

Welcome To The
LDB Umpire Class
2018



Directors:

Officers:

- Paul Cumbo
 - LDB President
- Jeremy Casey
 - LDB Vice President
 - Oversees Umpire Operations

Umpire Operations:

- Rick Bittner
 - Director of Umpires 90ft.
 - Umpire Scheduler
- Andrew MacDavid
 - C/O Director of Umpires 60/70ft
 - Umpire Scheduler

- Adam Pomietlarz
 - C/O Director of Umpires

League Directors:

- John Cavar
 - Director of Pitching Machine
- Mike Diegelman
 - Director of Federal

Special Guests:

- Joel Marrs
- Tony Giancarlo

Code Of Conduct

Code Of Conduct

- As an umpire, you are given the ultimate authority.
- With this authority comes great responsibility.
- Although this is not professional baseball, this is still a professional job and it is important to conduct yourself professionally.
- Conduct yourself as to not draw attention to yourself, but to the players.
- Your conduct should be that of good example.
- Be fair and unbiased regardless of the score.
- Be firm but no overbearing.
- Be confident without being arrogant.
- You are to conduct yourself this way ANYTIME your are wearing your issued LDB Umpire attire.

Prerequisites For Good Umpiring

- Decisions must be made positively and promptly.
 - Stop to make a decision
 - Be confident & sell the call.
 - Make calls loudly and clearly.
- Totally ignore remarks from the crowd.
 - You lose respect by emotionally reacting to criticism.
- Efficient umpires do not showboat.
 - Execute duties without flair.
 - Players lose respect for an actor.

Uniform & Basic Equipment

Uniform

- Umpires are required to be in full uniform at all times. No exceptions!
- The LDB house umpire attire consists of:
 - Black Umpire Hat (Blank with no logos)
 - Hat is always worn forward ANYTIME you are in uniform regardless of where you are.
 - Powder Blue Dry-fit Shirt (Must be tucked in)
 - Black Leather Belt (No baseball belts)
 - Khaki or Gray Shorts/Pants
 - Black or White Socks
 - Black Shoes
 - Undershirts must be black or navy blue.
- Absolutely no logo, white, or flat brim hats!

Uniform

- The single most important factor is to be in proper uniform.
- You are trying to create a good first impression by showing up in proper uniform and looking sharp.
- If you arrive on time and you look sharp, everyone will immediately get the impression that you know what you're doing.
- Take pride in your uniform!
- You are not only representing yourself, you are representing an umpire and Lancaster-Depew Baseball.

Basic Equipment

- Indicator
 - Balls & Strikes
 - In Pitching Machine, you may want to use the 'ball' indicator to keep track of pitches taken as there are only 5 pitches allowed per batter.
 - Memorize your indicator! You don't want to get caught looking at your indicator and miss a pitch!
- Brush.
- Ball Bag.
- Note Pad.
 - Use your notepad to take game notes on game start time, safety hazards to read off during ground rules, to write your ground rules on, or rare situations to study for future games.

Questions???

Ground Rules & Rules of Play

Ground Rules

- The ground rules meeting takes place approximately 10 minutes prior to game start.
- Ground rules is your chance to set the tone for the game.
- A manager from each team is required to be present at the ground rules meeting.
 - Captains from teams are not required. It's most important that the managers relay the message.
- Ground rules meetings should take about 3 minutes.

Ground Rules

- In your ground rules, you should include:
 - Raise your hand if the ball gets lodged under the fence and that it will be ruled a ground rule double.
 - Sleet feet first only unless you are running back to an occupied base.
 - Keep all equipment off the field of play.
 - Take off all jewelry and/or objects not part of the uniform. (For example: slide on arm sleeves)
 - Time limit (2 Hours for Federal and Pitching Machine)
 - Keep the game moving! Only 1 minute in between innings! Please enforce this with a purpose and be on the coaches to have their catchers ready or have someone warm up the pitcher (In Federal) while the catcher is getting ready.
 - If the pitcher did not warm up because the catcher wasn't ready, then that's on the coaches. You already told them to have the catcher ready.
 - Remind the managers that everything goes through the manager. Also make sure that the managers remind the parents of zero tolerance policy and that the manager shall be ejected if a parent is ejected.
 - Weather, if it's in the area.

Ground Rules

- You may also want to walk the field prior to your game and look for safety hazards. Such AS:
 - Puddles
 - Sharp fence protruding
 - Holes in the fence
 - Loose base
- NEVER tell teams your strike zone if you are umpiring a player pitch game.
- Stick to your ground rules throughout the game regardless of situation.
- You will be more respected by not allowing yourself to be influenced.

