

2021 ASMBA

Umpire Orientation

Agenda House League



- Introductions
- Our Objective
- Uniform/Equipment
- Attendance & Pay Rates & When
- Umpire Center Process
- Rules of the Game
- Tips/Safety
- AOB/Questions

Introductions



- Sign in and note when you started umping.
 - Ie 2020

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Our Objective



- Have Fun while being structured
- Development
- Mentoring / Conducting Evaluations
- Have every game covered

Umpire Perception







It's your Job

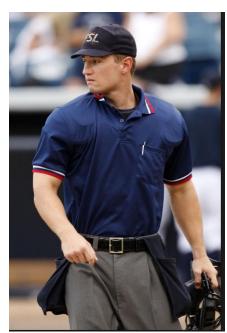


- Take it seriously but have fun
- No Fooling around or distracting players
- Arrive on Time (15 mins before)
- ATTENDANCE is critical
 - Sick ASAP, not an hour before
 - Not like McDonalds fries can still be made
 - 9 25 kids and 50 parents/grandparents are impacted
- On't use your cells on the field...
- Some umps were asked not to return

Uniform



- W Royal Blue Shirt (Powder/Black) National Sports, HomeRun, Eagle Beaver. Check in with your partner...
- Grey pants make sure they fit! McCarthy's School Uniforms
- Black plain hat or Umpire hat from National Sports, HomeRun, Eagle Beaver.
- Black Shoes
- Pullover no team logo's
- Bag (Indicator, Brush)
- Watch (Not on your wrist)
- Cup/Support
- Turn off cell phones
- Umpire #
- Suspended if not in proper uniform



Pay Rates



This is posted on the ASMBA website under the umpire tab!!!

Umpire rates

House League

	‡ Plate	‡ Base	
T-Ball	N/A	N/A	
8/9U	23	23	
10/11U	27	27	
12/13U	32	32	
14/16U (7 innings)	40	40	
17/18U (7 innings)	45	45	

Rep (Incl. SOBA)

	≑ Plate	‡ Base	÷
8/9U	35	30	
10/11U	40	35	
12/13U	50	45	
14/16U (7 innings)	60	55	
14/16U (9 innings)	70	65	
17/18U (7 innings)	70	65	
17/18U (9 innings)	80	75	
22U (7 innings)	75	70	
22U (9 innings)	85	80	

Pay Periods



- ©Rep Games are cash at the diamond. Pre-game chat..
- ©Every 2 weeks we will run payroll, for HL games.
 - I will send out emails when cheques are ready for pick up

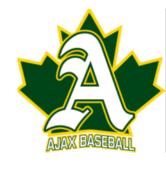
Umpire Center Process



- www.horizonwebref.com
- Update your profile Phone, cell, email, parents email, etc
- KEEP YOUR SCHEDULE UPDATED!!!
 - Vacations, Ball Games, etc.
- Read the email I send out....



Rain Out Procedure



- Permits are controlled by the Town of Ajax
- The Town of Ajax will update the ASMBA if permits have been pulled by 4pm.
- We have no control over this even if it becomes sunny prior to start times.
- The ASMBA website will be updated as soon as possible if games are cancelled or by 5:00 at the latest.
- After 5:00pm PLEASE report to your appropriate Diamond.
- www.ajaxbaseball.com will be your best resource.

Section A – General Rules



- Absolute Curfew does not exist you start an inning you complete it unless home team is winning.
- Umpires time piece is what we go by
- # of players to play. Work with the coaches. Let them play...
- Tie game is tie game
 - Exception is year end

Section A,H – General Rules



- Called games (weather)
 - Thunder & Lightning
 - Field Conditions
 - Let's work together to keep it safe for the kids
 - Convenor at the diamond to assist
- If game is called
 - 2.5 innings constitutes a game
 - 3.5 for Bantam/Midget

<u>Section B – Game</u> <u>Preliminaries</u>



- 1 Umpire may umpire a HL game.
- Ground Rules (7 mins before game)
 - Review basic rules, outs, etc.
 - Communicate
- Batters swing the bat!

