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**Baseball**  
*New Brunswick/Nouveau-Brunswick*

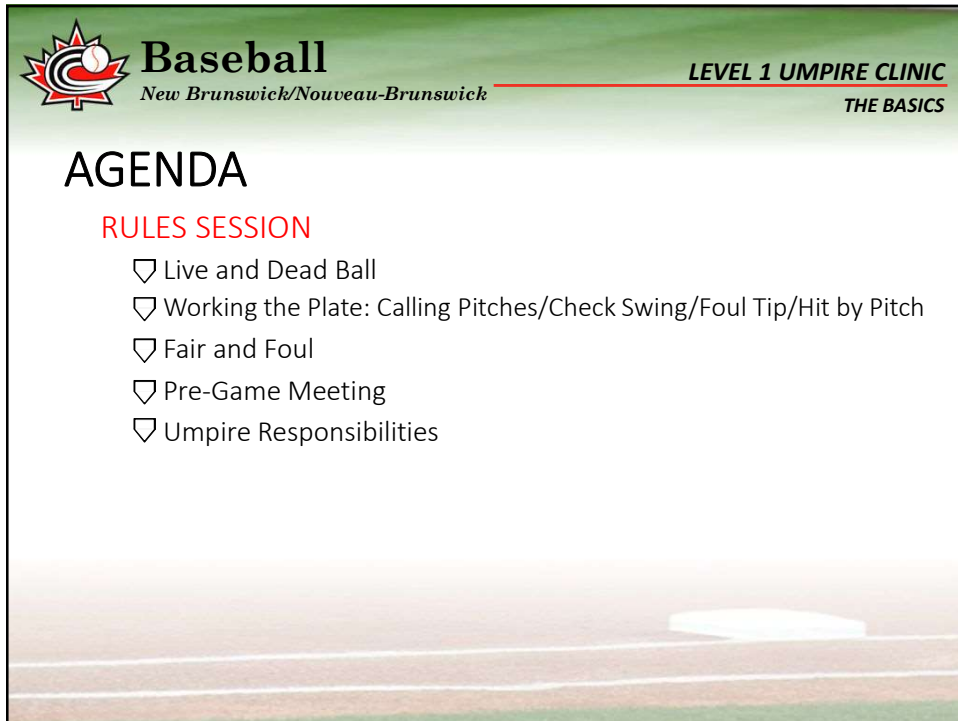
**LEVEL 1 UMPIRE CLINIC**  
**THE BASICS**


## AGENDA

**UMPIRING FUNDAMENTALS**

- ☐ Introduction
- ☐ Characteristics of Good Umpires
- ☐ Uniform and Equipment Standards
- ☐ Basic Positions
- ☐ Outfield Fly Ball Coverage
- ☐ Infield Ground Ball Coverage
- ☐ Base Hit Coverage
- ☐ Positioning Review

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**LEVEL 1 UMPIRE CLINIC**  
**THE BASICS**

## AGENDA

### RULES SESSION

- ☐ Live and Dead Ball
- ☐ Working the Plate: Calling Pitches/Check Swing/Foul Tip/Hit by Pitch
- ☐ Fair and Foul
- ☐ Pre-Game Meeting
- ☐ Umpire Responsibilities

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**LEVEL 1 UMPIRE CLINIC**  
**THE BASICS**

## INTRODUCTION

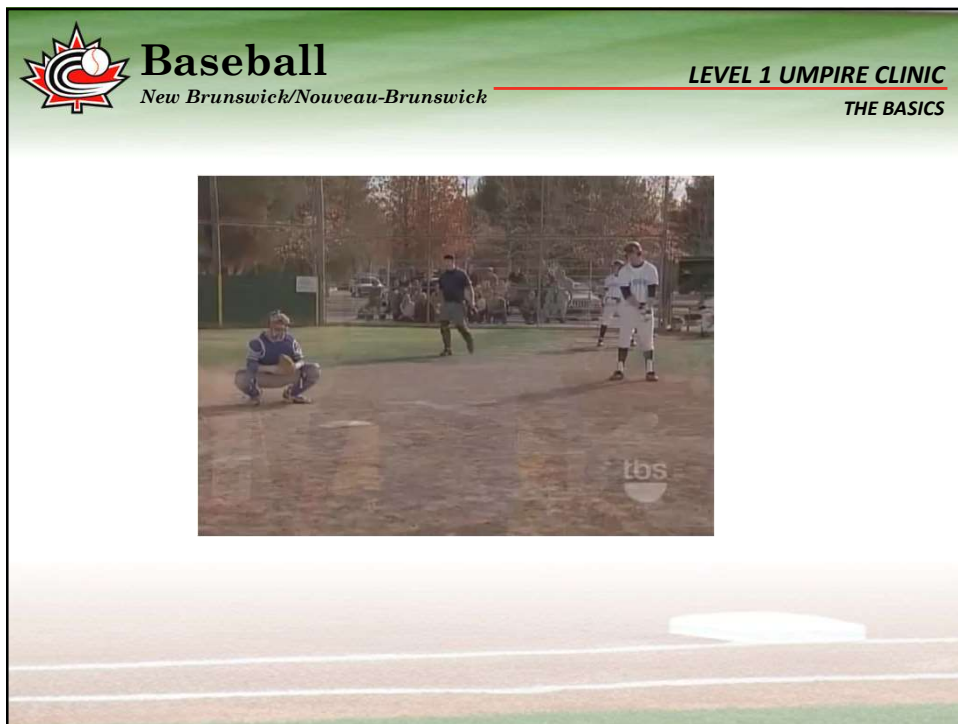
### New Brunswick Baseball Umpires Association

**Mike Doucette**  
President  
mikedoucette15@gmail.com

### Today's Clinicians

<b>Luc Aubé</b> leaube@nbnet.nb.ca	<b>Steven Clark – Baseball Canada Level 4</b> steven.clark89@icloud.com
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**LEVEL 1 UMPIRE CLINIC**  
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**CHARACTERISTICS OF A GOOD UMPIRE**

A photograph of an umpire in a dark blue shirt and grey pants, running on the field. To the right of the photo is a vertical list of six characteristics, each in a red box:

- ATTITUDE
- KNOWLEDGE
- COMMUNICATION
- GAME MANAGEMENT
- PHYSICAL SKILLS
- PERSONAL

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**LEVEL 1 UMPIRE CLINIC**  
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## UNIFORM & EQUIPMENT STANDARDS

**Both Umpires**

- Black Shirt with Crest
- Black Cap
- Grey Pants
- Black Shoes
- Black Socks
- Black Belt

**Plate Umpire Only**

- Athletic Supporter with Cup
- Inside Chest Protector
- Shin Guards
- Indicator
- Mask
- Bat

**BLUE NOTES**  
Umpires must not wear watches or carry cell phones!  
Other colour shirts may be used when worn by all umpires

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## UNIFORM & EQUIPMENT STANDARDS

OFFICIAL SUPPLIER OF NBBUA

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**LEVEL 1 UMPIRE CLINIC**  
THE BASICS

## BASIC POSITIONS

**BASE UMPIRE POSITION BEHIND 1<sup>ST</sup> AND 3<sup>RD</sup>**

The diagram illustrates the basic positions for a Level 1 Umpire Clinic. The field is divided into three main areas: the pitcher's mound (P1), the first base area (P2), and the third base area (P3). The catcher's position is labeled P4. Two photographs show umpires in their respective positions: one at first base and one at third base.

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**LEVEL 1 UMPIRE CLINIC**  
THE BASICS

