

# THE LITTLE LEAGUE<sup>®</sup> UMPIRE





## The Little League® Umpire

Competent leadership on and off the playing field is essential to the full benefit and enjoyment of the youngsters who play Little League®.

A requisite to good leadership is knowledge of and ability to do a specific job. The umpire and other adults who perform services in Little League® are looked upon to provide leadership in much the same fashion as is the manager and coach. Each must know his job and develop the respect of players and adults alike.

Since many people who volunteer their services in Little League® have had little or no prior experience, it is hoped that the instructions and advice contained in this manual will be helpful.

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### **The Little League® Umpire**

Umpiring is as important to the successful conduct of a local league program as is managing and coaching. Traditionally Little League has maintained a high level standard in this area of the game. While the people who perform this service do so as volunteers, their devotion to the program and their desire to widen the scope of their knowledge and experience has reflected creditably on Little League.

It is recognized that there will always be a large turnover of personnel at all levels. Therefore it is desirable for the local league to maintain a program by which additional volunteers can be recruited and trained.

Character, good judgment, ability to get along with youngsters and the desire to do the job well are the attributes of a good umpire.

The purpose of this manual is to provide guidelines for the umpire and to assist him in familiarizing himself with situations and problems which are bound to arise.

### **The Umpire as a Volunteer**

It is highly desirable that each league develop and maintain a high level of umpire efficiency, but the theory that paying umpires guarantees competence is not only fallacious but contrary to Little League policies.

There is no experience to prove that umpires who receive a fee for their services are more competent than their volunteer counterparts. Conversely, there is substantial evidence that many paid umpires, regardless of their range of experience are not thoroughly familiar with Little League Rules and policies and often lack the elements of leadership which Little League demands of adults who work with children.

To effectively penetrate all areas of league personnel and encourage better leadership for Little Leaguers, it is essential that the umpire, as well as manager and coach, participate in the same degree of volunteer service. The umpire cannot remain aloof from this aspect of the program. Payment for such services relegates the umpire to a category apart from all others who volunteer.

One of the most effective procedures in encouraging more volunteer umpires is that segment of the District Organization Plan that deals with the training and qualification of new adults.

Under this plan, leagues comprising a district participate in a training program under the direction of a competent instructor. Clinics are held periodically during the off-season for all of the umpires in the district with material and advice furnished by Little League® Headquarters. At the completion of these clinics, umpires may take examinations to verify their qualifications. Those successfully meeting the requirements are qualified to become an umpire-in-chief and can serve in that capacity at any level of Little League play.

District Administrators are making effective use of this training program throughout the United States and Canada. If the district serving your league does not yet have an operative program of this kind, Little League Headquarters will be happy to initiate an umpire training course.

A competent Little League umpire is a person who commands respect, knows the rules of the game, and reacts intuitively to play situations which dictate the umpire's position.

Since the advent of baseball, the umpire has occupied a unique role. As sole judge and jury, the umpire's authority is unquestioned. The dignity with which each umpire exercises duties and the good judgement and common sense they apply in the interpretation of the Rule Book are the hallmarks of an efficient and well-respected official.

Adults who volunteer for service in Little League undertake a difficult and sometimes thankless responsibility. Temperament as well as technical skill must be considered in selecting umpire candidates. Little League umpires must have full appreciation of the aims and principles of the program. They must understand youngsters of Little League ages; their comparable skills, limitations, and imperfections.

Appearance is a solid attribute to good umpiring. The well-groomed official creates an atmosphere of respect and dignity. The approved uniform shirt, cap and trousers should always be clean and pressed. Standard equipment should include plate shoes, ball and strike indicator, small brush for cleaning homeplate,

chest protector, protective cup, shin guards, and face mask with throat protector (“dangling” type). The home plate umpire shall equip him/herself with a ball bag to accommodate several baseballs.

The umpire’s conduct on the field will, in a marked degree, determine success. This attitude in disposing of disputed decisions can elevate an umpire’s effectiveness rather than lower dignity. An umpire should never use profane language or smoke.

By hustle, decisiveness, and self-control in covering plays, the umpire should be able to keep the game under control. Each umpire should demonstrate that effort is being made to cover every play from the best possible angle. However, the umpire should remember that an umpire is only there to make decisions based on the rules, not to steal the show.

### **Baseball Situations**

If a runner leaves a base before the pitched ball reaches the batter, play can be made on that runner. If the runner is put out, the out stands; but if the runner reaches a base that they are advancing to safely, that runner shall be returned to the base last left. Leaving a base too soon by any runner affects all the runners who may be on base at that time. Time will be called and no play can be made during the return to bases. However, should a runner leave a base before the pitched ball reaches the batter and the batter hits the pitched ball safely, then the only advance allowed all runners is to the nearest base beyond the one occupied by the batter through that batter’s clean hit. (Note – A runner on first base leaves too soon, the batter hits a single and the runner goes to third base on the hit. The runner must return to second base as a penalty for having left too soon. Second base is the nearest base beyond the base the batter has reached.)

If more than one base is occupied and any one of the runners leaves too soon, such illegal action shall prevent the advance of all runners except those forced to advance by a batter becoming a base runner.

When a base runner has left a base too soon and the batter hits the ball and advances beyond the first base as the result of a play being made on another runner; the batter shall be entitled only to as many bases as is credited to that batter for a clean hit, no error involved, and each base runner shall be returned to the unoccupied base nearest the one each left.

When an umpire detects a base runner leaving too soon, that umpire shall drop a signal flag (or handkerchief) immediately to indicate the violation. When the play has been concluded the penalty shall be invoked, provided the runner

has not been put out, in accordance with the following:

### Examples

1. Runner on 1st leaves too soon, batter reaches 1st **Safely**, runner goes to second.
2. Runner on 2nd leaves too soon, batter reaches 1st **Safely**, runner returns to second.
3. Runner on 3rd leaves too soon, batter reaches 1st **Safely**, runner returns to third.
4. Runner on 1st leaves too soon, batter hits **Clean** double, runner goes to third only.
5. Runner on 2nd leaves too soon, batter hits **Clean** double, runner goes to third only.
6. Runner on 3rd leaves too soon, batter hits **Clean** double, runner returns to third.
7. All runners on base will be allowed to score when the batter hits a triple or home run.
8. Runners on 1st and 2nd, either leaves too soon, batter reaches 1st **Safely**, runners go to 2nd and 3rd.
9. Runners on 1st and 2nd, either leaves too soon, batter hits a **Clean** Double, runner on 2nd scores, runner on 1st goes to 3rd
10. Runners on 1st and 3rd, either leaves too soon, batter reaches 1st **Safely**, runner on 1st goes to second, runner on third remains there.
11. Runners on 1st and 3rd, either leaves too soon, batter hits a **Clean** double, runner on 1st goes to third, runner on third scores.
12. Runners on 2nd and 3rd, either leaves too soon, batter reaches 1st **Safely**, neither runner can advance.
13. Runners on 2nd and 3rd, either leaves too soon, batter hits a **Clean** double, runner on third scores, runner on 2nd goes to 3rd.
14. Runners on 1st, 2nd and 3rd, any runner leaves too soon, batter hits **Clean** double, runners on 2nd and 3rd score, runner on 1st goes to third.
15. Bases full, any runner leaves too soon, batter reaches first Safely on any ball bunted, hit within the infield or an uncaught (dropped) third strike, all runners advance one base except the runner advancing from third. The runner from third will be removed, No run is scored and no out is charged. If on the play, a putout at any base results in an open base, the runner who occupied third base returns to third base.
16. Bases full, any runner leaves too soon, batter received a base on balls or is hit by a pitch, or gets a safe hit into the outfield untouched by an infielder, each runner will advance one base and a run will score.

