





Thank you for volunteering to umpire. We hope you will hear it throughout the season, but we want you to hear it from us first, your umpire peers.



***Blue Crew* Mission**



To be professional and conscientious in our performance as umpires, through training and mentoring, in order to put the best possible product on the field for the kids.

P.S. Have fun doing it.



4 Important *Blue Crew* Dates

Monday, 27FEB, 18-2000 (6-8PM)

Umpire Scheduling Night
PHBA Snack Shack

Friday, 03MAR, 1730-2000 (530-8PM)

Blue Crew All Hands Pre-Opening Day Get-Together
Snack Shack

Friday, 07APR, 1730-2000 (530-8PM)

Blue Crew Mid-Season Get-Together
Snack Shack

Friday, 09JUN, 1730-2000 (530-8PM)

Blue Crew / Managers Picnic
Snack Shack & PO1



The Umpire Leadership Team (ULT)

Umpire Leadership Team (ULT) – 110+ years of experienced volunteer umpires dedicated to **PHBA** and committed to insuring the **Blue Crew** put the best possible product on the field for the kids.



Ray Wrice
The Chief



Rick Landry
Chief Emeritus



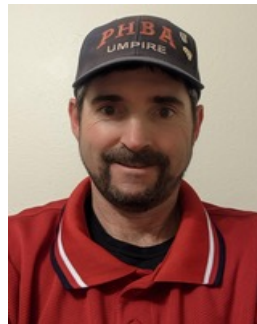
Chris Baker
Chief Emeritus



Brian Lee
Crew Chief – Rules



Raul Ortega
Crew Chief – Pioneer



Scot Mehl
Crew Chief – American



Sumit Mahay
Crew Chief – National



Jim Libby
Crew Chief – Western



Eric Pope
Associate Crew Chief



The Umpire Leadership Team



The ongoing goal of the Umpire Leadership Team (ULT) is to provide the leadership, administration, and instruction to prepare **PHBA**'s volunteer umpires (The **Blue Crew**) for the rigors and requirements of umpiring baseball and softball at **PHBA**.

In accordance with **PHBA**'s Bylaws, the ULT is responsible for all members of the **Blue Crew**, their conduct, and all other officiating responsibilities that may surface during the season. The Chief Umpire and ULT work with the Head Commissioner and Board of Commissioners to insure the boys and girls in **PHBA** receive volunteer umpires trained in PHBA's principles and philosophies of Positive Coaching and the rules of the games of baseball and softball.



The Umpire Leadership Team Policies & Procedures



Blue Crew Policies – Policies established by the ULT for the governance and administration of all members of the **Blue Crew**. Policies cover the following areas of umpire administration:

- Team Requirements For Volunteer Umpires
- Volunteer Umpire Requirements
- Active Umpire As A Manager/Coach Of A Team
- Parent Umpiring Their Child's Game
- Parent Umpiring Their Child's Game Above American
- Umpire Coverage For Playoff, Semifinal, and Championship Games
- Games Counting Towards Performance/Recognition Pins/Awards
- Ejections
- Conduct And Behavior



The Umpire Leadership Team Policies & Procedures (Cont.)



Blue Crew Policies (Cont.)

- Composition Of The ULT And Eligibility To Join
- Cooperstown Requirements
- Background Checks

Blue Crew Procedures – Established by the ULT to pass essential information on to members of the **Blue Crew**. Procedures covering the following areas:

- Accessing Blue Crew Scheduler
- Umpire Uniform And Expectation
- Game Ball Access
- Umpire Access To Snack Shack Vittles



What is a **PHBA** umpire?



A **PHBA** umpire is a parent volunteer trained and committed to provide the kids of **PHBA** the best umpiring possible.

They are charged with officiating the game between two teams; including pre-game and post-game activities, applying and enforcing the rules of the game and the grounds, using personal judgement to make decisions on the outcome of plays in the field, resolving on-the-field disputes, ensuring good sportsmanship, and yet, remaining invisible to the game.

Your Reward: A Hot Dog And A Soda (Sometimes A Burger)



TEAMS ON THE FIELD



At Every Game There Are 3 Teams On The Field

- *Home Team*
- *Visitors Team*
- *Umpire Team*
 - *Only Team On The Field With No Skin In The Game*
 - *Partners - Only Ones That Have Each Others Back*



Why Not Paid Umpires?



- Under the philosophies, principles, and practices of Positive Coaching, **PHBA**'s all-volunteer environment creates a unique, cooperative, family-like spirit
 - Paying umpires changes the tenor and personality of the game and the relationship between players, coaches, and the umpires
 - Has been all-volunteer for 50+ years, it's worked
- Price per player substantially higher (We sell **PHBA** as less expensive than other area leagues, it's true)
 - At today's umpire rates and games covered, **PHBA** costs per player would increase
- Inventory of umpires available to work games, if paid, will fall by 30-50%
 - Number of quality umpires also diminished
 - Likelihood of younger kids games being worked by single, less experienced umpire increases
- Current Bay-area paid-umpire associations do not have the bandwidth to adequately accommodate the 90+ more teams at **PHBA**



Umpires New To PHBA



- Complete 2-Hour Classroom Clinic
- Complete 2-Hour Field Day Training
- 4 Game Minimum
 - Satisfies 1/2 Of Team's 8-Game Commitment
 - Completes LAFF Requirement
 - Must Be Completed Within The Regular Season
- Start at LEVEL 1 (of 7 LEVELS)
- Bases Only
 - Paired With A Veteran Umpire
- Pioneer and American Only
- Set Your Own Schedule



Proficiency/Advancement/Recognition



- Proficiency/Advancement
 - 7 LEVELS
 - All Umpires New To PHBA Start At LEVEL 1
 - We Want Umpires To Advance
- Awards/Recognition
 - Length of Service
 - Game Coverage
 - Crew Chiefs Recognition
 - Rookie Recognition
 - Playoff Coverage
 - Tournament Coverage