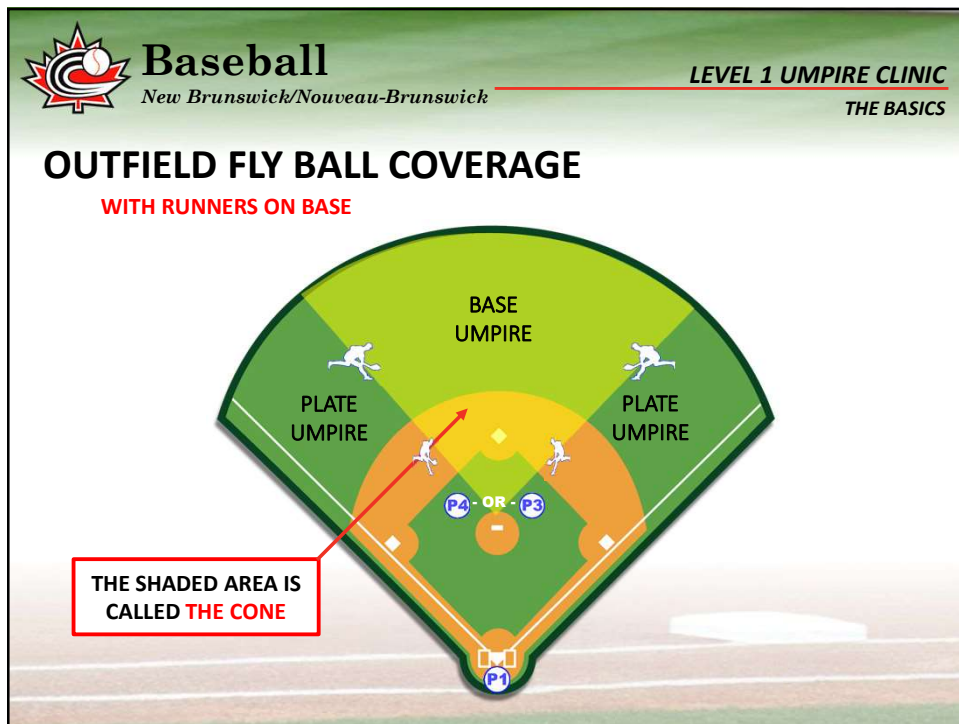
## OUTFIELD FLY BALL COVERAGE

**NO RUNNERS ON BASE**

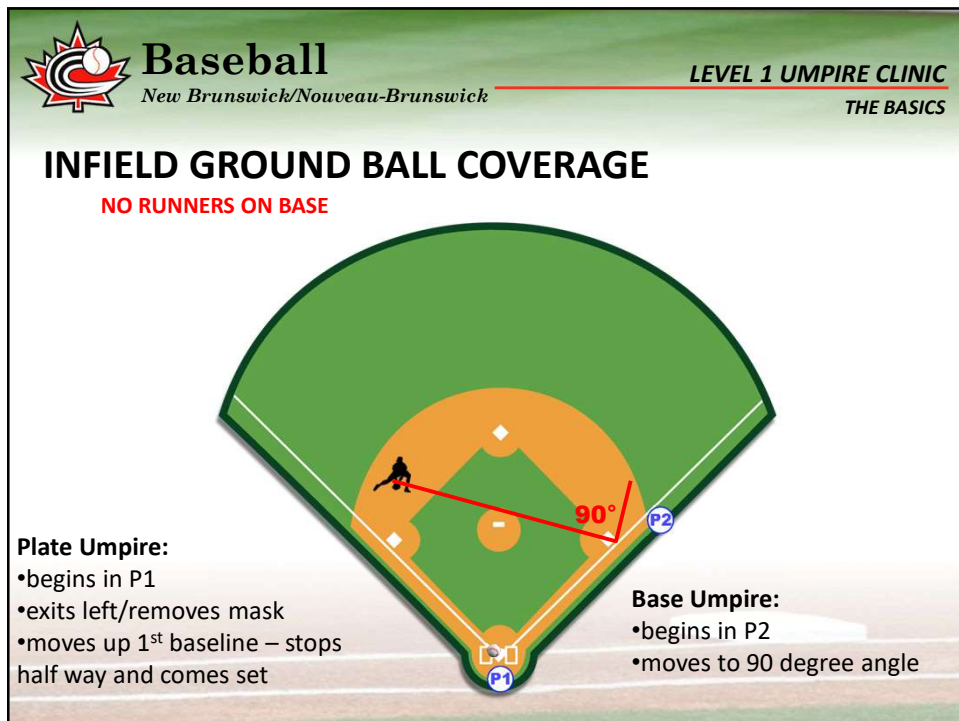
The diagram illustrates the outfield fly ball coverage for a Level 1 Umpire Clinic. The field is divided into three main areas: the pitcher's mound (P1), the first base area (P2), and the third base area (P3). The diagram shows the positions of the Plate Umpire and the Base Umpire. A runner is shown in the outfield.

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**LEVEL 1 UMPIRE CLINIC**  
*THE BASICS*

## OUTFIELD FLY BALL COVERAGE


WITH RUNNERS ON BASE

The base umpire begins in **P3** or **P4**  
and is responsible for calls at **all three bases**

The plate umpire begins in **P1**, exit **left** when the ball is hit and move to an area 15 feet from home plate around 1<sup>st</sup> base line extended.

If the ball is hit near the foul line, the **plate** umpire will make the fair/foul call.

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**LEVEL 1 UMPIRE CLINIC**  
*THE BASICS*

## BASE HIT COVERAGE

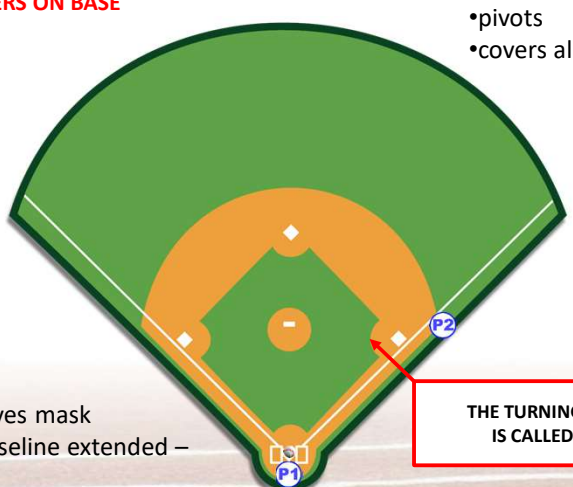
NO RUNNERS ON BASE

**Base Umpire:**

- begins in P2
- pivots
- covers all 3 bases


**Plate Umpire:**

- begins in P1
- exits left/removes mask
- moves to 1<sup>st</sup> baseline extended – 10-15 feet back



THE TURNING MOVEMENT  
IS CALLED **THE PIVOT**

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**LEVEL 1 UMPIRE CLINIC**  
*THE BASICS*

## BASE HIT COVERAGE


WITH RUNNERS ON BASE

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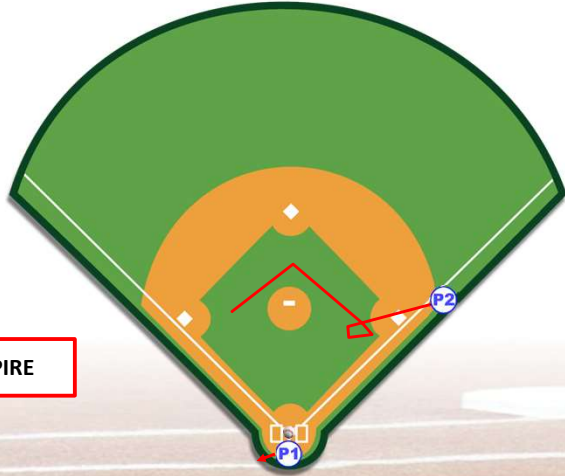


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**LEVEL 1 UMPIRE CLINIC**  
*THE BASICS*