The following rules also differ from those used in conventional baseball.

Should a pitcher occupy the mound at any time during a game and be moved to another position but not leave the game, that player cannot be returned as a pitcher again during the progress of the game. EXCEPTION: Intermediate(50/70)/Junior/Senior/Big League Baseball - a pitcher remaining in the game, but moving to a different position, can return as a pitcher any time in the remainder of the game but only once per game. Softball - a pitcher remaining in the game, but moving to a different position, can return as a pitcher any time in the remainder of the game, but only once in the same inning as he/she was removed.

Several things can happen which must be called an illegal pitch/balk. There must be runners on base to invoke the illegal pitch/balk rule:

1. If the pitcher gets in position on the rubber and does not have possession of the ball.
2. If the pitcher starts his/her windup and the ball slips from the pitcher's hand and the ball does not cross the foul line/home plate.
3. If the pitcher is standing on the pitcher's plate and drops the ball.
4. If the pitcher should begin the windup and stop.
5. If the pitcher delivers a pitch to the batter while the catcher is not in the catcher's box while giving an intentional base on balls.
6. If the pitcher delivers the ball to the batter with the pivot foot not in contact with the pitcher's plate.

### **Diagrams**

In instances when there is only one base umpire the problem of covering as many as three (3) runners at one time (bases full) is difficult. However by following diagram No. 3 and using a quick slight turn of the head all runners can be seen. With the same situation existing, diagram No.16 will show the advantage of having two base umpires.

In each instance the base umpire is facing in the direction best suited to observe the runners on base. The most important runner to cover at all times is the closest to scoring on whichever base such a runner may be stationed.

The reduced size of the playing area for Little League® games enables the base umpires to employ the diagrams with little difficulty. Employing the suggested positions and use of the signal flag, for each violation, helps reduce the difficult situations of the base umpire.

The following key is used for umpires, base runners, and infielders on the diagrams:



Each diagram is numbered and indicates the various situations of play.

### One Base Umpire

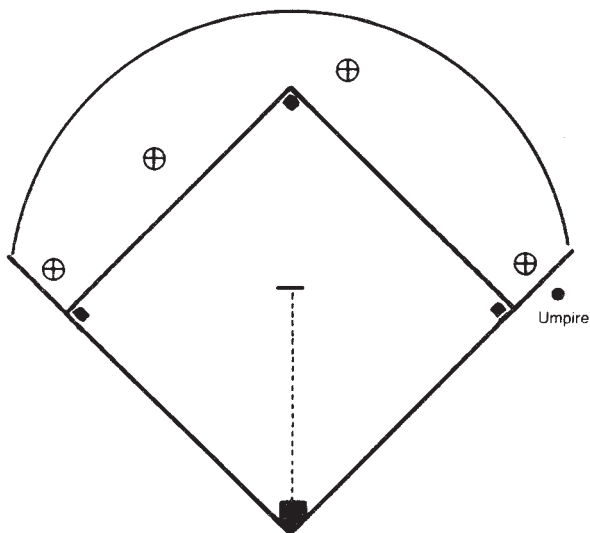
- |            |   |
|------------|---|
| Diagram 1. | No runner on base.                                    |
| Diagram 2. | Runner on first base only.                            |
| Diagram 3. | Runner on second base only.                           |
| Diagram 4. | Runner on third base only.                            |
| Diagram 5. | Runners on first and second bases.                    |
| Diagram 6. | Runners on second and third bases.                    |
| Diagram 7. | Runners on first and third bases.                     |
| Diagram 8. | Runners on first second and third bases (bases full). |

### Two Base Umpires

- |             |   |
|-------------|---|
| Diagram 9.  | No runner on base.                                    |
| Diagram 10. | Runner on first base only.                            |
| Diagram 11. | Runner on second base only.                           |
| Diagram 12. | Runner on third base only.                            |
| Diagram 13. | Runners on first and second bases.                    |
| Diagram 14. | Runners on first and third bases.                     |
| Diagram 15. | Runners on second and third bases.                    |
| Diagram 16. | Runners on first, second and third bases (bases full) |



## One Base Umpire

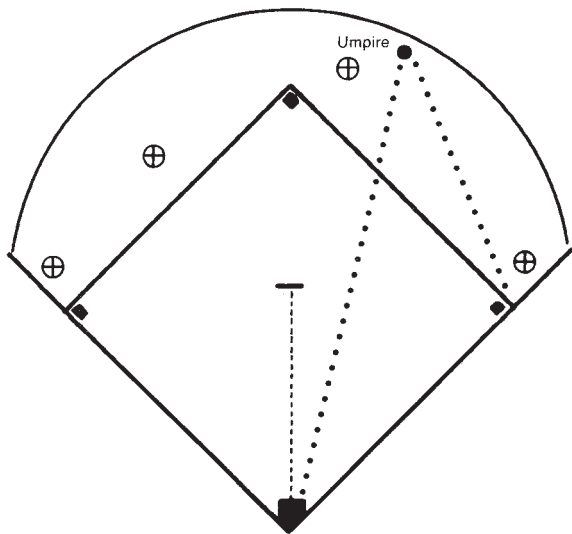


**Diagram 1**

**BASES EMPTY**

Take position along foul line in foul territory just back of first baseman.

## One Base Umpire

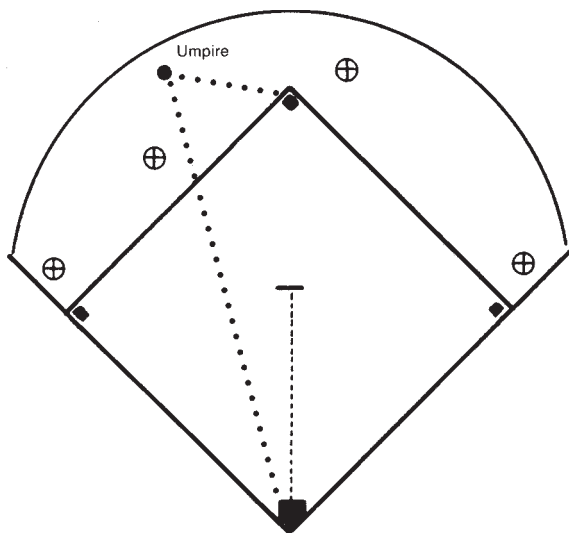


**Diagram 2**

### **RUNNER ON FIRST BASE**

Take a position about halfway between first and second base and outside the base line. Dotted line indicates line of vision for the umpire who can see pitched ball reaching plate and also keep an eye on runner at first.

