

Arlington Babe Ruth Coaches & Umpires Working Together Professionally – 6 Mar 2019



ABR Umpires – The Blue Team

- Working With ABR Umpires
 - * Harry Devins (UIC); 202-870-0599; abrumpire@gmail.com
 - * Beth Jones; 703-307-7111; abrumpirescheduler@gmail.com
 - * Coaches MUST inform us IMMEDIATELY for ANY changes (so umpires doesn't go to an empty field & funds aren't wasted)
- * New Umpire Training
 - Only 2 & ½ hrs in a classroom (no \$); planning a pilot cage session (no \$); AAA American Opening Day scrimmage* (\$))
 - Each is certified, via a rules test & an application with Babe Ruth League, Inc. National Umpires Association
 - Each will then receive “2019 Babe Ruth League Rules & Regulations, & Official Playing Rules”
- * Youth Baseball Umpire Landscape
 - Overall, a very BIG shortage of umpires
 - When “they” can, “they” move on for +\$
 - New umpires are as young as 13 years old who rely on their parents for communications & transportation
 - Rest of the ABR Blue Team are experienced teens, young & older adults
 - ABR loans out equipment; each umpire buys their own uniforms & more items as needed; Rookies can get a \$50 stipend
 - * VERY rare, but a no show can happen
 - * Knowing “all” the rules is a lofty goal...
- * ABR Rules On Line
 - Umpires to be familiar with AAA American & National, & Majors 60' & 70' rules
 - Located at:
[http://www.arlingtonbaberuth.com/site/CClientSite/article/324891](http://www.arlingtonbaberuth.com/site/ClientSite/article/324891)

“Professional Umpire Attitude”

Fundamentals – Pre-Game

- Pre-Game with their partner
 - 10 to 15 mins before game time, to discuss roles & responsibilities
- * Plate Conference (PC)
 - Led by the home plate umpire
 - 5 to 10 mins before scheduled game start time; be professional
 - Both umpires & both coaches
 - Introduce & shake hands
 - Discuss the field's ground rules
 - If needed, cover the ABR rules
 - Emphasize sportsmanship & hustle
 - *** HOT – each coach will confirm that ALL players are properly equipped (no jewelry & watches) AND that ALL equipment conforms**
- Emphasis items for Coaches
 - Home team gives 2+ new baseballs
 - * Have all players in dugouts for PC
 - * Coaches in the dugout during play
 - * No new inning (1 hr 45 mins) & drop dead times (2 hrs) are based on scheduled start times
 - Lighting or thunder – 30 mins delay
 - * Make “Hustle” rules work
 - Keep the players moving quickly
 - Publish the batting order & positions
 - * No fielder warmup or throwing
 - 5 warm up pitches in 1 min
 - Courtesy runner situations (catcher & incoming pitcher with 2 outs)
 - Umpires don't track “pitch counts”

“Keep True to the Spirit of Baseball”

* ASHAA Single Official Baseball Umpire Mechanics

If an umpire is by themselves, it is preferred for them to be behind home plate if equipped (vs. standing behind the pitcher)

That umpire has to be everywhere; has to make every call; and has to show hustle all game

