

District 4 Tournament Umpire Training 2022









Reminders for the Meeting



- Please Mute your audio throughout the meeting
- We are recording this meeting
- We will have several breaks to answer questions. To ask a question:
 - Use the Chat function in the Zoom menu
 - Send your question to Jim Rose only



Purpose of Training



Prepare District 4 Umpires For the post regular season tournaments.

- Tournament of Champions
- International All Star Tournament, including the Future Stars
 Tournament

Content:

- Umpire procedures before, during and after games
- Points of Emphasis for the tournaments
- Playing rule variations from the Regular Season



General Tournament Game Management Issues for Umpires



Field Conditions, Ground Rules, etc.



The Tournament Director is the responsible person for all conditions before, during and after the game.

Umpires should inspect the field upon arrival to ensure it is properly prepared and safe.

Confirm that field is fully lined with foul lines, batter box, catcher box, runners lane, coaches boxes.

Notify Tournament Director of any items that need to be changed or repaired.

Review the Ground Rules and other special field conditions with the Tournament Director.

Identify Dead Ball areas.

Look for conditions that may impact play such as open dugouts, low fences, missing foul poles, holes in fences, etc.

Bat and Helmet Inspection



Prior to game, umpires MUST inspect equipment: Bats:

Check for defective bats (cracks, dents, etc.)

Check for illegal bats (sticky substances, length and diameter, proper logo)

Batting Helmets:

Check for NOCSAE logo

Check for excessive decals/stickers (less than 20% of helmet surface) and re-painting

Check for cracks, missing or torn padding, and loose or missing screws on faceguards

Check that c-flap cheek guards are same manufacturer as helmet and no new holes drilled in helmet

Remove any equipment that is defective or illegal and give to the Tournament Director.

Catcher's Gear Inspection



Prior to game, umpires must inspect catcher's equipment On Catcher's Helmet:

Check for NOCSAE logo

Check for cracks

Check for missing or torn padding

Check that all screws are in place and secure for faceguard

Check for dangling throat guard

Other protective equipment: check to see it is in good

repair and not missing straps/buckles and is not

damaged

Remove any equipment that is defective or illegal and give to the Tournament Director.

Managers, Coaches, and Players - Pregame



Prior to the game:

Only the manager and up to two coaches are allowed on the field. Prior to game, ask Tournament Director to remove extra adults.

No coach may be a "catcher" – can't warm up a pitcher anywhere, can't catch for coach hitting infield/outfield practice, and cannot play catch with fielders

Players with bats MUST wear batting helmets in warm-ups A catcher fielding infield/outfield practice near a coach with a bat MUST wear a catcher's helmet with dangling throat guard

Player warming up a pitcher must have catcher's helmet with dangling throat guard (and catcher's glove for baseball

Managers and Coaches – During the Game



During the game:

Only manager and up to two coaches are allowed Adult MUST be in dugout at all times there are players in the dugout

No coach may warm up a pitcher and cannot play catch with fielders

Coaches and managers must be inside the dugout (no standing or sitting on buckets outside the dugout) during play
Coaches must remain in dugout between innings and may only take base coaching positions after catcher throws down after final pitch of warm ups
If field has gates on dugouts, they must remain closed during play.

Managers and Coaches – Handling Questions



- Managers and Coaches must remain in the dugout or in the Coaches Box during the game, unless allowed to come onto the field by the Umpire when Time is called.
- A Manager may request "Time" for only the following reasons:
 - To meet with one of their Defensive Players to discuss something other than an injury. This counts as a Visit to the Pitcher.
 - To meet with one of their Offensive Players to discuss something other than injury. They are allowed ONE time out per inning.
 - To visit an injured player, and then only when play has ended.
 - To meet with an Umpire to formally appeal a decision that was made in conflict with the rules.
 - Managers, Coaches and Players are not permitted to show verbal or physical objection to any call of an umpire.

Substitutions and Lineup Changes



Lineup Changes:

Offensive changes can only be made when player is coming up to bat or entering as a runner

Defensive changes when player is entering the field on defense

Unannounced substitutes, which are legal, can occur if manager does not inform plate umpire of changes

Record all changes on lineup card, and ensure that official scorekeeper has recorded the change.

Keep Accurate Records on Lineup Card



- ✓ Keep track of all pitching changes
- √ Keep track of all catcher changes in baseball
- √ Keep track of all substitutions
- √ Keep track of all special pinch runners and courtesy runners
- ✓ Keep track of all offensive time outs and defensive visits



Pace of the Game – Keep it Moving



Between Innings:

Limit warmups by defensive team to no more than 1 minute, or 8 pitches. If catcher is slow to come out, you can give no warmups to pitcher with catcher.

Base Umpire should be working the defensive dugout encouraging Manager to get the Catcher dressed with gear.

First batter only out of the dugout between innings.

During Game Action:

Do not let the Base Coach come and pick up discarded bats to return to the dugout. Tell the Manager to have a player with helmet retrieve bats.

Do not let Base Coaches retrieve foul balls and put into play. Have all Foul Balls returned to you, or if left the field to the Scorekeeper.

Substitutions:

Encourage Managers to make substitutions promptly, not waiting until the inning is ready to start.

Goal for a 6 inning game should be 90 minutes in duration!

Electronic Communication



Cell Phones:

No cell phones or electronic devices are allowed on the field, even for scorekeeping purposes

Scorekeeping applications on phones or tablets are allowed in the dugout

No manager, coach, or player may use a phone to communicate.

EXCEPTION: first responder related to work



Tournament of Champions Playing Rules and Conditions



TOC Points of Emphasis



- TOC games are played as Special Games under the authority of the District Administrator, Ted Boet
- Experience indicates that teams playing in the TOC often are not aware of many Little League regulations and rules
- Local Rules are NOT to be used at TOC games, and teams must abide by the rules of Little League
- Umpires often do not follow the recommended procedures during regular season games regarding lineups, substitution and equipment inspection; but these are mandatory in TOC
- Umpires, Managers and Tournament Directors must work together to make sure the TOC games proceed without issue



TOC Baseball



Baseball TOC Includes:

AA Division

AAA Division

Majors Division

Intermediate (50/70) Division

Juniors Division

TOC Softball



Softball TOC Includes:

Minor Division Majors Division Senior Division

Rules for TOC



The following rules (UNLESS noted by an exception) apply to all of TOC, both baseball and softball, and all divisions of play

Number of Adult Coaches and Players



Number of Adult Coaches:

May have up to three adults (manager and two coaches)

Number of Players:

A game may begin and/or continue with a team of eight or more players

Batting Order



Batting Order:

Baseball:

AA and AAA: Continuous Batting Order

Majors and Above: Bat-Nine

Softball:

Minor: Continuous Batting Order

Majors and Seniors: Bat-Nine.

