

2025 ASMBA

Umpire Orientation

Agenda

AJAX BASEBALL

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

Introductions



- Sign in and confirm when you started umpiring and what year is this going to be.
 - Ie 2025

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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

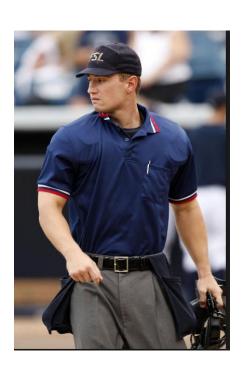


- Take it seriously but have fun
- No Fooling around or distracting players
- Arrive on Time (15 mins before)
- ATTENDANCE is critical
 - Sick ASAP, not an hour before
 - 25 kids and 50 parents/grandparents are impacted
- On't use your cells on the field..
- Stick around for handshakes after the game!
- Some umps were asked not to return

Uniform



- Black Shirt (Powder) Home Run Sports OBA new One.
 - Check in with your partner...
- Grey pants make sure they fit! McCarthy's School Uniforms
- Black plain hat or Umpire hat from HomeRun, Eagle Beaver.
- Black Shoes
- Pullover no team logo's
- Bag (Indicator, Brush)
- Watch
- Cup/Support
- Mute cell phones
- Suspended if not in proper uniform



Pay Rates



This is posted on the ASMBA website under the umpire tab!!! Tournament Rates may be different

2025 Umpire Rates (House League)

Age Group	Plate	Base
T-Ball	N/A	N/A
8/9U	\$25	\$25
10/11U	\$30	\$30
12/13U	\$35	\$35
14/18U	\$50	\$50

2025 Umpire Rates (Rep incl. SOBA))

Age Group	Plate	Base
8/9U	\$40	\$35
10/11U	\$45	\$40
12/13U	\$55	\$50
14/15U	\$80	\$75
16/18U	\$90	\$85
22U	\$115	\$110

Pay Periods



- ©Rep Games are paid via payroll unless it is an Ex-Game which is paid cash at the diamond. Pre-game chat..
- ©Every 3 weeks or so we will run payroll, for HL & Rep games.
 - Use I will send out emails when cheques are ready for pick up at Cedar Park or my place (536 Poplar Ave)

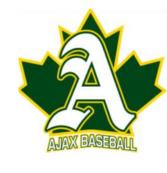
Horizon WebRef Process



- www.horizonwebref.com
- Update your profile Phone, cell, email, parents email, etc
- KEEP YOUR SCHEDULE UPDATED!!!
 - Vacations, Ball Games, etc.
- Read the emails 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 unless you hear from me.
- Work with the coaches



Rep Rules

General Info

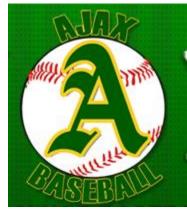
- Ex games are to be paid cash at the diamond at plate talk
- Game Times & Start Times
 - U8 U13 = 2 hour games
 - Double Headers are 7 Innings or 2 hours
 - Single Game is 9 innings or 2.5 hours
 - Mounded Diamonds
 - Elite games are unless double header 2 hours NNI / 7inn
 - U15 = 2.5 hours or 7 innings
 - U16/18 = 2.5 hours or 9 innings
 - Mercy still apply
 - -Start time is the posted game time, work with coaches

General Info

- Tie's are not allowed only in Elite Ball, need a winner.
 - Unless Curfews are met

Curfews

- Ajax has implemented 2 Park Curfews
 - 1. Park Curfew is 10:55 PM
 - 2. Early Games for U8-U13 Teams on all diamonds
 - Drop Dead @ 8PM
 - Applies to early start games only
 - Home team winning game ends
 - Visiting team winning revert back to previous inning
 - Must be discuss @ plate talk please remind umpires and other team
 - Protested





House League Rules

Section A – General Rules



- Umpires watch 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>



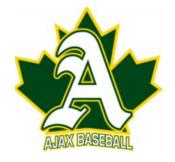
- 1 Umpire may umpire a HL game.
- Ground Rules (7 mins before game)
 - Review basic rules, outs, etc.
 - Communicate
- Batters swing the bat!

<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

<u>Section F – Cut Rule,</u> <u>Contact Rule</u>



- 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



House League Division	No Inning After (in minutes)	Absolute Curfew (in minutes)
Jr T-Ball/T-Ball	60 min	75 min
Jr, Rookie/Rookie	60 min	75 min
Mosquito	75 min	90 min
Peewee	90 min	105 min
Bantam/Midget	90 min	105 min

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



<u>Section K – Additional</u> <u>Rules Rookie</u>



- U8 (Minor Rookie) Coach Pitches
- U9 (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



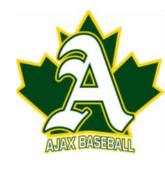
- Each batter shall receive 5 strikes
 - No pitch rule unless batter swings or called strike
 - 5th pitch foul batter is out
 - No walks or bunts
- Base Runners
 - Only advance one base on a hit ball, unless hit to the outfield
 - No lead off's or steals
- Inning is over when 3 outs are obtained or 5 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
 - Which is not not to the second of the sec
 - 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
- Pitcher can only pitch a maximum of 2 innings

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

TO DO



- Update your contact info on Horizon.
 - Add another email address & phone #'s
- Get your uniform and equipment ready



Questions