## POSITIONING REVIEW

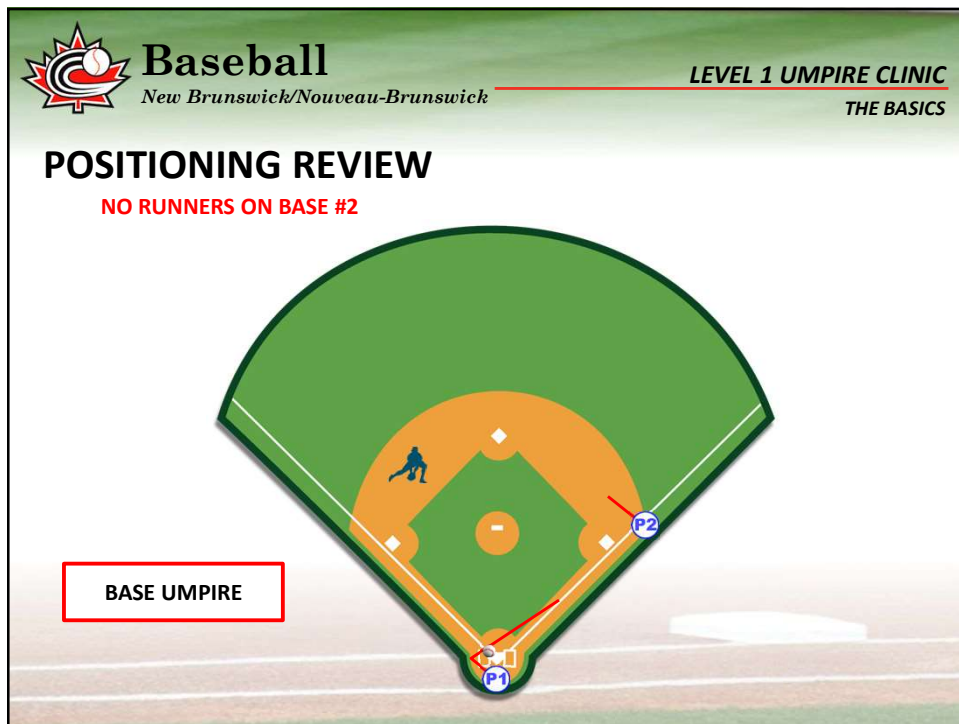
NO RUNNERS ON BASE #1



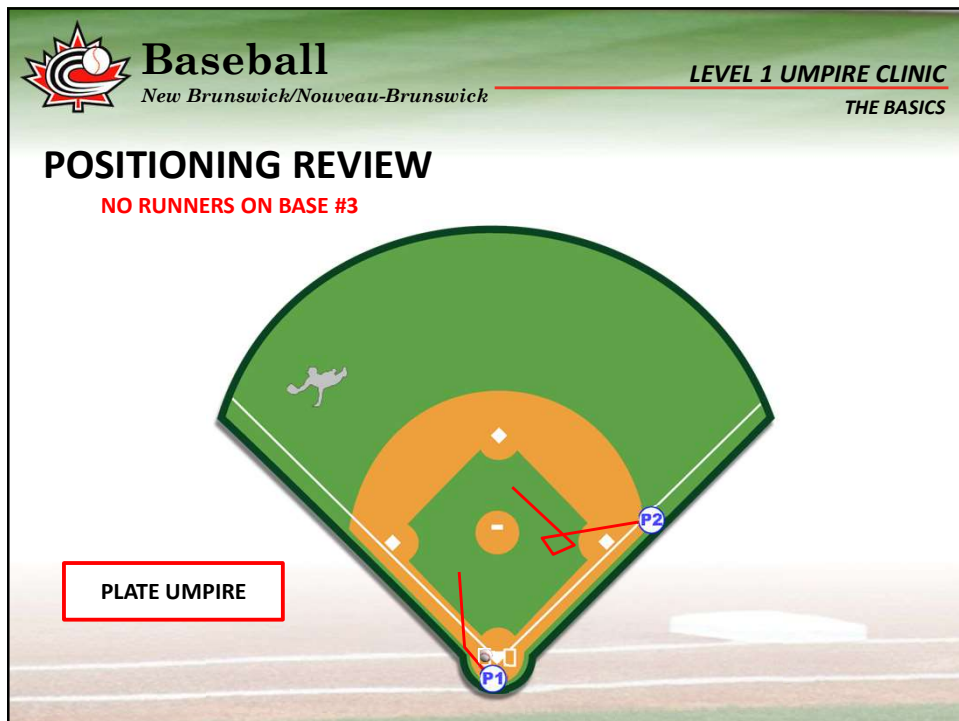
BASE UMPIRE

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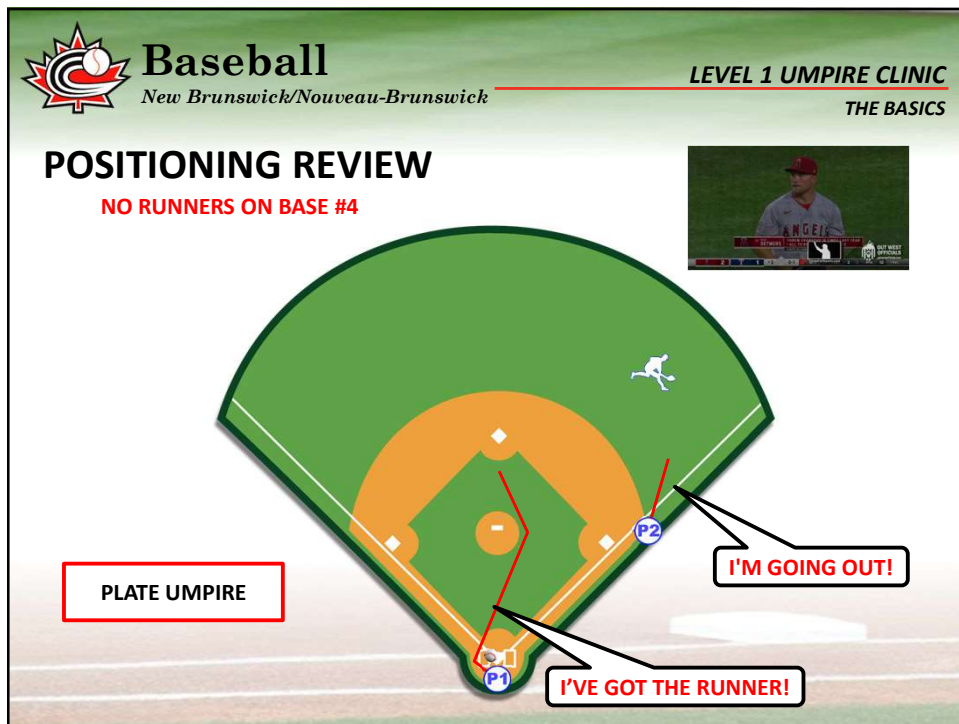




