

Intermediate Umpire Clinic



Revised 2017

Philosophy of Little League

“Little League Baseball is a program of service to youth. It is geared to provide an outlet of healthful activity and training under good leadership in the atmosphere of wholesome community participation. The movement is dedicated to helping children become good and decent citizens. It strives to inspire them with a goal and to enrich their lives towards the day when they must take their place in the world. It establishes for them the rudiments of teamwork and fair play.”

Role of the Umpire

“The prerequisites for a good umpire – and the ingredients of a good reputation – are varied. An umpire must be decisive, objective, consistent and courageous. An umpire must hustle, and anticipate what will happen during a play. An umpire must be a disciplinarian, but must also be understanding about players’ and coaches’ frustrations. An umpire must also, from time to time, listen to players and coaches and, occasionally, teach them a thing or two.”

Joe Brinkman, The Umpire’s Handbook, 1987

Levels of Officiating

- House League games
- House League Tournaments
- Official Tournaments:
 - Districts
 - Provincials
 - Canadians
 - World Series

The Rules

- This is partially a rules clinic.
- Read the rule book, and read it repeatedly.
- Ask questions.
- Read your house league rules – ensure you have a copy.
- Read the interlock rules – available on the D2 web site.
- Understand the organization of the rule book.

Tips for Successful Umpires

1. Knowledge of the rules.
2. Proper field positioning.
3. Timing.
4. Personal appearance.
5. Handling situations.
6. Use of proper signals/communication.
7. Physical preparation.

Recurring Themes

- Have a good knowledge of the rules
- Dress the part
- Be in position
- Sell the call
- Work as a team
- Listen and teach
- Have fun!

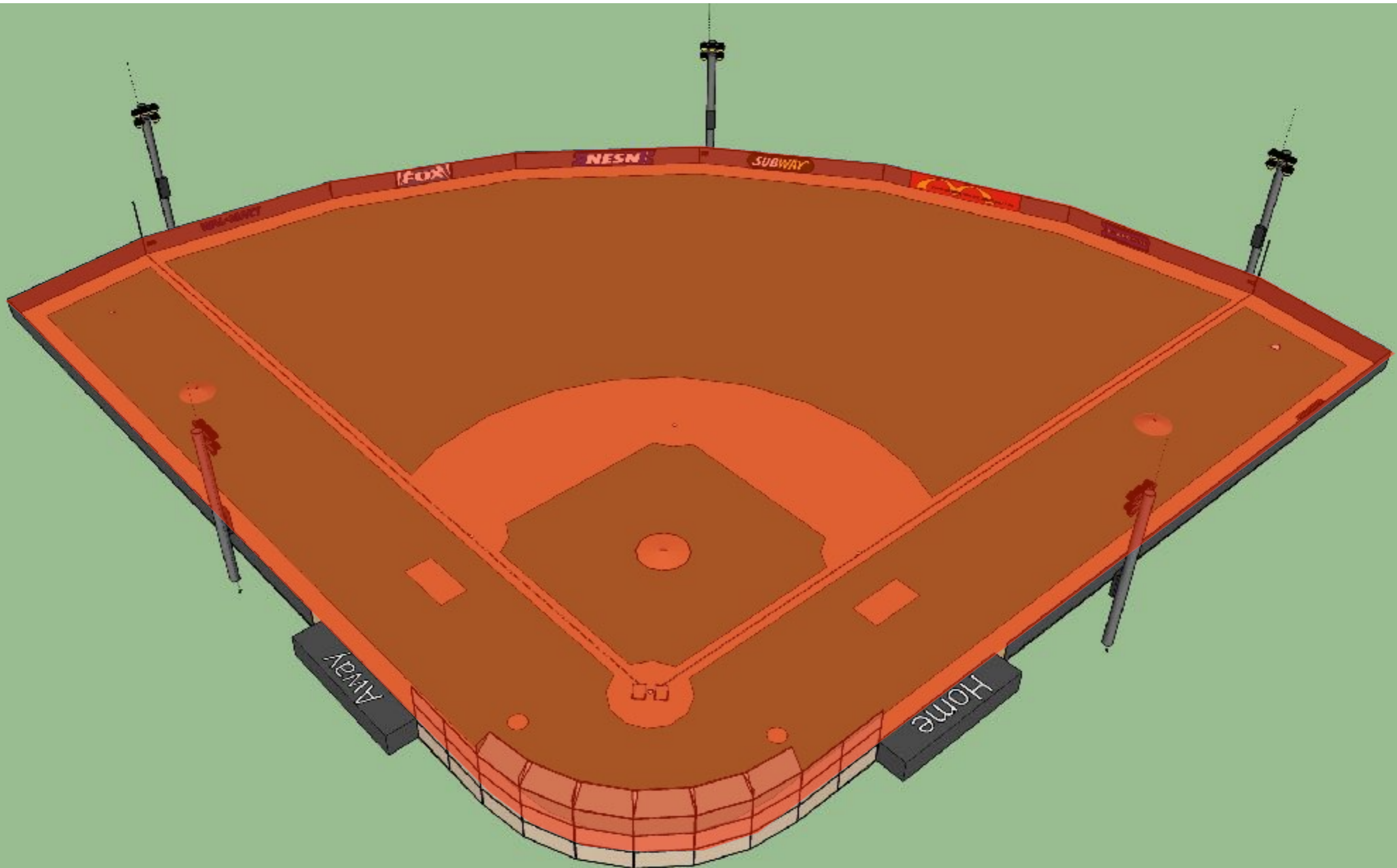
Qualities of a Good Umpire

1. Arrive 20 minutes before the game, dressed appropriately.
2. Make all decisions in a clear, distinct voice and with definite gestures.
3. Display quickness, alertness and confidence.
4. Cooperate with the teams to make the game interesting for players and spectators.
5. Display absolute integrity and impartiality with all concerned.
6. Avoid unnecessary conversations with players and spectators during the game.
7. Abstain from criticizing the work and decisions of fellow umpires.
8. Support good, clean fun at all times.
9. Use common sense and good judgment at all times.