## One Base Umpire

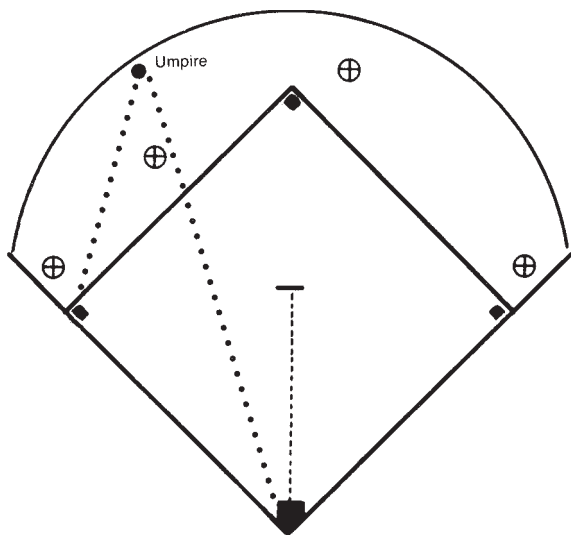


**Diagram 3**

### **RUNNER ON SECOND BASE**

Take a position two or three steps behind and to the left of the shortstop. Again, line of vision is to the plate and to second base.

## One Base Umpire

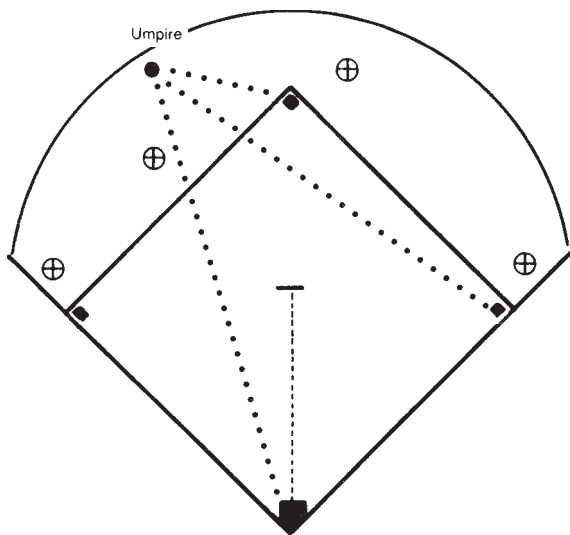


**Diagram 4**

### **RUNNER ON THIRD BASE**

Take a position two or three steps behind and to the left of the shortstop. Line of vision is represented by dotted line.

## One Base Umpire

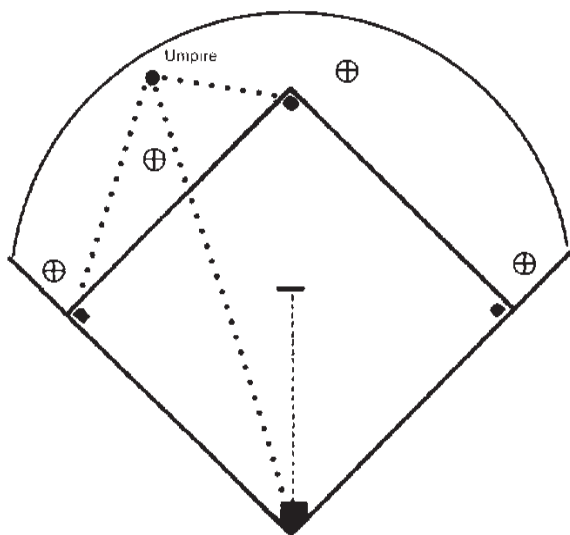


**Diagram 5**

### **RUNNERS ON FIRST AND SECOND**

Take a position two or three steps behind and to the left of the shortstop. It is necessary in this situation to maintain a line of vision to the plate, and to the first and second base runners.

## One Base Umpire

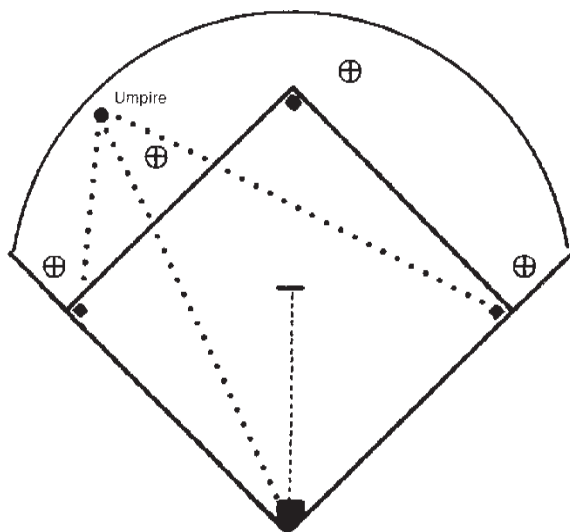


**Diagram 6**

### **RUNNERS ON SECOND AND THIRD**

Take a position two or three steps behind and to the left of the shortstop. It is necessary in this situation to maintain a line of vision to the plate and to the second and third base runners.

## One Base Umpire

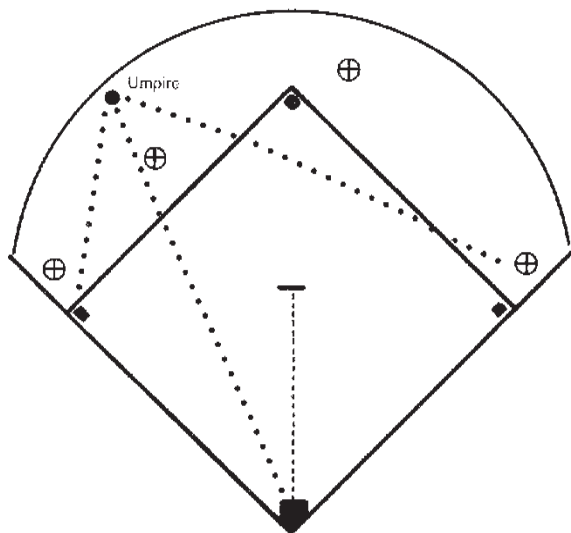


**Diagram 7**

### **RUNNERS ON FIRST AND THIRD**

Take a position two or three steps behind and to the left of the shortstop. It is necessary in this situation to maintain a line of vision to the plate and to the first and third base runners.

## One Base Umpire



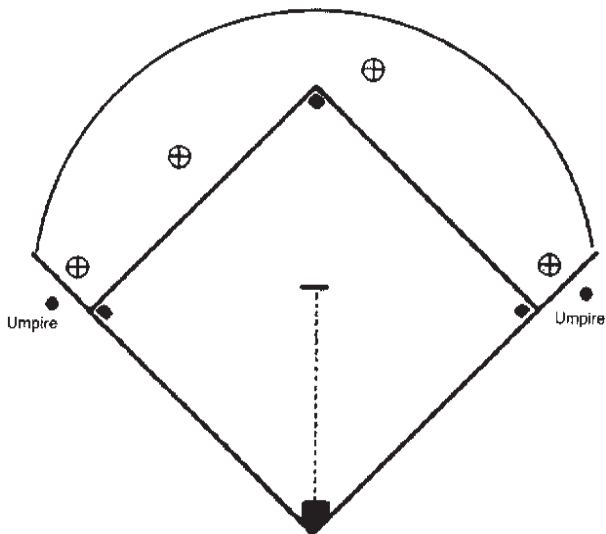
**Diagram 8**

### **BASES FULL**

Take a position two or three steps behind and to the left of the shortstop. It is necessary in this situation to maintain a line of vision to the plate, and to the first, second and third base runners.