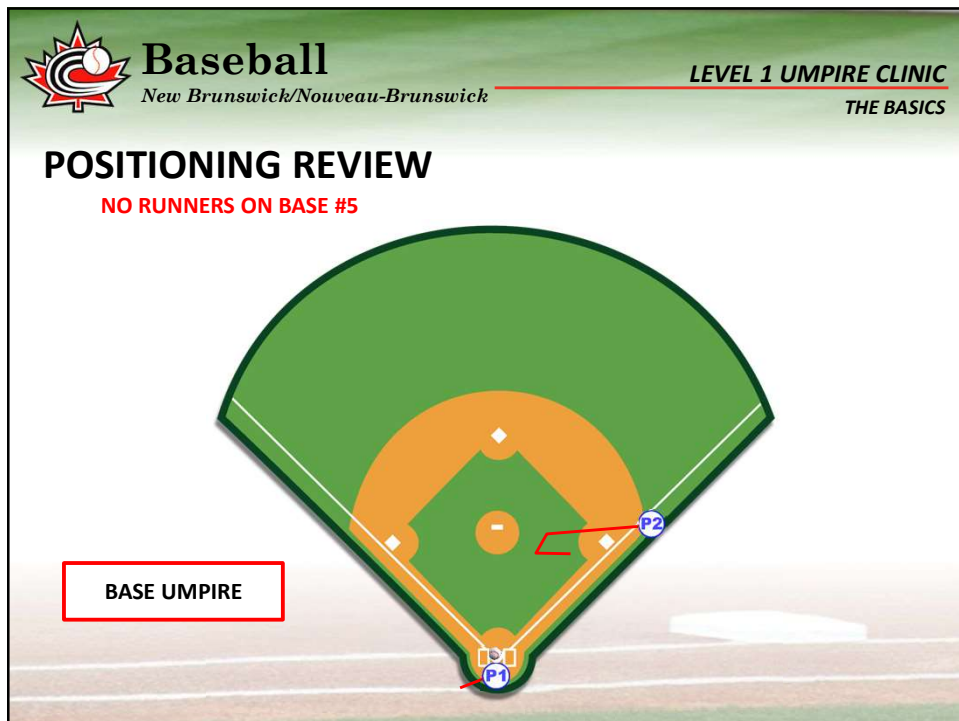
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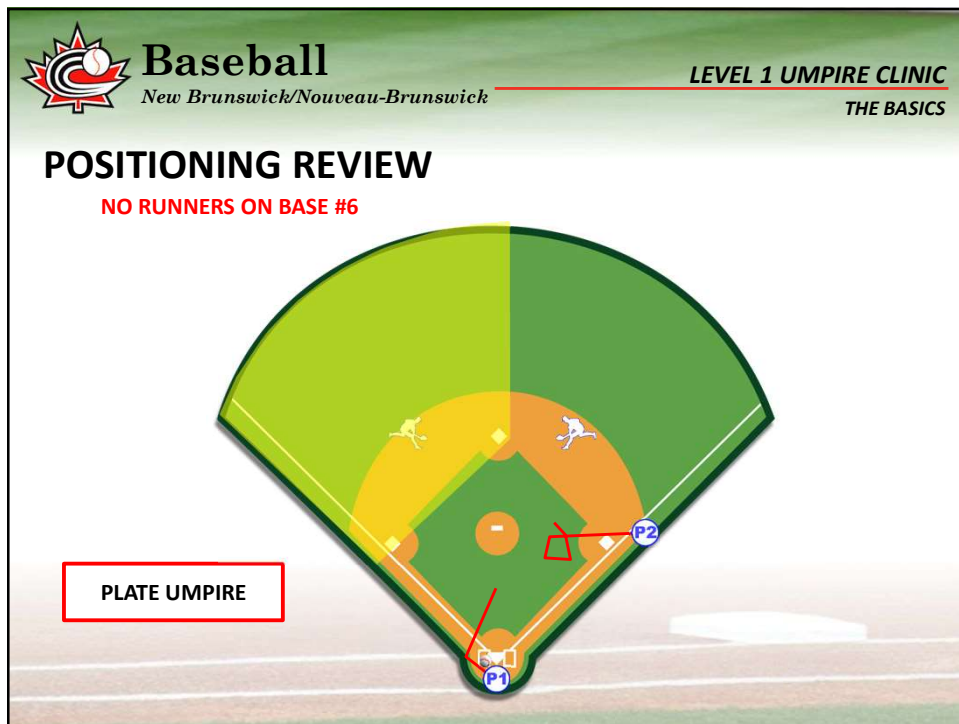
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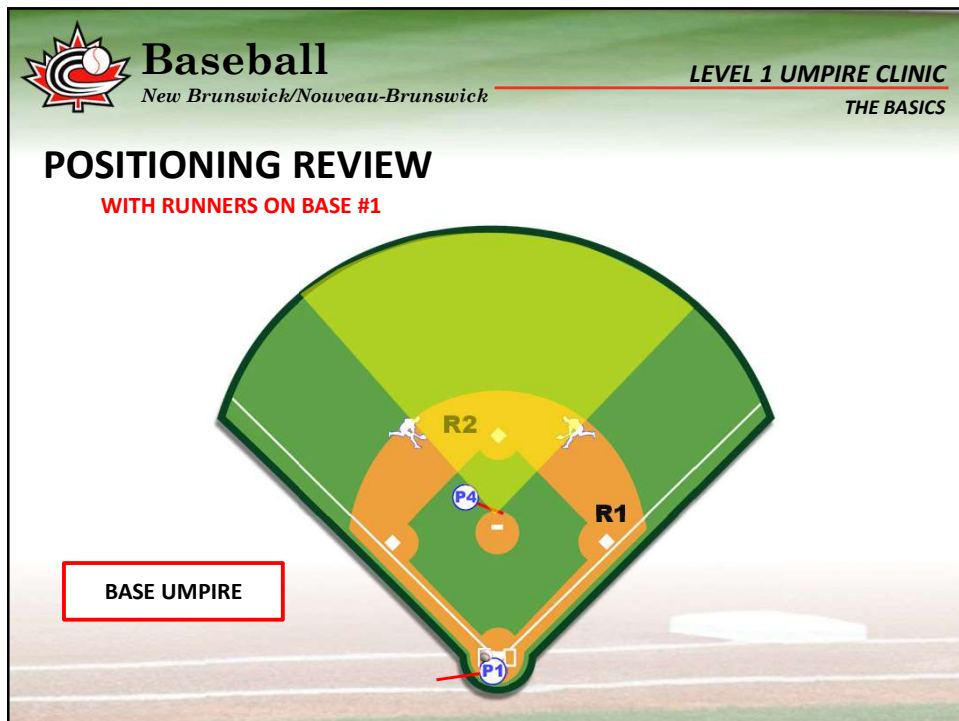
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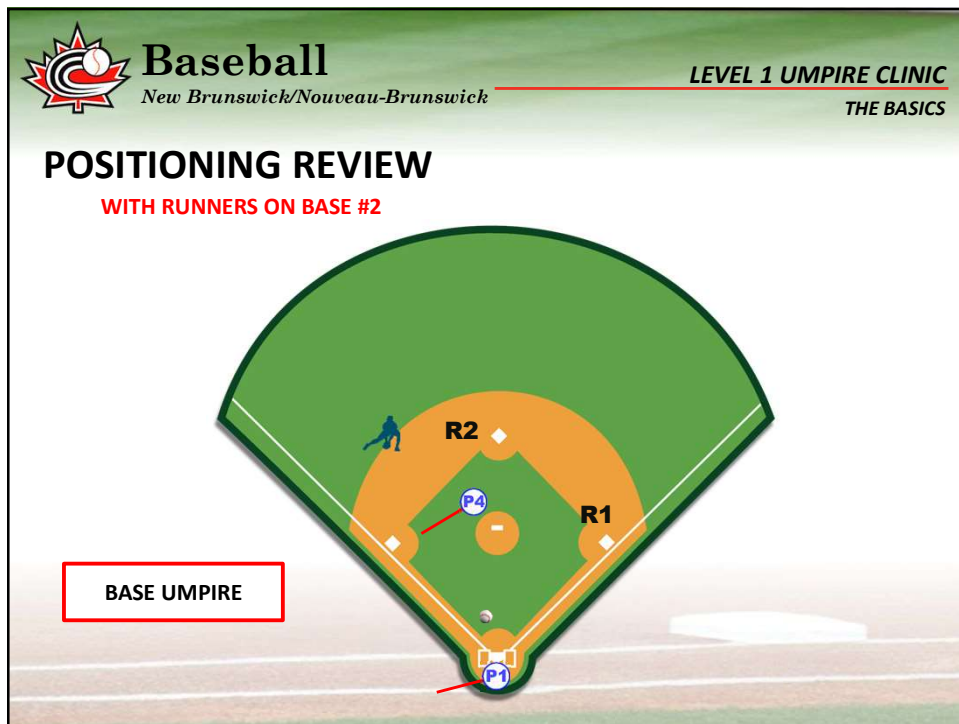
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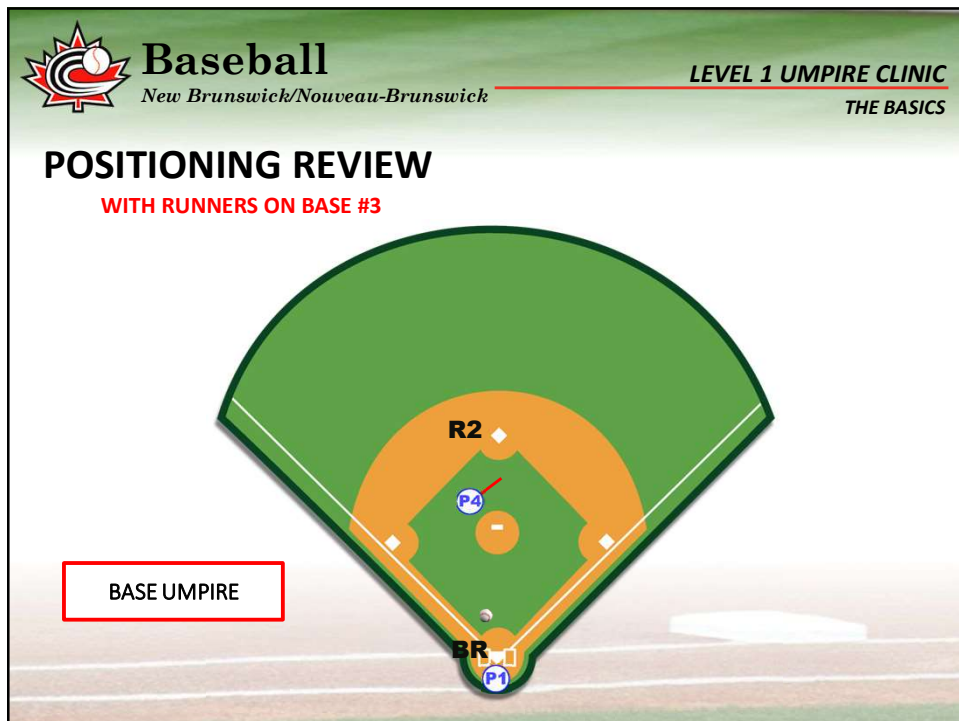
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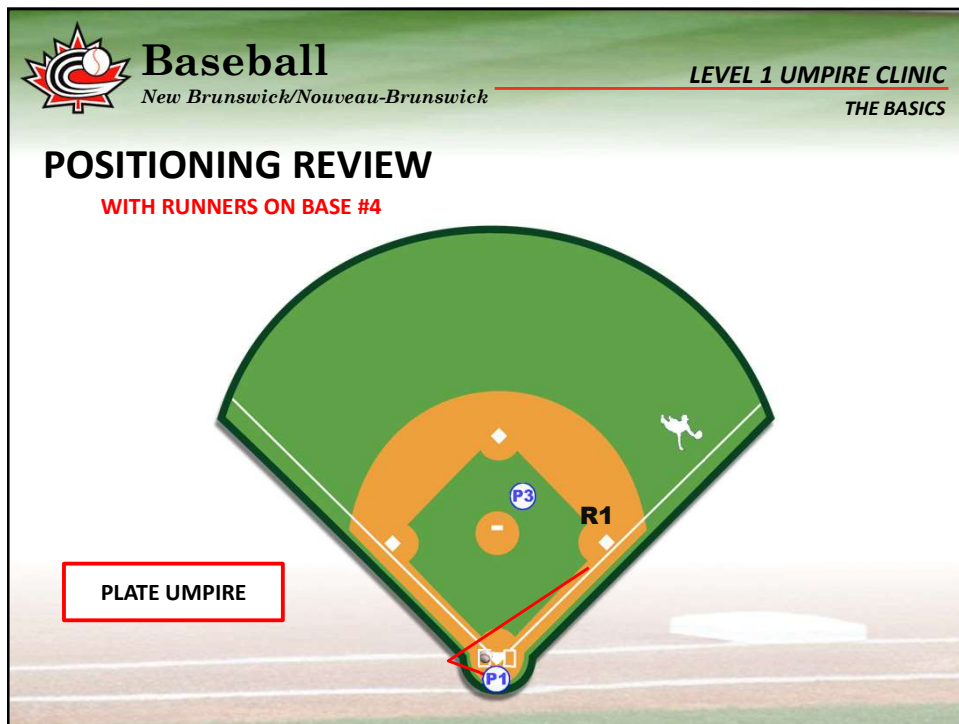
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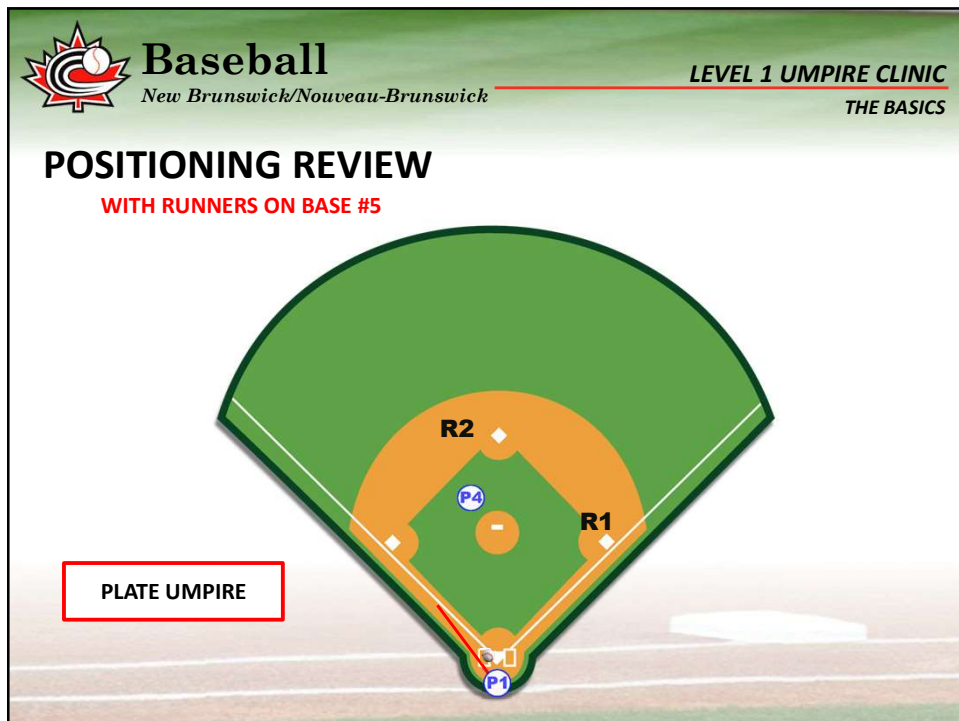
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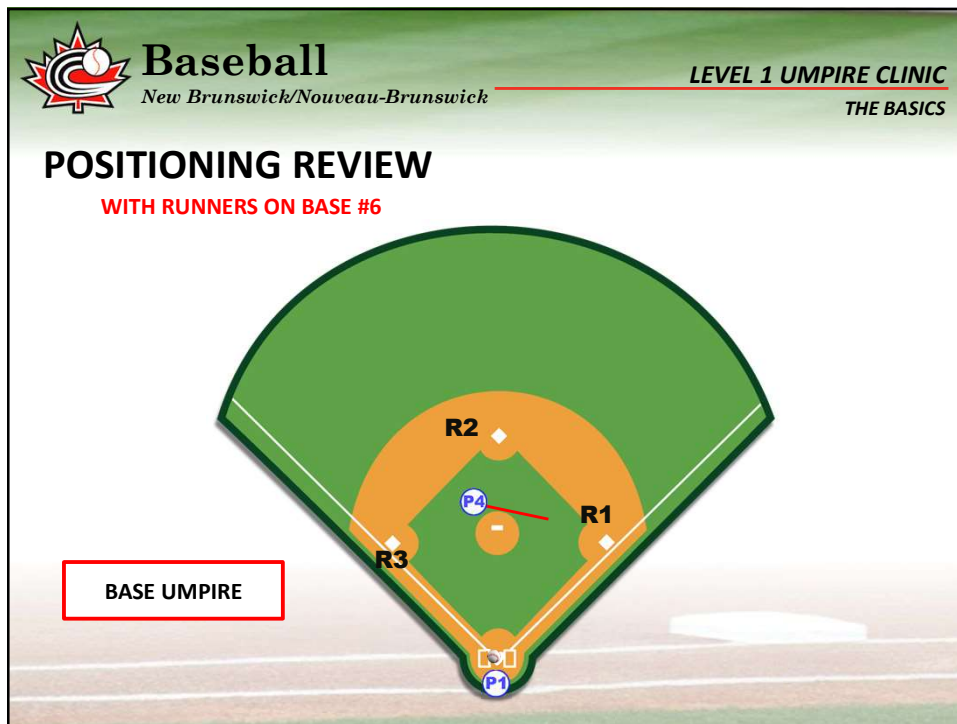