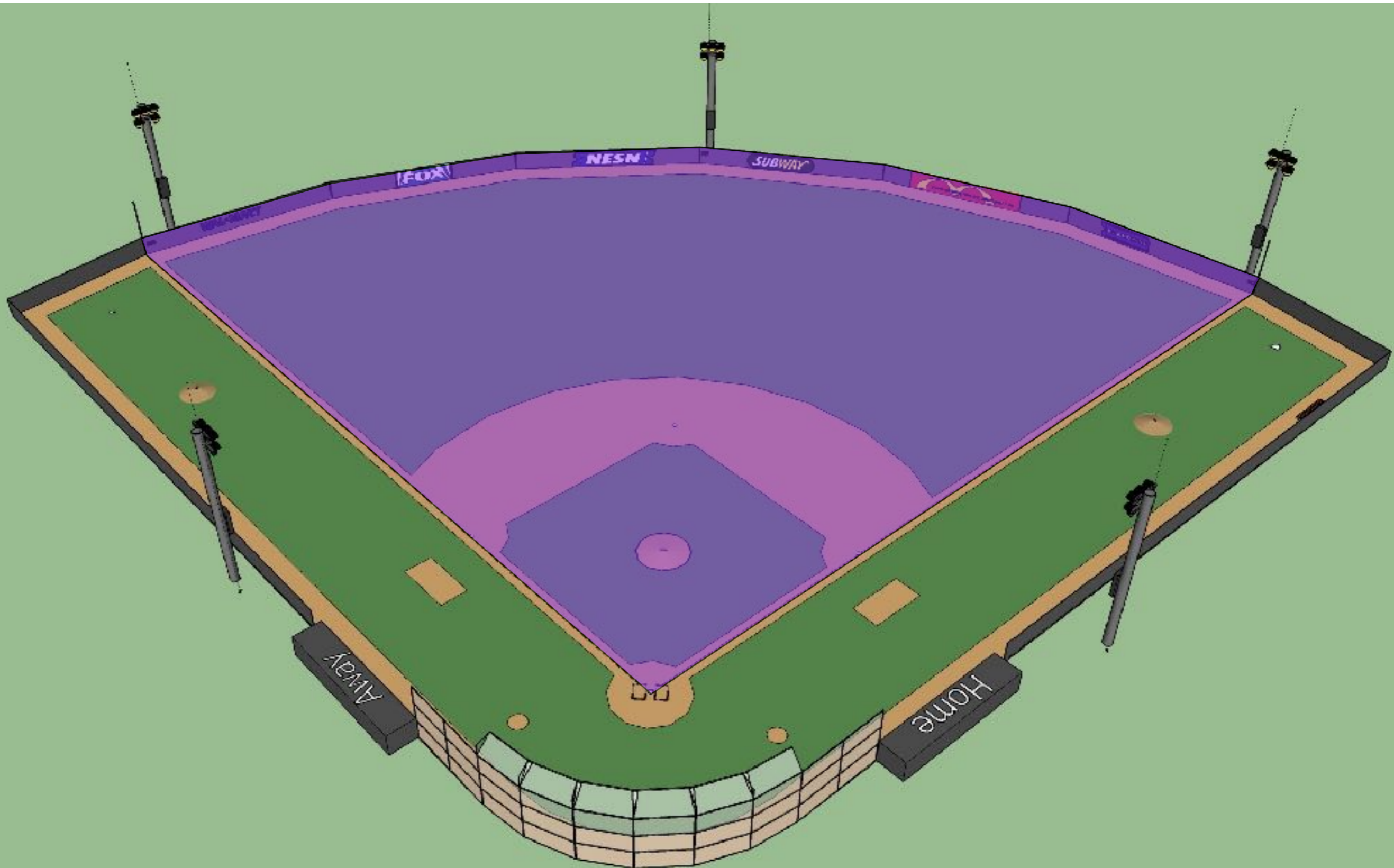
Parts of the Ball Diamond



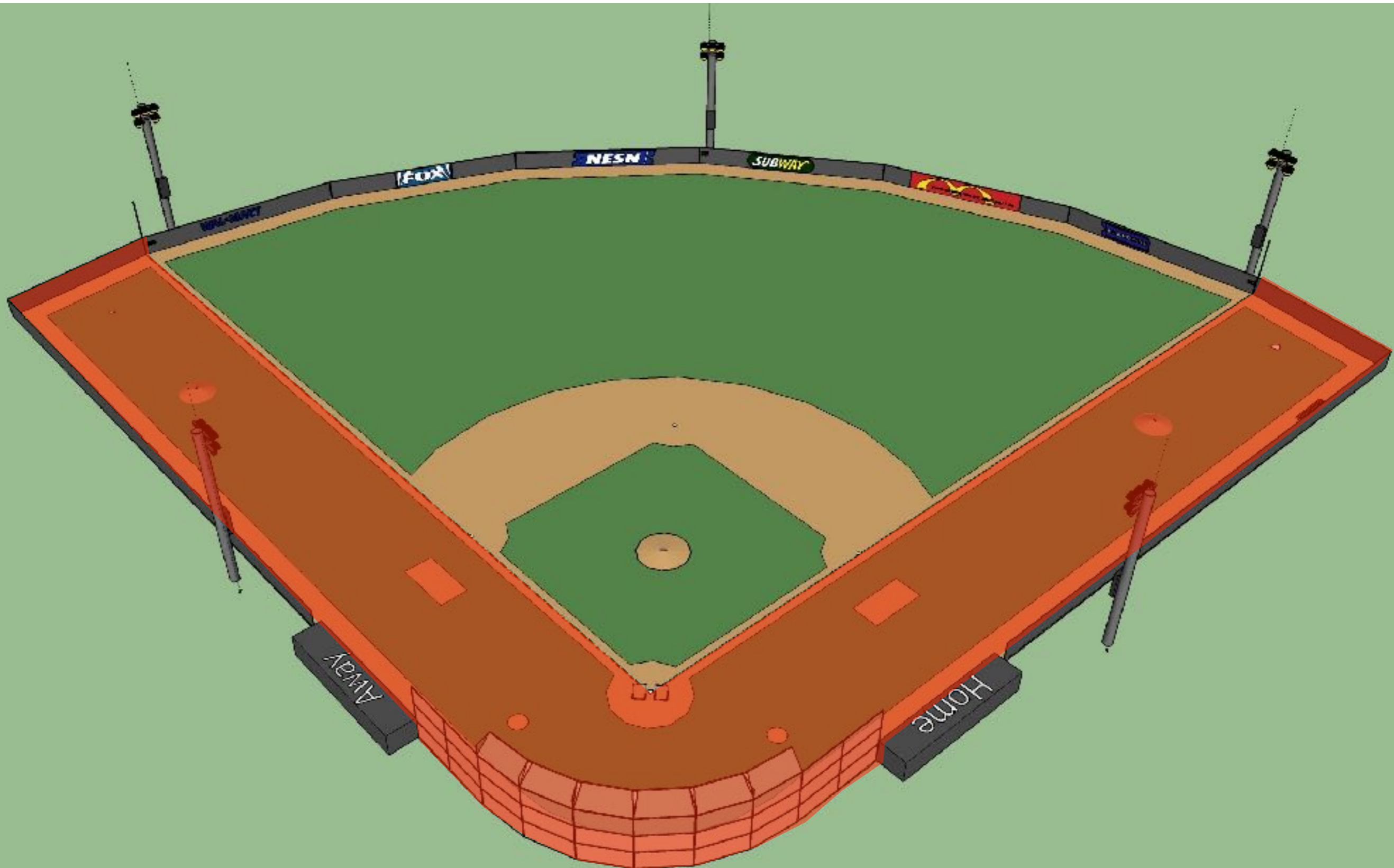
Playing Surface



Fair Territory



Foul Territory



The State of the Ball

- Dead – nothing can happen.
- Live – the game is on.
 - Pitched – until it is hit, caught, or touches foul territory (or the batter).
 - Batted – hit by the bat; bunted is a special case.
 - In-flight – batted, thrown or pitched ball that has not yet touched the ground or some other object.
 - Bounding – a live ball that continues to bounce after touching the ground.
 - Caught – an in-flight ball that is legally caught.
- A foul ball is a dead ball.
- A home run is a dead ball on which bases are awarded.