Baseballs and Softballs



Baseball:

RS baseballs

For 60' diamond, baseballs should be marked "Little League"

For 70' and 90' diamonds, baseballs should be marked "Senior Little League"

Softball:

Minor Division: 11"

All Other Divisions: 12"

Bats



Bat Length and Logo:

Baseball:

Majors and Below: USABat and up to 2 5/8" and 33" Intermediate and Juniors: USABat or BBCOR and up to 2 5/8" and 34"

Softball:

All bats must be BPF 1.20 and 2 1/4" (BPF 1.15 is illegal)

Majors and Below: up to 33"

Seniors: up to 34"

Illegal Bat Penalty



Use of an Illegal Bat:

If a player steps into the batter's box with an illegal bat, AND it is discovered before the following batter steps into the batter's box, then:

The player is out, unless the defensive manager elects to accept the outcome of the play

The team loses one adult base coach position for remainder of game

Subsequent violation: Manager is ejected

The illegal bat is removed from the game

Mandatory Play



Mandatory Play:

For the purpose of satisfying the requirements of Mandatory Play, a player must bat once and play six defensive outs

AA and AAA Baseball and Minor Softball

A five-run inning is the equivalent of three defensive outs.

Senior Softball and Intermediate and Juniors Baseball

A team with a roster of fifteen or more players, with at least fifteen eligible to play in that game, may have a mandatory play of one at-bat and three defensive outs

Mandatory Play



Mandatory Play:

For the purpose of satisfying the requirements of Mandatory Play, when appearing offensively for the first time in the game, the player must step in the batter's box with no count, and the player must remain in the game until one of the following occurs:

He/she is retired as a batter; or

He/she is retired as a batter-runner; or

He/she reaches base and scores; or

After he/she reaches base, the inning or game ends.

Interpretation: When batting for the first time, a player reaching base may not have a pinch runner, special pinch runner, or courtesy runner used for him/her

Mandatory Play



Mandatory Play:

A batter called out for an illegal bat has met the at-bat requirement for mandatory play.

A player removed prior to meeting the running portion of the mandatory play requirement is treated as an improper substitution

While at-bat, if the third out of the half-inning is recorded by putting out another base-runner prior to the batter meeting mandatory play, that batter must return as the first batter in the next half-inning

Substitutions – Continuous Batting Order



Substitutions:

Continuous Batting Order:

Defensive substitutions may be made freely Players still must play six defensive outs at some point in the game

Substitutions – All Bat-Nine Except Majors Baseball



Substitutions: All Bat-Nine Divisions EXCEPT Majors Baseball

Any player who has been removed for a substitute may re-enter the game, but only in the SAME position in the batting order

A substitute entering the game for the first time may not be removed until meeting his/her mandatory play.

Once starter and substitute meet mandatory play, there are free substitutions

Substitutions – Majors Baseball Only



Substitutions: Majors Baseball Only

Any player who has been removed for a substitute may re-enter the game in ANY position in the batting order

A substitute entering the game for the first time may not be removed until meeting his/her mandatory play.

A substitute may re-enter the game

Substitutions – Majors Baseball Only



Substitutions: Majors Baseball Only

A starter (S1) re-entering the game as a substitute for another starter (S2) must then fulfill all conditions of a substitute (one at-bat and six defensive outs) before the other starter (S2) can re-enter the game

Substitutions — Bat-Nine



Substitutions: All Bat-Nine Divisions

Multiple players may enter and re-enter in the same batting order spot

If a team has no eligible substitutes, the opposing manager will choose a player not in the batting order to substitute for an injured or ejected player.

Ending the Game - Run Rules



Run Rules:

Minor and Majors Softball:

Game ends when team is ahead by 15 runs after 3 innings (2.5 innings if home leading) or 10 runs after 4 innings (3.5 innings if home team is leading)

ALL Baseball and Senior Softball

Game ends when team is ahead by 15 runs after 4 innings (3.5 innings if home leading) or 10 runs after 5 innings (4.5 innings if home team is leading)

Note: For Majors and below, this run rule is different than the rule book

Ending the Game – Time Limits



Time Limits:

Softball

NO time limits

Baseball: All Divisions

NO time limits

Ending the Game – Suspended Games



Ending the Game:

Any game in which a winner cannot be determined shall be resumed at the point of suspension.

Regulation games called for darkness, weather, or curfew are complete if a winner can be determined.

If a regulation game is ended in an incomplete inning, the score will revert back to the last completed inning, PROVIDED the visiting team scores one or more runs to tie or go ahead AND the home team does not tie the score or take the lead during the incomplete inning

Foot in Box and Third Strike Not Caught



Foot in Batter's Box:

ALL Baseball and Majors and Seniors Softball

Batter must keep at least one foot partially in the batter's box during the at-bat, unless one of several exceptions in Rule 6.02(c) are met. All penalties will be enforced

Third Strike Not Caught:

Majors and Above in Both Softball and Baseball

The batter becomes a runner in the third strike is not caught in flight with 1B open or two outs.

Courtesy Runner and Special Pinch Runner



Courtesy Runner:

Courtesy runner IS allowed

Special Pinch Runner:

All Bat-9 Divisions

Not more than once per inning, a player not currently in the lineup may be a special pinch runner for any offensive player. A player may not be special pinch run for more than once per game. This is NOT considered a substitution

Stealing of Signs



Stealing of Signs:

Intermediate and Juniors Baseball, and Majors and Seniors Softball

The stealing of signs is considered unsportsmanlike behavior. If an umpire suspects the stealing of signs by a manager, coach, or player, that person will be warned. If it happens again, that person shall be ejected.



