strikes
Ect..)
Do not leave the dugout until a proper time-out is called