The 2016 Rulebook

- Organization of the book into sections:
 - Introduction & Organization Structure (up to page 2)
 - General Information (pages 2-18)
 - Official Regulations (pages 19-53)
 - Official Playing Rules (pages 54-114)
 - Tournament Rules (pages 115-145)
 - Appendices (pages 146-158)
 - Operating Policies (pages 159-197)

The Rules of Baseball

- There are only 9 rules; Tournament play modifies the rules for official tournaments:
 1. Objectives of the Game (pages 54-65)
 2. Definitions (pages 66-73)
 3. Game Preliminaries (pages 74-77)
 4. Starting and Ending the Game (pages 78-85)
 5. Putting the Ball in Play (pages 86-88)
 6. The Batter (pages 89-95)
 7. The Runner (pages 96-105)
 8. The Pitcher (pages 106-110)
 9. The Umpire (pages 111-114)

1: Objectives of the Game

- Field dimensions at various levels (1.04)
- Bat dimensions (1.10)
- Uniforms (1.11)
- Glove sizes and colour (1.12-1.15)
- Catcher's Equipment (1.17)

2: Definitions

- Much improved from past years
- Alphabetical
- Not all desired terms are present

Definition of “Catch”

- a. “A catch is the act of a fielder in getting secure possession in the hand or glove of a ball in flight and firmly holding it before it touches the ground...”
- b. “... providing such fielder does not use cap, protector, pocket or any other part of the uniform in getting possession.”
- c. “It is not a catch, however, if simultaneously or immediately following contact with the ball, the fielder collides with a player, or with a wall, or if that fielder falls down, and as a result of such collision or falling, drops the ball.”
- d. “It is not a catch if a fielder touches a fly ball which then hits a member of the offensive team or an umpire and then is caught by another defensive player.”
- e. “If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, then the ball shall be adjudged to have been caught.”
- f. “In establishing the validity of the catch, the fielder shall hold the ball long enough to prove complete control of the ball and that release of the ball is voluntary and intentional.”
- g. “A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground.”
- h. “Runners may leave their bases the instant the first fielder touches the ball.”

“Infield Fly”

Typically applies to Minors and above; house league Minors may omit

Purpose: to prevent a deliberate and staged double or even triple play

Should be called in progress, but may be called after the fact

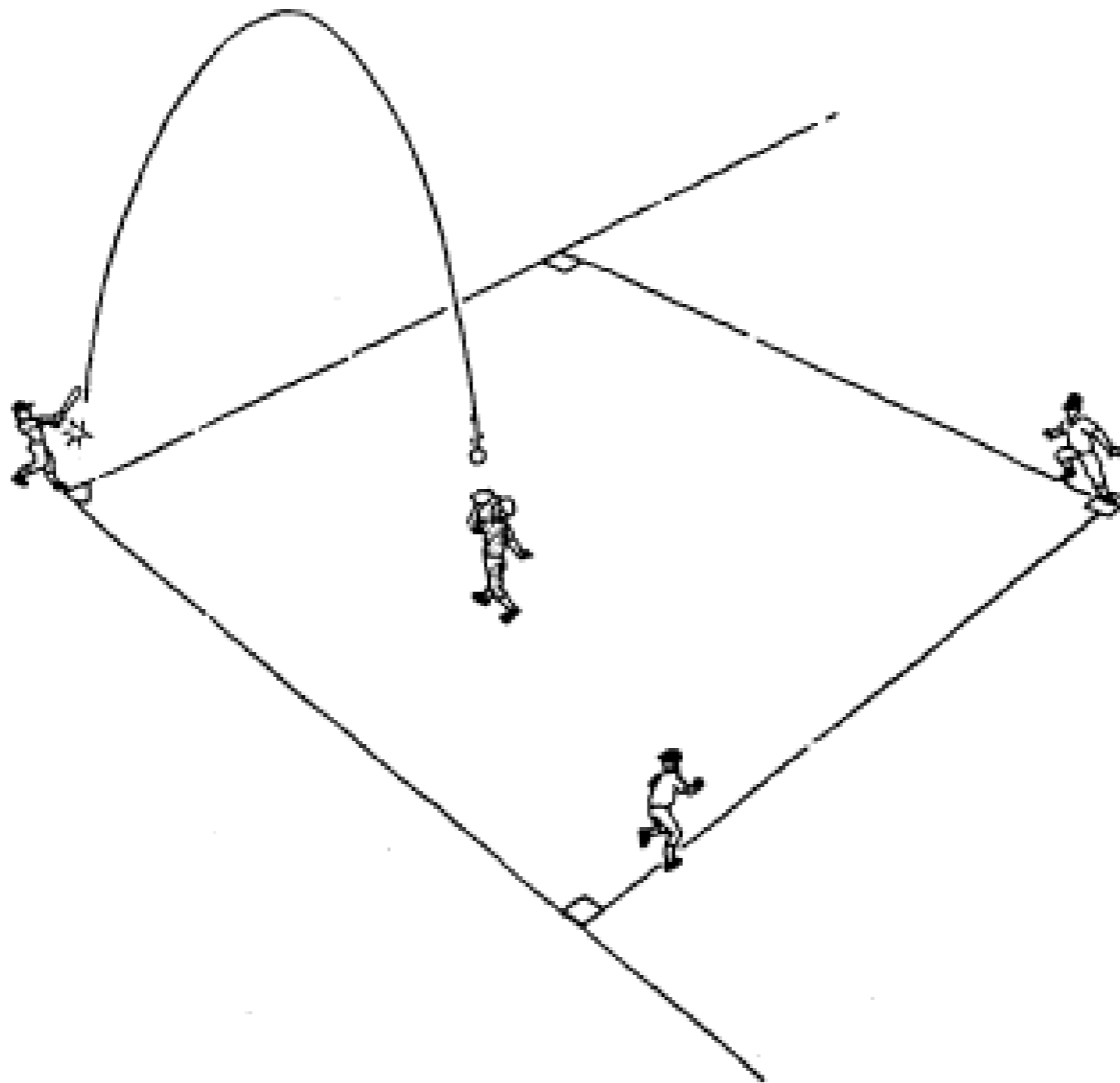
Mechanics: awareness to partners and call in progress

“Infield Fly”

Several conditions must be met:

- ✓ Less than 2 out
- ✓ 1st and 2nd (optionally 3rd) occupied
- ✓ Must be a fair fly ball (not line drive or bunt)
- ✓ Can be caught by an infielder with ordinary effort
- ✓ Outfielders playing in are considered infielders

“Infield Fly”



Mechanics

- Refers to the vocalization and physical gestures used to communicate activities and decisions.
- Effective communication is essential to successful games.
- Ensures all members of the umpire crew share a common understanding of game situations.

Umpire Signals

Safe	Out
Strike/Ball	Catch/no catch
Foul Ball	Fair Ball
Foul Tip	Time
Dead Ball	Base on Balls
Obstruction	Interference
Current count	Number of outs
Check swing appeal	Infield fly in effect
Bases loaded	Put ball in play

Rule 3 Game Preliminaries

- Show up early to deal with field conditions
- Discuss signals and jurisdictions with partners
- No “courtesy runner” allowed (3.04)
- Starting pitcher (3.05)
- Substitutions (3.03, 3.05)
- Managers and coaches cannot warm up pitchers (3.09)
- Field conditions (3.10)

Cell Phones, etc.