Protests:

Protestable situations:

Awarding of bases

Rules interpretation

MPR violation

Ineligible pitcher or player

Non-protestable situations:

Umpire's judgement

Equipment

Ejection

Protest occurs AFTER next pitch or play



Protests:

All play stops during a protest, and play only resumes when protest is resolved. Games CANNOT be played under protest

Even if the protest is over an umpire's judgement, the protest MUST be allowed to continue. The UIC does NOT decide what is or is not protestable



TOC Protest Procedure:

Must be made in accordance with rule 4.19

Made before pitch, play, or attempted play

All umpires confer, make ruling. If manager does not agree, may continue protest

Umpire crew chief will report conditions of protest to TD



TOC Protest Procedure (Cont.):

TD will make the decision. TD may use a Protest Committee

TD's decision is final and no further appeals may be made

Play resumes after decision is made

Pitching - Visits



Baseball and Softball AA and AAA Division Baseball and Minor Softball:

- 2 visits per inning (remove with third visit)
- 3 visits per game (remove with fourth visit)

All other Divisions:

- 1 visit per inning (remove with second visit)
- 2 visits per game (remove with third visit)

Visit to any defensive player is charged as visit to pitcher Medical visits (with umpire present) NOT counted as visit Visits do NOT reset for pitchers who leave mound and return

Baseball – Specific Rules



The following rules apply ONLY to baseball

Baseball – Pitching Distance



Pitching Distance:

AA and AAA: 46'

Majors: 46'

Intermediate: 50'

Juniors: 60' 6"

Baseball – Maximum Number of Pitches



Maximum Number of Pitches in a Day:

8-year old: 50

9-10 year old: 75

11-12 year old: 85

13-16-year old: 95

Threshold applies

Baseball – Pitching Rules



Consecutive Days:

A player may not pitch three consecutive days

Pitcher to Catcher:

A pitcher who has pitched forty-one or more pitches may not play the position of catcher for that day. Threshold applies

Baseball – Pitching Rules



Catcher to Pitcher:

A player who has caught four or more innings in a game (a single pitch is considered an inning) may not pitch that day

Catcher to Pitcher to Catcher:

A player who has caught three innings or fewer and then pitches, may not return as catcher that day if he/she has thrown more than twenty pitches.

Threshold applies

Baseball – Pitching Days of Rest



Days of Rest Based on Pitches Pitched

# of Pitches	Days of Rest
1-20	0
21-35	1
36-50	2
51-65	3
66-	4

Threshold applies

Baseball – Threshold



Threshold:

If a pitcher reaches a limit (days of rest, number of pitches for age, catcher/pitcher restrictions), the pitcher may continue to pitch until any of the following conditions occurs:

That batter reaches base; or

That batter is retired; or

The third out is made to complete the half-inning or game; or

The pitcher is removed from the mound prior to the batter completing his/her at-bat.

Baseball – Pitcher Re-Entry



Little League Baseball (Majors) and Below:

A pitcher removed from the mound may not return as a pitcher

Note: If the pitcher has met mandatory play, the pitcher may be removed for a pinch hitter, but only once in a game, and only if substitute meets mandatory play and pitcher was not physically removed from the mound

Baseball – Pitcher Re-Entry



Intermediate and Juniors:

A pitcher removed from the mound, but remaining in the game on defense, may return as a pitcher anytime in the remainder of the game, but only once per game

Note: If the pitcher has met mandatory play, the pitcher may be removed for a pinch hitter, but only once in a game, and only if substitute meets mandatory play and pitcher was not physically removed from the mound

Softball – Specific Rules



The following rules apply ONLY to softball

Softball - Pitching Distance



Pitching Distance:

Minor: 35'

Majors: 40'

Seniors: 43'

Softball - Pitching



Minor Division:

Maximum three innings pitched per game No rest required between games

Majors Division:

Maximum of twelve innings pitched per game
One day rest required if six or more innings pitched
No limit, except restricted by days of rest, of innings pitched per
week

If fewer than five innings pitched in a game, may pitch up to twelve innings in next game

If five or more innings pitched in a game, may only pitch up to four innings in next game, no matter the number of days between games

Softball - Pitching



Senior Division:

Maximum of twelve innings pitched per game
No days or rest required
No limit of innings pitched per week
If fewer than six innings pitched in a game, may pitch up to
twelve innings in next game
If six or more innings pitched in a game, may only pitch up to five
innings in next game, no matter the number of days
between games

Softball - Pitching



All Divisions:

A player removed as pitcher but remaining in the game may return as a pitcher anytime in the game, but only once in the same inning as she was removed

Senior Division:

A pitcher withdrawn from the game, defensively or offensively, may return as pitcher once per inning, providing it does not violate visits, mandatory play, or substitution rules

Majors and Above:

No more than five pitchers may be used per team in a game

Softball – Circle Violation during Pitch



When the pitcher has the ball in the pitching circle and a runner is on a base, that runner may not legally disengage from the base until:

Minor Division: the ball reaches the batter or is struck

Majors and Above: The pitcher releases the ball during the pitch

Questions?



Time for Questions and Answers





All Star Tournament Rules



All Star Tournaments – What are they?



- All Star tournaments are officially the International Tournament of Little League Baseball and Softball
- Tournaments are run by volunteers at all levels
- Multiple age specific tournaments for both baseball and softball
 - 5 for baseball
 - 4 for softball
 - Age groups are ranges, and are not to be referred to as U10 or U12 for example
 - The 10 12 year old tournaments are called "Little League Baseball" and "Little League Softball" International Tournaments
- Local leagues enter the tournaments, which are independent of their regular season
- Tournament play is multiple elimination levels, usually double elimination
 - District level
 - Section (District 4 is part of Section 1, made up of 5 districts)
 - State (Section 1 is part of Northern California, a unique state)
 - Region (Northern California is part of the West Region, made up on 12 states)
 - World Series (all regional champions from around the world)



All Star Tournaments



All Star Tournaments, except when noted in the Tournament Rules and Guidelines, are played under Little League Official Playing Rules and Regulations

No local or interleague rules are allowed in the All Star Tournaments

Ground rules for fields do apply, and must be reviewed in the plate meeting

All Star Tournaments



All Stars are a series of separate tournaments for both baseball and softball

Baseball Tournaments Include:

8- to 10-Year-Old Division

9- to 11-Year-Old Division

10- to 12-Year-Old Division

Intermediate (50/70) Division

Junior League

Senior League

All Star Tournaments



Softball Tournaments Include:

8- to 10-Year-Old Division

9- to 11-Year-Old Division

10- to 12-Year-Old Division

Junior League

Senior League

All Star Tournament Rules - Overview



- The following slides cover the rules (UNLESS noted by an exception) that apply to all of the All Star Tournaments, both baseball and softball, and all divisions of play
- We are covering those that are significantly different than "regular season" rules, or which are points of emphasis
- Specific tournament rules are covered in the Tournament section of the rule book ("the back of the book" or "T-" rules)
- We expect that you already know the primary rules of Little League Baseball and Softball – Rules 1 to 9, and the Regulations



Number of Adult Coaches



Number of Adult Coaches:

A team with twelve or more eligible players in uniform at the start of the game may have up to three adults (manager and two coaches)

A team with eleven or fewer eligible players in uniform at the start of the game may have up to two adults (manager and one coach).