Manager, Coach, Parent Code Of Conduct



- Managers, coaches, players, parents, and spectators are expected to adhere to the guidelines of Positive Coaching
- No physical contact or verbal threats will be tolerated! Either will cause an automatic ejection, possible banishment from the league, and possible criminal charges.
- No obscenities are allowed. Remember there are young people that do not need to hear or use that kind of language.
- There is no smoking or use of tobacco or alcoholic products on or around the fields.
- If parents or spectators become unruly, managers/coaches will be expected to control them. Managers/coaches could be asked to handle the situation themselves before harsher penalties are enforced
- Remember to encourage all participants to behave in a proper manner conducive to fair play while cheering on all. Respect is the name of the game



Manager, Coach, Parent Code Of Conduct



- All players (Boys and Girls) will have their shirts tucked in.
- No girls are to tie knots in the back of their jerseys. This is a safety issue and is not allowed
- Throwing of equipment anywhere on the playing field or in the dugouts will **NOT** be tolerated. Warnings to be issued followed by ejections
- ID badge requirements for all dugout personnel to be **strictly enforced** (no exceptions)



Umpire Code Of Conduct



- Possess a positive attitude toward your work and all participants
- **Do Not** discuss other umpires with coaches or players
- Do whatever it takes to get every play right. Do not be afraid to ask your partner for help. It is better to ask for help to correct a bad call than let a bad call stand
- Always be in control of your emotions
- Display actions on and off the field that are a credit to you, your 'profession', **PHBA** and **Positive Coaching**
- Assist players and coaches in the interpretation of rules when a request is made at an appropriate time
- Do not insist on having the last word
- It is the umpire's duty to enforce the spirit and intent of **PHBA** rules
- Umpires must report any actions by a player, coach, or parent that are not in the spirit of **PHBA** and **Positive Coaching**



Umpire Code Of Conduct



- Work each and every game with the utmost intensity and concentration
- Never umpire any game after consuming any alcohol that day
- Tobacco use on and around fields is prohibited
- Be friendly, not friends with, coaches, players, or parents when working your game
- Leave the cell phone in the car
- The game is yours to call. Do not look to let an irate coach bait you into a protracted argument. The reverse situation is doubly true. Never bait a coach or say anything personal or derogatory
- When faced with controversy, do not back yourself into a corner. Instead, instill an atmosphere of mutual cooperation with the manager or coach
- Some griping is to be expected. Develop a thick skin and remember, the gripes are with "Blue" and not you.



Umpire Expectations and Appearance



What does an umpire look like?

In a game that's imperfect, the one person on the field who is expected to be so is the umpire.

Looking like an umpire is half the battle. There is a saying on the street that goes, "You only get one chance to make a good first impression." This statement is so true as an umpire. When an umpire arrives at a youth game properly dressed and looking professional, managers/coaches, players, and fans should be thinking, "Wow, this umpire looks like a REAL umpire and ready for business." Those people have as yet to see that umpire make a call, yet they're already according him a small level of professional recognition and tolerance.



Umpire Expectations and Appearance



What does an umpire look like?

Your appearance is essential to your success.

- You need to look like an umpire every time you go on the field.
 - It is the first indication to the kids, managers/coaches, and parents you are approaching the umpiring of their game seriously and as a professional.
- The proper hat, shirt, pants, and shoes worn appropriately.
 - **PHBA** umpire hat and shirt
 - Black belt
 - Gray pants
 - Black socks and shoes
- The pants should not be blue jeans, shorts, or baggy legs with the crotch at the knees.
- Shirts **MUST** be tucked in.
- Your hat **MUST** be on facing the front, even when wearing a plate mask.
- If you are wearing plate gear...
 - Shin guards should be worn **UNDER** your pants, NEVER outside the pants.
 - Chest protector must be worn **UNDER** the shirt, NEVER outside the shirt.





Communication – Signals and Calls

Making the correct call doesn't end with words alone...



Signals are used for silent communication

- Communication with the players, coaches, and fans
 - Do not pitch
 - Play Ball
 - Time out, dead ball, foul ball
 - Safe
 - Current Count
 - Number of outs
 - Strike or Out
 - Fair Ball
 - Foul Tip
 - Infield Fly
- Communication with the fellow umpires on the field
 - Number of outs
 - Time Play
 - Infield Fly Rule is in effect





Communication – Signals and Calls



- **The Interference Call**
 - Associated to the offense
 - Immediate 'dead' ball call
- **The Obstruction Call**
 - Associated to the defense
 - This call is similar to interference except the ball may remain 'live'.
- **Fair/Foul**
 - In PHBA, Plate Umpire responsibility to make the Fair/Foul determination.
 - If the ball is fair, **DO NOT SAY ANYTHING**.
- **Catch / No Catch**
 - Plate Umpire responsibility to make the Catch / No Catch Signal
- **The Foul Tip**
 - Plate Umpire responsibility to make the Catch / No Catch Signal