Rule 3.17: “... The use of electronic equipment during the game is restricted. No team shall use electronic equipment, including walkie-talkies, cellular telephones, etc... to communicate with any non-field personnel, include those from the dugout, bullpen or field.”

Rule 3: Substitutions

- Does not apply to house league!
- Mandatory Play in Tournaments (Rule 9).
- Substitutions in Tournaments (Rule 10).

Putting the Ball in Play

- Several conditions must be met:
 - 8 defensive players must be positioned entirely in fair territory.
 - Catcher must be in the catcher's box and ready.
 - Pitcher must be on the mound and in possession of the ball.
 - Any runners must have tagged their base.
 - Your partners must be ready.
 - The batter should be in the batters box.
- No play can be made until the ball is put in play.
- No appeal can be made unless the ball is in play.
- Point at the pitcher and verbalize: "Play." or "Pitch."

Rule 2: Fair & Foul Balls

- Only applies to batted/bunted balls
- A foul ball is a dead ball.
- A home run is a dead ball.
- You cannot catch a foul ball!
- Where is fair territory?
- Where is foul territory?
- Where is “out of bounds”?

“Fair Ball”

“A Fair Ball is a batted ball that settles on fair ground between home and first base, or between home and third base, ...”

“... or that is on or over fair territory when bounding to the outfield past first or third base, ...”

“... or that touches first, second or third base, ...”

“... or that first falls on fair territory on or beyond first base or third base, ...”

“... or that, while on or over fair territory, passes out of bounds the playing field in flight.”

“Foul Ball”

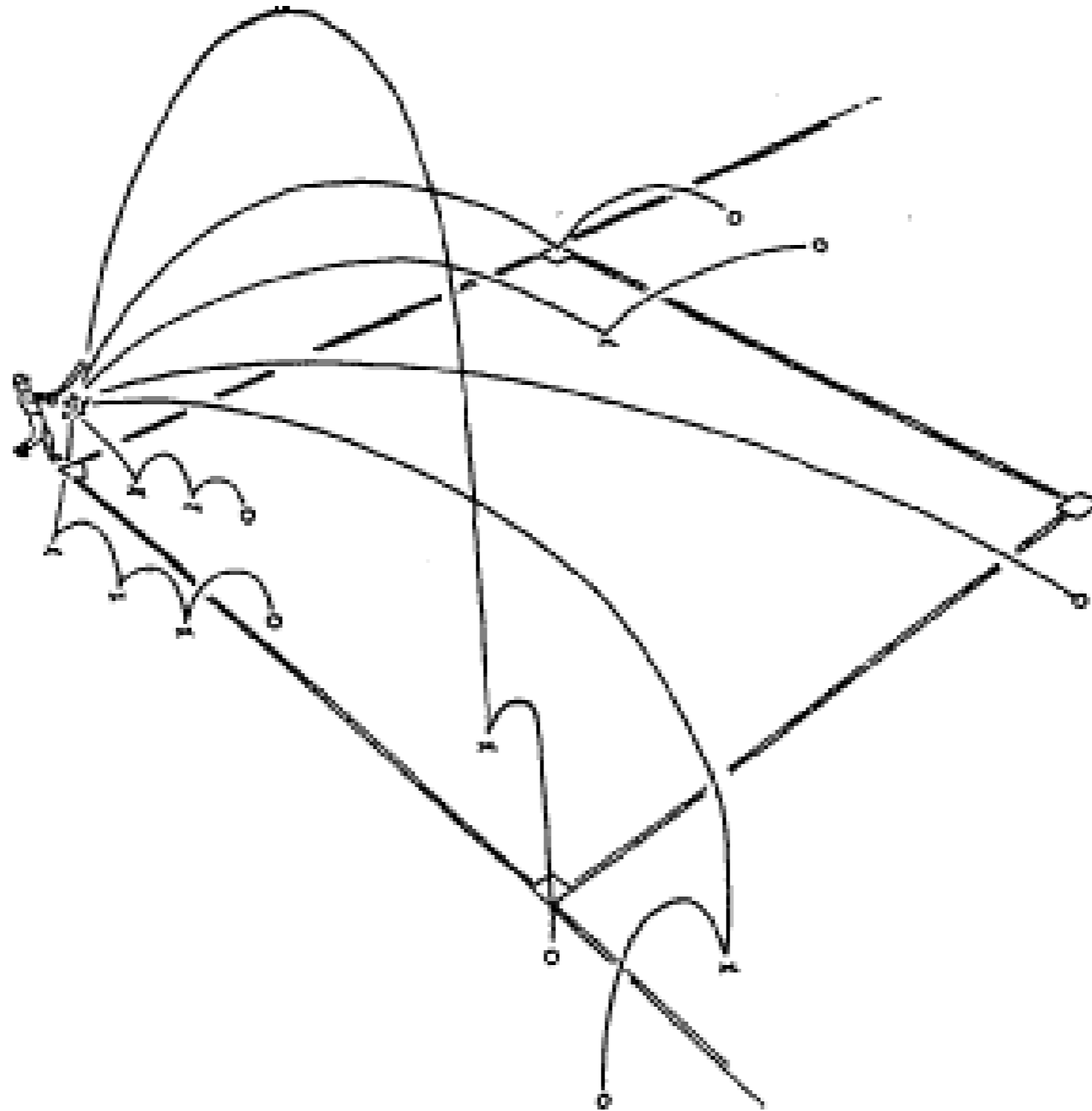
“A Foul Ball is a batted ball that settles on foul territory between home and first base, or between home and third base, ...”

“... or that bounds past first or third base on or over foul territory, ...”