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The diagram shows a baseball field with the infield in orange and the outfield in green. Runners are positioned at first base (R1), second base (R2), and third base (R3). The pitcher is at the pitcher's mound (P4). The catcher is at home plate (P1). A red box labeled "BASE UMPIRE" is positioned to the left of the infield. The text "Baseball" and "New Brunswick/Nouveau-Brunswick" is at the top left, and "LEVEL 1 UMPIRE CLINIC" and "THE BASICS" is at the top right.

## RULES SESSION


### LIVE AND DEAD BALL

**WHAT IS A LIVE BALL?**  
A live ball is a ball that is in play.

**WHAT IS A DEAD BALL?**  
A dead ball is a ball that is not in play.

**An umpire must call time to declare the ball dead!**

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**LEVEL 1 UMPIRE CLINIC**  
*THE BASICS*

## RULES SESSION

### LIVE AND DEAD BALL



AFTER YOU CALL TIME:

**Don't forget to put the ball back in play!**

Remember that to put the ball back in play:

- ⏏ Pitcher must have the **ball**
- ⏏ Pitcher must touch the **rubber**
- ⏏ Batter must be **ready**

Now, the **plate** umpire should point to the pitcher and say...

**PLAY!**

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New Brunswick/Nouveau-Brunswick

**LEVEL 1 UMPIRE CLINIC**  
*THE BASICS*

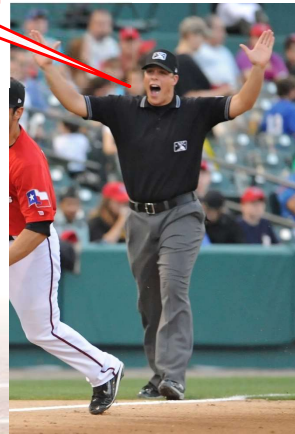
## RULES SESSION

### LIVE AND DEAD BALL

**WHEN TO CALL TIME:**

- ⏏ A foul ball is not caught
- ⏏ The ball goes out of play
- ⏏ The batter is hit by a pitch
- ⏏ Brushing the plate
- ⏏ A coach or player makes a reasonable request for time

**TIME!**



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## WORKING THE PLATE

### THE OFFICIAL STRIKE ZONE

Top of Shoulders > .....  
Midpoint > .....  
Belt > .....  
Hollow beneath knee cap > .....

**BLUE NOTES**  
**CALL LOTS OF STRIKES!**

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**LEVEL 1 UMPIRE CLINIC**  
*THE BASICS*


## Strike zone

Top of shoulders  
Mid point  
Top of pants  
Hollow beneath kneecap

**STOP**

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**LEVEL 1 UMPIRE CLINIC**  
*THE BASICS*

## WORKING THE PLATE


### CALLING BALLS AND STRIKES



Making a Ball call

- Stay in set position
- Say “**Ball One**” in a voice loud enough for the pitcher to hear you
- Rise from set position and relax

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*THE BASICS*

## WORKING THE PLATE

### CALLING BALLS AND STRIKES




Making a Strike call

- Start in set position
- Rise to full height
- Extend your right arm in front of your body at a 90° angle & make a fist
- Pretend to knock on an imaginary door and, in a loud firm voice say...

**STRIKE ONE!**

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*THE BASICS*

## WORKING THE PLATE


### CHECK SWING

The pitch would be a **ball** – BUT –  
The batter makes a partial-swing



The plate umpire must decide if the batter **attempted** to hit the pitch

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*THE BASICS*

## WORKING THE PLATE

### CHECK SWING


If the plate umpire feels the batter attempted to swing:

- ⏏ Point at the batter with the hand closest to the batter
- ⏏ Say “**Yes! He/She went!**”
- ⏏ Make a strike mechanic
- ⏏ Give the count



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# Baseball

New Brunswick/Nouveau-Brunswick

**LEVEL 1 UMPIRE CLINIC**



THE BASICS

## WORKING THE PLATE


### CHECK SWING

If the plate umpire feels the batter did not attempt to swing:

- ⏏ Stay in set position
- ⏏ Say **"No! He/She didn't!"**
- ⏏ Give the count

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# Baseball

New Brunswick/Nouveau-Brunswick

**LEVEL 1 UMPIRE CLINIC**

THE BASICS




## WORKING THE PLATE

### FOUL TIP


A foul tip is a batted ball that:

- ⏏ Goes **sharply** and **directly** to the catcher
- ⏏ Is legally caught by the catcher

A foul tip is a **strike** and the ball remains **live**

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**Baseball**  
New Brunswick/Nouveau-Brunswick


**LEVEL 1 UMPIRE CLINIC**  
*THE BASICS*

## WORKING THE PLATE

### HIT BY PITCH

A batter has been hit by a pitch even if:


- ⊞ The pitch bounces first
- ⊞ The pitch only hits the batter's clothing
- ⊞ The pitch hits the batter's hands



**ENFORCEMENT:**

- ⊞ The ball is **dead**
- ⊞ The batter is awarded **first base**
- ⊞ Other runners advance, if forced

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New Brunswick/Nouveau-Brunswick

**LEVEL 1 UMPIRE CLINIC**  
*THE BASICS*

## WORKING THE PLATE


### HIT BY PITCH



**MECHANICS:**

- ⊞ Call "**Time!**"
- ⊞ Exit to catcher's left
- ⊞ Move in front of home plate
- ⊞ Get between batter and pitcher
- ⊞ Point to first base and say "**You, first base!**"

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New Brunswick/Nouveau-Brunswick

**LEVEL 1 UMPIRE CLINIC**  
*THE BASICS*

## WORKING THE PLATE


### HIT BY PITCH



The batter is not awarded first when hit by a pitch if:

- ⏏ Pitch is in the strike zone
- ⏏ Batter swung at the pitch
- ⏏ Batter made no effort to get out of the way
- ⏏ Batter tries to get hit by the ball

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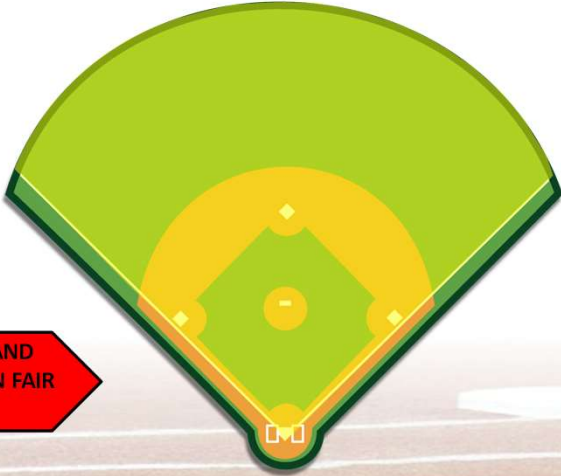


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**LEVEL 1 UMPIRE CLINIC**  
*THE BASICS*


## FAIR & FOUL

### FAIR BALL



THE FOUL LINES AND HOME PLATE ARE IN FAIR TERRITORY!

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**LEVEL 1 UMPIRE CLINIC**  
*THE BASICS*


## FAIR & FOUL

### FAIR BALL

**SITUATIONS:**

- ⊞ A batted ball that stops completely on or over fair territory before 1<sup>ST</sup> or 3<sup>RD</sup> base.
- ⊞ A batted ball that bounces on or over fair territory while passing 1<sup>ST</sup> or 3<sup>RD</sup> base.
- ⊞ A batted ball that hits any portion of 1<sup>ST</sup> or 3<sup>RD</sup> base.
- ⊞ A fly ball that lands in fair territory past 1<sup>ST</sup> or 3<sup>RD</sup> base.
- ⊞ A batted ball that touches a fielder while the ball is over fair territory.

