Cuyahoga Falls Little League North – Umpire Expectations

**The Role of the CFLLN Umpire:** to represent our league while overseeing the conduct of the game in accordance with LL rules for maintaining discipline and order on the playing field during the game. The umpire will be confident in his appearance, behavior and decisions.

**Prior to game day:** ensure that you will be able to make basic calls with confidence. Read the LL Rules and Regulations. Register on [www.littleleagueumpire.org](http://www.littleleagueumpire.org) for videos, articles and other helpful information. The team manager is required to ensure suitable umpires for each game they are scheduled for. It is never acceptable to “call off”. Two umpires are needed for Major’s games and encouraged for AAA games.

**On game day:** arrive 20 minutes early in order to get your uniform on, get 2 balls and a bottle of water from the concession stand, conduct pre-game inspections and meet the coaches.

**Umpire attire:** you are required to wear an umpire’s mask, chest protector and shin protectors. You are strongly encouraged to wear an athletic cup and firm shoes. Please look professional by wearing long pants with the protectors under your clothing.

**Calling the game:** the plate umpire is responsible for calls at the plate, in-field fly, calling foul balls down both lines. The base umpire is responsible for calls on the bases and in the base paths. If the base umpire goes out to call an outfield fly, the plate umpire then becomes responsible for the bases.

**Umpire – manager plate meeting:** indicate if you will verbally announce balls and strikes, or just strikes. Discuss the appropriate use of safety equipment by all players. Ask the managers if their catchers are wearing an athletic cup and prepared to use a catcher’s glove. Set expectation that offensive coaches should not be on the field until the pitcher has completed his warm-up. Coaches will not be permitted to catch for the pitcher while warming up. The pitcher will get 8 pitches, or one minute, to warm up from the mound at the start of the inning. Replacement pitchers will get adequate time as you deem necessary.

 **CFLLN AA games:**

* No lead offs or base stealing
* One base advancement on overthrows, even if the ball stays in play
* On a ball hit into the outfield, base running ends when the ball is delivered toward the infield. The play is over once all players are safely on the base they were headed to, regardless of possession of the ball.
* Strikes and balls will be called to encourage the batter to swing at hittable pitches.
* All other rules in the rulebook apply unless specified above.

**CFLLN AAA games:**

* Base stealing is permitted.
* Stealing home on a passed ball is not permitted.
* The strike zone should be called in accordance to the ability of the batters and pitchers.
* Dropped 3rd strike does not apply.
* All other rules in the rulebook apply unless specified above.

**Major’s games:**

* Stealing home on a passed ball is not permitted.
* Dropped 3rd strike applies.
* The strike zone should be called in accordance with the little league established strike zone.
* All other rules in the rulebook apply unless specified above.

10 Commandments of Umpiring

1. Keep your eye on the ball.
2. Keep all personalities out of your work. Forget and forgive.
3. Avoid sarcasm.
4. Don’t charge a player or coach, point or yell.
5. Hear only the things that you should hear.
6. Keep your temper under control.
7. Watch your language.
8. Take pride in your work.
9. Review your work.
10. Never make an adverse comment regarding another umpire.