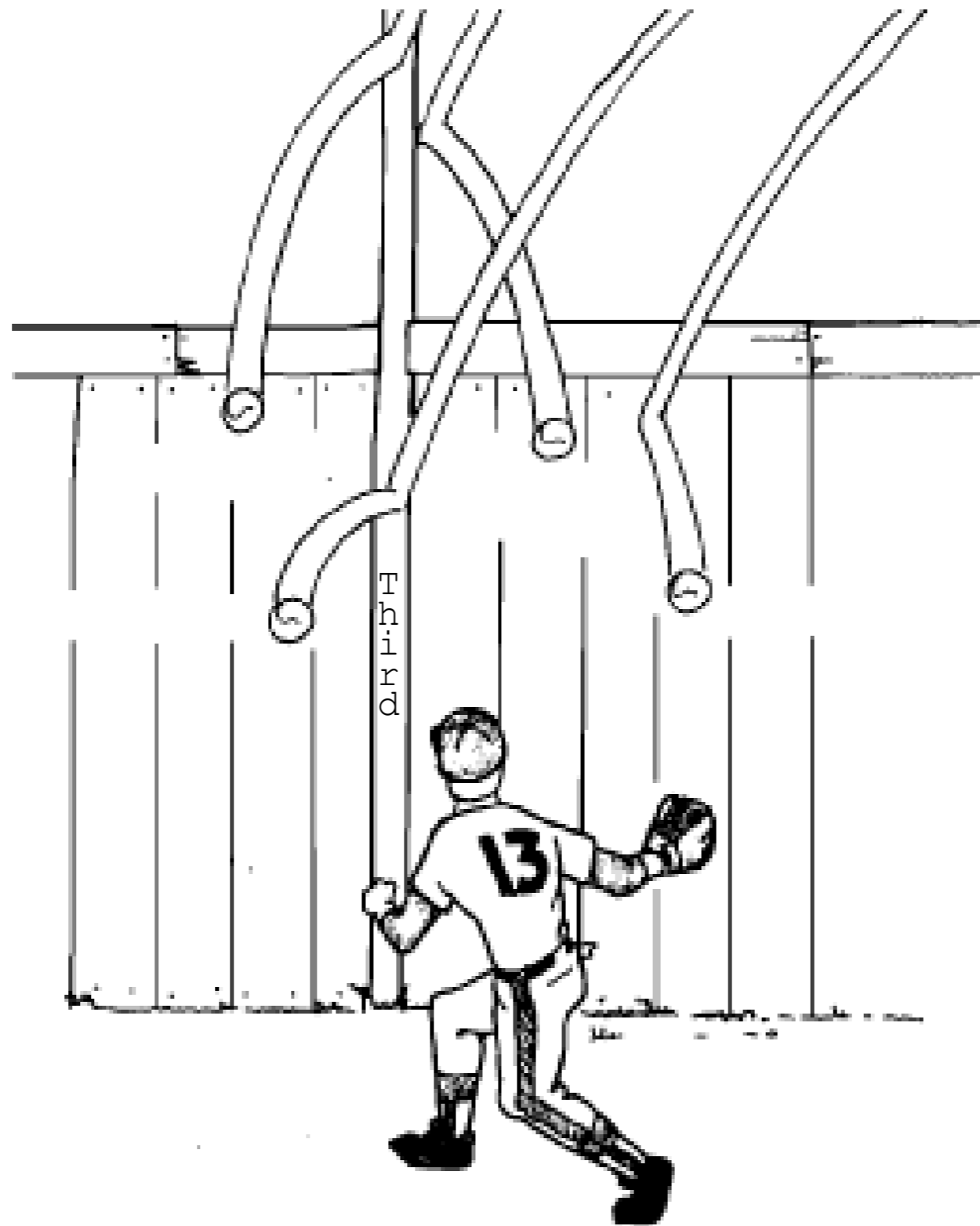
“... or that first falls on foul territory beyond first or third base, ...”

“... or that while on or over foul territory, touches the person of an umpire or player, or any object foreign to the natural ground.”

Which are Fair Balls?



Which are Foul Balls?



Rule 4: Starting & Stopping Games

- Explain ground rules etc. to coaches (4.01)
- Players in fair territory (4.03)
- Late arrivals and the batting order (4.04)
- Base coaches (4.05)
- No interference from the bench (4.06)
- Ejections (4.07, 4.08)
- Regulation game (4.10, 4.11)
- Forfeits (4.15, 4.16, 4.17)
- Protests (4.19)

“Foul Tip”

“A Foul Tip is a batted ball that ...”

“...goes sharp and direct from the bat to the catcher’s hands ...”

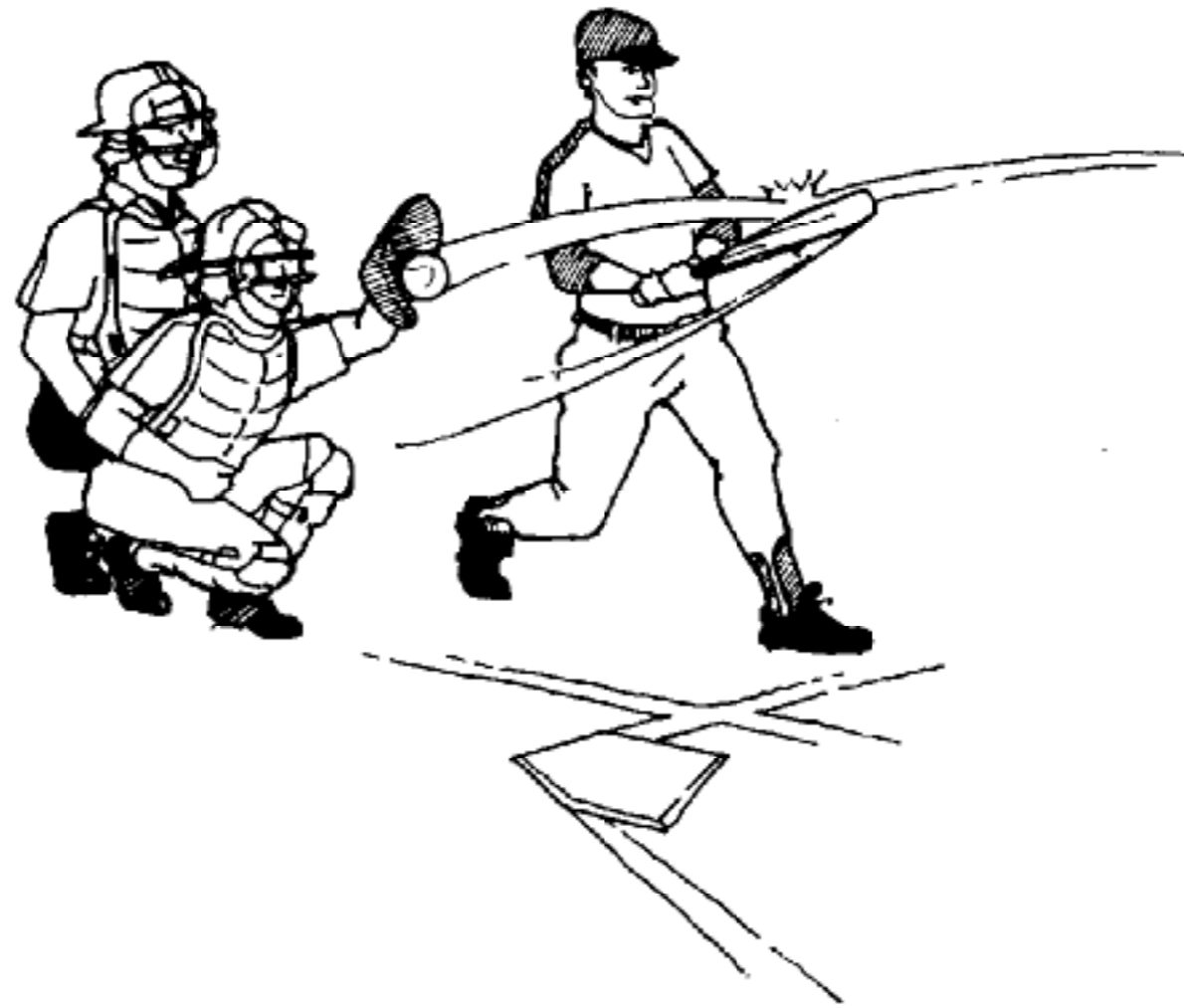
“... and is legally caught. ...”

