

UMPIRE DUTIES SUMMARY



Sydney Outfielders Summer League 2009/10

This form is to help Umpires understand their duties at a game, for full list of duties see the rules

Pre-Game

- Turn up prior to 6.15 and find diamond they are umpiring
- Introduce yourself to Captains
- Ensure Captains put batting line up on Score sheet prior to game
- Ensure the game starts at 6.30 and the flip coin with Captains
- Determine when a game is forfeited

During Game

- Call "Play ball" to start each innings
- Call all balls and strikes (see signals below) and keep track of them
- Call all illegal pitches
- Call "Time" when play has ceased (returned to infield and no reasonable play can be made).
- Ensure Change over between innings happen at a reasonable pace and time rules are kept. i.e.
 - Any warm up pitches must be within 1 min time (up to 5 pitches in this time)
 - Batter steps up to bat within 10 secs on Playball or call first strike
- Call Batters out and other rulings of play
- Determine and declare whether:
 1. A batter bunts, or chops, a ball.
 2. A batted ball touches the person, or clothing, of the batter.
- Call a runner out for leaving a base too soon.

End of Game

- Call Last innings at 1hr 30min of game play or at 7 innings (usually 8.00)
- Call any game due to light
- Collect Score sheet off Captains and ensure is handed in

Some Signals umpires should use to indicate:

- BALL, no arm signal is used. The number of the ball follows the call of "BALL"
- STRIKE is indicated by raising the right hand upward, indicating the number of strikes by the fingers and, at the same, time calling "STRIKE" in a clear and decisive voice, followed by calling the number of the strike
- Total COUNT of balls and strikes, the balls are called first
- FOUL, the umpire shall call "FOUL BALL" and extend an arm horizontally away from the diamond, according to the direction of the ball
- Batter or runner OUT, the umpire shall raise the right hand upward above the right shoulder, with fist closed
- Player is SAFE, the umpire shall extend both arms horizontally to the side of the body, with palms toward the ground
- NOT TO PITCH, the umpire should raise one hand, with the palm facing the pitcher. "NO PITCH" shall be declared, if the pitcher pitches while the umpire has his hand in said position.