

PRE-GAME UMPIRE CONFERENCES

Umpire to Umpire Conference

- Introductions
- Fair/Foul Coverage – Who's got what and where
- Tag ups/Touches
- Fly Balls to Outfield
- Coverage of Third Base
- Live Ball (restart after foul/dead balls)
- Dropped third strike (Jr/Sr/BL)
- Batted Ball hits batter while in box
- Half swing/check swing
- Umpire positioning
- Signals

Pre-game Umpire/Coach Conference

- Inspect equipment in both dugouts
- Introductions to Manager and Coaches
- Collect/review and confirm line-ups
- Playing field ground Rules
- Player/coach ground rules

Players:

- No throwing of helmets or bats!(Automatic game ejection)
- Helmets must be worn at all times by offensive players on field
- A helmeted offensive player not in the lineup(or last batter) will retrieve the bats
- No Jewelry (except medical alerts)
- Hustle

Coaches:

- Are all of your players properly equipped
- No arguing judgment calls of umpires
- Do not leave the dugout until a proper time-out is called