## Two Base Umpires

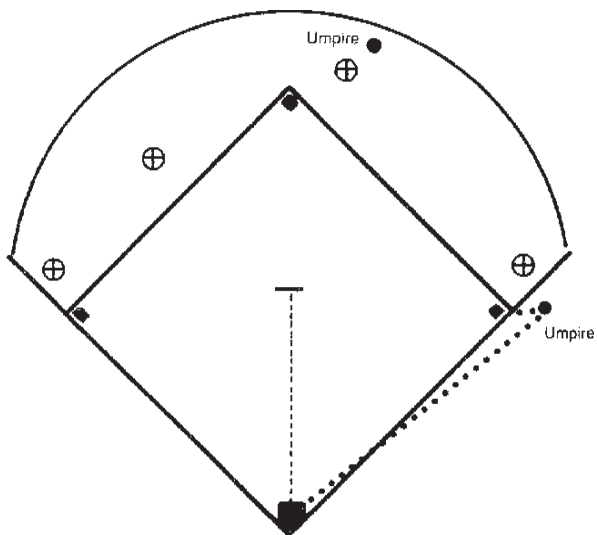


**Diagram 9**

### **BASES EMPTY**

First base umpire in foul territory just back of first base. Umpire at third base in foul territory just back of third base.

## Two Base Umpires

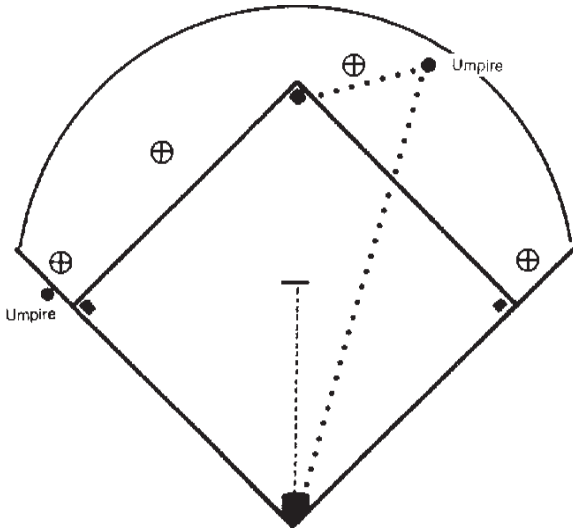


**Diagram 10**

### **RUNNER ON FIRST BASE**

Umpire at third base moves out to a position between second and first base to take care of any play that may develop at second base. Umpire at first base remains in foul territory getting in position to watch pitched ball reach batter and watch runner on first base.

## Two Base Umpires

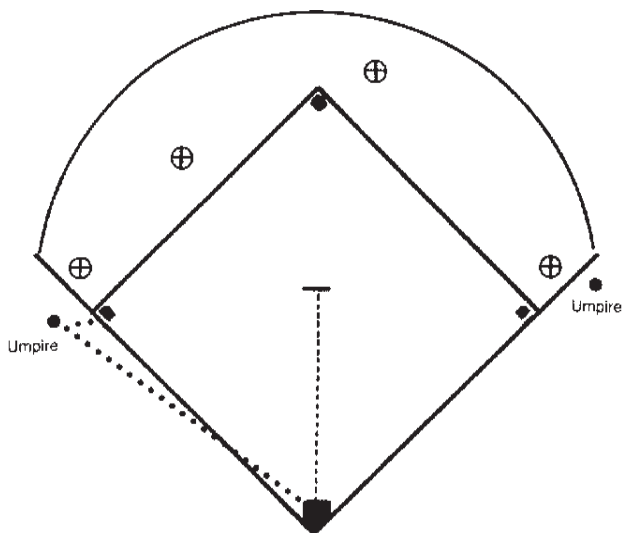


**Diagram 11**

### **RUNNER ON SECOND BASE**

Umpire at third base in foul territory back of third base for possible play at third base. Umpire at first base takes up position between second base and first. Line of vision is to plate and second base.

## Two Base Umpires

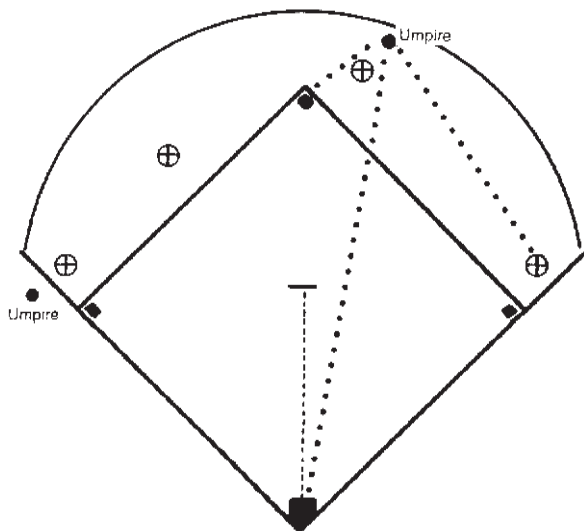


**Diagram 12**

### **RUNNER ON THIRD BASE**

Umpire at first base in foul territory to await any play at first base.  
Umpire at third base in foul territory back of third base to see pitched ball reach batter and watch runner on third base.

## Two Base Umpires



**Diagram 13**

### **RUNNERS ON FIRST AND SECOND**

Umpire at first base between second base and first base to see pitched ball reach batter and watch the runners at first and second bases. Umpire at third base in foul territory back of third base to await any play that might occur there.

## Two Base Umpires

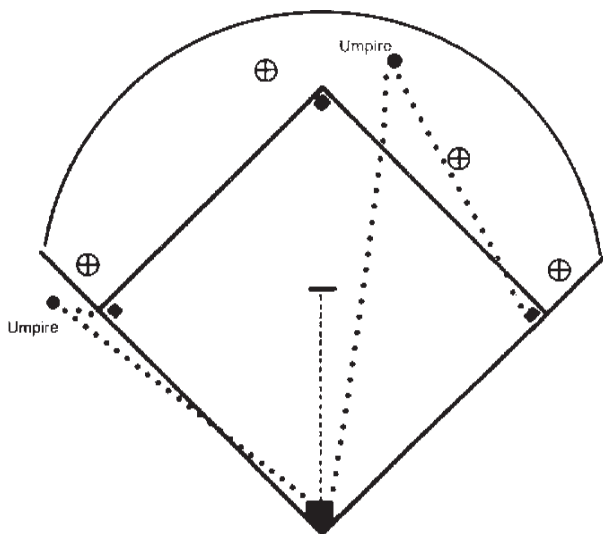
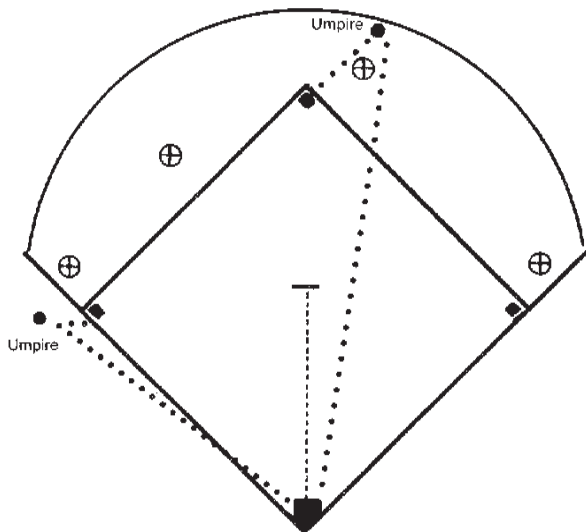


Diagram 14

### **RUNNERS ON FIRST AND THIRD**

Umpire at first base in the B position; between first and second base to see the pitched ball reach the batter and watch the runner on first base. Umpire at third base in foul territory back of third base to see pitched ball reach batter and watch runner on third base.