PHBA Division Rules Matrix

Keep with you at all time to review before the game

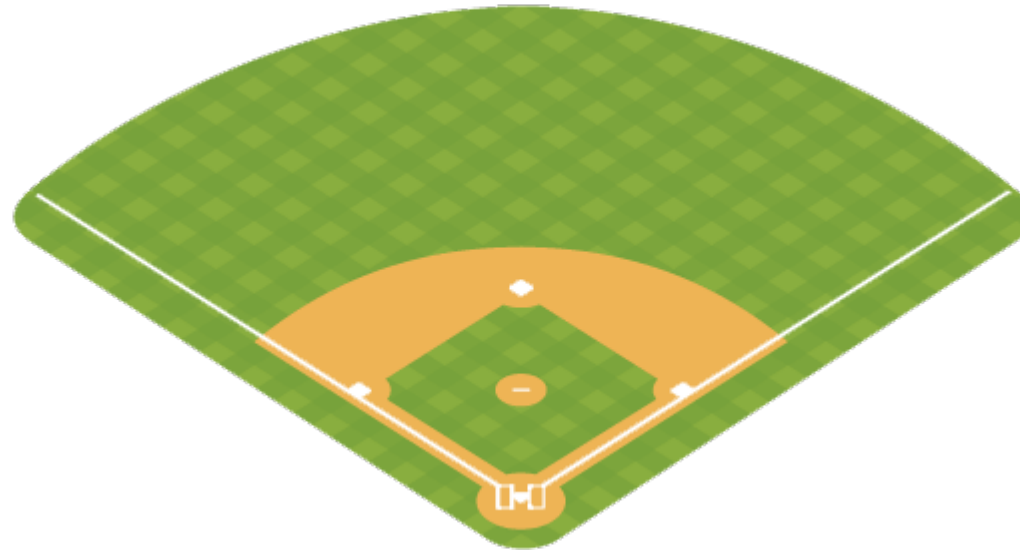


PHBA Baseball/Softball Rules Matrix

Division	Gender	Time Limit (H/M)	Min Players	Ball Type	Balk / Illegal Pitch	Base Distance	Pitching Distance	Run Limit	Base on Balls	Coach hit by batted ball	Pitch Count Limit	Max # innings/pitcher	HBP	Advance on Overthrow	Dropped 3rd Strike	Steals	Head First Slide	Steal Home	Lead Off	Bunts	Infield Fly	Slaughter	Control at Base Kills Play	Pitcher Face Mask Req'd	Pitching Circle kills play
Pioneer	Boys	2H	7	RIF 5	No	55 ft	38 ft (from rear tip of plate w/8 ft radius circle)	5 max/ 1-4	No - coach pitch - all strikes - foul rule applies	Dead ball foul, hit by defensive throw - lead runner out	40/60	2 innings	Yes	Yes, but no scoring - 1 base if out of play	No	No	No	No	No	No	No	10 after 5	No	No	Yes - halfway mark
	Girls	1H 30M	6		No	55 ft	30 ft (from rear tip of plate w/8 ft radius circle)	3 Max / 1-3	No - coach pitch - call balls / strikes (3 pitch max) - foul rule applies	Ball Live (hit by ball - defensive ball too?)	N/A	Any 2	Yes Option	No advance on over throw	No	No	No	No	No	No	No	10 after 5	No	No	Yes
American	Boys	2H	7	Official Pony Baseball	No, umpire may offer feedback	60 ft	44 ft (from rear tip of plate)	5 max/ 1-4	Yes	N/A	50/75	3 innings	Yes	Live ball	No	Yes	No	No	On Release	Yes, unless runner on 3rd	No	10 after 5	No	No	No
	Girls	2H	6	11 RIF	No	60 Ft	35 ft (from rear tip of plate w/8 ft radius circle)	3 Max / 1-4	Yes	N/A	N/A	Any 3	Yes	1 Base	Yes	Yes, one per pitch	No	Yes	On Release	Yes	No	10 after 5	Yes - proceed at risk	No	Yes - passed base advances with potential look back rule violation
National	Boys	2H	7	Official Pony Baseball	Warning through 3rd week, highschool rules thereafter	70 ft	50 ft (from rear tip of plate)	5 max/ 1-4	Yes	N/A	55/85 70/100	4 innings	Yes	Live ball	Yes	Yes	No	Yes	Yes	Yes - no suicide squeeze - 1/3 way	Yes	10 after 5	No	No	No
	Girls	2H	6		Yes - delayed dead called Ball	60 ft	40 ft (from rear tip of plate w/8 ft radius circle)	4 max / 1-4	Yes	N/A	N/A	Any 3	Yes	Live ball	Yes	Yes - on release	No	Yes	Yes - on release	Yes	Yes	10 after 5	No	Yes - Must	Look back rule
Western	Boys	2H 15M	7	Official Pony Baseball	Warning through 3rd week, highschool rules thereafter	80 ft	54 ft (from rear tip of plate)	5 max/ 1-4	Yes	N/A	60/100 75/110	No max	Yes	Live ball	Yes	Yes	Yes	Yes	Yes	Yes - no suicide squeeze - halfway	Yes	10 after 5	No	No	No
	Girls	2H	6		Yes - delayed dead called Ball	60 ft	43 ft (from rear tip of plate w/8 ft radius circle)	4 max / 1-4	Yes	N/A	N/A	Any 4	Yes	Live ball	Yes	Yes	No	Yes	Yes - on release	Yes	Yes	10 after 5	No	Yes - Must	Look back rule



BASE UMPIRE





Umpire Game Responsibilities



Which bases and runners is the BASE umpire responsible for?

With a 2-man crew, the Base Umpire (BU) has responsibility for ALL bases unless a different arrangement has been made with the Plate umpire (PU) during their pregame meeting.

For a two person umpire crew - one Plate Umpire (PU) and one Base Umpire (BU)

- BU will make calls at all bases except home plate unless you (as BU) and the PU agree to another arrangement
- For example, PU may opt to cover plays at 3rd base (3B) under some scenarios and cover come-back plays on runners returning to 1st base (1B) when BU is in a position other than A.



PHBA Umpire Game Responsibilities



Base Umpire

- Base Umpire in B or C position will be outside base paths for Baseball Pioneer and American Divisions plus All Softball divisions; For Baseball National and Western, the Base Umpire in B or C position will be inside the base paths.
- Base Umpire will usually handle all base calls. Plate Umpire can help with 3rd Base calls in multiple base-runner situations (Confirm during pregame meeting)
- Base Umpire watches for checked swings/appeals.