Baseballs and Softballs



Baseball:

RS-T baseballs

For 60' diamond, baseballs should be marked "Little League"

For 70' and 90' diamonds, baseballs should be marked "Senior Little League"

Softball:

8- to 10-Year-Old Division: 11"

All Other Divisions: 12"

Bats



Bat Length and Logo:

Baseball:

8-10, 9-11, and 10-12: USABat and up to 2 5/8" and 33" Intermediate and Juniors: USABat or BBCOR and up to 2 5/8" and 34"

Seniors: BBCOR (drop -3) and up to 2 5/8" and 36"

Softball:

All bats must be BPF 1.20 and 2 1/4"

Majors and Below: up to 33"

Juniors and Seniors: up to 34"

Illegal Bats



Use of an Illegal Bat:

If a player steps into the batter's box with an illegal bat, AND it is discovered before the following batter steps into the batter's box, then:

The player is out, unless the defensive manager elects to accept the outcome of the play

The player AND manager are ejected

The team loses one adult base coach position for remainder of game

The illegal bat is removed from the game

Number of Players and Batting Order



Number of Players:

A game may not begin or continue with a team of fewer than nine players

Batting Order:

A batting order consists of nine batters. There is NO continuous batting order in any division

Mandatory Play



Mandatory Play:

Mandatory play is determined at the plate meeting once the UIC accepts the lineups

For a team with thirteen or fourteen rostered players in uniform at the beginning of the game, mandatory play shall consist on one at-bat.

For a team with twelve or fewer rostered players in uniform at the beginning of the game, mandatory play shall consist of one at-bat and six CONSECUTIVE defensive outs.

EXCEPTION: THERE IS NO MANDATORY PLAY IN SENIOR BASEBALL OR SOFTBALL

Mandatory Play



Mandatory Play:

For the purpose of satisfying the requirements of Mandatory Play, when appearing offensively for the first time in the game, the player must remain in the game until one of the following occurs:

He/she is retired as a batter; or

He/she is retired as a batter-runner; or

He/she reaches base and scores; or

After he/she reaches base, the inning or game ends.

Interpretation: If the batter reaches base, he/she cannot be removed for a pinch runner or special pinch runner

Mandatory Play



Mandatory Play:

A batter called out for an illegal bat or batting out of turn has met the at-bat requirement for mandatory play.

A player removed prior to meeting the running portion of the mandatory play requirement is treated as an improper substitution

While at-bat, if the third out of the half-inning is recorded by putting out another base-runner prior to the batter meeting mandatory play, that batter must return as the first batter in the next half-inning

Mandatory Play and Umpire Responsibilities



Umpire Responsibility and Mandatory Play:

Prior to start of play at the top of fourth inning (fifth inning in Intermediate Baseball and Junior SB/BB)

UIC will meet with each manager and advise each of obligation to insert all players who have not met mandatory play as per outlined below

Failure to insert players as outlined below shall result in immediate ejection of the manager

Mandatory Play and Umpire Responsibilities



Team with 12 or fewer players:

Visiting Team: Players who have not met defensive requirement of mandatory play must be inserted prior to first pitch or play in bottom half of fourth inning (Intermediate/Juniors – bottom half of fifth inning) in the next six positions in the lineup

Home Team: Players who have not met defensive requirement of mandatory play must be inserted prior to first pitch or play in top half of fifth inning (Intermediate/Juniors – top half of sixth inning) in the next three positions in the lineup

Mandatory Play and Umpire Responsibilities



Team with 13 or More Players:

Visiting Team: Players who have not met mandatory play must be inserted to bat in the fourth or fifth inning, or as one of the first three batters in the sixth inning (Intermediate/Juniors – fifth or sixth inning, or as one of first three batters in the seventh inning)

Home Team: Players who have not met mandatory play must be inserted to bat in the fourth inning or as one of first three batters in the fifth inning (Intermediate/Juniors – fifth inning or as one of first three batters in the sixth inning)

Substitutions – Juniors and Below



Substitutions (Juniors and Below):

Any player who has been removed for a substitute may re-enter the game, but only in the SAME position in the batting order

A substitute entering the game for the first time may not be removed until meeting his/her mandatory play.

Once starter and substitute meet mandatory play, there are free substitutions

Substitutions – Juniors and Below



Substitutions (Juniors and Below) (cont.):

A starter may NOT be substituted for prior to meeting mandatory play once they have entered the batter's box.

Multiple players may enter and re-enter in the same batting order spot

If a team is out of eligible substitutes, the opposing manager will choose a player not in the batting order to substitute for an injured or ejected player.

Substitutions - Seniors



Substitutions (Seniors Only):

There is NO mandatory play in Seniors

A starter removed for a substitute (including the DH), may re-enter the game ONCE, but ONLY in the same batting order spot

A substitute (non-starter) removed from the game may not re-enter the game

Ending the Game - Run Rules



Run Rules:

Little League Baseball and Softball (8-10, 9-11, and 10-12): Game ends when team is ahead by 15 runs after 3 innings (2.5 innings if home leading) or 10 runs after 4 innings (3.5 innings if home team is leading)

Intermediate, Junior, and Senior Baseball, and Senior Softball

Game ends when team is ahead by 15 runs after 4 innings (3.5 innings if home leading) or 10 runs after 5 innings (4.5 innings if home team is leading)

Ending the Game – Time Limits and Curfews



Time Limits:

There are NO time limits

Curfews:

Majors and Below: No new inning after 12:00am Intermediate and Juniors: No new inning after 12:30am

Seniors: No new inning after 1:00pm

Ending the Game – Suspended Games



Ending the Game:

Any game in which a winner cannot be determined shall be resumed at the point of suspension.

