

East Meadow Little League



Umpire Handbook Spring - 2009

BOARD MEMBERS

Title	Name	Email address
President	Tim Stauder	tim@eastmeadowbaseballsoftball.com
Vice President	Wayne Keicher	wayne@eastmeadowbaseballsoftball.com
Director	John DeMasi	john@eastmeadowbaseballsoftball.com
Director	Scott Felder	scottf@eastmeadowbaseballsoftball.com
Director	John Gravagna	jg@eastmeadowbaseballsoftball.com
Director	John Hogan	johnh@eastmeadowbaseballsoftball.com
Director	Todd Koehler	todd@eastmeadowbaseballsoftball.com
Director	Sean McGowan	sean@eastmeadowbaseballsoftball.com
Director	Scott Scheer	scotts@eastmeadowbaseballsoftball.com
Director	Brian Watters	brian@eastmeadowbaseballsoftball.com
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Player Agents		
Rookies 7	Wayne Keicher	wayne@eastmeadowbaseballsoftball.com
	Todd Koehler	todd@eastmeadowbaseballsoftball.com
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Minors	John Gravagna	jg@eastmeadowbaseballsoftball.com
	Sean McGowan	sean@eastmeadowbaseballsoftball.com
Majors	Scott Scheer	scotts@eastmeadowbaseballsoftball.com
	Tim Stauder	tim@eastmeadowbaseballsoftball.com

UMPIRE COORDINATORS:

Todd Koehler - todd.koehler@ubs.com
 Scott Felder - scott454@optonline.net

Cell # 516-661-7474
 Cell # 516-972-6934

EMERGENCY PROCEDURES

1. In the event of accident or injury:
 - a. Use available first aid and secure medical assistance as quickly as possible. First Aid Kits should be maintained by the Manager. Ice can be obtained from the snack bar in a plastic bag when necessary.
 - b. Secure the assistance of the East Meadow Fire Department 542-0576 or call 911.
 - c. Notify a member of the Board. There is a board member assigned to the Complex each day. If you can't find anyone, call your umpire coordinators.
 - d. Complete the necessary accident Claim Report (Forms can be found at the snack stand).

Additional Info:

- Games will be 1:50 minutes in duration, no exceptions. Game will end at exactly 1:50 after the start of the game – please agree with both coaches as to what the start time is. The score will be presented based on the last complete inning. No inning can start after 1:40 of game time has been played.
- It is imperative that you get to the field 15 minutes before your assigned game. You need time to get your umpire equipment from the batting machine room, pick-up your scorecard from the snack bar, get to your field & go over ground rules with the managers. Make every effort to get the games started on time. If a game can get started early, do so (especially during the week).
- The only time a game is NOT restricted to the 1:50 time limit is if it is the last game of the day on Saturday or Sunday, as well as any weeknight game. These will be played until completion or darkness (which is your judgement).

PLAYING RULES

GENERAL & SUPPLEMENTAL RULES

Little League Supplemental Rules	
All Division (Rookies, Farms, Minors, and Majors)	
1	Team players, managers and two adult coaches are the only personnel allowed in the dugout area. (Exceptions: Rookies 7 division may have one additional adult coach).
2	Rainout information will also be available on the website http://eastmeadowbaseballsoftball.com/ <Click Little League>
3	Line-ups, including uniform #s must be exchanged before each game.
4	A game can be played with minimum of 8 players. Less than 8 players will constitute a forfeit. The official game begins when the first pitch is thrown.
5	Each actively participating player must play a minimum of 4 innings on the field in each game except when the home team is winning after 5½ innings or the game is shortened by the 15 run rule, darkness or weather conditions. If players show up late, he will go to the bottom of the lineup after the line-ups have been exchanged
6	In the event a manager determines a player should play less than the minimum number of innings the case will be referred to the player agent. Managers will not enforce this rule without the approval of the board.
7	Free substitutions of players are permitted—except pitchers.
8	All players should be in full uniform; shirt must be tucked into pants. An intramural hat must be worn on the field.
9	All players must bat consecutively during the game, whether they are playing the field or not.
1 0	All batters, player coaches and base runners must wear a batting helmet.
1 1	A) <i>Intentionally Thrown Equipment:</i> The offending team will receive a warning from the umpire at the time of the infraction. A second infraction will cause the removal of that player. B) <i>Unintentionally Thrown Equipment:</i> The offending team will receive a warning from the umpire at the time of the infraction. A second infraction will result in the player being called out.
1 2	A third visit to the same pitcher will cause the removal of that pitcher.
1 3	If a pitcher hits 3 batters in an inning he or she must be removed from the mound.