PHBA Umpire Game Responsibilities



Base Umpire

- PHBA Base Umpire watches for dropped 3rd strikes and signals accordingly to Plate Umpire (BN, BW, SA, SN, SW Only)
- PHBA Base Umpire helps Plate Umpire with foul ball off batter's foot
- PHBA Base Umpire may call "time," then signals to Plate Umpire when play is ready to resume
- PHBA Base Umpire always brings plate gear in case needed to cover Plate Umpire duty

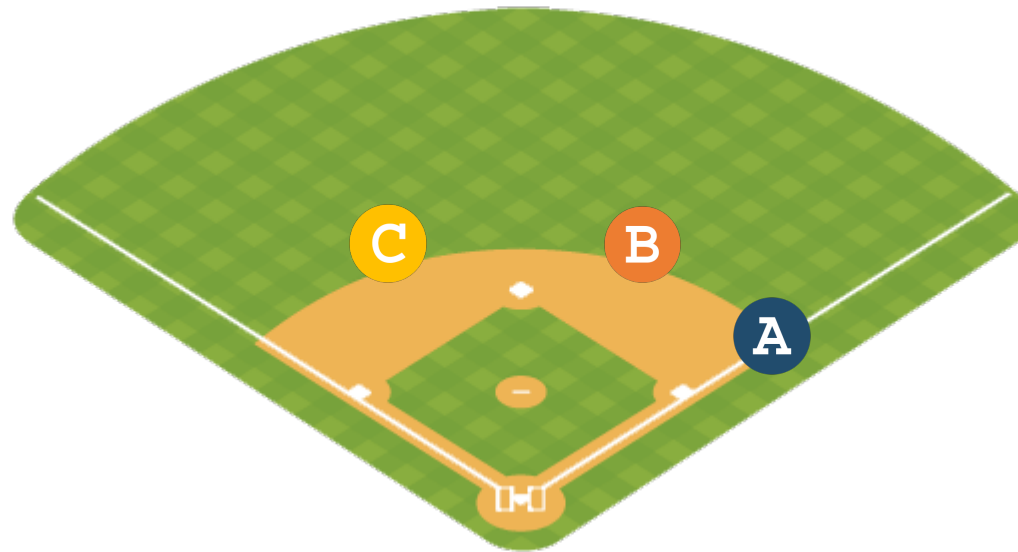


Positioning



Where does the BASE Umpire stand at the start of each play?

As Base Umpire you will be positioned at one of three positions, depending on where runners are located on the bases. If you forget what position you should be at when a play starts, stand in the POSITION that is directly **in front** of the lead runner.





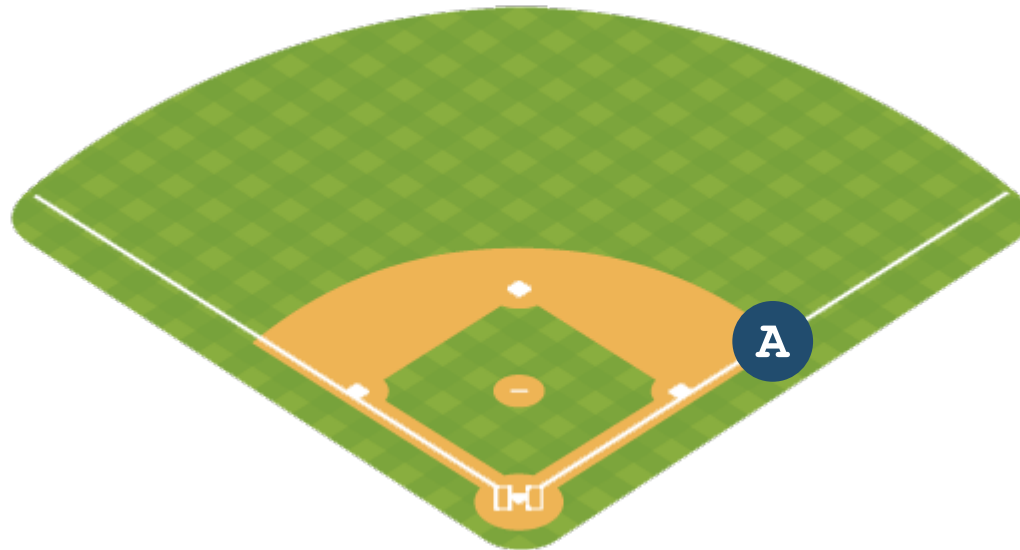
A-Position



10 – 12 feet behind 1st base in foul territory, with your right foot just outside the foul line

When?

- No Runners on Base





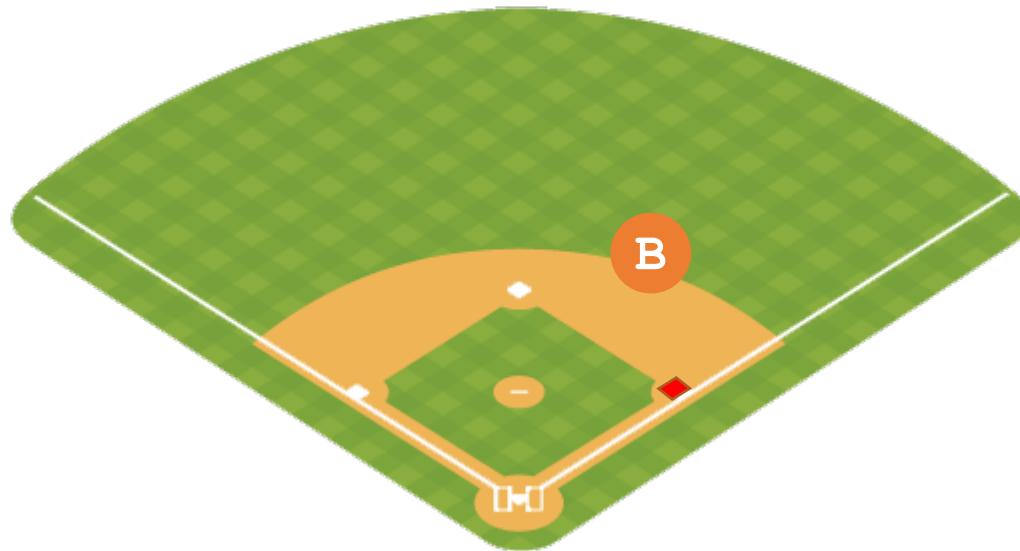
B-Position



2 – 3 steps behind and 2 – 3 steps to the left of the 2nd baseman (in normal position)

When?