Regulation games called for darkness, weather, or curfew are complete if a winner can be determined.

If, in a regulation game, the visiting team ties or takes the lead in the top half of the inning and the home team cannot complete its half of the inning or take the lead, the game is suspended and resumed at the point of suspension. The game does NOT revert back to the previous inning

Ending the Game – Tie Games



Tie Games:

If a game is tied after completing six innings for Majors and below (seven innings for Intermediate, Juniors, and Seniors), at the start of the SECOND extra inning and each inning thereafter, the batter scheduled to bat last that inning will be placed on 2B to start the inning.

Eligible substitutes and special pinch runners are allowed

On-Deck Batters, Patches, and Scorekeeping



On-Deck Batters Baseball and Softball:

Little League (8-10, 9-11, and 10-12): NOT allowed

Intermediate, Juniors, Seniors: Allowed

Little League Patches:

Required for ALL divisions Old- or new-style logos acceptable

Scorekeeping:

Paper book or GameChanger allowed

Foot in Box and Third Strike Not Caught



Foot in Batter's Box:

Batter must keep at least one foot partially in the batter's box during the at-bat, unless one of several exceptions in TR 3(a) are met. All penalties will be enforced

Third Strike Not Caught:

The batter becomes a runner if the third strike is not caught in flight with 1B open or two outs.

EXCEPTION: THIS RULE DOES NOT APPLY TO 8- to 10-YEAR-OLD BASEBALL OR SOFTBALL.

Courtesy Runner and Special Pinch Runner



Courtesy Runner:

Courtesy runners are NOT allowed

Special Pinch Runner:

Twice in a game, but not more than once per inning, a player not currently in the lineup may be a special pinch runner for any offensive player. A player may not be special pinch run for more than once per game. This is NOT considered a substitution

Stealing of Signs



Stealing of Signs:

The stealing of signs is considered unsportsmanlike behavior. If an umpire suspects the stealing of signs by a manager, coach, or player, that person will be warned. If it happens again, that person shall be ejected.

Protests



Protests:

Protestable situations:

Awarding of bases

Rules interpretation

MPR violation

Ineligible pitcher or player

Non-protestable situations:

Umpire's judgement

Equipment

Ejection

Protest occurs AFTER next pitch or play

Protests



Protests:

All play stops during a protest, and play only resumes when protest is resolved. Games CANNOT be played under protest

Even if the protest is over an umpire's judgement, the protest MUST be allowed to continue. The UIC does NOT decide what is or is not protestable

Protests



Protests:

When a formal, verbal protest is made by a manager to the UIC:

Umpires conference

If unresolved, UIC consults with TD to contact DA

If unresolved, the TD or DA will call Western Region Headquarters

If unresolved, the protest goes to the Tournament Committee in Williamsport for a final decision

Pitching - Visits



Baseball and Softball 8 -10-Year-Old Division:

Two visits per inning (remove with third visit)
Three visits per game (remove with fourth visit)

All other Divisions:

One visit per inning (remove with second visit) Two visits per game (remove with third visit)

Visit to any defensive player is charged as visit to pitcher Medical visits (with umpire present) NOT counted as visit Visits do NOT reset for pitchers who leave mound or circle and return

Baseball – Specific Pitching Rules



The following rules apply ONLY to baseball

Baseball – Maximum Number of Pitches



Maximum Number of Pitches in a Day:

8-year old: 50

9-10-year old: 75

11-12 year old: 85

13-16-year old: 95

Threshold applies

Baseball – Pitching Rules



Consecutive Days:

A player may not pitch three consecutive days

Pitcher to Catcher:

A pitcher who has pitched 41 or more pitches may not play the position of catcher for that day.

Threshold applies

Baseball – Pitching Rules



Catcher to Pitcher:

A player who has caught four or more innings in a game (a single pitch is considered an inning) may not pitch that day

A player who has caught three innings or fewer and then pitches, may not return as catcher that day if he/she has thrown more than 20 pitches (30 pitches for Seniors). Threshold applies

Baseball – Pitching Days of Rest



# of Pitches	Days of Rest
1-20	0
21-35	1
36-50	2
51-65	3
66-	4
Threshold applies	

Days of Rest
0
1
2
3
4

Baseball – Threshold



Threshold:

If a pitcher reaches a limit (days of rest, number of pitches for age, catcher/pitcher restrictions), the pitcher may continue to pitch until any of the following conditions occurs:

That batter reaches base; or

That batter is retired; or

The third out is made to complete the half-inning or game; or

The pitcher is removed from the mound prior to the batter completing his/her at-bat.

Baseball – Pitcher Re-Entry



Little League Baseball (8-10, 9-11, and 10-12):

A pitcher removed from the mound may not return as a pitcher

Note: If the pitcher has met mandatory play, the pitcher may be removed for a pinch hitter, but only once in a game, and only if substitute meets mandatory play and pitcher was not physically removed from the mound

Baseball – Pitcher Re-Entry



Intermediate/Junior/Senior:

A pitcher removed from the mound, but remaining in the game, may return as a pitcher anytime in the remainder of the game, but only once per game

Exception: If the pitcher has met mandatory play, the pitcher may be removed for a pinch hitter, but only once in a game, and only if substitute meets mandatory play and pitcher was not physically removed from the mound

Softball – Specific Pitching Rules



The following rules apply ONLY to softball

Softball - Pitching



Little League Softball (8-10, 9-11, and 10-12):

Calendar Days of Rest

1-6 innings:

7 innings or more: 1

Maximum Innings Pitch Per Day: 12

A player removed as pitcher, but remaining in the game defensively, may return as a pitcher anytime in the game, but only once in the same inning as she was removed

No limit to the number of pitchers used in a game

Softball - Pitching



Juniors and Seniors Softball: There are NO pitching restrictions

A player remaining in the game, but moving to a different position, can return as a pitcher anytime in the game, but only once in the same inning as she was removed

A pitcher withdrawn from the game, defensively or offensively, may return as pitcher once per inning, providing it does not violate visits, mandatory play, or substitution rules

No limit to the number of pitchers used in a game

Softball – Pitching Distances



Pitching Distances:

8- to 10-Year Olds: 35'

9- to 11-Year Olds: 40'

11- to 12-Year Olds: 40'

Juniors and Seniors: 43'

Softball – Circle Violation with Pitch



When the pitcher has the ball in the pitching circle and a runner is on a base, that runner may not legally disengage from the base until:

8- to 10-Year-Old Division: the ball reaches the batter or is struck

All Other Divisions: The pitcher releases the ball during the pitch



Future Stars Tournament Rules



Future Stars is an extension of the All Stars



Future Stars Tournament games are played using the All Star Tournament rules

- 8-10 Future Stars played using 8-10 Baseball All Star rules
- 9-11 Future Stars played using 9-11 Baseball All Star rules Exceptions:
- Team may have One Manager and up to two coaches regardless of number of players at the game.
- Protests will be handled by the local Tournament Director, and the protest procedure is the same as in TOC.