## Two Base Umpires

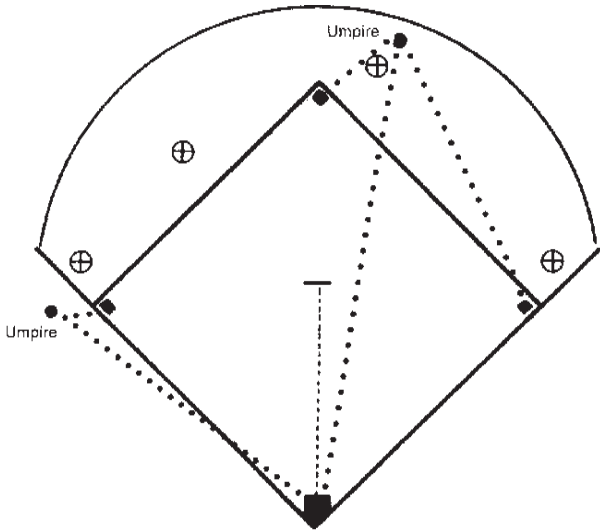


**Diagram 15**

### **RUNNERS ON SECOND AND THIRD**

The umpire at first base is positioned between first and second base to watch the pitched ball reach the batter and watch the runner on second base. The umpire at third base is in foul territory in back of third base to watch the pitched ball reach the batter and to watch the runner on third base.

## Two Base Umpires



**Diagram 16**

### **BASES FULL**

The umpire at first base is in the B position between first and second base. The umpire at third base is in foul territory in back of third base to have a clear view of the pitched ball reaching the batter and to watch the runner on third base.



## Test Questionnaire for Little League® Umpires

Knowledge of the rules is essential to good officiating but competent umpires must also know how, when, and under what conditions the rules apply.

The following pages are devoted to a series of case problems which have come up in Little League play. These questions can be used as a basis for testing the qualifications of umpires serving your league.

Answers to all questions are based on Little League Rules. A copy of the Official Rules and Regulations for Little League Baseball and Softball should be supplied to all umpires for handy reference.

### QUESTIONS

1. Fielder in making catch has ball ricochet off glove and against the body where said fielder traps the ball with arm. Is this a legal catch?  
Answer – No. Rule 2.00. A catch
2. Foul rebounds from the catcher's chest protector into the catcher's glove without falling to the ground. Is this a legal catch?  
Answer – No. Rule 2.00. A foul ball.
3. Pitcher delivers a pitch that is called an illegal pitch/balk (intermediate/Junior/Senior/ Big League Baseball). The batter hits the ball and is thrown out at first base. Would this be a legal play. Answer – No. Rule 8.01 (d) and 8.05 Penalty.
4. Decision made by umpire in third inning is questioned by manager. Following game, manager decides to protest the decision. Would this be legal?  
Answer – No. Rule 4.19 (c)(1).
5. In a Little League baseball game, a batter squares around to bunt a pitch but does not move the bat toward the ball in flight. Would this be a strike?  
Answer – No, unless pitch is in strike zone. Rule 2.00. A bunt ...
6. Dropping the bat after hitting a pitch the batter starts for first base. The bat hits the ball. Should the batter be declared out? Answer – Yes. Rule 6.05 (g)
7. Runner on third leaves too soon, batter hits fly ball to outfield. Runner

returns and tags up then starts for home reaching there safely. Would this run score?

Answer – No. Rule 7.13.

8. Batter is using an illegal bat and gets a safe hit. It is then found the bat is illegal. Is this a basis for protesting the game?

Answer – No. Rule 1.10 NOTE: 4.19 (a) and 6.06 (d). You cannot protest the game over the use of an illegal bat.

9. Bases full, third baseman asks for “time,” which is granted. Third baseman then confers with the pitcher after which third baseman returns to third base with the ball. When the runner on third steps off that base, that runner is tagged by the third baseman. Should the runner be declared out?

Answer – No. Rules 5.11-3.12.

10. Little League pitcher assumes set position to deliver ball and fails to pause one second before delivery, one runner on base. Is this a illegal pitch?

Answer – No. Rule 8.01(b) NOTE.

11. Batter hits to infielder who throws wild in attempt to retire batter at first. Ball hits coacher and bounds toward outfield, runner moving to third. Is this legal?

Answer – Yes. Rule 3.15.

12. Runner on second, batter hit fly ball which bounced from left fielder’s glove into the air and is caught by the center fielder before the ball touched the ground. Runner left second base when the ball touched the left fielder’s glove. An appeal was made because the runner left before the catch of the ball. Would this appeal be legal?

Answer – No. Rule 7.08 (d) NOTE.

13. Is it permissible for two fielders to change their positions if they retain their original batting positions?

Answer – Yes. Rule 3.08.

14. Runner on second base advances to third base when a pitched ball gets by the catcher and strikes the umpire. Can this runner advance?

Answer – Yes. Rule 2.00. Interference (c).

15. Bases full, one out, batter bunts fly into the infield. Should umpire rule this an infield fly?

Answer – No. Rule 2.00. Infield fly . .

16. Runner on first base leaves too soon. Batter hits a clean double into left center, scoring the runner. Should this run score?  
Answer – No. Rule 7.13 (b).
17. Batted ball first strikes in foul territory. Due to spin on the ball, it enters fair territory before it has passed either first or third base but it did not touch a fence, player or equipment. Would this be a fair ball?  
Answer – Yes. Rule 2.00. Fair ball .
18. Batted ball hits third base then goes into foul territory. Should the umpire rule this a foul ball?  
Answer – No. Rule 2.00. Fair ball.
19. Runners on first and third bases, two out. Batter hits to shortstop who makes play at second on runner coming from first. Runner on third scores. Should this run count?  
Answer – No. Rule 4.09 (a). Exceptions.
20. Runner on first steals second base. Umpire interfered with the catcher's throw to retire the runner. Would this steal be permitted?  
Answer – No. Rule 2.00 Interference (c).
21. Bases full, runner on second left too soon, batter hit a triple. Can any runs score?  
Answer – Yes. (Three). Rule 7.13 (b).
22. Pitcher standing on the pitching plate ready to pitch, batter decides to change to the opposite batter's box before the pitch is delivered. Can this be done?  
Answer – No. Rule 6.06 (b).
23. Batter steps outside batter's box while receiving an intentional base-on-balls. Can batter remain there?  
Answer – No. Rule 6.02 (b).
24. Runner on third base, runner on second decides to move over to third which that runner does, placing two runners on third base. Is the runner who was originally on third base forced to move toward home?  
Answer – No. Rule 7.03.
25. Runner on second base attempts to steal third. The pitch then hits the batter, rolls away allowing the runner to continue home and score. Would this run count?

Answer – No. Runner returns to second. Rule 5.09 (a).

26. Runner standing on first base. Batter hits a sharp grounder which hits the runner while on the base before that runner could move toward second. Would this runner be out?

Answer – Yes, if batted ball is fair. Rule 5.09 (f).

27. Runner on second base, batter set to bunt. Third baseman comes in to field the ball which goes past third baseman and strikes the runner. Is the runner out?