- Runner on 1B Only





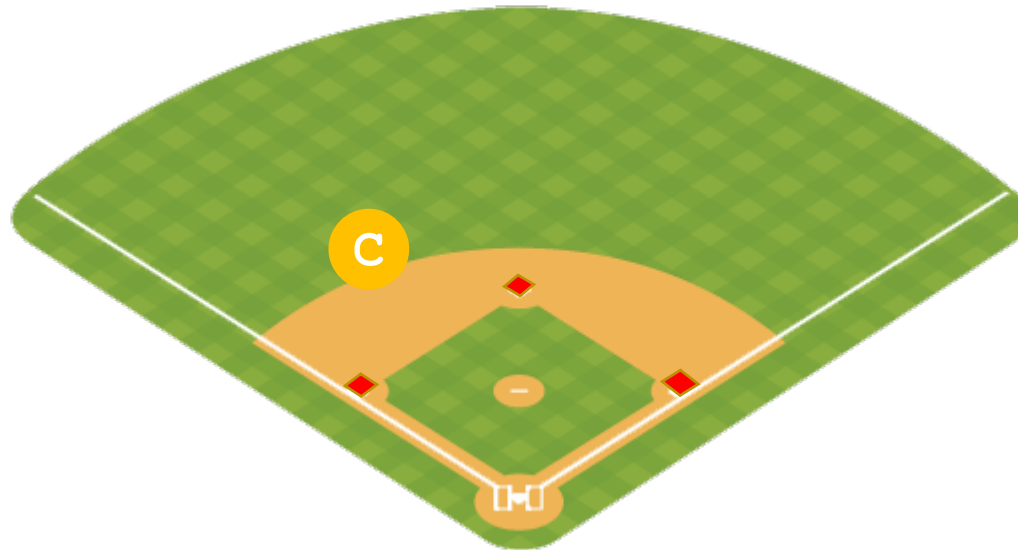
C-Position



2 – 3 steps behind and 2 – 3 steps to the right of the shortstop (in normal position)

When?

- Runner on 2B
- Runner on 3B
- Runners on 1B & 2B
- Runners on 1B & 3B
- Runners on 2B & 3B
- Runners on 1B, 2B, & 3B





Making The Right Call



Making accurate calls starts with getting to the right place at the right time where you have a better view of the play than anyone else. There are different techniques you can use to help you get there

Track the ball, Track the ball, Track the ball. At all times. Try to have your eyes where the ball will be to make the call

- Once the ball is hit...
 - Track the ball to determine whether the ball is staying in the infield or going to the outfield.
 - Location of the ball and the fielder that fields it, will help you gauge where the ball will be thrown and where to position yourself for a possible call.
 - By constantly tracking the ball you will be able to assess the fielder's throwing lane to ensure you stay out of the way of the ball as you move into position.
 - **DO NOT anticipate** where these young players will throw the ball and turn your eyes to where you think the play will be made.
 - Keep your eyes focused on where the ball actually goes and not where you think the ball should be going.



Moving Around the Diamond

“Inside / Outside”



Move into position using the “inside / outside” technique

- If the ball is hit and fielded in the outfield, run "inside" the base path (into the Working Area) to make your call.
- If the ball is hit and fielded in the infield, stay "outside" the base path to make your call.



Moving Around the Diamond



“Chest-to-ball”

Face "chest-to-ball" and reverse pivot to the play once the ball is thrown

- For balls hit into the outfield, you have more time to get into position and get set, so the timing of the reverse pivot is not as crucial as it is with balls hit and fielded within the infield.
- Quickly, after a hit, jog to the position where you want to make the call from, with your chest facing to the ball. When the fielder releases the ball, you should then reverse pivot on your foot to observe the play at the base / runner.



Moving Around the Diamond



Be stationary...

Regardless of your position to a play, try to be stationary at the time the play happens

- Try to be about 10 feet or so from a play being made on a runner and at a good view angle (90 degrees is ideal) from the throw to where the play will be made.
- Sometimes the ideal is not possible so **favor angle over distance** and be stationary at the time the play happens. You want to be firmly set, not moving, when it's time to make your call.



Signals and Calls



Making the correct call doesn't end with the words alone...

"Out!"

- The clenched right fist and a short hammered motion seem to be favored by most umpires.
- Personal style is acceptable as long as it does not distract you from seeing any further plays taking place.
 - It is advisable to wait a second or two before making this call.
 - Watch that the ball does not come loose and check that the fielder is really in possession of the ball.
 - The call can be made with only a gesture or can be sold with a loud call of "Out!" Signal every out.

Safe

- Both left and right arms are raised together, to shoulder level, in front of the umpire and then a sweeping motion is performed out, parallel to the ground, palms down.
- The verbal call of "safe" may be made.
- To complete the call you may elect to return to the set position.
 - To sell a safe call you might consider doing it two or three times in rapid succession.
- It is not always necessary to even make the sign or call. If the play is obvious do nothing.



Signals and Calls



Making the correct call doesn't end with the words alone...

Out on the force!

- This is a simple out call but the concentration is on the base.
- Raise both hands together, just like you are going to call "safe". Point towards, or focus on, the base then signal the out with the right hand, the left hand usually moves up to your chest.
- Complete the sign by saying "...he's out" or "out at first" etc. if required

Out on the tag!

- Point at the runner with the left hand, signal the out with the right hand.
- Complete the sign by saying "out" plus "on the tag" if you want to sell it a touch.
 - (Remember you are the umpire, not the color commentator.)
- Safe, he missed the tag!
- A "selling it" call occurs when a runner slides under or around the tag or the tag is high. You can save some grief by indicating a loud "safe" and following it with a tapping motion where the tag was. Everyone will know you saw the tag and most will assume the runner had the bag before it.



Signals and Calls



Making the correct call doesn't end with the words alone...

The Interference Call

- Associated to the offense
- An immediate decision is needed: "dead ball" or "delayed dead ball."
- Point at the offensive player and make the call "That's Interference" followed by your decision on whether or not the ball is dead, announced with a loud gestured "Time" or (...nothing...) meaning a delayed dead ball.
- If the ball remains alive avoid any signal that looks or sounds like "Time" until the appropriate moment. If the ball is 'dead', call "Time" immediately and shut down any remaining play on the field.



Signals and Calls



Making the correct call doesn't end with the words alone...