Questions?



Time for Questions and Answers





Tournament Umpire Procedures



All Stars Umpires Represent District 4



You Represent California District 4 during tournament games:

- Not A Local League Umpire
- Don't wear Local League or other Association markings
- Take Pride In Your Appearance
- Leave no questions about you being impartial
- Don't socialize with your friends or neighbors during the game
 Make A Good...First...Lasting Impression



Who Is an Eligible Tournament Umpire?



- ✓ Have been approved as a volunteer by your local league Board of Directors
- ✓ If an adult, have had a Background Check performed and approved by home league
- ✓ Have been a regular season umpire for your league.
- ✓ Have experience umpiring at the division you are nominated to work at
- ✓ Have working knowledge of the District 4 Umpire Mechanics
- ✓ Completed the required Concussion Awareness, Youth Sports Abuse (Safe Sports), and Sudden Cardiac Arrest awareness trainings
- ✓ Agreed to not accept cash payments to umpire games in the tournaments.
- ✓ Been recommended by your League Chief Umpire and President as a tournament umpire.



Recommended that you be a member of the Little League Umpire Registry

Where to Find Information on Required Training



- Training is required of youth sports officials by California law and Little League Safety Policy
- Links to registration for training on District 4 website under "LL Forms"





Be Prepared With the Correct Tools

HOME



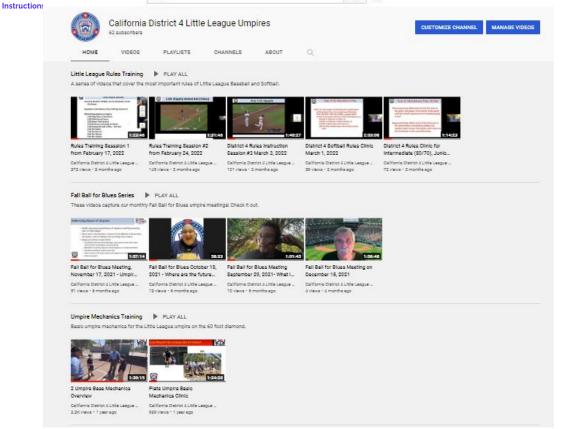


CALIFORNIA DISTRICT 4 UMPIRES

CALIFORNIA DISTRICT 4 PUBLICATIONS AND MANUALS

Line Up Card







MEETINGS

D4 FIELDS

D4 BOUNDARIES

TOURNAMENTS

CALIFORNIA DISTRICT 4 UMPIRES

California District 4 Umpire Training Videos

ages Clinics

	Camorina District 4 Cimpire Training Viaces
NEWSLETTERS	Recorded sessions of CA D4 online training
D4 UMPIRES	recorded sessions of CAD4 offittie training
BASEBALL	2022 Clinics
SOFTBALL	February 17,2022 Basic Rules Clinic #1: Regulations, and Rules 1 and 2Safety, Decorum, Equipment, and Definitions
CHALLENGERS	Recorded clinic #1 February 24,2022 Basic Rules Clinic #2 Discussion of Rules 3,4,5,6 and 7
II FORMS	Recorded clinic #2



March 4, 2022 Basic Rules Clinic #3 Discussion of Rules 8 and 9 Recorded Clinic #3

February 28,2022 Teenage Baseball Rules Clinic

March 1, 2022 Softball Rules Clinic

Umpire Assignments for Tournaments



- Umpires has been nominated by their Local League Chief Umpire
- The District 4 Umpire in Chief is responsible for selection and assignment of umpires to all All Stars games
- Game assignments for Umpires will be made using the District 4 Umpire Scheduler web tool (more detail later)
- Umpires assigned to a game may come from different leagues
- Umpire crews may consist of 2, 3, 4 or 6 umpires
- Umpire crews will be expected to use the standard District 4 Umpire Mechanics, available on the District 4 website, for whatever crew size is on the game



Game Preliminaries before Arriving at the Site



- Check Email/Text For Changes
- Check District 4 Website For Changes
- Contact Partners The Night Before
- Verify Time And Location of game
- Verify Uniform And Parking location
- Make sure your uniform is Clean And Neat
- Clean and Polish Black Shoes
- Review Material For Your Game Level rules, mechanics
- Plan Arrival 60 Minutes Before Game Time
- Bring All Umpire Uniforms & Equipment
- Check Email Again For Late Changes
- Have Your Partners' Cell Numbers



Upon Arriving at the Game Site



Locate the Tournament Director

- Confirm Your Assignment
- Check For Possible Umpire Parking Area
- Let the TD Know Where You Are Parked...Hopefully Away From The Crowd
- Ask If Your Partners Have Checked In
- Ask About Pre-Game Ceremony
- Ask About any special safety precautions for that location



Umpire Pregame Meeting



- Hold an Umpire Pregame with your partners
 - Be On The Same Page on everything:
 - Outfield Coverage
 - Trouble Ball
 - Fair/Foul Responsibilities
 - 1st To 3rd Coverage
 - R1 & R2 (2 Outs, Less Than 2)
 - Tag Ups & Touches
 - Time Play
 - Pre-Signals, Etc.
 - Review rules so all understand and agree
 - Check each other to make sure all are properly dressed
 - Decide upon post game meal plans