“... It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play. ...”

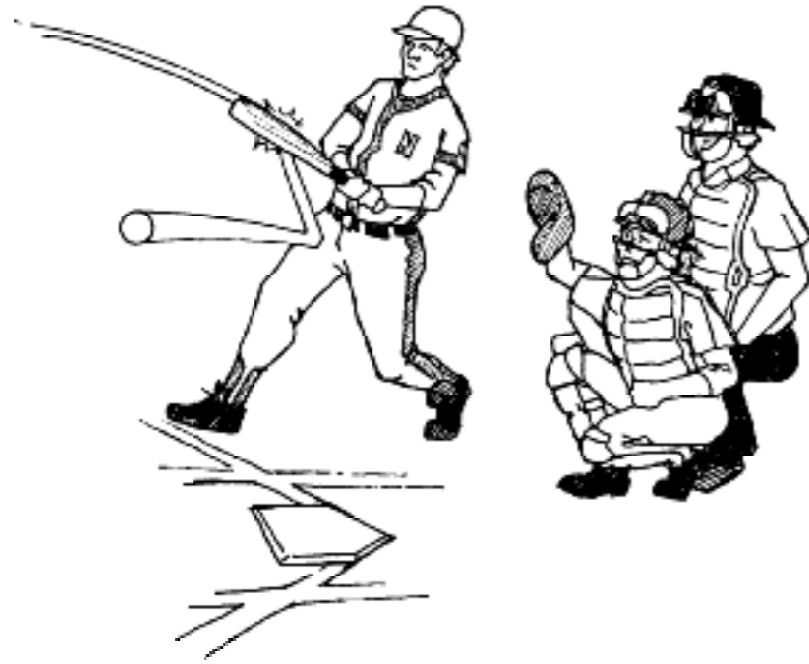
“... It is not a catch if it is a rebound, unless the ball has first touched the catcher’s glove or hand. ...”

“... A foul tip can only be caught by the catcher.”

Foul Tip



Batter hit by Batted Ball



5: Putting the Ball in Play

Several conditions must be met:

- 8 defensive players must be positioned entirely in fair territory.
- Catcher must be in the catcher's box and ready.
- Pitcher must be on the mound and in possession of the ball.
- Any runners must have tagged their base.
- Your partners must be ready.
- The batter must/should be in the batters box.

5: Putting the Ball in Play

- No plays on dead balls
- Awards, protests, special case appeals
- No “hidden ball trick” permitted
- Coach interference (5.08)
- When to call time
- When to put the ball in play

Rule 2: Appeals

- Automatic (non-verbal) appeals (7.08d, 7.10a)
- Explicit appeals (7.10)
- When can they be made
- Number of appeals on the same player

Appeals

- Can only be made while the ball is alive.
- Must be made before the next pitch, play or attempted play.
- Can be made by tagging player or base.
- Can only be made once on the same player at the same base.
- Can result in a 4th out.
- Can result in a force out.
- Can supersede 3rd out made during continuous action.
- See rule 7.10 for specific details.

Rule 6: The Batter

- Batter's box (2.00)
- Position in the batter's box (6.03)
- Taking his/her place (6.02)
- Illegally batted ball (2.00, 6.06a, 6.03)
- Bat hits the ball twice (6.05g, 7.09b)
- Batter-runner hit by ball (6.05h, 5.09f, 6.05f)
- Bunt foul on third strike (6.05c)
- 3rd strike not caught (6.05b)
- Walk (8.04)

Third Strike Not Caught

- 6.05b2 - applies Majors through Big League
- First must be unoccupied, or 2 outs
- Cannot be caught if it bounced before home plate
- Negated if a runner leaves the base too soon (no double jeopardy)
- “...batter may advance to first base at any time before entering the dugout or any other dead ball area. To put the batter out, the defence must tag the batter or first base before the batter touches first base.”

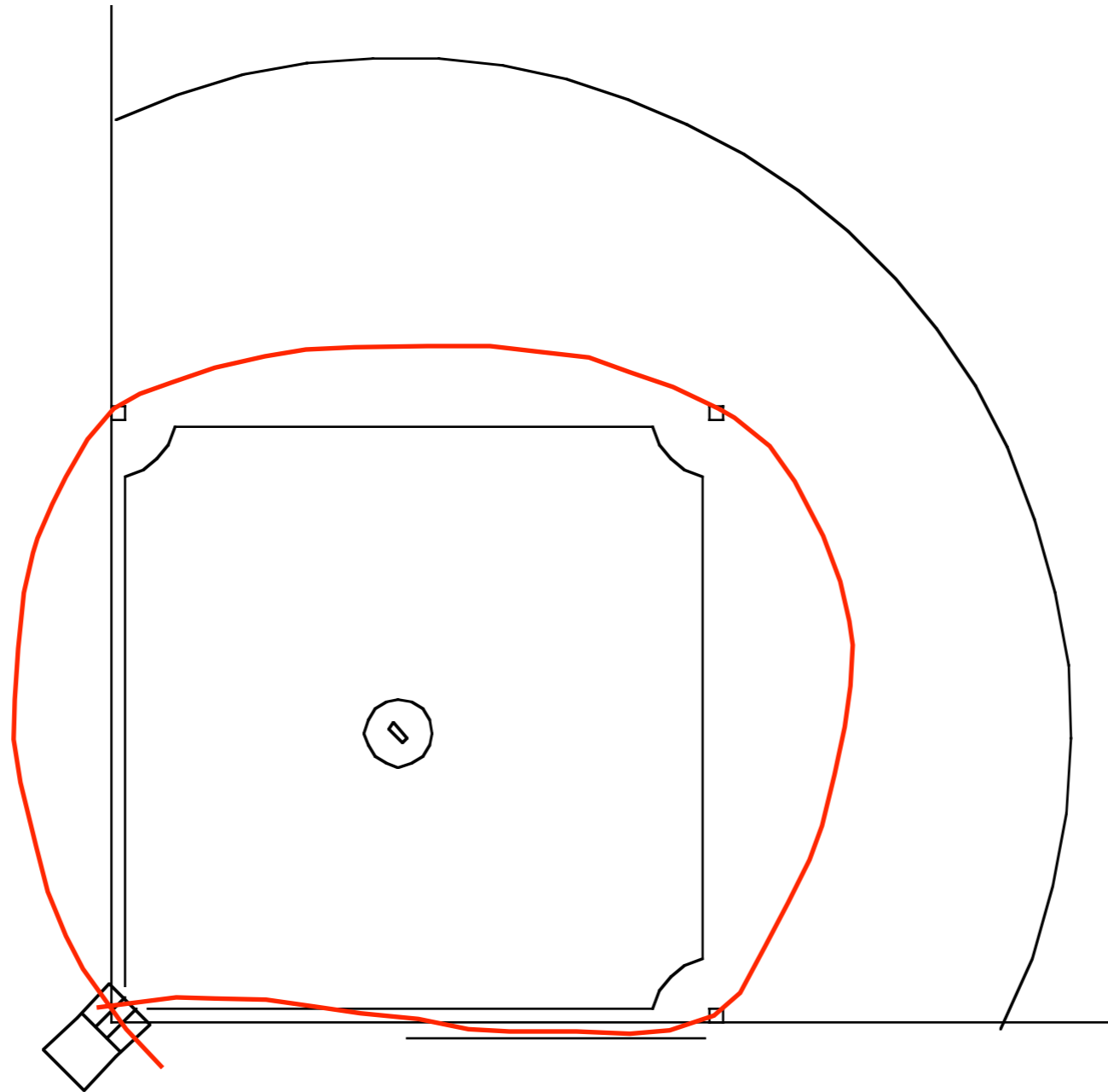
Use of an Illegal Bat

- 6.06d
- When at bat
- After having got on base

6.07: Batting Out of Order

- Appeal play
- If appealed while at bat
- If appealed after reaching base
- Legitimization
- Skipping portions of the batting order

