

# NWA Rookie Division

## “Umpire/Coach Rules & Guidelines”

**VISTING TEAM** – 1<sup>st</sup> Base dugout, marks fields, and provides 1<sup>st</sup> and 3<sup>rd</sup> base umpires

**HOME TEAM** – 3<sup>rd</sup> Base dugout, provides scorekeeper and Home Plate umpire

### RULES TO REMEMBER

- Minimum 6 players required per team to play an official game
- Games are 6 innings, can't start a new inning after 50 minutes; max 6 runs/inning
- Teams need to have a female coach and one of the base coaches must be female
- Everyone plays – must rotate players in field, maximum 2 innings at a position
- Only 3 players forward of the pitcher's box (back line) until a pitch crosses home plate including the pitcher; all others must be behind the back line of the pitcher's box
- A girl cannot play any front 4 position (LS, RS, P, C) for more than 2 consecutive innings
- Each girl must play a front 4 position in the first 3 innings
- Maximum 8 players in the infield, others play behind base path
- Enforce pitching violations only when the pitcher gains an advantage, otherwise provide feedback to coaches and warnings; 2 handed is okay if necessary
- No intentional walks; balls, strikes, and outs are called; 4 ball yields a base on balls
- For 1<sup>st</sup> 2 weeks, kicking violations are treated as a foul on 1<sup>st</sup> offense by a kicker

### HOME PLATE UMPIRE (“Umpire-In-Chief”)

- Remind Coaches to provide line-ups to Scorekeeper and opposing Coach
- Have Coaches line teams up on foul lines 5 minutes prior to scheduled start time (This is a good time to check uniforms & jewelry, shirts tucked in, stud earrings OK)
- Coach or Umpire should assist players in reciting LMKII pledge
- **START GAME PROMPTLY** – Note time of first pitch to Scorekeeper

### FIELD UMPIRES

- 2 Umps – Home Plate Ump covers home and 3<sup>rd</sup>, Base Ump covers 1<sup>st</sup> & 2<sup>nd</sup>
- 3 Umps – Home Plate Ump covers home, 3<sup>rd</sup> Base Ump covers 2<sup>nd</sup> & 3<sup>rd</sup>

### MAKING CALLS

- CALL KICKER TO CIRCLE - Motion to player in On-Deck Circle. Say “KICKER UP”
- BEGIN PLAY or RESUME PLAY - Point to Pitcher and say “PLAY BALL”
- PLAY IS OVER - Call next kicker to circle by saying “KICKER UP”
- TIME OUT - Raise hands. Say “TIME”
- DEAD BALL - Raise hands, Say “DEAD BALL”, step in front of Home Plate
- BALL - Say “BALL”. Announce the count
- STRIKE - Say “STRIKE”, Announce the count
- FOUL BALL - Wait until touched foul or obviously has no chance of returning fair; Raise hands, Say “FOUL BALL”, Point with both hands to foul territory
- FAIR BALL - Point to fair territory, **Say nothing!**
- OUT - Raise right hand. Say “OUT”
- SAFE - Push hands apart, **Say nothing!**
- PLAYER MISSES BASE or LEAVES EARLY on fly out - **Say nothing!** Wait for appeal (defensive touches missed base with ball – intentionally or not, make your call; otherwise call next kicker up just as you normally would; can't appeal after next pitch)