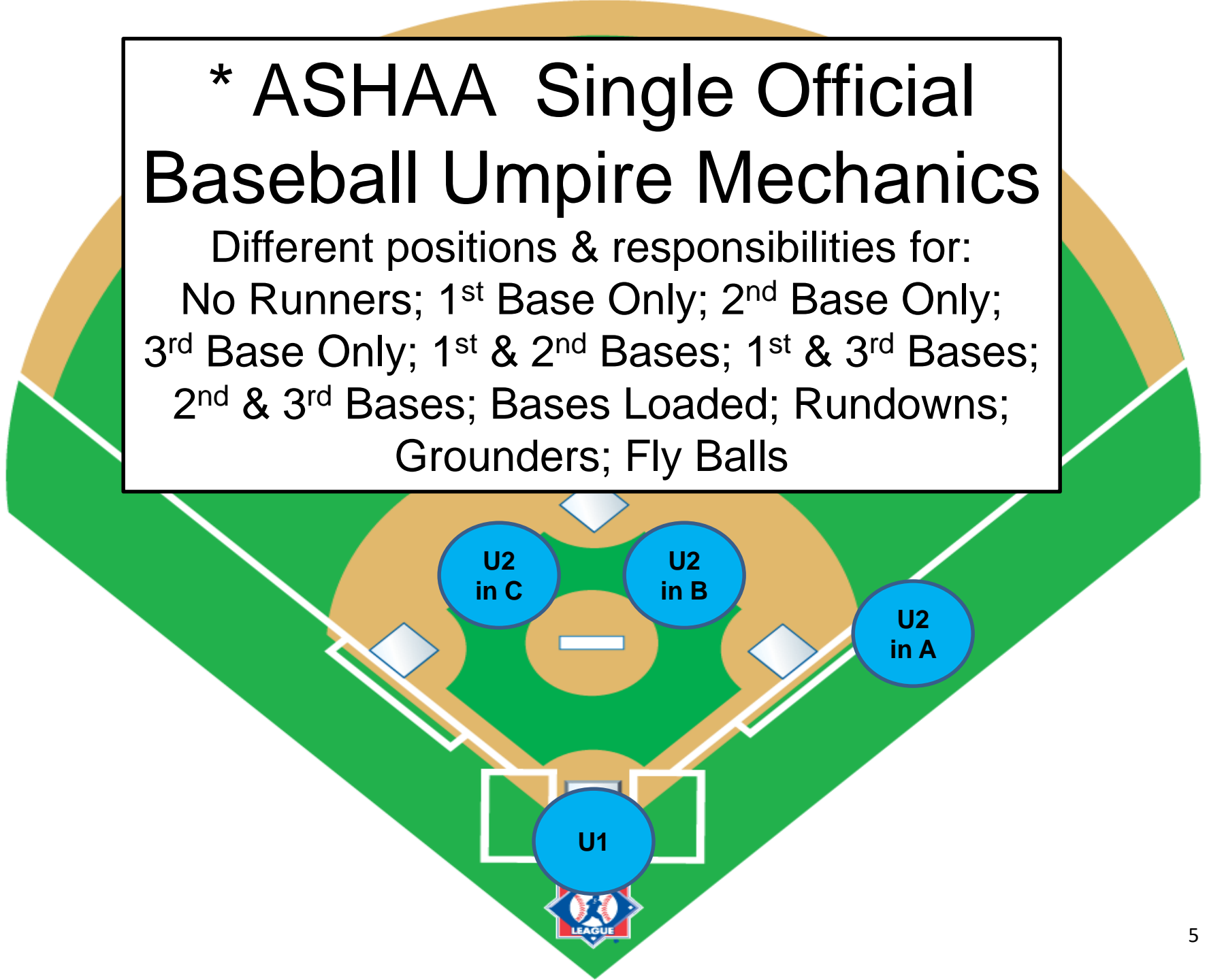


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* ASHAA Single Official Baseball Umpire Mechanics

Different positions & responsibilities for:
No Runners; 1st Base Only; 2nd Base Only;
3rd Base Only; 1st & 2nd Bases; 1st & 3rd Bases;
2nd & 3rd Bases; Bases Loaded; Rundowns;
Grounders; Fly Balls



Dealing with Issues

- * Judgment call (these cannot be questioned) vs. interpretation of the rules (these can be discussed in a professional manner)
 - * Watch your body language & what you say; the players & fans are watching the coaches
 - * Ideally, save interpretation of the rules questions for the half inning, & involve both head coaches & umpire(s)
 - * Head coach (only) requests time; once time is granted, head coach (only) approaches the umpire who made the call to discuss any interpretation of the rules
 - * DO NOT argue (Code of Conduct)
 - * Coaches are responsible for handling their coaches, players & spectators
 - * Umpires may warn to warn, may warn, may restrict coaches to the bench, & may eject (this is not a mandatory flow of steps...)
- * Managing the game
 - * Control any passive aggressive behavior towards the umpires
 - * Clock starts at scheduled start time
 - “Drop Dead” – finish the batter
 - Score standing vs. reverting
 - * Coaches “request” time out & umpires “call” time out
 - * Safety to/from the bullpen
 - * Never change safety rules; coaches may agree, with the umpire(s), to change other rules
 - ** Adults warming up a pitcher MUST ALWAYS wear an approved mask; players must wear full gear **
 - * Catchers must wear protective cups (have one available with catcher’s equipment bag)
 - * AAA “Ball Chaser” behind the catcher & Barcroft Field #2 “Press Box” – no coaching or cheering, please (adds confusion to the play)

“Take Charge”

Challenging Rules

- Rules reminders
 - Local ABR rules vary by age & skill levels; know which rules apply; coaches must know their level's rules to track pitch counts
 - Wood bats are ok (33" & 2 ¼ ")
 - Feet on the ground outside the lines to be out of the batter box
 - * Foul tip (live ball) vs. foul (dead ball)
 - * "Ties go to the OUT"; runner has to "beat the ball" to the bag
 - * Turn at 1st to 2nd base: key is whether there is "intent" to run
 - Home plate is fair territory
 - Hit balls that hit backstop are dead
- * Obstruction (by the defense which impedes the progress of a runner)
 - Generally, delayed dead ball
 - Generally, the play goes on & obstruction awards come into play if there was actual impact on the result of the play
- * Interference (usually by the offense which hinders a fielder making a play; could be by the umpire or catcher)
 - Generally, immediate dead ball
 - Generally, interferer is out, & umpire may call other runners out if likely they would have been out too
 - * Must slide at home if there is a play or potential play, or the runner is called out
 - At 2nd & 3rd, must slide if there's a play or be at risk for being called out if there's interference
 - Batter could commit backswing or follow through interference
- ** Malicious Contact – Ejection! **

“Do the Right Thing”

Rules Variations – AAA vs. Majors

- * Published Variations
 - Type Baseball Used
 - Slaughter Rule
 - Steals
 - Leads
 - Infield Fly
 - Dropped 3rd Strike
 - Balks
 - Bunting
 - Mound (& Bases) Distance
 - Walks/Coach Pitch
 - Bucket Of Balls
 - Total Pitches Per Game
 - Rest Requirements
- * Occasional Variations
 - (AAA) Hit By Pitcher
 - (AAA) No Bunting
 - (AAA) No Steals
 - (AAA) Extra Players in the Field
 - (AAA) Impacts Due To Cold Weather On Length Of Game
 - (Majors 60) Balk Warnings or Ignore Balks Altogether
 - (Majors 70) Balk Warnings vs. Balk Calls Early in the Season

**Questions or
Comments?**

**Thank You For All You
Do For ABR And The
Kids!**

”“Keep the Game Safe”

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