Rules of Play (Pitching Machine)

- Pitching Machine is slightly different from other divisions since there is a pitching machine and balls and strikes are not called.
- If a fair ball or a player comes in contact with the machine, the umpire will call “dead ball” immediately and every baserunner, including the batter, will receive one base.
- Each batter receives a maximum of 5 pitches per at-bat.
 - If the batter fouls off the 5th pitch, his at-bat will continue as if he fouls off a 2 strike pitch.
- Time Limit is 2 hours. This is not a ‘drop dead’ time limit. No inning may begin after 2 hours.

Rules of Play (Pitching Machine)

- The umpire must call “no pitch” if a pitch from the machine is not hittable.
- Even if the batter swings and misses and the pitch is un-hittable the umpire shall call “no pitch.”
- If there are 4 pitches at an at-bat and the batter fouls off the 5th pitch, then the batter shall receive another pitch until he either strikes out or puts the ball in play.
- There is no bunting allowed.
- There are no called balls or strikes.

Rules of Play (Pitching Machine)

- There are no 'head first' slides allowed unless the base runner is going back to his occupied base.
- There are 3 outs per inning, but an inning will be ended if the team up to bat scores 6 runs in the inning. The coach of the team up to bat must notify the umpire. There is no run limit in the last inning.
- The catcher must be no further than 5 feet from behind the plate
- The pitcher must wear a helmet with a face mask.
- Pitcher must be positioned with one foot on the grass and one foot on the mound dirt before each pitch.
- No stealing or leadoffs.

Rules of Play (Federal)

- If a pitcher hits 2 batters in one inning or 3 batters in a game then the pitcher must be replaced.
- Each pitcher is allowed a maximum of 2 innings. (May change in 2018 to 6 outs)
- Just like pitching machine, base runners must slide feet first unless they are going back to the base that they occupy.
- There is no infield fly rule.
- 3 outs per inning unless the team up to bat scores 6 runs in the inning. The coach of team up to bat must notify the umpire.
- There is no run limit in the final inning.

Rules of Play (Federal)

- The pitcher must wear a helmet while warming up.
- There is only 1 minute between innings.
- If the manager makes more than 1 visit to the mound for the same pitcher in the same inning, then the pitcher must be replaced.
- Leadoffs or stealing only occurs after the pitcher crosses the plate.
- Base runners can steal 2nd and 3rd, but not home.
- Runs must be hit or walked in.
- Runners may only advance on errors if the ball was put in play by a bat.
- 2 Hour Time Limit.
- Rule that applies to all divisions:
 - No unauthorized personnel allowed on the field or in the dugouts.

General Rules of Play

- A batted ball rolls in foul territory, and then rolls back into fair territory. Can this be called a fair ball?
 - Correct Answer: Yes, as long as the ball rolls back into fair territory before reaching 1st or 3rd base AND the ball is not touched by a fielder AND does not hit an object.
- The pitch bounces before it reaches home plate and the batter hits into fair territory. What happens in this situation?
 - Correct Answer: Ball is live and in play.
- The pitch bounces and hits the batter (Batter does not swing). What is the correct call?
 - Correct Answer: “Hit by Pitch.” and the batter is awarded 1st base.

General Rules of Play

- A base runner is in foul territory and is hit by a batted ball, is the base runner out?
 - Correct Answer: No, if a runner is in foul territory, the runner must be tagged by a defender with the ball. This is also a “dead ball” “foul ball.”
- A batted, or bunted ball, hits home plate, and stays on home plate. What is the correct call?
 - Correct Answer: 'Fair Ball', all of home plate is in fair territory as well as all bases (Except for the orange safety base).
- A base runner, in fair territory, is hit by a batted ball behind the infielder, who has made no attempt to play the ball. What is the call?
 - Correct Answer: Base runner shall NOT be called out and play continues.

General Rules of Play

- Fly ball is touched in fair territory by a fielder standing in foul territory. What happens in this situation?
 - Correct Answer: 'Fair Ball', fair or foul ball calls are ALWAYS made from where the ball is, not from where the defender is when he touches it.
- What happens if a batter makes contact with the ball and his/her foot is on the plate/out of the batter's box?
 - Correct Answer: Batter shall be called out.
- When does infield fly occur?
 - Correct Answer: Runners on 1st and 2nd OR bases loaded with less than 2 outs. The purpose of infield fly is to prevent an infielder from intentionally dropping the ball to get a double play.