1 4	There will be a 15 run rule. In the event a team develops a lead of 15 runs and the trailing team has had 4 full at bats, the game will immediately be terminated in favor of the leading team.
1 5	Pitcher in jeopardy of reaching the pitch count may finish pitching to the player at bat. But at the end of that players at bat, a new Pitcher is to be brought in.
1 6	Days of Rest - Pitchers are required to follow the days of rest schedule below: Pitch Count (1-20) - 1 Day of rest between outings Pitch Count (21-40) - 2 Days of rest between outings Pitch Count (41-60) - 3 Days of rest between outings Pitch Count (61- MAX) - 4 Days of rest between outings
1 7	Minors and Farms: Intentional walks are prohibited.
	Majors: intentional walks are limited to one per team per game.
1 8	There is no on-deck batter, and there will be no swinging of bats in the dugout—no donuts.
1 9	Traditional batting practice is not permitted on the infield before games.
2 0	There is no leading in any division.
Rookie 7 Division	
1	Defensive team will consist of 10 players, including 4 outfielders.
2	There is no bunting, stealing or infield fly rule.
3	There is no advancing after the catch of a fly ball (tagging up). Base runners are in jeopardy.
4	If there is an overthrow to any base, the runner will get that base and is entitled to try for the next base. All base runners are in jeopardy. However, only one overthrow will be permitted per batted ball.
5	Adult coaches must be used at first and third bases.
6	One adult coach may be placed at a strategic location on the outfield grass during play.
7	There is a 5 run per inning rule. No team may score than 5 runs except in the last inning.
8	Batters have 5 pitches to put the ball in play. After the 5th pitch, the batter is declared out. This applies even if the pitch is a foul ball. There are no walks. (Where machine is used)
9	If a batted ball hits the machine, the ball is declared dead. The batter is entitled to first base and all base runners advance one base. No one is in jeopardy.
1 0	On a batted ball, if a thrown ball hits the machine the ball is declared dead. Base runners advance one base. No one is in jeopardy. When ball is sent back to pitcher, the ball is dead.

1 1	If the catcher is on base with two outs, he must be substituted with the last player out so the catcher can suit up.
1 2	Rookie 8 Division will have a 60 pitch count per game and limited to 2 innings per game with a maximum of 4 innings per week. (Sunday to Saturday)
1 3	If a Pitcher walks 4 (Consecutive) batters in an inning the batting teams coach will pitch the remainder of the inning.
Farms Division	
1	Defensive team will consist of 10 players including 4 outfielders
2	Bunting is permitted and the infield fly rule is in effect
3	Adult coaches must be at first and third bases, however, there may be no outfield coach
4	There is a 5 run per inning rule. No team may score than 5 runs except in the last inning.
5	Farm Division will be a 75 Pitch Count per game, but will be limited to 2 innings per game and a maximum of 4 innings a week. (Sunday to Saturday)
6	If there is an overthrow to any base, the runner will get that base and is entitled to try for the next base. All base runners are in jeopardy.
7	There is no stealing of home. This includes wild pitches and passed balls. A runner on third base is in jeopardy.
Minors Division	
1	When available, adult coaches must assist team players at first and third bases.
2	12 year olds are not eligible to pitch.
3	Pitchers cannot pitch more than 3 innings per game and 6 innings per week.
4	Minors -Full season of a 85 Pitch Count per game. 3 innings per game max. 6 innings a week. Any Curve ball thrown, designated by an official umpire, will be called a Ball. 1 st time = Ball & warning 2 nd offence = Automatic Walk. 3 rd time = Pitcher is removed. Batter is walked. If Curve Ball is hit, it is a fair ball. But the above warnings remain.

Majors Division	
1	There is no limit on the number of 12 year olds who may pitch.
2	Games will be 7 innings in length.
3	<p>Majors - First half of the Intramural Season, Pitchers will be limited to a Pitch Count of 85 Pitches and 3 Innings per game. 6 innings being a maximum for the week. (Sunday to Saturday)</p> <p>Second half of the season, Pitchers can pitch up to 6 innings in a game but is still limited to a Pitch Count of 85.</p> <p>Any Curve ball thrown, designated by an official umpire, will be called a Ball.</p> <p>1st time = Ball & warning</p> <p>2nd offence = Automatic Walk.</p> <p>3rd time = Pitcher is removed. Batter is walked.</p> <p>If Curve Ball is hit, it is a fair ball. But the above warnings remain.</p>

Myths Regarding Certain Rules

The hands are part of the bat.

If a batter is hit on the hands while swinging at a pitch or while his hands are in the strike zone, it is a strike. Otherwise, it is a hit batter and he gets first base. In **all** cases the ball is dead and no runners may advance. See Rule 2.00 BALL, PERSON, STRIKE (e), (f), TOUCH, also Rule 6.08(b).