The Obstruction Call

- Associated to the defense
- This call is similar to interference except the ball may remain 'live'.
- In all cases the call "That's Obstruction" is made while pointing at the defensive player making the obstruction.
- If a play is being made on the obstructed runner the ball is dead so immediately signal "Time."
- This is followed by an awarding of a base or bases either after play has stopped or even while play remains ongoing.
 - Unless a play was being made on the obstructed runner the ball remains alive.
- Any gesture which resembles "Time" being called can cause problems on a diamond.
 - This is one reason why some umpiring organizations teach to initially extend the left hand horizontally with a clenched fist. The professional baseball umpires point at the fielder with one hand only.

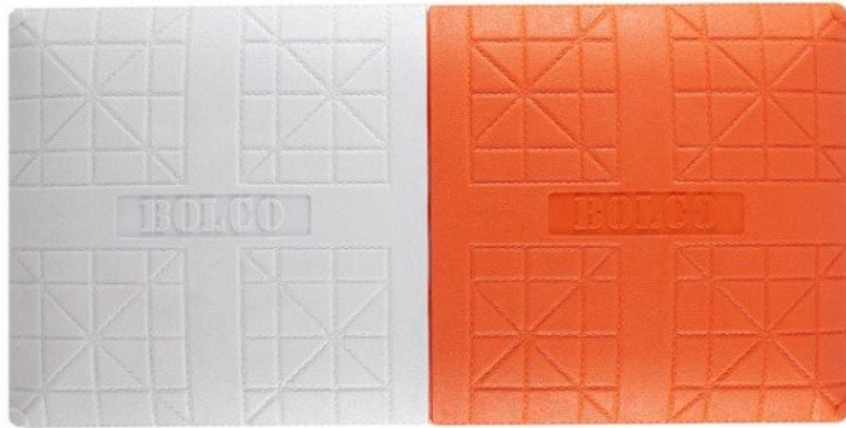


Baseball v. Softball

There are a few differences to keep in mind.



First Base – The Double-First Base



- The Double First Base is used in an effort to keep the players safe and to avoid collisions at first base. On most plays, the infielder should use the white base and the batter runner should use the orange base.
- There are times where this is not the case and the batter-runner is required to use the white base while the field is using the orange base. It is important to pay attention to the entire play.
- Keep in mind, most player contact at first base is incidental and no action other than a Out or Safe call will be required.



Baseball v. Softball

Keep this key differences in mind.



Topic	Baseball	Softball
How are runners affected by the pitcher's circle?	There is no such circle or rule.	A runner must immediately advance or retreat to a base when the pitcher controls the ball within the circle. Failure to do so is an out on that runner (Lookback Rule) unless a play is attempted by the pitcher on the runner.
Dropped third strike	Dropped 3 rd strike rule not enforced for Baseball Pioneer. Enforced at all other levels. Dropped 3 rd strike = 3 rd strike not caught cleanly by the catcher (in the air) and 1 st base is unoccupied (less than 2 outs)	Same as Baseball
Overthrow	There is no Overthrow Rule. There is a rule whereby if a ball is hit to an infielder and resulting throw is missed or thrown past the receiving fielder runner can advance two bases from time of pitch at their own risk. If the ball is hit to the outfield, runner can advance 3 bases at their own risk if a throw is missed or thrown past a receiving fielder.	Rule is same as Baseball



Rules Violations

These violations are important to be mindful...



Watch For	Potential Rule Violation	Now What?
Runners leaving early.	Did any runners leave their base early (prior to leaving the pitcher's hand)?	Baseball: If so, call 'Time' to halt play and call the runner out. Softball: If so, call 'Time' to halt play and call the runner out.
Runner and base touch	Did the runner(s) touch the base.	If not, don't say anything and let play proceed. Untouched bases are rule violations the defense must appeal.
Tag-ups	Did the runner tag-up on a fly ball catch (touch).	If not, don't say anything and let play proceed. This is also a violation the defense must appeal.
Fielders in baserunners path during play (Obstruction)	Did a fielder (without the ball) obstruct a runner's advance to a base?	If so, possible obstruction violation. This is a tricky determination to learn, so, initially, just be concerned with the most blatant examples. A fielder without the ball standing in the way of a runner's attempt to touch or reach a base safely is obstruction on the fielder. AFTER play stops, if you think the obstruction prevented the runner from reaching base safely, call ' Time '. Confer with your partner or umpire crew to determine if obstruction occurred.
Baserunner hit by a batted ball or interfering with fielder's attempt to field a live ball	Did a runner get hit by a batted ball or interfere with a fielder's ability to field a batted ball?	There is likely an interference violation. A tricky determination to learn so, initially, focus on the most blatant occurrences. A runner hit by a batted ball and in front of a fielder or runner interfering with a fielder's attempt to field a batted ball is interference on the runner. Immediately call, ' Dead Ball, runner is out, interference ', then point at the runner. As all play is now 'Dead', talk with your partner or umpire crew to confirm the interference call.



PLATE UMPIRE





PHBA Umpire Game Responsibilities



Plate Umpire

- Plate Umpire And Base Umpire Conduct Pre-Game Meeting
 - Review Game Responsibilities
 - Clarify Any Special Responsibilities And Expectations
- PHBA Plate Umpire will usually take all Fair/Foul
- PHBA Plate Umpire will usually take all Catch/No-Catch
- Plate Umpire Conducts Plate Meeting (**I Like Starting Games Quickly**)
 - Introductions – Managers/Umpires Exchange Greetings
 - Lineups – Confirm Lineups Exchanged With Scorekeepers
 - Safety – “Are All Your Players Properly, Legally, And Safely Equipped”
 - Ground Rules – The Field’s Special Conditions
 - Questions – Any questions About The Game Not Rules – Start Game On Time
- Plate Umpire always puts ball in play after timeout/dead ball