Upon Entering the Field



- Enter As A Team, all together and stay together
- Should be on the field no later than 25 minutes before the game
- Be Professional...Smile...Have Fun
- Inspect Team Equipment as a team stay together!
 - Inspect the equipment of the team NOT doing warmups, should be in dugout
 - Ask Manager to have all equipment placed outside dugout for Inspection
 - Same umpire checks same equipment in both dugouts
 - Remove Illegal or Defective Equipment from Dugout and give to Tournament Director
 - Follow on to other team once they are back to dugout
- Walk The Field:
 - Field Properly Marked or areas needing change
 - Unsafe Conditions Identified for Correction
 - Note Where A Ball Could Get Under, Through, Or Lodged
- Observe team warm ups, watching for potential safety issues



Pregame Ceremony



Order Of Event:

- Introduction of Players
- Announcement Of League Officials, Teams, Umpires, Etc.
- National Anthem, Pledge Of Allegiance, Little League Pledge, Etc.
- Umpire Crew To Stand Behind Batter's Boxes...Toes To The Line ...Or Facing Flag
- For National Anthem or Pledge of Allegiance, right hand holding hat goes over heart, not hat on heart.



Starting the Game



Pre-Game Plate Meeting: Managers, Team Captains And TD

- First Name Introductions by Plate Umpire
- Plate Umpire Verifies Lineups by:
 - Confirming Nine Players in the Batting Order, and substitutes
 - Checking for same Last Names and Duplicate Numbers
 - Confirming which players are not eligible to pitch, and any innings restrictions in softball
 - Confirming the starting Catcher (Baseball)
- To Each Manager -- "Are Your Players Properly Equipped For Little League Baseball/Softball Today?" <u>MUST</u> Receive An Affirmative Answer
- Confirm Ground Rules, use TD if needed
- End meeting, tell Home Team Manager to take field



Teams Remain In Their Dugouts Until The Plate Meeting Has Completed

During the Game



Between Innings:

- Positioning
 - BUs In The Outfield, avoiding warmup throws
 - PU At The Line...Defensive Side facing the team coming to bat
 - Limit Meeting With Partner
 - Hustle Players, 1 Minute...5 Pitches
- During a Pitching Change
 - PU Records...BU Count 8 Pitches after having moved down foul line near HP
- Stay Away From Spectators, Managers/Coaches And Players
- Stay hydrated
- Do not use your phone or check email!



After the Game Ends



When Game Ends:

- Promptly Leave As A Team Via The Winning Side...Your Job Is Done
- Be Courteous...But Do Not Address Or Mingle With Spectators
- Go to the post game location either umpire gathering area or to your vehicles

Post Game Meeting:

- Discuss Knotty Problems
- Constructive Suggestions For Improvement
- Was I A Good Partner Today?

Game Reports:

Email Or Call District UIC To Report Protests, Incidents & Ejections



After the Game Ends-A Tie or Suspended Game



If your game stops without it being completed to a winner

- Plate Umpire should review the Lineup Card and make sure that all substitutions, defensive visits, Special Pinch Runners are properly noted
- Plate Umpire must give the Lineup Card to the Tournament Director who will arrange for it to be delivered to site of resumed game
- Tournament Director will bundle it with the Scorebook
- Immediately notify Don Waddell by text (925-788-6346) of suspended game Game will be resumed as determined by Ted Boet, District Administrator
- Typically at next impacted game location and date for winner/loser
- New umpire crew will be assigned to finish the game



District 4 Standard Lineup Card



- Standard Four Copy Lineup Card supplied by District 4
- Tournament Director will give blank to each manager.
- Check with TD upon arrival he/she has blanks
- Contains places to notate:
 - Substitution
 - Defensive Conferences
 - Offensive Conferences
 - Pitch Count for baseball
 - Innings pitched for softball
 - Special Pinch Runners and Courtesy Runners



California District 4										
Team: Home Visitor _										
Man	ager:		Date:							
_		Innings T/B								
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_	Innings	1	2	3	4	5	6	7		
_	Innings	1		3	4	9	6			
_	Visitor	\vdash	\vdash	\vdash	<u> </u>	_	_	<u> </u>		
_	Home		<u> </u>	<u> </u>	_	_	_	_		
	Special Pinch Runner (No.)	\vdash	<u> </u>	_	_		_	<u> </u>		
	Special Pinch Runner For (No.)									

District 4 Lineup Card – Start of Game





PROPERLY COMPLETED LINEUP CARD

- A 4 Part carbon form is prepared by each Manager and taken by the Plate Umpire at the Plate Meeting:
 - Bottom copy to Team Manager who prepared card
 - Next copy (Pink) to opposing team Manager
 - Second copy (yellow) to Official Scorekeeper
 - Top copy (white) kept by Plate Umpire
- Plate Umpire will check the Lineup Card before tearing apart for proper completion. A properly completed Line Up card when received from the Manager must include:
 - Name of team
 - First and Last name of Team Manager
 - Home or Visitor checked
 - Date of game
 - Player's names, numbers and position.
 - At least first initial and last name; full first name is preferred
 - Uniform number
 - Position number, 1-9. Entering letters for position such as RF is not correct.
 - No duplicate names
 - No duplicate uniform numbers
 - No duplicate position numbers
 - No missing position numbers
- The Plate Umpire may make optional notations :
 - Identifying players not eligible to pitch in that game by rule
 - Any special issues may be noted on reverse



District 4 Lineup Card – During the Game



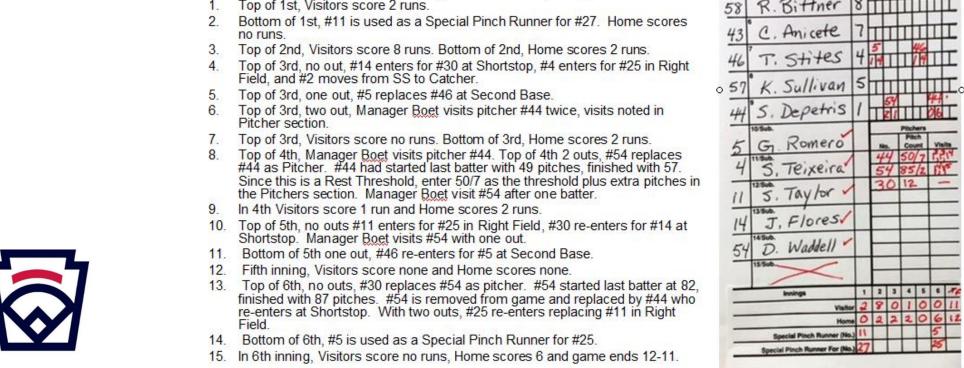
USING THE LINEUP CARD IN A GAME

The form provides space to record all of the information needed to track the progress of the game. Space is provided to list:

- Inning substitutes entered, their number, number of outs, and position on the
- Special Pinch Runners,
- pitch count
- Defensive conferences.
- the score by inning.