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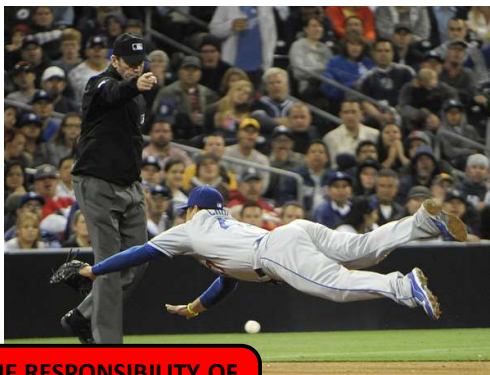
**LEVEL 1 UMPIRE CLINIC**  
*THE BASICS*

## FAIR & FOUL

### FAIR BALL

**MECHANICS:**


- Get as close to play as possible
- Straddle the foul line
- Point to fair territory with snapping motion
- NO VOICE!



**ALL FAIR/FOUL CALLS ARE THE RESPONSIBILITY OF THE PLATE UMPIRE EXCEPT BALLS THAT PASS FIRST BASE WITH NO RUNNERS ON!**

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# Baseball

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**LEVEL 1 UMPIRE CLINIC**

THE BASICS


## FAIR & FOUL

### FOUL BALL

#### SITUATIONS:

- ⏏ A batted ball that stops completely on or over foul territory before passing 1<sup>ST</sup> or 3<sup>RD</sup> base.
- ⏏ A batted ball that bounds on or over foul territory while passing 1<sup>ST</sup> or 3<sup>RD</sup> base.
- ⏏ A fly ball that first lands in foul territory beyond 1<sup>ST</sup> or 3<sup>RD</sup> base.
- ⏏ A batted ball that is touched by a fielder while the ball is in foul territory.

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# Baseball

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**LEVEL 1 UMPIRE CLINIC**


THE BASICS

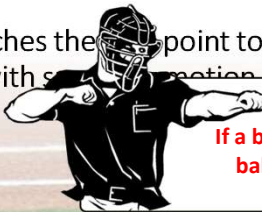
## FAIR & FOUL

### FOUL BALL

#### MECHANICS:

- Get as close to play as possible
- Straddle the foul line
- Raise both hands above head (same as time mechanic)
- Yell "Foul!"
- If a fielder touches the ball, point to foul territory with same motion






### BLUE NOTES

If a batter bunts with two strikes and the ball goes foul, the umpire should call time and call the batter out.

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# Baseball

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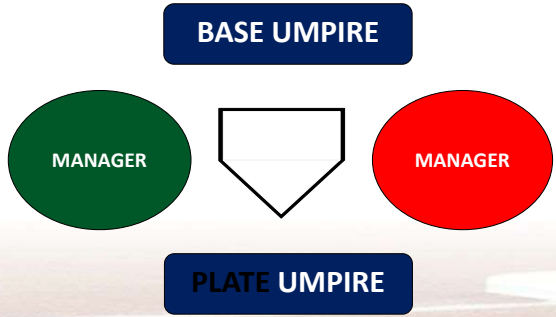
**LEVEL 1 UMPIRE CLINIC**

THE BASICS


## PRE-GAME MEETING

### GROUND RULES

Umpires should arrive at the park **30** minutes before game time and enter the field **5** minutes before and proceed to home plate.



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# Baseball

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**LEVEL 1 UMPIRE CLINIC**


THE BASICS

## PRE-GAME MEETING

### GROUND RULES

**DISCUSS**


- ⏏ Dead ball territory
- ⏏ Special ground rules for this diamond
- ⏏ Time limits/curfews
- ⏏ Baseball New-Brunswick rules in effect
- ⏏ Line up cards



**DO NOT DISCUSS**

- ⏏ Official rules
- ⏏ Events from previous games
- ⏏ Field conditions covered in rule book
- ⏏ Your strike zone

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**Baseball**  
New Brunswick/Nouveau-Brunswick


**LEVEL 1 UMPIRE CLINIC**  
**THE BASICS**

## Game Flow

**Pace of play – time limits of 90 second between inning rule.**

- ⏏ Umpire will keep time with stopwatch.
- ⏏ The clock will be in effect for the entire game, including any extra innings.
- ⏏ It will be activated once the last out of the inning has been recorded.
- ⏏ The pitcher must complete warm up and may not exceed 8 warm up pitches within the time.
- ⏏ The catcher will be instructed to throw to second base with 30 seconds left on the clock.
- ⏏ The batter must be entering the batter's box as time expires or when instructed by the Home Plate Umpire.
- ⏏ The umpire will use discretion when the catcher is a runner or batter / hitter when the half inning ends.

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**LEVEL 1 UMPIRE CLINIC**  
**THE BASICS**


## Game Flow (Expectation at lower level)

**Pace of play – time limits of 90 second between inning rule.**

- ⏏ Umpire will keep an eye to make certain players are hustling on and off the field.
- ⏏ Umpire will keep request a warm-up catcher when necessary.
- ⏏ The umpire should warn the catcher when 2 pitches.

**This should keep a good flow of the game.**

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# Baseball

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**LEVEL 1 UMPIRE CLINIC**


*THE BASICS*

## UMPIRE RESPONSIBILITIES SUMMARY

A. Keeps eye on the ball...ALWAYS!	B. Calls every pitch a ball or strike
C. Awards first base when pitch hits batter	D. Communicates to partner on fly balls to outfield
E. Covers fly balls to right field with no Runners on base	F. Moves 15 feet away from home plate on first base line extended when runners in motion
G. Puts the ball back in play after time has been called	H. Makes all fair/foul decisions before first or third base
I. Controls the conduct of the game & enforces any necessary rule	J. Calls time when appropriate
K. Cleans the plate	L. Waits part way up the foul line between innings

PLATE UMPIRE ONLY	BASE UMPIRE ONLY	BOTH UMPIRES
<b>B C F G H</b>	<b>E</b>	<b>A D I J</b>
<b>K L</b>		

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# Baseball

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**LEVEL 1 UMPIRE CLINIC**


*THE BASICS*

## UMPIRE RESPONSIBILITIES SUMMARY

M. Waits in shallow right field between innings	N. Makes Catch or No-Catch calls in the outfield
O. Makes Safe or Out calls on the bases	P. Covers fly balls inside the "Cone" with runners on base
Q. Pivots into the infield on a bases-empty base hit	R. Takes a 90° angle for plays at first base with no runners on base
S. Proceeds to home plate 5 minutes prior to game time	

PLATE UMPIRE ONLY	BASE UMPIRE ONLY	BOTH UMPIRES
<b>B C F G H</b>	<b>E M P Q</b>	<b>A D I J N O</b>
<b>K L</b>	<b>R</b>	<b>S</b>

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# Baseball

New Brunswick/Nouveau-Brunswick

**LEVEL 1 UMPIRE CLINIC**


THE BASICS

## LIGHTNING SAFETY RULE



- ⏏ *When thunder roars, go indoors!*
- ⏏ At the first sound of thunder, play must be suspended and participants must seek shelter.
- ⏏ Game may not restart until 30 minutes after the last sound of thunder.

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# Baseball

New Brunswick/Nouveau-Brunswick


**LEVEL 1 UMPIRE CLINIC**

THE BASICS

## GAME PRELIMINARIES

1. On a foul tip, the ball becomes dead. FALSE
2. In order for the plate umpire to make a dead ball become live again, the pitcher has to be on the rubber with the ball. TRUE
3. When a pitch hits a batter, the ball remains live. FALSE
4. During ground rules, the plate umpire should explain what the strike zone will be for that game. FALSE
5. The umpires should be on the field for ground rules 5 minutes prior to game time. TRUE
6. If there are no runners on base and the batter hits a double, the base umpire needs to turn while moving into the infield. This movement is called a pivot. TRUE
7. The batter already has two strikes and then bunts a ball. If the ball goes foul, the batter is out. TRUE

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# Baseball

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**LEVEL 1 UMPIRE CLINIC**

THE BASICS

## GAME PRELIMINARIES

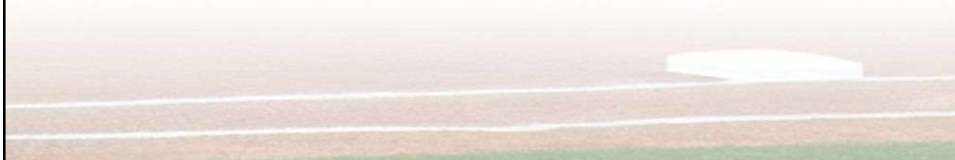
8. There is a runner on 1<sup>st</sup> base; the base umpire is in P3. The base umpire should make the catch/no catch call on the ball hit to RF near the foul line. FALSE

9. The pitch is close to the strike zone and the batter swings at it. The pitch is a ball but the umpire rules that because "the batter broke his wrists" it is a strike. FALSE