<u>Section B – Game</u> <u>Preliminaries</u>



- Verbal or physical harassment will not be tolerated
 - Suspension, etc
- Parents are coach's responsibilities
- Send me an email if something happens immediately and complete the ejection report on the ASMBA website

Section D – Uniforms & Equip



- Anyone warming up a pitcher must wear a facemask
- Players must wear a cup/support
- Batting helmet with chin strap excl. Bantam/Midget
- Baseball and long athletic pants are mandatory
- No metal cleats allowed (Bantam/Midget Allowed)
- Softball bats are not permitted
 - Bantam/Midget permitted to use wooden bats

Section F – Cut Rule, Contact Rule



- Cut or blood on the uniform
 - Cannot play until proper first aid is provided and clothing is changed/stain removed. Put a jacket on to cover the blood up.
- Base runners are expected to avoid making contact with a fielder at any base. Team and Player Warning / Ejection (Interference)
- Fielders must clear the base path when not fielding the ball. (Obstruction)
 - E.g. 1st baseman standing on base when it is clearly a base hit or extra base hit
- Malicious contact intentional excessive force / attempt to injure. Ejection

Section G – Playing the Game



- We want to speed the game up and get more innings being played
 - Pitcher receives 6 warm up pitches on 1st appearance
 - §3 on 2nd appearance
- Schedule catcher on a base, switch them up with the 2nd out of the inning

Section G – Game Lengths



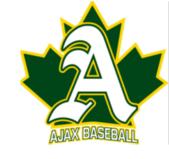
- Rookie NNI 75 Mins, Curfew 90 Mins
- Mosquito NNI 90 Mins, Curfew 105 Mins
- Peewee NNI 90 Mins, Curfew 105 Mins
- Bantam/Midget NNI 105 Mins, Curfew 120 Mins

Section K – Specific Rules of the Game

	T-Ball	Rookie Junior	Rookie	Mosquito	Pee-Wee	Bantam / Midget
Pitching Mound distance		44ft.	44ft.	44ft.	50ft.	60ft 6"
Base distance		55ft.	55ft.	65ft.	75ft.	90ft.
Inning allowed for a pitcher ¹	N/A	N/A	N/A	2/game consecutive	2/game consecutive	3/game consecutive
Visits to mound per pitcher ⁴	N/A	N/A	N/A	3/inning	2/inning	1/inning
Balks ³	N/A	N/A	N/A	N/A	N/A	All
Mercy ²	N/A	5	5	5	5	5
Dropped ball on last strike	N/A	No	No	No	Yes	Yes
Infield Fly rule	N/A	No	No	No	Yes	Yes
Defensive players on field	N/A	11	11	10	10	9



Section K – Additional Rules Rookie



- Pitching machine is to be used.
 - Breaks down, coach can pitch. Do not adjust the speed
- Safety Circle
 - Player fields inside Dead ball, batter awarded base
 - W Hit balls strikes machine or coach, dead ball, batter awarded base, runners if forced
 - Pitchers to be positioned beside the machine with a helmet
- Allow all the players to be on the field...

Section K— Additional Rules Rookie



- Each batter shall receive 5 pitches
 - No pitch rule unless batter swings or called strike
 - 5th pitch foul batter is out
 - No walks or bunts
- Base Runners
 - Only advance one base on a hit ball, unless hit to the outfield
 - No lead off's or steals
- Inning is over when 3 outs are obtained or 5 runs mercy

Section L— Additional Rules Mosquito



- Pitcher
 - Call Strikes
- Batter
 - No bunts
 - Starts with a 1 Ball 1 Strike count
 - Speed up game and encourages hitting

Section L— Additional Rules Mosquito



- Base Runners
 - No lead off's 1 warning each team, call them out.
 - Only when ball leaves the pitchers hand can they steal.
 Only 2nd base can be stolen
 - Cannot advance home from 3rd unless hit home or force play.
 - Play at first base, ball is dead after the out is made meaning prior to the out and a player is on third he may advance to home

Section M – Additional Rules Peewee



- Base Runners
 - No lead off's call them out after team warning.
 - Only when ball leaves the pitchers hand can they steal.
 - Steal all bases

Section M— Additional Rules Bantam/Midget



- Wooden Bats allowed
- Helmet Straps not required
- Medal spikes allowed

<u>Misc</u>



Sign or provide umpire name & # to the scorekeeper if asked

TIPS/SAFETY



- Be Loud!
- Be Confident
- Arrive on Time
- Not Sure, ask your partner
 - Don't be afraid
- Take Charge Communication
 - Talk to the coaches
- Showing Respect, earns RESPECT!

TIPS/SAFETY



- Ground Rules (7 mins before game)
 - Review basic rules, outs, etc.
- Batters swing the bat!
 - Be consistent



Questions