Here is the example on how the form appears with a completed game:

Top of 1st, Visitors score 2 runs.





California 4 Umpire Uniform – Desired Style



The entire crew should match in uniform style and colors:

- Pro Black or Pro Blue Polo Shirt, black trim
 - Little League Umpire Patch or Unified Little League Patch
 - American Flag (optional)
- Mock turtleneck undershirt, black or white
- Black California 4 Hat, Carolina Blue lettering, (or Pink lettering for softball) No local league hats!
- Black Shoes, Socks, Belt
- Black Jacket w/White Trim or Solid
- Black Ball Bags
- Charcoal Grey Slacks

Other uniform shirts acceptable if the entire crew matches and Little League Patch is affixed.







Umpire Equipment for Games



BRING EVERYTHING





C4UA Umpire Scheduler – where to access





Welcome

This is the California District 4 portal. This site allows registered C4UA umpires access to the online game scheduler, local rules and policies, forms, etc. Your respective League Chief Umpires (LCU) are responsible for assigning your post-season games

The online game scheduler allows the LCU to schedule games based on availability - games/positions not yet assigned and by calendar week

The entire process is instantaneous and provides immediate feedback via e-mail to the league chief umpires and your partner (if already scheduled). Other features of the Game Scheduler:

View and print your current schedule View and print entire schedule

There will also be useful information and links to make your umpiring as fun and rewarding as possible.

Click here to login now.



Umpires | Reports | Assignments | Upcoming Games | My Games | Past Games | Links | Change Password | Logout

My Games

This is a listing of games assigned to you. Click on your partner's name to view his/her contact information. Click on field location to open a Yahoo map and retrieve driving directions to ballfield or click on Google to open a satellite and map view to see the actual field. If you would like to umpire additional games, please contact your League Chief Umpire.

Leve	GameNo	Date	Time	Location	Division	Team 1	Team 2	PU	U1	U2	U3	
												Google



Umpires | Reports | Assignments | Upcoming Games | My Games | Past Games | Links | Change Password | Logout

Upcoming Games

This is a listing of all remaining post season games. Click on field location to open a We Go Here map and retrieve driving directions to ballfield or click on **Google** to open a satellite and map view to see the actual field. If you would like to umpire additional games, please contact your League Chief Umpire. To search for specific games, use one of the following two options hallow:

Search by Level: Major BB ▼ Go Search by Umpire Last Name: Go

Level	GameNo	Date	Time	Location	Division	Team 1	Team 2	PU	U1	U2	U3	
тос	1	Friday, June 18		Martinez LL	Major SB	Martinez	Pinole Hercules	District 4	District 4	District 4	District 4	Google
тос	2	Friday, June 18		Martinez LL		Walnut Creek/Continental	Richmond	District 4	District 4	District 4	District 4	Google
тос	3	Saturday, June 19		Alameda LL	Major BB	Lafayette	Martinez	North South Oakland	North South Oakland	North South Oakland	North South Oakland	Google
тос	4	Saturday, June 19		Alameda LL	Major BB	North Oakland	Clayton Valley	Jason Narin	Javier Gonzalez	Alameda	Greg Rodriguez	Google
тос	5	Saturday, June 19		Alameda LL	Major BB	South Oakland	Pinole Hercules	Walnut Creek	Walnut Creek	Walnut Creek	Walnut Creek	Google
тос	6	Saturday, June 19		Alameda LL	Major BB	Alameda	Walnut Creek	Pinole Hercules	Pinole Hercules	Pinole Hercules	Pinole Hercules	Google
тос	7	Saturday, June 19		Martinez LL	Major SB	Winner #1	Winner #2	District 4	District 4	District 4	District 4	Google
тос	8	Saturday, June 26		Alameda LL	Major BB	Winner #1	Winner #2	District 4	District 4	District 4	District 4	Google
тос	9	Saturday, June 26		Alameda LL	Major BB	Winner #3	Winner #4	Albany	Albany	Albany	Albany	Google
тос	10	Sunday, June 27		Alameda LL	Major BB	Winner #5	Winner #6	District 4	District 4	District 4	District 4	Google

http://c4ua.llblues.org/



How do Game Assignments Work



Your League Chief Umpire Must Know:

- Your Cell Phone Number
- Your Email Address
- You Have Ready Transportation
- Your Experience Level
- Your Age If Under 18 Years Old
- Your Availability If Your Game Is Called Or Cancelled
- Once the League Chief sets you up in the Scheduler you will be notified

Game Assignment Rules:

- All umpires are impartial for each game regardless of home league and participants.
- Only one youth umpire (under age 18) can be assigned to a game. At lease one adult must be on the game.
- All umpires are volunteers no one gets paid! You may get a hot dog and a soda.....



More on Game Assigning



- Access the C4UA Umpire Scheduler
 - Login And Change Password
 - Look For Games Assigned To Your League
 - Let Your LCU Know What Games You Want To Umpire
- Stand By For Changes
 - Game Cancellations Or Rain Outs
 - May Need To Switch Crews To Avoid Conflict
- Everyday Has An Opening To Fill!!!!
- Fill out Umpire Crews to max of 4
 - Review assignments looking for games of interest
 - If less than 4 umpires, send notice to UIC requesting to be added.
 - We will review game and decide if adding you is appropriate



Tournament Schedules and Results









http://www.californiadistrict4littleleague.org/tournaments

- All tournament brackets are available on the District 4 website
- Access via the Tournaments menu item, then select the tournament for 2022
- Each tournament will have its own bracket
- Results, cancellations, changes posted daily

Questions?



Time for Questions and Answers



All Stars Umpires



- Questions?
 - If regarding All Star procedures, scheduling, uniforms contact Don Waddell, District 4 Umpire in Chief
 - Ilcad4uic@gmail.com
 - 925-788-6346
 - If regarding All Star rules, contact Jim Rose
 - Jrose001@aol.com