10. What angle should the base umpire take for calls at First? 90°

11. What is one mandatory uniform/equipment for an umpire?

12. List one of the characteristics of a good umpire.



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# Baseball

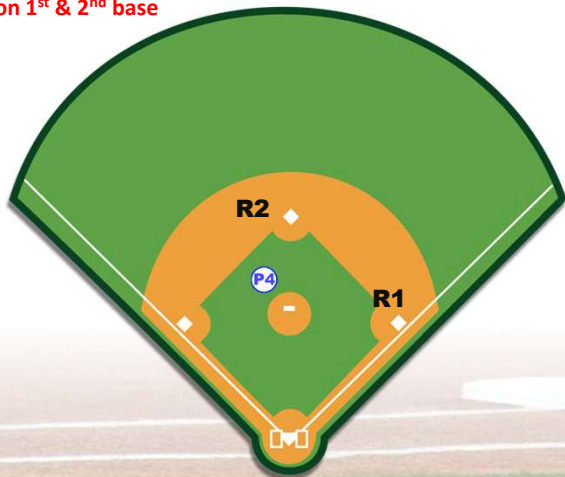
New Brunswick/Nouveau-Brunswick

**LEVEL 1 UMPIRE CLINIC**

THE BASICS

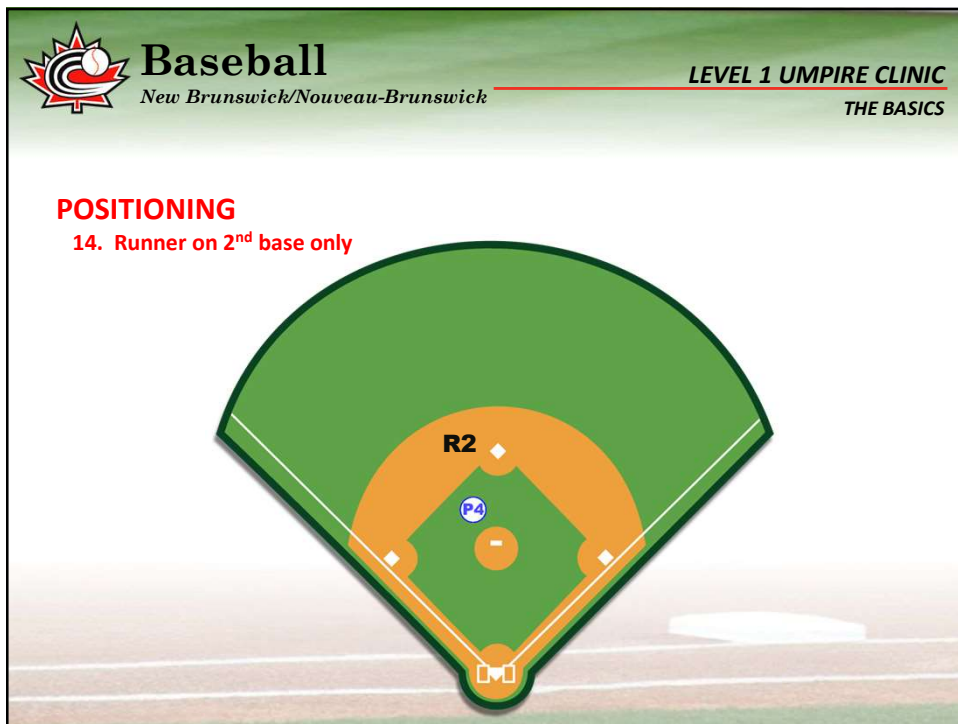
