

Urbana Youth Baseball Umpire Pay Slip

MINOR LEAGUE

End of Game – Return 2 Balls and All Loaned Equipment to concessions area or will be deducted from pay

Umpire Name _____

Game Date ___ / ___ / ___ Field _____

Single Umpire ___ *Plate Umpire* ___ *Base Umpire* ___

Home Team _____ Score: _____

Visitors _____ Score: _____

Coach Name (Printed) to verify: _____

RULE #1 - KEEP UNRULY PLAYERS/PARENTS/COACHES UNDER CONTROL

Give 1 friendly, respectful warning and let them know if it continues, they will be asked to leave. If occurrences continue, respectfully tell them to leave playing area. Game on hold till they leave. (Players removed to dugout. Coaches & Parents, removed to parking lot as a minimum.)

Urbana Youth Baseball Minor League Rules

General Game Rules

1. The umpire has complete control of the game following the first pitch, except during weather conditions called by a weather horn or a league representative. The umpire has been given the right to eject players, coaches, parents and/or spectators if they are not conducting themselves within the guidelines listed in the Rules of Conduct.
2. The home team occupies the third base dugout.
3. The visiting team bats first.
4. A normal game will consist of 6 innings. The last inning will be any complete inning that starts after 1 ¾ hours from the start of the game.
5. All players are expected to be in full uniform, including hat, while playing. Uniforms are not to be altered.
6. In the event a team is short players, all efforts must be made to play in order to give the kids that showed up a chance to play. There will be no automatic outs in the batting order. A team needs a minimum of seven players to play a game.
7. A 12-run rule applies after 5 innings. If a team leads by 12 or more runs at the end of the 5th inning (4 ½ if the home team is ahead), the game is over.
8. A half inning is over when 3 outs are made or when 6 runs have scored.
9. In the last inning, and in extra innings, a maximum of 12 runs are allowed by each team.
10. In the event of a tie, one extra inning will be played if daylight allows, in the judgement of the umpire.
11. Games will be called in the event of darkness, rain or extreme weather. Games are official if 4 innings are complete. (3 ½ if the home team is ahead) If not complete, the game will be rescheduled on the next open field if possible. Games that are rescheduled will begin exactly where they left off, with the Home scorebook serving as the official record.
12. No steel spikes.
13. All catchers must wear a mask, chest protector, shin guards and a cup.
14. Batting helmets are required on all batters, base runners and players occupying the On-Deck circle.
15. Players must wear assigned uniform, unless playing up as a replacement player. Uniforms are not to be defaced or altered, shirts must be tucked in front and back, and hat bills must be facing forward.
16. One coach in the outfield on defense is permitted.

Pitching

1. Any player on the team's roster may pitch.
2. A pitcher is limited to taking the mound a maximum of 3 consecutive innings per game, including extra innings. (One pitch or more equals an inning) Violation of this rule results in a forfeit.
3. A pitcher may not return to the mound in the same game after being removed.
4. Balks are not permitted.
5. Breaking pitches are not permitted. If, in the opinion of the umpire, a pitcher violates this rule, the pitcher may be removed from the mound for the remainder of the game.
6. A pitcher is not permitted to wear an armband or a sweatband.
7. A pitcher will be warned after hitting 2 batters and will be removed after hitting 3 batters in a game.

Hitting

1. A pegged batting order will be used, meaning all players present at the game are in the batting order regardless of whether they are currently in the game defensively.
2. Any player arriving after the batting order is submitted will be added to the bottom of the order.
3. If a player is injured in the judgement of the umpire, the player may be skipped in the batting rotation and later returned to the same rotation.
4. If the player leaves the game due to illness, they cannot return.
5. All bats must be stamped with Little League approval.
6. Bats with barrels over 2 ¼ inches are not permitted.
7. Four (4) balls constitute a walk. Three (3) strikes is an out.
8. Bunting is allowed, but when a batter squares to bunt, he must bunt. (no swinging)
9. If a batter throws the bat after hitting the ball, a warning will be issued. The next violation by the same player will result in an out.
10. A batter hit by a pitched ball will advance to first.
11. A batter cannot advance to first base on a dropped 3rd strike, including wild pitches and passed balls.

Playing Positions

1. A team will field 10 players, consisting of normal infield positions and 4 outfield positions.
2. Free substitutions are permitted. All players must play a minimum of 3 defensive innings.
3. No player can play more than 3 innings in any one position, with the exception of extra inning games.
4. The infield fly will be used.
5. Fake tags are not permitted. Following a fake tag, the umpire may issue a warning to both teams. The next fake tag may then result in a free base.

Running

1. No leadoff from a base is permitted. Runners may leave the base after the pitched ball crosses home plate. If a runner leaves the base before that point, the play is dead and the runner will return. On the first offense, the runner will be warned. After the next violation by the same runner, the umpire may call the runner out.
2. No base stealing is permitted
3. If a runner is hit by a batted ball, the runner is out, and the batter proceeds to run.
4. Runners may tag up and run on fly balls.
5. A player running through 1st and making a turn towards 2nd, can be tagged out before returning to 1st base.
6. Any player attempting to advance to another base when the opposing player has control of the ball must either slide or concede. If the runner does not do this, a warning will be given to both teams. The umpire may then call an out on the next player that attempts this.

Scoring and Reporting

1. The home team will be the official scorekeeper.
2. Both teams are to maintain a score book and agree on the run totals and number of outs. If there is a discrepancy, and the umpire feels the home scorebook is not correct, they will make a decision to adjust it or not and will continue on with the game.
3. The coach of the winning team is responsible to call in or have a designee call in, the game score and highlights within 24 hours to: **The Urbana Daily Citizen, Steve Stout, 652-1337**

This is very important, not only for the kids to see their names in the paper, but also to the sponsors, who donate their money to the program. Submit 2-3 names each game for each team as outstanding players and ensure all player's names are submitted by years end. Report names of sponsors in full.