Answer – No. Rule 5.09 (f) note:

28. Batter hits to shortstop who makes a bad throw to the first baseman, ball rolling up the first baseman's arm where said first baseman traps it against the shoulder. In the meantime, the batter-runner crosses the first base, but the first baseman did not drop the ball. Would this batter-runner be out?

Answer – No. Rule 2.00. A catch . . .

29. Catcher, attempting to catch a foul fly, has the ball bounce from the glove, coming down between the uniform and chest protector where it lodges and does not touch the ground. Would this be a legal catch?

Answer – No. Rule 2.00. A catch . . .

30. Fielder throws the glove at batted ball but does not touch the ball. Shall the batter be awarded three bases?

Answer – No. Rule 7.05 (c).

31. Batter receives a base-on-balls with a runner on first base. Runner, in going to second, oversteps second base and is tagged. Since the runner was entitled to second base, could that runner be called out on this play?

Answer – Yes. Rule 7.08 (c).

32. Batter hit a fair ball along first base line which took an awkward bounce and hit the batter-runner as that batter-runner passed by the ball. Would this be declared an out?

Answer – Yes. Rule 7.08 (f).

33. Two strikes on the batter and on the next pitch, a runner on first base starts for and steals second. However, this next pitch hit the batter as the batter swung at it. Can this runner remain at second base?

Answer – No. Rule 6.08 (b).

34. Bases full, a runner leaves a base too soon, batter hits a ground ball to

the shortstop who fumbles the ball. Batter reaches first base and all other runners advance and are safe. Will the runner on third be permitted to score?

Answer – No – Rule 7.13 ( c).

35. Runner on second base leaves too soon, batter hit a single into right field, runner scoring. Should the violation be enforced and the runner returned to second base if the umpire failed to drop the signal flag on the play?

Answer – Yes. Rule 7.13.

36. Runners on second and third bases, pitcher makes a wild pitch, the ball leaving the play area. Can both the runners score on this play?

Answer – No. Rule 7.05 (h).

37. Runner going from second to third runs behind the shortstop who is in the act of fielding a fair batted ball. Can this runner be declared out for running out of line?

Answer – No. Rule 7.08 (a).

38. Runner on third base. Runner waits until the catcher tosses the ball back to the pitcher, then quickly starts for home, reaching there before the pitcher can return the ball to the catcher. Would this be permitted in Little League?

Answer – Yes. Rule 7.13.

39. First baseman is attempting to catch a high foul fly in the coacher's box. The coacher stands still and the first baseman collides with the coacher causing the first baseman to drop the ball. Would the batter who had hit the foul fly be declared out?

Answer – Yes. Rule 7.11.

40. Can an outfielder take a position in foul territory for a batter who hits in that direction quite often, hoping to catch a foul fly and retire the batter?

Answer – No. Rule 4.03.

### **SAMPLE QUESTIONNAIRE**

1. With a runner on third, batter swings and misses on the third strike and the ball hits the batter. The runner on third crosses home plate when the ball bounces away from the catcher.

(a) The batter is: Out. Not out. (b) The runner: Scores. Returned to third.

2. With runner on first, batter bunts third strike foul.

(a) Batter is: Out, Not out. (b) Runner may: Advance, Not advance.

3. Runner on first and second, batter bunts the third strike resulting in a foul ball which is caught by the catcher. Catcher throws the ball to first where base is tagged before runner can return. Runner on second tags and advances toward third. First baseman throws ball to third and the base is tagged before the arrival of the runner.
  - (a) Batter is: Out. Safe. (b) Runner at first is: Out. Safe. (c) Runner at third is: Out, Safe.
4. Runners on first and third. Batter hits the ball which is not touched by the pitcher but which strikes the umpire who is positioned in the infield.
  - (a) The batter: Bats again, Awarded first base. (b) Runner at first: Stays at first, Awarded second. (c) Runner on third: Remains on third, Scores.
5. Batter hits ball into right field and in going into second, over slides second base. Batter-runner is tagged after over sliding.
  - (a) The batter-runner is: Out, Safe.
6. Batter hits ball into bleachers and the ball ricochets off of a spectator's hand and into the glove of an outfielder.
  - (a) The batter is: Out, Not out. (b) This is spectator interference: Yes, No. (c) The ball is "Dead," "Live."
7. With runner on first, batter hits ground ball to first baseman who steps on first and then throws to second where the base is tagged before the runner reaches second. No tag is made on the runner at second.
  - (a) The batter-runner is: Out, Safe. (b) The base runner is: Out. Safe.
8. Runners on first and second. Batter hits an infield fly. When the infield fly is missed, the runner on second advances to third where that runner is tagged before reaching the base.
  - (a) The batter is: Out, Safe. (b) The runner at third is: Out. Returns to second.
9. Batter listed in the fourth position of the batting order bats out of turn in place of the batter listed third in the order. The batter hits a single and before the first pitch is thrown to the next batter it is discovered the hitter was out of order and the proper appeal is made.
  - (a) the batter-runner is: Out, Remains on first, Removed from base. (b) Batter listed third in the batting order is: Out, Not out. (c) After the appeal, the next batter should be: The third batter in batting order, The fourth batter in batting order, The fifth batter in batting order.

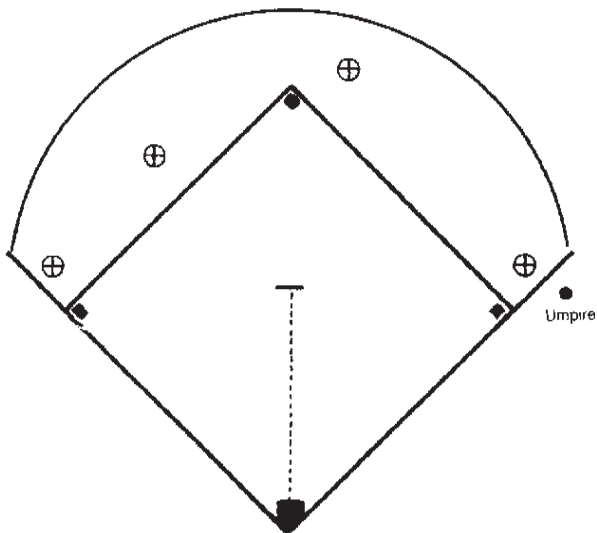
10. While batter is batting, it is discovered that an illegal bat is being used. Batter is (a) Out, Not Out The bat is (b) Removed, Not Removed Game is (a) Forfeited, Not Forfeited.
11. With two outs, runners on first and third, two balls and one strike on the batter, runners attempt a double steal and the catcher throws out the runner at second base. Runner on third crosses home plate before the tag is made at second. (a) Runner from third: Scores. Does Not Score.
12. With runner on first, batter hits ground ball towards second which hits the runner. Runner then interferes with throw to first base.  
(a) The runner is: Out, Safe. (b) Batter-runner is: Out, Safe.
13. With runners on first and second, ground ball is hit to second baseman who steps on second and then tags runner standing on second who decides not to advance to third on the ground ball.  
(a) The base runner advancing from first to second is: Out. Safe. (b) The base runner standing on second is: Out. Safe.
14. With runners on first and second, batter swings and misses third strike. After pitch reaches batter, base runners advance and catcher throws ball to third baseman who tags the base before the arrival of the base runner.  
(a) The batter is: Out, Safe. (b) The runner on third is: Out. Safe.
15. With bases loaded, batter receives a walk. In moving to second base, the base runner steps beyond the bag and is tagged.  
(a) The base runner tagged is: Out, Safe. (b) The base runner who was on third at the time of the walk: Does score, Does not score.
16. With runner on third, batter bunts a foul pop up on the third strike. Catcher catches the foul ball and throws to third before runner can return to the base.  
(a) Batter is: Out, Not out. (b) Runner at third is: Out, Safe.
17. With runner on third, batter fouls a pitch which strikes the umpire on the chest protector and rebounds into the air where it is caught by the pitcher before the ball touches the ground. The runner on third crosses home base and pitcher throws to third baseman who tags third before the runner can return.  
(a) The batter is: Out, Not out. (b) The runner: Scores, Does not score. (c) The runner is: Out, Returned to third base.

