

# **2025 Majors and Minors Umpires**

## **Guidelines and reminders**

### **Who Can Umpire Majors and Minors?**

Anyone who attends the Umpire Clinic and is at least 11 years old can umpire Minors games and anyone at least 13 years old can umpire Majors A and B. Preference may be given to current and former players from SVLL.

### **Payment**

Umpires for Majors A and B are paid \$40 for plate and \$30 for bases. Minors umpires are paid \$25 for plate and \$20 for bases. Collect payment from concession stand immediately after the game. If concession stand is closed, you can collect payment the next time they are open. If a game is cancelled while in-progress or at game time due to rain, the umpires will still get paid. If a game is cancelled and you are notified in advance and are not required to go to the field, you will not be paid.

### **Schedule**

Individual youth umpires that have registered with the Majors and Minors division Umpire Coordinators will be scheduled for games through TeamSnap. If umpires are unable to attend a game please send a message to your Umpire coordinator as soon as possible but at least 24 hours in advance.

Majors Umpire Coordinator: Adam Bellas – [adambellas@gmail.com](mailto:adambellas@gmail.com)

Minors Umpire Coordinator: vacant – check SVLL Volunteers webpage [www.svll.ca/about/volunteers/](http://www.svll.ca/about/volunteers/)

### **Weather – Rain Outs**

Umpires are expected to show up at the diamond at least 15 minutes prior to game time in any weather. Quite often, a decision to play or cancel a game due to rain is not made until the last minute. The coaches or division coordinator will make the decision before game time. Once the game starts, it is the umpire's decision to stop a game due to rain.

### **Umpire Uniform and Equipment**

Plate umpires must wear a SVLL Umpire shirt, leg guards, chest protector, catchers mask/helmet and cup. Base umpires must wear Umpire shirts, and a baseball hat and they should carry a red flag. All umpire equipment, ball/strike indicators, home plate brushes and red flags are available in the score shack at the Main Diamond. Also remember to bring a full water bottle and depending on the weather you may need sunscreen, sunglasses, or a jacket that can be worn underneath your umpire shirt. Grey colour pants are preferred.

### **Responsibilities and Conduct of the Game**

If Umpires witness any inappropriate behaviour such as bullying or bad language by players, coaches, parents, or spectators it should be reported immediately to a league official. Any safety concerns or dangerous behaviour should be reported immediately to the coach.

### **Safety**

Make sure all offensive players are in the dugout (behind the fence) when not at bat or on base.

On-deck batters are not allowed to take warm-up swings until it is their turn to bat. Remove dropped bats from the plate area when runners are approaching home plate.

Make sure that catchers are wearing a mask and using a catchers glove whenever they are warming up a pitcher. Report any safety concerns to the coaches before play continues.

### **Post-Game Duties**

Sign the official scorebook.

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**Return all umpire equipment, shirts and game balls to the score shack. Make sure the shirts are put back on a hanger and all equipment is neatly stored in its proper place. Responsibilities**

- Conduct of the game
  - Get the game started (plate meeting); keep it moving . . .
  - Calling batters to bat . . .
  - Starting each play
- Decisions
  - Calling pitches Balls or Strikes
  - Counting balls, strikes, outs (team work)
  - Calling batted balls Foul if foul
  - Calling runners Out or Safe
- Safety
  - Keeping offensive players in their dugout when not at bat or on base
  - Removing dropped bats from plate area when runners are approaching the plate
  - Calling the coaches' attention to any careless use of bats

## **Procedures**

- Starting the game
  - Meet with coaches of both teams at the plate. Discuss anything you are unsure about, such as run limits, time limits, ground rules.
- Calling each pitch (Plate)
  - Call Ball / Strike / Foul as it is, and make the corresponding sign. Try to maintain a consistent strike zone throughout the entire game. If it's a borderline pitch, call it a strike.
- Calling each play (Plate and Base)
  - On every play, follow the ball and be prepared to make a call when a play is made. Don't rush your "Safe" or "Out" calls. Take a couple of seconds to process the play in your head before making the correct call. If you missed the play, ask your partner for help.
  - If the ball goes into foul territory, make the foul sign and call out "Foul" in a loud and clear voice. If it's a fair ball but near the line, don't say anything, just point to fair territory.
  - Call Time! when requested and appropriate but never when a play is still happening.

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### **Minors**

Game Length	6 innings, but no new inning shall start after 1hr 45min from scheduled start time. If tied after 6, extra innings are allowed if time permits.
Run Limits	2 run limit in 1 <sup>st</sup> and 2 <sup>nd</sup> innings. 5 run limit in each remaining inning.
Mercy Rule	Game is over if one team is ahead by 10 runs after 4 innings, or 6 runs after 5 innings (or 4 1/2 innings if the home team is ahead by 6).
Number of Players	Teams should have 10 players on the field but if necessary can play with as few as 7. The missing spots in the batting order are not “automatic outs”.
Infield Fly Rule	The Infield Fly rule is not in effect.
Dropped Third Strike	Batter is out after 3 strikes, even if the ball is not caught by the catcher.
Ball 4	After 4 balls, the batter will have up to 3 soft toss pitches from their coach. If still no hits, the batter will walk to first.
Stealing	Stealing is not permitted except runners on 1 <sup>st</sup> or 2 <sup>nd</sup> can steal one base on a pass ball or wild pitch that hits the back stop.

### **Majors A & B**

Game Length	6 innings. For games starting at 5:30 PM or later , no new innings shall start 2 hr. from the scheduled start time. 1hr 45min limit for earlier games if another game is scheduled for immediately after.
Run Limits	Majors A: 4 run limit in 1 <sup>st</sup> and 2 <sup>nd</sup> innings. No run limits in the following innings. Majors B: 3 run limit in 1 <sup>st</sup> and 2 <sup>nd</sup> innings. 5 run limit in 3 <sup>rd</sup> , 4 <sup>th</sup> , and 5 <sup>th</sup> . No limit in 6 <sup>th</sup> .
Mercy Rule	Game is over if one team is ahead by 15 runs after 3 innings (or after 2 1/2 innings if the home team is ahead by 15).  Game is over if one team is ahead by 10 runs after 4 innings (or 3 1/2 innings if the home team is ahead by 10).
Number of Players	Both teams should have at least 9 players at the start of the game, but they are allowed to play with a minimum of 8. It's OK to delay the start of the game by up to 10 minutes if you have to wait for the 9 <sup>th</sup> player to show up.  If a team has only 8 players, their missing spot in the batting order is an automatic out.
Infield Fly Rule	Call “INFIELD FLY, BATTER'S OUT” if there's an infield fly with runners on 1 <sup>st</sup> and 2 <sup>nd</sup> , or 1 <sup>st</sup> , 2 <sup>nd</sup> , and 3 <sup>rd</sup> , and less than 2 outs.
Dropped Third Strike	Batter is out if there's a runner on 1 <sup>st</sup> base and less than two out. Otherwise the batter can attempt to run to first.