PHBA Umpire Game Responsibilities



Plate Umpire

- Plate Umpire keeps the game moving. Encourage pitchers and catchers to get on field early to warm up between innings
 - No more than 8–10 warm-up pitches for new pitcher entering game
 - Up to 5 warm-up pitches for returning pitcher
- PHBA Plate Umpire can help with calls at 3rd Base in multiple base-runner situations (Pregame confirmation with partner)
- PHBA Plate Umpire helps at 3rd Base on tag-up situations with runners on 1st and 2nd PHBA
- PHBA Plate Umpire is the UIC but should not overrule a call made by Base Umpire (Umpires can consult about a call and overturn the call, but the umpire who made the original call makes the final call)



PHBA Umpire Game Responsibilities



Plate Umpire

- Plate Umpire keeps game moving by requesting to managers and batters to keep one foot in the batter's box when taking signs from Coach
- Plate Umpire uses basic hand signals with Base Umpire, including: How many outs, Infield Fly in effect, verifying count, designating which base or bases umpire intends to cover due to situation, "timing play" notification
- Plate Umpire will watch for timing play. Did runner cross home plate prior to third out (non-force-out)
- PHBA Plate Umpire will clear bat from plate area if play/time permits



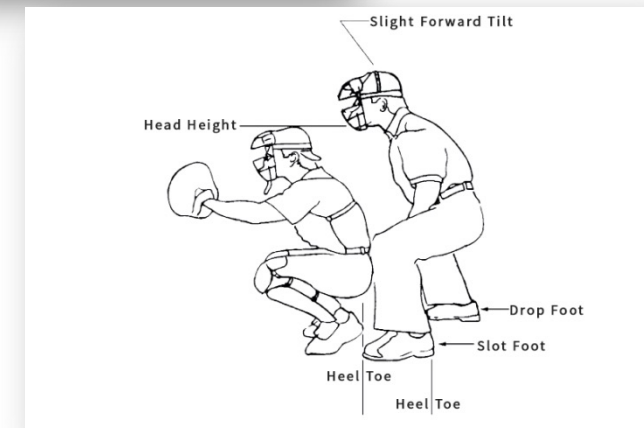
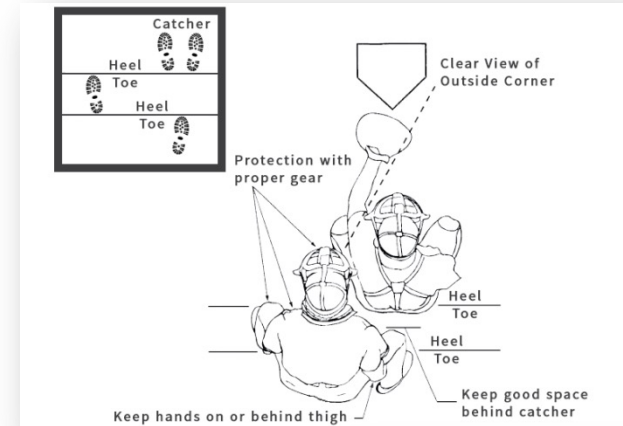
Setting Up

The Proper Slot Position



- The umpire lines up, in the slot between the batter and the catcher, about 6-10 inches behind the catcher positioning his head so that his chin is no lower than the top of the catcher's head.
- The umpire's feet should be in a staggered position, a bit wider than shoulder width.
- You want to make sure you have a clear view of the outside corner of the plate, as well as the proper angle to see the low strike.
- Given the extent to which the modern strike pitching "lives low," it is important to have a clear view of the bottom of the strike zone.

It is important to keep in mind that knowing the proper position is good, but nothing beats on-hand directed instruction and in game experience.





The Strike Zone

The most common gripe we hear during a game is about the strike zone.



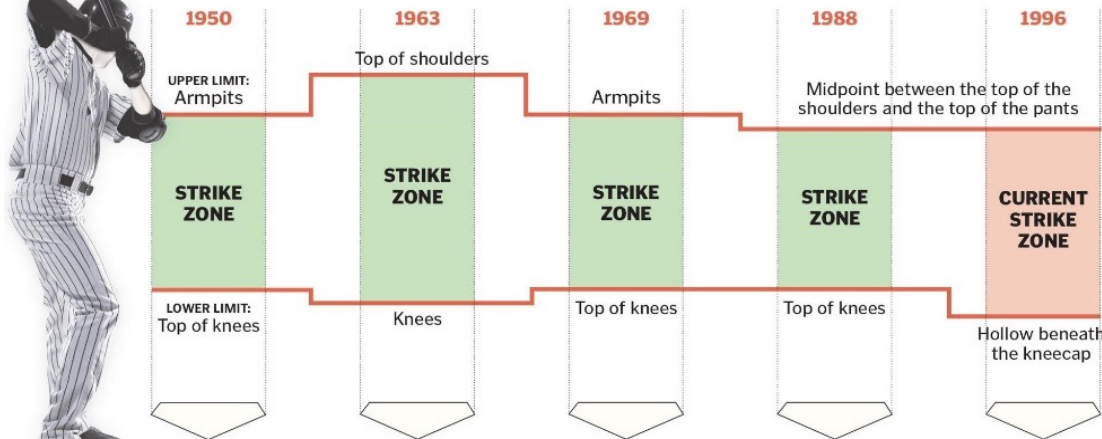
Major League Baseball defines the strike zone as “...that area over home plate the upper limit of which is a horizontal line at the midpoint between the top of the shoulders and the top of the uniform pants, and the lower level is a line at the hollow beneath the kneecap.

Wikipedia also defines the strike zone as "...the volume of space through which a pitch must pass in order to count as a strike (if the batter does not swing). The strike zone is defined as the volume of space above home plate and between the batter's knees and the midpoint of their torso."

Knowing the strike zone as it is defined is important, but being consistent in how you apply the strike zone in a given game is critical.

