

2025 Rookies Umpire Guidelines and Reminders

Who Can Umpire Rookies?

Anyone who attends the Umpire Clinic and is at least 9 years old and playing in the Minors division or above can umpire Rookies games.

Payment

Rookies umpires are paid \$10.00 for plate and \$10 for bases. Collect payment from the concession stand immediately after the game. If concession stand is closed, you can collect payment the next time it is 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 umpires that have registered with the Rookies Umpire Coordinator 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.

Umpire Coordinator: Jeremiah Cristall email: jeremiah.cristall@gmail.com

Weather – Rain Outs

Umpires are expected to show up at the diamond at least 10 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 team Managers or Division Coordinator will make the decision before game time. Once the game starts, both managers must agree to a rain out, but if there is a disagreement the umpire or Division Coordinator will decide.

Umpire Uniform and Equipment

Both umpires must wear a SVLL umpire shirt and a baseball hat, and they should both have a ball/strike indicator. Plate umpires must wear a mask. Chest protectors and leg guards are optional. Umpire shirts and ball/strike indicators are available in the score shack at the Main Diamond and they must be returned there immediately after the game. 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.

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 or carry a bat until it is their turn to bat. Remove dropped bats from the plate area when runners are approaching the home plate. Report any safety concerns or dangerous behaviour to the coaches before play continues.

Post-Game Duties

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

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Responsibilities

- Decisions
 - Calling batted ball Foul if foul
 - Calling runners Out or Safe
 - Calling and counting strikes OR Calling no pitch (There are no strike outs and no walks.)
- Safety
 - Keeping offensive players in their dugout when not at bat or on base
 - Calling the coaches' attention to any safety issues
 - Removing dropped bats from plate area when runners are approaching the plate
- Conduct of the game
 - Get the game started; keep it moving
 - Calling batters to bat
 - Starting each play

Procedures

- Starting the game
 - Meet with coaches of both teams at the plate. Discuss anything you are unsure about, such as base running . . . review the Over-throw rule, when the play is dead, and so on.
- New batter
 - When time for a new batter, wait until the coach at the pitching machine is ready, then turn to the appropriate dugout, look the batter in the eye and call out "Batter up" in a loud clear voice.
- Starting each play
 - When the batter is in position, lift your right hand towards the coach at the pitching machine and say "Play".
- Calling each play
 - If the ball goes into foul territory, make the foul sign and call out "Foul" in a loud and clear voice.
 - If the batter hits the ball into fair territory and a play develops, follow the ball and be prepared to make a call when a play is made. If a play is made, make the appropriate sign and call out either "Safe" or "Out". Don't rush your calls. Take a couple of seconds to process it in your head before making the right call.
 - When no runners are running or when a fielder is holding the ball in the infield, end the play by holding up both arms and calling out "Dead ball" or "Play is dead".
- Runners coming home
 - Any time a runner is on 3rd, as soon as the batter has hit a fair ball, step forward and remove the dropped bat if necessary. Watch the runner touch home plate.