He held the ball for two seconds before he dropped it. That's a catch.

The length of time the ball is held has nothing to do with the determination of a catch. The release of the ball must be **voluntary** and **intentional**. See Rule 2.00 CATCH. The fielder must prove that he had **complete** control of the ball before releasing it.

The catch was made on the outfield grass. That's not an infield fly.

Infield fly is a judgment call. It is based on whether the ball can be caught with **ordinary** effort. See Rule 2.00 INFIELD FLY.

He gets 1 plus 1 on an overthrow.

There is no such thing. Awards of bases can be 1, 2, or 3 bases depending on the circumstances. The award can be based on where runners are physically standing, or in *most* cases, from where they are at the time of the pitch. It makes no difference in which direction a runner is running. If a runner is being chased back towards first base from second and the ball is thrown out-of-play, he is awarded third. This is two bases closer to home from where the runner was at the time the ball was **released**. See Rule 7.10(c).

The batter turned to the left after crossing first, so he's out when tagged.

The runner is out only if the umpire judges that he made an **attempt** to go to second. No place in the rules does it say that a runner must turn to the right. See Rule 7.08(c) EXCEPTION and Rule 7.10(c).

The ball is dead on a foul tip.

A foul-tip is a ball that goes **sharp** and **direct** from the bat to the catcher's glove, **and is caught**. If it is not caught it is a foul ball and the ball is dead. If it **is** caught, it is a **strike** and the ball is alive. See Rule 2.00 FOUL TIP.

The ball is dead when an illegal pitch occurs.

When an illegal pitch is called, if the pitcher does not pitch, the umpire will call *illegal pitch*. If the pitch is thrown, it is a delayed dead ball. This means the ball is alive until any play is completed. See Rule 8.05 PENALTY.

On that throw to home, the catcher was blocking the base path before he caught the ball. Call *interference!*

When the defense blocks the base path without having possession of the ball, or is not *in the act of fielding a ball*, it is obstruction, not interference. If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy this position in order to receive the ball, he may be considered *in the act of fielding a ball*. See Rule 2.00 OBSTRUCTION. Also, see Rule 7.06(a) and (b).

The batter who batted out of order is out.

After the incorrect batter completes his at-bat, and an appeal is made, the **proper** batter is out, (the one who would have batted). The improper batter (the one who did bat) is removed from base and any advance made by runners because of his batted ball, is nullified. The next batter due up is the one who follows the **proper** batter. See Rule 6.07.

The batter isn't out for interference with the catcher if he stays in the batter's box.

This is a tough call. If the batter has just swung at a pitch and is off-balance and unavoidably interferes with the catcher, he should not be called out. If he had just let a pitch go, and he had an opportunity to avoid the catcher's play, but didn't, he interfered. See Rule 2.00 INTERFERENCE and Rule 6.06(c).

The batter backed out of the box as the pitch was coming to the plate. That's an automatic strike.

If the offense is stalling and the batter refuses to get in the box after the umpire tells him to do so, then the umpire will tell the pitcher to pitch and call each pitch a strike. However, if he is in the box and then steps out during the wind-up or the pitch, the umpire will call the pitch as he

sees it. See Rule 6.02(b).

The pitch hit the ground before the batter hit it. The ball is dead.

If a pitch touches the ground before entering the strike zone and is not swung at, it is a *ball*.

If it bounces up and hits the batter, the batter is awarded first. If it is hit, it is ruled like a normal pitch. See Rule 2.00 IN FLIGHT.

The base coach touched the runner. The runner is out.

This is a judgement call by the umpire. If the coach obviously and intentionally physically

stops a runner or helps him up after falling, the runner is out. Merely touching him as he

goes by or making an incidental touch as the runner is stopping is not grounds for an out call.

See Rule 7.09(1).

Half of the batter's foot was outside the box when he hit the ball. He's out.

A batter is out when he makes contact with the pitch when his foot is **entirely** outside the lines

of the batter's box. He is out on either a fair or foul ball. The ball is dead. He is **not** out if he

swings and misses or if he does not swing. See Rule 2.00 ILLEGALLY BATTED BALL and Rule 6.06(a).

The batted ball hit the plate first, that's a foul ball.

Home plate is positioned **between** the first and third base foul lines. It is **fair** territory.

Therefore, a ball that comes to rest upon it, is a fair ball. All bases are in fair territory, therefore, any batted ball that touches a base is considered a fair ball, regardless of where it

bounces after touching the base. See Rule 2.00 FAIR BALL and FAIR TERRITORY.