Swing shift

The official shape of the strike zone has been changed by MLB five times since 1950.
A brief history of its upper and lower limits:



SOURCE: Major League Baseball

- As you can see, the Baseball strike zone definition has changed a lot over the last 67 years.
- You can imagine the amount of fans who still think it is defined as it was when they were learning the game.
- Keep in mind, every part of the plate is in the strike zone. This means the ball can miss the front of the plate and still be a strike



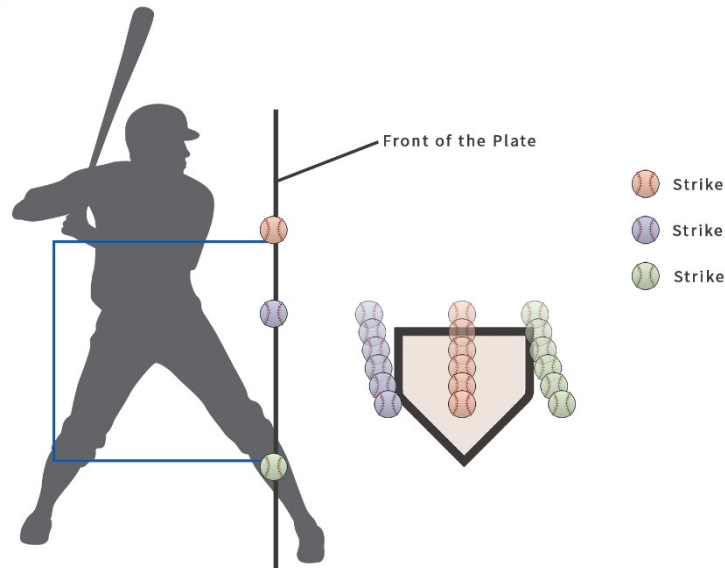
The Strike Zone

Baseball



Midpoint between the top of the shoulders and the top of the pants to the Hollow beneath the kneecap.

- Any part of the ball that passes through the strike zone is a strike. Look at the following graphic for examples of a strike.



- Notice the ball can touch any part of the plate in order to be a strike.
- Notice any part of the ball can be in the vertical strike zone when it crosses any part of the plate in order to be a strike.



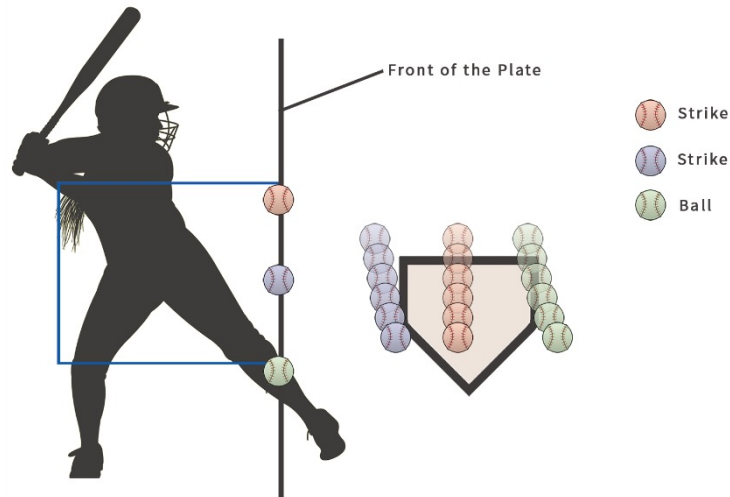
The Strike Zone

Softball



Armpits to knees

- Any part of the ball that passes through the horizontal strike zone is a strike. Look at the following graphic for examples of a strike.



- Notice the ball can touch any part of the plate in order to be a strike.
- The entire ball must be in the vertical strike zone when it crosses any part of the plate in order to be a strike.



Umpire / Coach Dynamics



- It's Your Game To Call – Keep Control
- Managers/Coaches Will Not Like Every Call And May Voice It – It's Part Of The Game
 - This Is OK (Within Reason)
 - Managers/Coaches Are Emotionally Invested In Their Teams
- Expect Managers/Coaches To Behave IAW The Protocols of Positive Coaching
- Managers/Coaches May Appeal A Call (This Appeal Protocol Unique For Pioneer/America)
 - Difference Between Appealing A Call And Questioning A Call
 - To Appeal, Manager Must Request Time From **Umpire-In-Charge (UIC = Veteran Umpire)**
 - As Manager Talks With UIC About The Call, Stand By The UIC **Listening** To The Discussion
 - When UIC And Manager Finish, Manager Returns To Dugout
 - UIC Meets With You, Reviews Your Call, Provide You Additional Info, You Make The Final Call
 - Game Continues, No Further Discussion Should Be Forthcoming
- Questioning Or Harping On Earlier Calls Not Permitted
 - Continued Comments On Balls And Strikes Or Past Appealed Calls
 - Calmly, Quietly Advise The Manager/Coach To Stop
 - Progressive Measures Of Tolerance – 1. Warn, 2. Remand To Bench, 3. Eject



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[Umpires](#)

The Blue Crew Mission

To do our utmost, through training and mentoring, to be professional and conscientious in our performance as umpires to put the best possible product on the field for the kids and have fun doing it.

It's a great way to fulfill your volunteer hours from the best seat in the house.

Our Philosophy

The *Blue Crew* and umpire training program are led by the Umpire Leadership Team (ULT) with Chief Ray Wrice at the helm. The ULT takes great pride in developing umpires utilizing a strong training and mentoring program to help you learn quickly and feel comfortable in your responsibilities. Whether you're new to umpiring at PHBA or refreshing your skills from past seasons, our simplified approach to learning the rules and training on the field ensures you are equipped with the necessary skills to be successful as an umpire and put your best game on the field for the kids.

Quick Links

[Meet the ULT](#)

[Umpire Training](#)

[Know the Rules!](#)

[2021 Rules Matrix](#)

[A Note from the Chief](#)



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PHBA BLUE CREW

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Hi there!
Welcome to the
PHBA Blue Crew



Email

Password

Sign In

[Forgot Password](#) [Create Account](#)

[go to phba.org](http://go.to/phba.org)

PHBA BLUE CREW

[MY GAMES](#) | [ASSIGN GAMES](#)

Not assigned to any games.

Pleasant Hill, CA
Mostly Cloudy
51°

Morning	Afternoon	Night
42° 3 mph	51° 3 mph	50° 1 mph

My Statistics

Level 7	Teams Rep. 0	Wheel 0/8
Completed 0	@ Plate 0	@ Base 0



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