

NWA PeeWee Division

“Umpire/Coach Rules & Guidelines”

VISTING TEAM – 1st Base dugout, marks fields, and provides Home Plate umpire

HOME TEAM – 3rd Base dugout, provides scorekeeper and 1st and 3rd base umpires

ITEMS TO REMEMBER

- 1) Coaches should be aware that:
 - Outs are called, Kicker/Runner should return to the dugout
 - **NO** walks or strikeouts; strikes can be called as a teaching tool, but mean nothing
 - After ~3-5 pitches the Home Plate Ump will place the ball for a “static kick”
 - Warnings, not outs for offensive violations (kicking circle/plate, off base early)
 - Only 3 girls in front of pitcher’s box until ball crosses home plate (includes pitcher, but not the catcher); all others must remain behind the back line of pitcher’s box
 - Girls should not play one of front 4 positions (LS, RS, P, C) in consecutive innings
 - Maximum 8 girls in the infield on defense, others play behind base path
 - 2 Offensive coaches are allowed on the field (behind pitchers box) on defense
 - 1st kicker staggered by inning (2nd inning = 4th kicker, 3rd inning = 7th kicker)
 - All girls kick each inning
 - Announce “last kicker” each inning, bases are cleared on last kicker like a home run
 - Teams need to have a female coach and one of the base coaches must be female
- 2) Have Coaches line teams up on foul lines just prior to scheduled start time
 - Remind them to tuck in shirts and Remove all jewelry (except stud earrings are OK)
 - Recite LMKII kickball pledge and have home team take the field
 - Ensure field marking equipment removed, outfield gate closed
 - Note time of first pitch to Scorekeeper, if present
- 3) Keep them safe!
 - Girls must stay in On-Deck circle until called by umpire
 - Keep Home Plate open (Coaches should move catchers to 1B edge of Home Plate)
 - Encourage Field Umps to keep base paths clear and to watch for untied shoes
 - Suspend play if there is lightening in the area – see Lightening Policy on web site
- 4) Games last 3 innings, don’t start a new inning after 50 minutes
- 5) **Have fun and make sure the girls are having fun!!!**

MAKING CALLS

- BEGIN PLAY or RESUME PLAY - Point to Pitcher and say “PLAY BALL”
- PLAY IS OVER - Raise hands and call next kicker to circle by saying “KICKER UP”
- TIME OUT - Raise hands. Say “TIME”
- BALL or STRIKE - Say “BALL” or “STRIKE”
- FOUL BALL - Wait until touched or obviously foul, Raise hands, Say “FOUL BALL”
- FAIR BALL - Point to fair territory, **Say nothing!**
- SAFE - Push hands apart, **Say nothing!**
- OUT - Raise right hand. Say “OUT”
- PLAYER MISSES BASE or LEAVES EARLY on fly out - **Say nothing!** Wait for appeal (defensive returns ball to base either deliberately or accidentally), make call; otherwise proceed with next kicker as you normally would