General Rules of Play

- There is a runner on 1st base. The batter swings at the pitch and foul tips it into the catcher's glove. The runner at first is trying to steal 2nd. The catcher throws the ball to 2nd and the 2nd baseman tags the runner before the runner reaches the base. What is the correct call in this situation?
 - Correct Answer: Runner is out because a foul tip into the catchers glove is a live ball. A strike is added to the count.
- An outfielder is trying to catch a fly ball. The ball bounces off of him and goes over the fence. What is the correct call?
 - Correct Answer: Home Run (If in fair territory)
- What happens if the ball hits the umpire in fair territory?
 - Correct Answer: Ball is live, play continues.

General Rules of Play

- The bases are loaded. A batted ball hits the runner advancing from 2nd to 3rd. What happens to the batter and other runners?
 - Correct Answer: Runner advancing from 2nd to 3rd is out. The batter is given first. The runner off of 1st is given 2nd. The runner off of 3rd must return to third. In this situation, runners may only advance if they are forced to.
- The manager calls a player to the dugout and the player immediately goes to the pitcher afterwards. What happens in this situation?
 - Correct Answer: A visit to the mound begins when the manager crosses the foul. However, in this situation, the manager is trying to circumvent the rules and a visit shall be charged. The manager shall also be ejected for unsportsmanlike conduct.

Questions???

Disciplinary Policies

No Show Policy

- You are in violation of the 'no show' policy if you fail to show for a game without notification.
- Violation of this policy:
 - 1st Offense: Written warning.
 - 2nd Offense: One month (30 Day) suspension from umpiring and placed on 1 year probation. (Suspensions and probations carry over to the following year if the suspension or violation cannot be fully served in current year.)
 - 3rd Offense: Termination

Call-Off Policy

- You must give a minimum of 24 hours notice to call-off of a game.
- Only exceptions are:
 - Family Emergencies
 - Medical Complications
 - Extreme Illness
 - Vehicle breakdown
 - Death in Family
- School sports or school concerts are not valid excuses as these are events that are known well ahead of time.
- Violation of this policy:
 - 1st Offense: One month (30 Days) suspension from umpiring and placed on 1 year probation.
 - 2nd Offense: Termination

Late Policy

- You must arrive at least 20 minutes prior to your scheduled game start.
- Home team managers will notify scheduler when you arrive.
- If you are running late, please notify your scheduler so we can notify coaches. We understand that this may happen and we will not penalize you if you notify us.
- You are in violation if you arrive late and do not notify your scheduler.
- Violation of this policy:
 - 1st Offense: Written Warning
 - 2nd Offense: Two week suspension from umpiring and placed on 1 year probation.
 - 3rd Offense: Termination
 - You are automatically suspended if you arrive late in a situation where you are doing back to back on the same field.

Cell Phone Policy

- You are not allowed to use your cell phone while you are at the field at anytime.
- Violation of this policy:
 - 1st Offense: Written Warning
 - 2nd Offense: Two week suspension from umpiring and placed on 1 year probation.
 - 3rd Offense: Termination
- Only Exception is:
 - Checking Weather Radar in an obviously rain situation.
 - Checking Time.

Personal Conduct Policy

- Violation of the 'Personal Conduct Policy' includes, but is not limited to:
 - Inappropriate on-field behavior.
 - Ejection or display of poor sportsmanship in a game in which you play for a team.
 - Drug abuse.
 - Improper uniform on the field (EX: Backwards hat).
 - **Abuse of authority on the field (EX: Unlawful ejection of a manager from a game).**
- Violation of this policy:
 - Disciplinary action, that will be taken, will solely depend on the severity of the violation and whether or not the individual in violation is on probation or is a repeat offender. Extreme severe violations may result in immediate termination regardless of violator's past.
 - Disciplinary actions can include, but are not limited to: Written warning, 1 to 2 years probation, 2 weeks to 1 year suspension, & termination.

Zero Tolerance (Paul Cumbo)

Ejections

Ejections

- If a fan is ejected from the game, the manager shall be ejected as well.
- If you eject someone from a game, you must notify us immediately.
- You will be required to fill out a game report.
- The game report must be turned in no less than 24 hours.

Weather

Weather

- If you see lightning you must take everyone off the field IMMEDIATELY regardless of what the coaches think or say, YOU are the boss.
- Keep all coaches, players, and fans away from the fences and dugouts because the fences are metal.
- Try to get everyone into one of the shelter's or inside the pavilion.
- Play is suspended for 15 minutes after a lightning strike.
- If there is another lightning strike then the 15 minutes will start over again.

Other Scenarios

Appeals

Runners on Base