Base Path



Rule 7: Base Running

- 3-foot lane (6.05j, 7.09k)
- Runner's base path (7.08a)
- Turn at 1st and overrunning 1st (7.08c, 7.08j)
- Hit by batted ball (7.08f)
- Two runners on the same base (7.03)
- Passing a preceding runner (7.08h)
- Retouch on fly ball (7.08d)
- Out on appeal (7.10)

Obstruction & Interference

- Who has the right of way?
- Pitcher/Catcher
- Batter
- Runner
- Fielder
- See rule 2.0 for definitions

Obstruction & Interference

- Spectator Interference (3.16)
- Coach Interference (5.08, 7.09i, 7.09j, 7.11)
- Catcher Interference (6.08c)
- Base path/right of way (7.08a)
- Batter interference (6.06c, 7.08g, 7.09a-d/f/k)
- Runner Interference (6.05m, 7.08b, 7.09e-h/l/m)
- Defensive Obstruction (7.06a-b)
- Umpire interference (2.00c, 5.09b/f/g)
- Signals & penalties

Offensive Interference by Batter



Offensive Interference by Runner



Defensive Obstruction



Umpire Interference



Catcher's Interference



7.13: Minor/Major Lead-off

- Pitcher must be on the rubber with the ball.
- Pitcher cannot freeze a play in progress.
- Reason for carrying the red flag.
- Affects all runners.
- Cannot take away the value of the hit.
- “Poof” ruling (7.13c) – extended to third strike not caught.

Option Plays

- Situations where a coach has the option to decline a specific application of the rules.
- On catcher's interference (6.08c)
- On multiple appeals that end a half-inning (7.10)
- Delivery of an illegal pitch followed by a batted ball (8.02a)

Awarding One Base

- Batter hit by pitched ball – awarded to batter and any base runners forced to advance (5.09a, 6.08b).
- Catcher Interference – awarded to batter and any base runners forced to advance (6.08c).
- Umpire Interference – the ball is dead and no runners may advance; if hit by batted ball, the batter is safe on first and existing base runners advance only if forced (5.09b, 5.09g, 7.04a, 7.05i).
- Ball 4 called on batter – batter is award first base, base runners awarded one base if forced; the ball is live and runners may advance further at their own risk (6.08a).
- Pitcher throw ball out of bounds – the ball is dead and base runners advance one base (7.05h).
- Fielder steps out of bounds after catching ball –the batter is out, the ball is dead and base runners advance one base (5.10f/7.04b).
- Defensive player commits obstruction/interference (7.06)
- Illegal Pitch/Balk – only affects runners (Intermediate and above) (5.09c)

Awarding Two Bases

- Fielder deliberately touches thrown ball with cap, mask, etc. – the ball is alive (7.05d) .
- Fielder throws glove and touches a thrown ball – the ball is alive (7.05e).
- A fair ball bounces out of play – the ball is dead (7.05f).
- Fielder deflects fair ball out of bounds – the ball is dead (6.09g/h).
- Fielder throws ball out of play (7.05g).

Awarding Three Bases

- Fielder deliberately touches fair ball with cap, mask, etc. – the ball is alive (7.05b).
- Fielder throws glove at and touches fair batted ball – the ball is alive (7.05c).

Awarding Four Bases

6.09d – “... a fair ball passes over the fence or into the stands at a distance from home base of 165 feet ... home run when all bases have been legally touched.”

6.09h – “... if deflected into the stands or over the fence in fair territory...”

7.05a – rewording of the same thing.

Rule 8: The Pitcher

- Legal positions: windup (8.01a) & set (8.01b)
- Intentional walk (8.04)
- Balk/illegal pitch (8.05)
- Visits to pitcher (8.06) - see next slide

Trips to the Mound (8.06)

- a. “A manager or coach may come out twice in one inning to visit the pitcher, but the third time out, the player must be removed as a pitcher.”
- b. A manager or coach may come out three times in one game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher.”
- c. The manager or coach is prohibited from making a third visit while the same batter is at bat.”
- d. A manager or coach may confer with **any other player(s)**, including the catcher, during the visit to the pitcher. A manager or coach who is ranted time out to talk to any defensive player will be charged with a visit to the pitcher.”

Pitching Rules

- a. Any player can pitch, unless they have been a catcher for any part of 4 or more innings in any game that day.
- b. A pitcher, once removed from the mound, cannot return as a pitcher in that game.
- c. Any pitcher who delivers 41 or more pitches cannot play the position of catcher for the remainder of that day.
- d. A pitcher reaching his pitch count limit, may face the current batter but must be removed from the game as a pitcher (can play other positions except as noted in (c) above)
- e. A pitcher reaching a threshold while facing a batter may complete the current batter, and as long as no additional pitches are thrown, only requires the days of rest for that threshold.
- f. See pages 39-41 in the rule book for more details

Pitchers Clothing

Rule 1.11(a)(3): “Any part of the pitcher’s undershirt or T-shirt exposed to view shall be of a solid color. A pitcher shall not wear any items on his/her hands which may be distracting to the batter. NOTE: White long sleeve shirts are not permitted.”

Rule 9: The Umpire

- Authority (9.01)
- Responsibilities (9.02, 9.03)
- Plate & field umpires (9.04)
- Accountability (9.05)
- No metal spikes or cleats (9.06)

Positioning

- We have an animated tool for your private use:

<http://d2llontario.ca/UmpireStuff/Positioning/>

- You can also download your own copy for local use:

http://d2llontario.ca/UmpireStuff/Positioning/Positioning_065.zip

- Once downloaded, decompress the file and then open the enclosed index.html file with a supported web browser.
- Works in Safari, Firefox, Chrome, and Edge (Windows 10); Internet Explorer unlikely to work properly (latest version *might*).

Some rule changes for 2017

Divisions: All Baseball and Softball Divisions

Allows a local league the option to mandate batters keep one foot in the batter's box during their at-bat. (Page 92 in Baseball; 89 in Softball).

Summary:

Local League Option: After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.

Exceptions:

1. On a swing, slap, or check swing.
2. When forced out of the box by a pitch.
3. When the batter attempts a "drag bunt" in Baseball [or attempts a "slap" or "slap bunt" in Softball]
4. When the catcher does not catch the pitched ball.
5. When a play has been attempted.
6. When time has been called.
7. **BASEBALL:** When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
SOFTBALL: When the pitcher leaves the eight foot circle or the catcher leaves the catcher's box.
8. On a three ball count pitch that is a strike that the batter thinks is a ball.