## Answers to Sample Questionnaire

1. (a) Out (b) Returned to third
2. (a) Out (b) Not advance
3. (a) Out (b) Out (c) Safe
4. (a) Awarded first base (b) Awarded second (c) Remains on third
5. (a) Out
6. (a) Not out (b) No (c) Dead
7. (a) Out (b) Safe
8. (a) Out (b) Out
9. (a) Removed from base (b) Out (c) the fourth batter in batting order
10. (a) Out (b) Removed (c) Not forfeited
11. (a) Scores
12. (a) Out (b) Safe
13. (a) Out (b) Safe
14. (a) Out (b) Safe
15. (a) Out (b) Scores
16. (a) Out (b) Out
17. (a) Not out (b) Does not score (c) Returned to third base

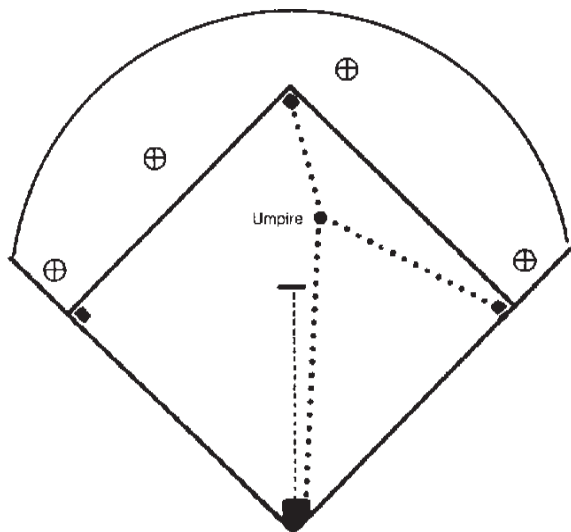


**Intermediate (50/70) Division / Junior League /  
Senior League / Big League Baseball  
Umpiring Positions for a Two-Man Team**



**WITH NO ONE ON BASE**

First baseman normal position, umpire 10 feet to 15 feet behind first baseman.

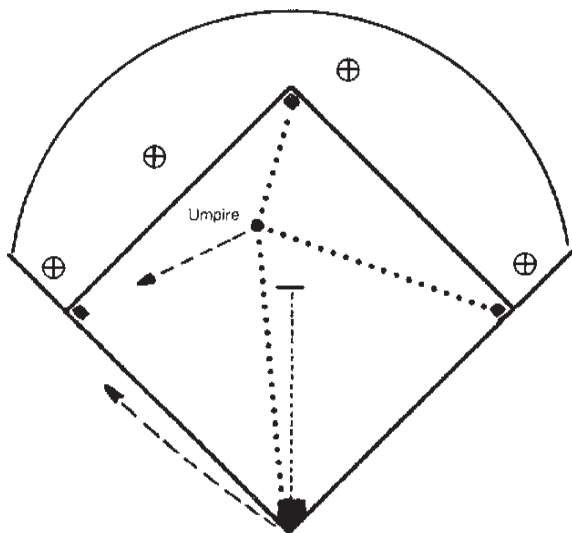


### **POSITION WITH RUNNER ON FIRST**

First base side of pitcher, halfway between pitcher's mound and second base. Halfway from edge of grass (baseline) and edge of grass (pitcher's mound). Easy to cover any play from that position at first or second base.

Make sure of good angles of first and second base.

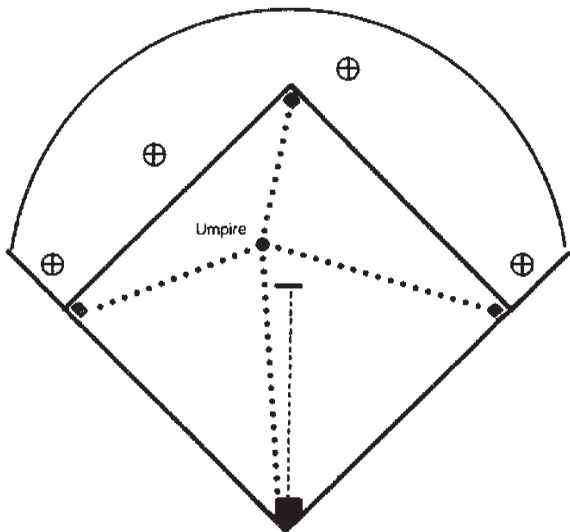
Puts you in good position for first base and steal of second base or double play.



### POSITION WITH TWO ON

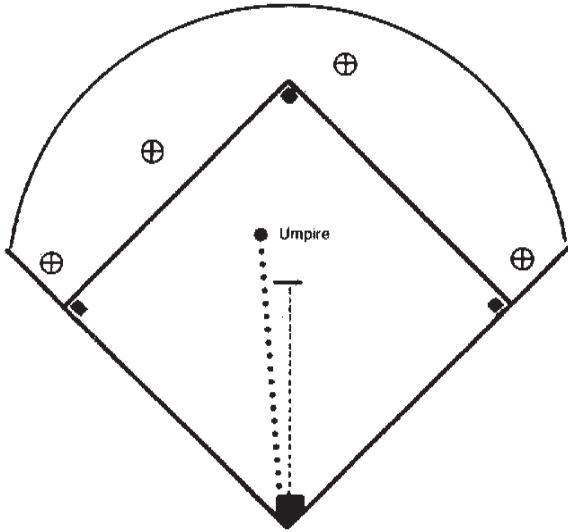
Base umpire: watch base runner at second, be ready to go if he attempts to pull double steal, and get as close to play at third base as you possibly can. Watch throw to catch runner at either first or second base, move on every pitch.

Plate umpire: if batter singles to outfield, move down third base line watching outfielder closely. Base runner at second will attempt to score on single. If outfielder throws toward home plate, you must come back to plate to take expected play. If throw goes to third base, get down there and get play on first base runner who will be coming into third, this leaves second base umpire at second to take care of hitter.



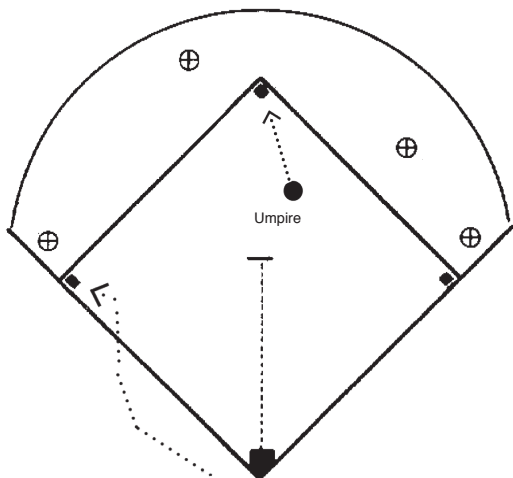
### **BASES FULL**

Never take your eye off the ball for a split second, and be sure to be out of the way of a thrown ball. Don't be in a hurry to call the play at the front end of the double play. After the out is made at second, there can also be an interference; the plate umpire should watch this closely.



