

# NWA Rookie Division

## “Umpire/Coach Rules & Guidelines”

**VISTING TEAM** – 1<sup>st</sup> Base dugout, marks fields and provides home plate umpire when the league does not provide one. When the league does provide a home plate umpire, the visiting teams provides 3<sup>rd</sup> Base umpire.

**HOME TEAM** – 3<sup>rd</sup> Base dugout, provides scorekeeper and provides 1<sup>st</sup> based umpire.

League provided plate umpires will be assigned for the first three weeks of the regular season. One league certified parent umpire shall be supplied by both the home and visiting teams. During each inning a parent umpire will shadow the league supplied plate umpire. The remaining parent umpire will assume the position of a 3rd base umpire (between 2nd and 3rd base). The home team parent umpire shall shadow the plate umpire during the odd numbered innings and the visiting team umpire will shadow the plate umpire during the even numbered innings. After the first three weeks of the season the parent umpires will assume the role of a 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
- NO PEGGING of Players is allowed in this division. (if rule is violated then, defensive interference will be called).
- When a defensive player over throws a base (ie...ball is thrown past the intended fielder); runners can advance no more than one additional base
- 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 1 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
- **TIME** will be called when 1) defense stops forward momentum of lead baserunner 2) In the opinion of the Umpire-in-Chief play has stopped and they call “time”.

## 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