Penalty:

If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.

Minor/Major Division Baseball and All Softball Divisions: No pitch has to be thrown, the ball is dead, and no runners may advance.

Intermediate (50-70) Division/Junior/Senior Baseball Divisions: No pitch has to be thrown and ball is live.

NOTE: The batter may return their position in the batter's box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.

Divisions: All Baseball and Softball Divisions

Mandates batters keep one foot in the batter's box during their at-bat. (Page 131 in Baseball; 126 in Softball).

Summary:

After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.

Exceptions:

1. On a swing, slap, or check swing.
2. When forced out of the box by a pitch.
3. When the batter attempts a "drag bunt" in Baseball [or attempts a "slap" or "slap bunt" in Softball]
4. When the catcher does not catch the pitched ball.
5. When a play has been attempted.
6. When time has been called.
7. **BASEBALL:** When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
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Minor/Major Division Baseball and All Softball Divisions: No pitch has to be thrown, the ball is dead, and no runners may advance.

Intermediate (50-70) Division/Junior/Senior Baseball Divisions: No pitch has to be thrown and ball is live.

NOTE: The batter may return their position in the batter's box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.

Playing Rule 6.08(a)(2) – The Batter [Baseball]

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Divisions: Minor and Major Baseball Divisions

Allows a defensive team to intentionally walk a batter in Minor and Major Divisions. (Page 97).

Summary:

Prior to a pitch being thrown, the defense elects to “Intentionally Walk” the batter by announcing such decision to the plate umpire.

NOTE 1: Such notification must be made by the defensive manager. The manager must request and be granted “time” by the umpire and then inform the umpire of the defense’s intent to walk the batter.

NOTE 2: The ball is dead and no other runners may advance unless forced by the batter’s award. Four (4) pitches will be added to the pitch count.

Playing Rule 8.06(b) NOTE – The Pitcher [Baseball, Softball] - (updated 1/11/2017) -

Divisions: Intermediate (50/70)/Junior/Senior League Baseball; Junior/Senior League Softball Divisions

Clarifies that a pitcher removed and returning to the mound would retain his/her number of visits. (Page 113 in Baseball; 108 in Softball).

Summary:

In accordance with Regulation VI, a pitcher moving to a different position and returning as the pitcher of record shall retain the number of visits from their previous appearance as pitcher. To calculate the number of visits for a pitcher, all visits, regardless of the pitcher being removed and returned to the pitcher's position, shall be applied.

Divisions: All Baseball, Softball, and Challenger Divisions

Provides umpires guidance regarding unsportsmanlike behavior. Additionally, clarifies that the local league may determine if stealing and relaying of pitch selection and location is considered unsportsmanlike. (Page 115 in Baseball; 110 in Softball; 76 in Challenger).

Summary:

Each umpire has authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.

NOTE: The local league has the option to adopt this rule application. 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, both the player and the manager may be ejected from the game.

Divisions: All Baseball, Softball, and Challenger Divisions

Provides umpires guidance regarding fights and physical altercations. (Page 115 in Baseball; 110 in Softball; 76 in Challenger).

Summary:

A manager, coach, or player shall not leave their position in the field or bench area during a fight or physical confrontation; a manager or coach who attempts to prevent a fight or restore order, in the umpire's judgment, is not in violation of this rule.

Penalty:

The umpire shall eject the offender(s) from the game immediately. Failure to comply with the ejection may result in the umpire suspending the game and referring it to the Board of Directors for further action.

Divisions: All Baseball and Softball Divisions

Modifies the number of times a team may use a Special Pinch Runner. (Page 132 in Baseball; 127 in Softball).

Summary:

Twice a game but not more than one time per inning, a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player. A player may only be removed for a special pinch-runner one time during a game. The player for whom the pinch-runner runs is not subject to removal from the lineup. If the pinch-runner remains in the game as a substitute defensive or offensive player, the player may not be used again as a pinch-runner while in the batting order. However, if removed for another substitute that player or any player not in the line-up, is again eligible to be used as a pinch-runner.

Divisions: All Baseball and Softball Divisions

Determines the stealing and relaying of pitch selection and location is considered unsportsmanlike. (Page 132 in Baseball; 127 in Softball).

Summary:

Each umpire has authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. 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, both the player and the manager may be ejected from the game.

Tournament Rule 10 – Substitutions/Re-Entry [Baseball, Softball]

Divisions: All Baseball and Softball Divisions

Clarifies when a substitute batter may be used for a starting pitcher. (Pages 137-138 in Baseball; 131 in Softball).

Summary:

If a team has thirteen (13) or more players in uniform at the start of a game and is the visiting team, they may substitute a batter for the starting pitcher listed in the line-up prior to the pitcher facing a batter without violating Rule 3.03(c) provided that the pitcher of record pitches to the first batter in the bottom of the first inning in accordance with Rule 3.05. All other rules governing the pitcher are still in effect.

Tournament Rule 16 – Altercations [Baseball, Softball]

-

Divisions: All Baseball and Softball Divisions

Provides umpires guidance regarding fights and physical altercations during Tournament. (Page 139 in Baseball; 132 in Softball).

Summary:

A manager, coach, or player shall not leave their position in the field or bench area during a fight or physical confrontation; a manager or coach who attempts to prevent a fight or restore order, in the umpire's judgment, is not in violation of this rule.

Penalty:

The umpire shall eject the offender(s) from the game immediately. Failure to comply with the ejection may result in the umpire suspending the game. The Tournament Director shall refer all incidents to the Tournament Committee who may impose additional penalties and/or actions towards individuals and/or teams up to and including forfeiture of a game, further suspension and/or disqualification.

2017-2018 Bat Comparison Chart

Minors & Majors

2017

BPF 1.15 marking/ 2 ¼" barrel maximum

2018

USA Baseball marking
2 5/8" barrel maximum

Intermediate (50/70) & Junior

2017

- 1) 2 ¼" alloy/metal barrel with BPF stamp of 1.15
- 2) 2 5/8" alloy/metal barrel (no marking required)
- 3) 2 5/8" composite barrel with BBCOR stamp

2018

USA Baseball marking
2 5/8" barrel maximum
NO BBCOR ALLOWED

Senior

2017

ALL bats must be BBCOR

2018

ALL bats must be BBCOR

District 2 Web Site

<http://d211ontario.ca>

Little League University

- Free!
- The sign-up page is
https://login.littleleague.org/sso/server/?sso_provider=sso_login&sso_login_action=signup
- The main site is
<http://littleleagueu.org>

Tips for Successful Umpires

1. Knowledge of the rules.
2. Proper field positioning.
3. Timing.
4. Personal appearance.
5. Handling situations.
6. Use of proper signals/communication.
7. Physical preparation.

Recurring Themes

- Have a good knowledge of the rules
- Dress the part
- Be in position
- Sell the call
- Work as a team
- Listen and teach
- Have fun!

Intermediate Umpire Exam

- We do not have a formal exam.
- Your real exam will be on the field.
- Respect the game and the participants and spectators.
- Study the game and have fun!
- But do not lose sight of the fact that we are there for the players!