### **RUNNER ON THIRD ONLY - ONE OR NONE OUT**

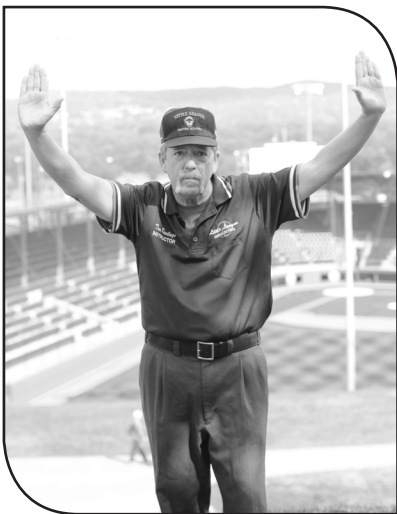
Plate umpire is to take the tag up play at third base at all times. This leaves the base umpire in the middle of the diamond where he can get on top of any plays he may have to make particularly on difficult plays at first base such as swipe tags, etc. He can now get to second base quickly in case a fly ball is dropped either in the infield or in the outfield and the batter-runner is attempting to stretch it into a double.



**RUNNER GOING INTO THIRD ON BASE HIT  
OR GOING INTO THIRD ON THROW  
TO FIRST TO GET HITTER**

Umpire at plate should always take this play from the inside of the diamond at the angle between the bag and the mound. He can now see any tag, passed ball, fan interference with ball, etc. Never call it from foul side or straddling the line. Runner starting quickly for plate on overthrow would bump into you. Crowd close into tag, but not so close as to interfere with runner.

Base umpire: ball overthrown, bounce and hustle back to second base, take play. Skin part of infield at second base - (cut out) stay 3 steps ahead of runner - stop - set - call play after you see the play.



### **INTERFERENCE**

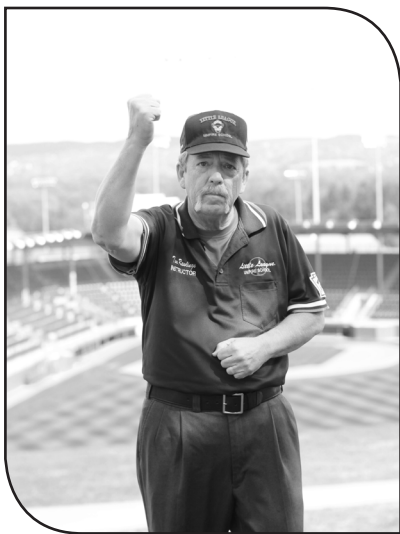
A vigorous “time” signal should be given with both arms extended high in the air above your head and with a roaring vocal call of ‘TIME’. It is important that you step in with authority and take charge. Halt any further play as soon as possible as continued play simply adds to the confusion.



### **LEAVING BASE TOO SOON**

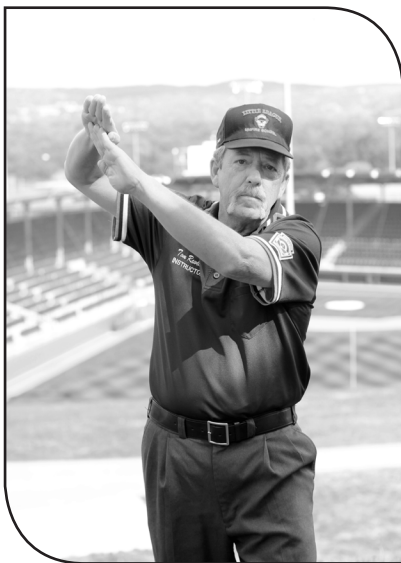
The signal for this violation and peculiar only to Little League, is the action of dropping a cloth marker or handkerchief. It is the duty of the base umpire to take a position to be able to observe the base runner(s) and the pitched ball. It is not necessary that the umpire retain position after dropping the marker.





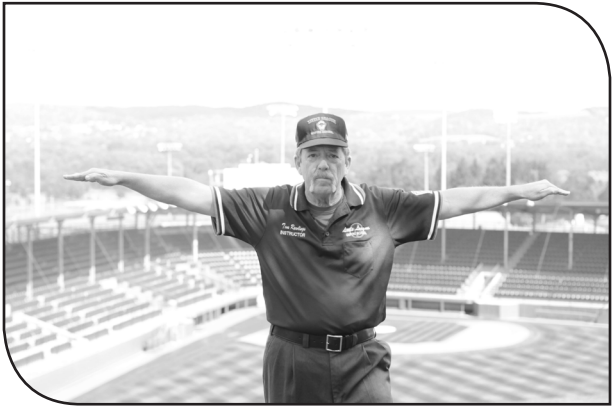
## **OUT**

Raise your right hand high above your head, with an open hand. Give a brisk verbal call “OUT” while dropping your right hand into a fist. HAMMER – Forearm and upper arm should form a 90 degree right angle with the elbow slightly forward. With peripheral vision you should be able to see your elbow out of the corner of your eye.



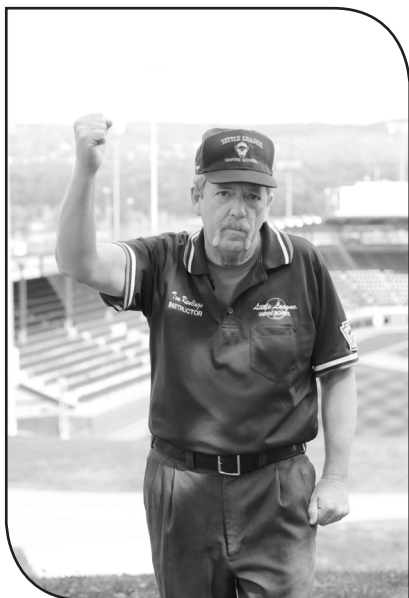
### **FOUL TIP**

Both arms extended upward, slightly forward of the head. Right hand striking left hand. Followed by a non-verbal strike signal. This call is made by the plate umpire to indicate foul tip often undetectable by players, managers and spectators.



### **SAFE**

From a set position, hands will rise and extend in front of body up to shoulder height. At the same time, the arms will move from in front of the body to each side in a continuous motion. Voice to be coordinated with the outward extension of arms, "SAFE".



### **STRIKE**

Raise your right hand high above your head with an open hand. The palm of the hand should be “facing” the right ear. Make a “brisk” verbal call, “STRIKE” as you drop your right arm to a 90 degree HAMMER position while you are closing your right hand into a closed fist. HAMMER – Forearm and upper arm form a right angle with the elbow slightly forward. With peripheral vision, you should be able to see your elbow out of the corner of your eye.



### **TIME**

Both arms extended upward, palms of hands facing forward. In making the “time” call, umpires should be sure that it is obvious to all players. The arm and hand position should be maintained until the umpire is satisfied that the signal has been seen and observed.

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