## POSITIONING

13. Runners on 1<sup>st</sup> & 2<sup>nd</sup> base

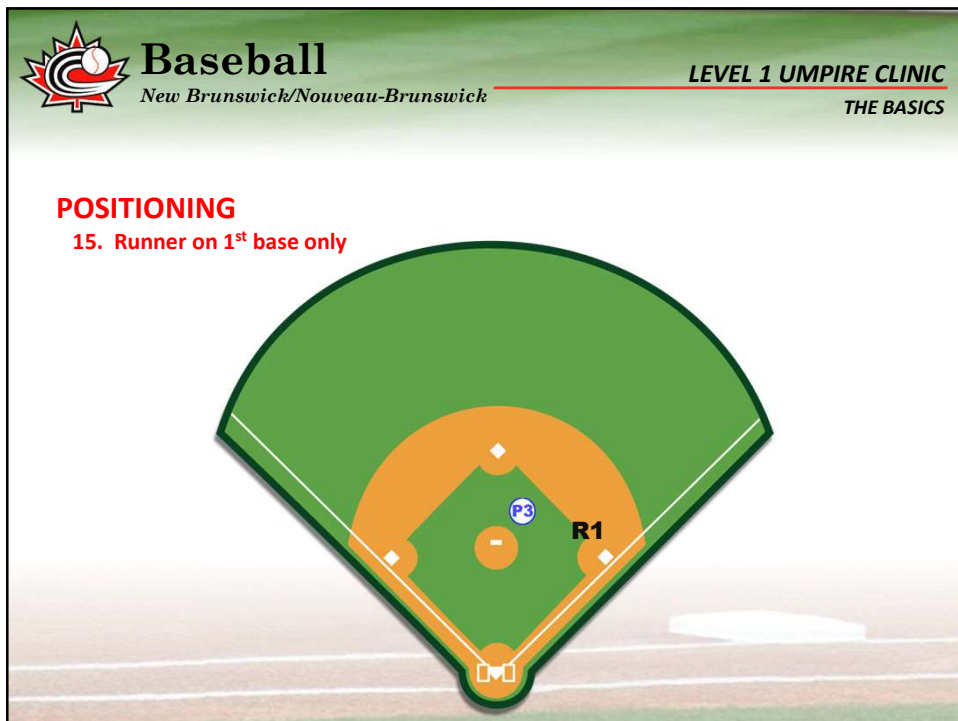


56

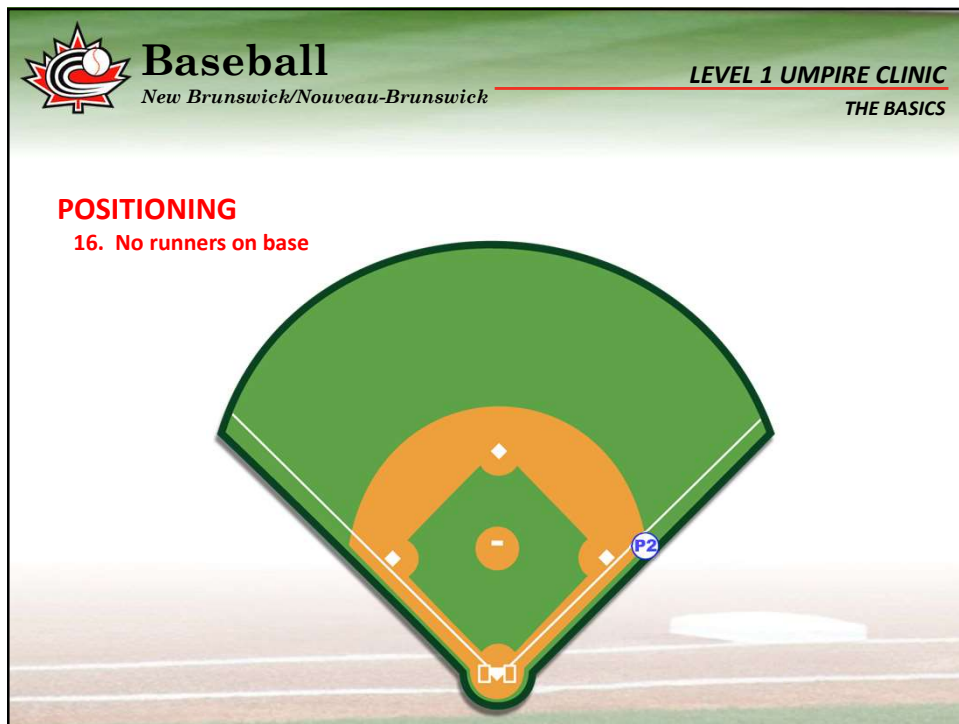




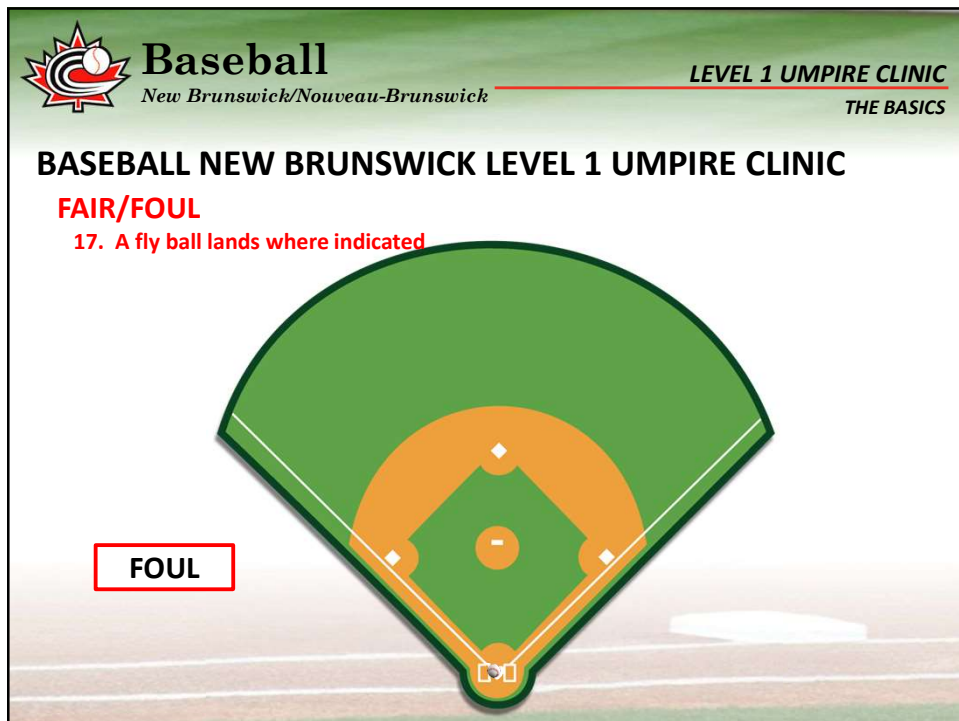
57



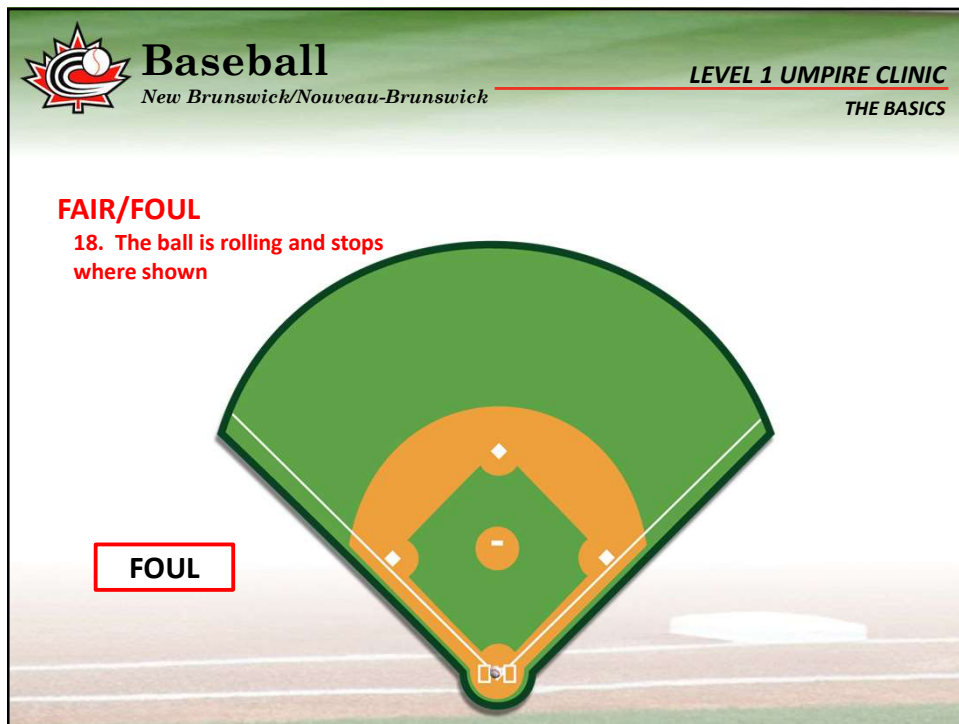
58



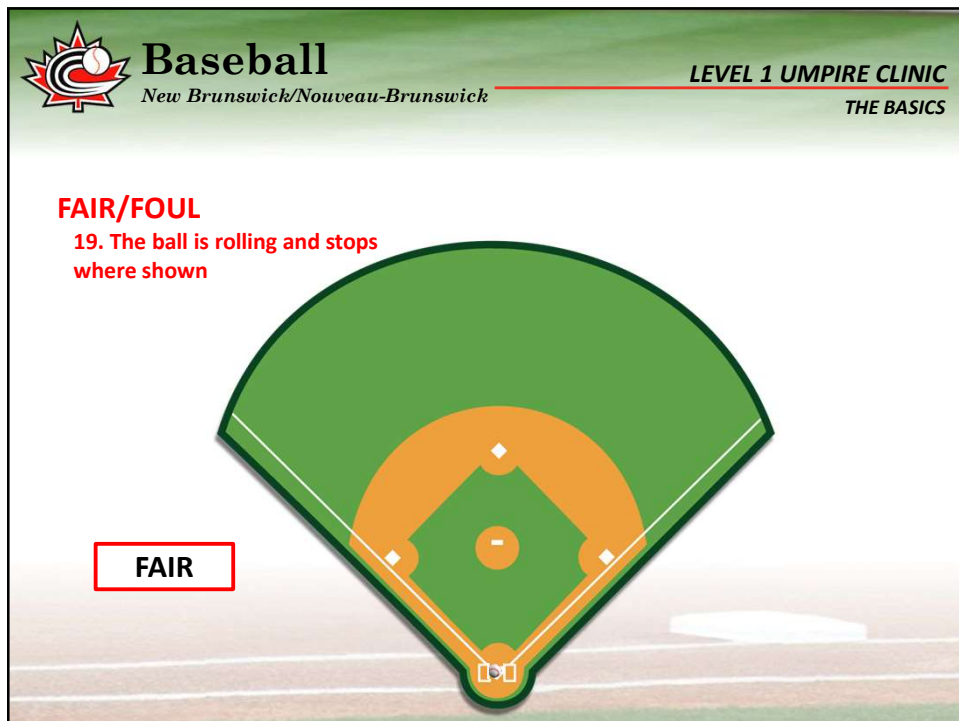
59



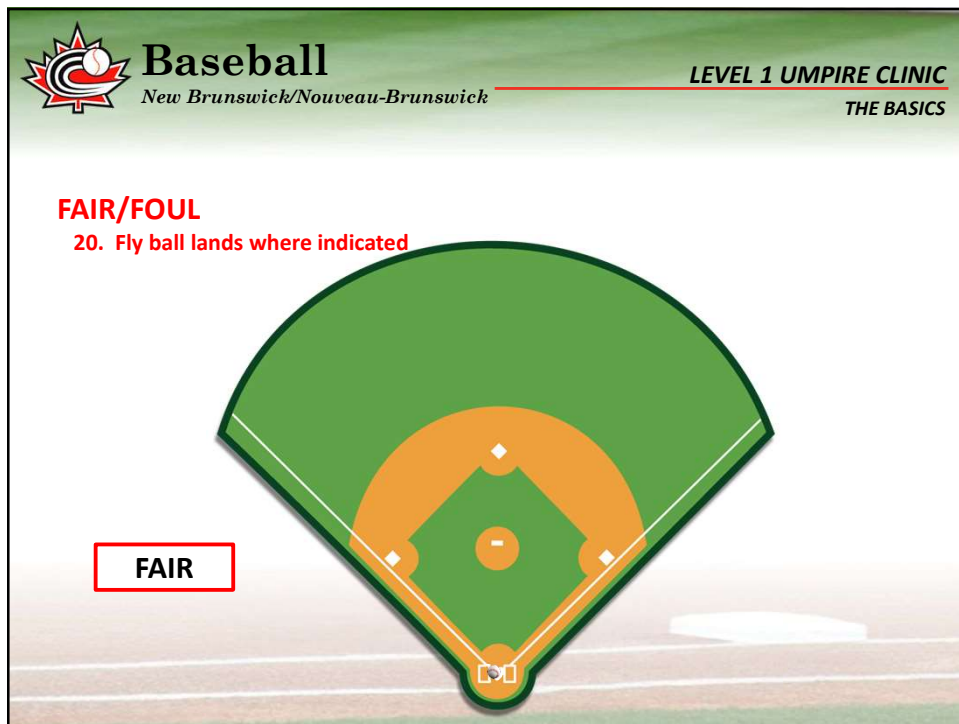
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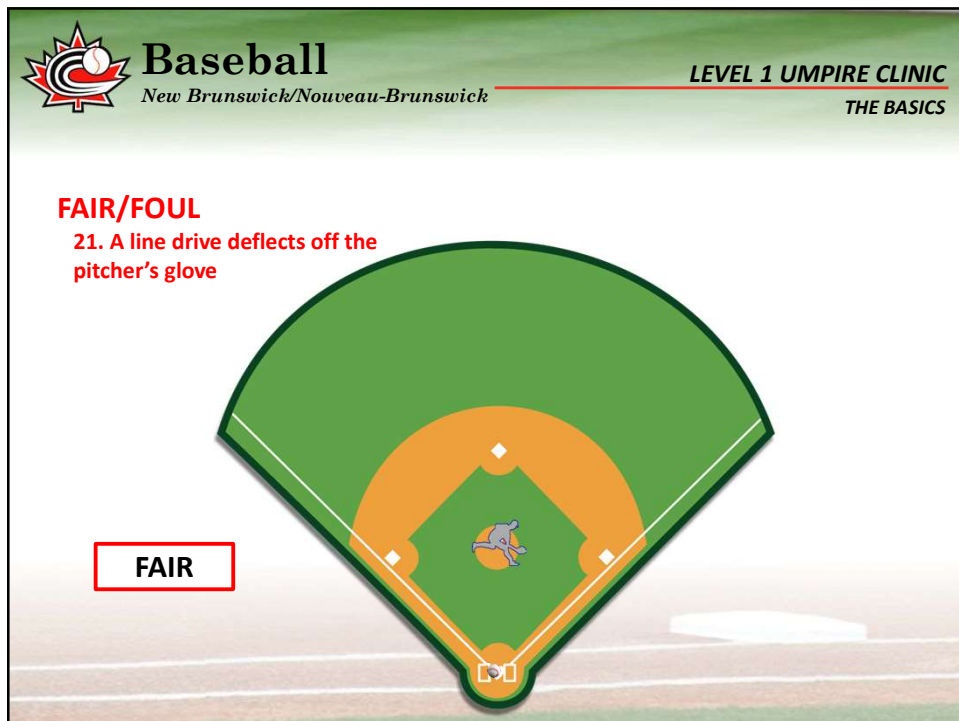
61



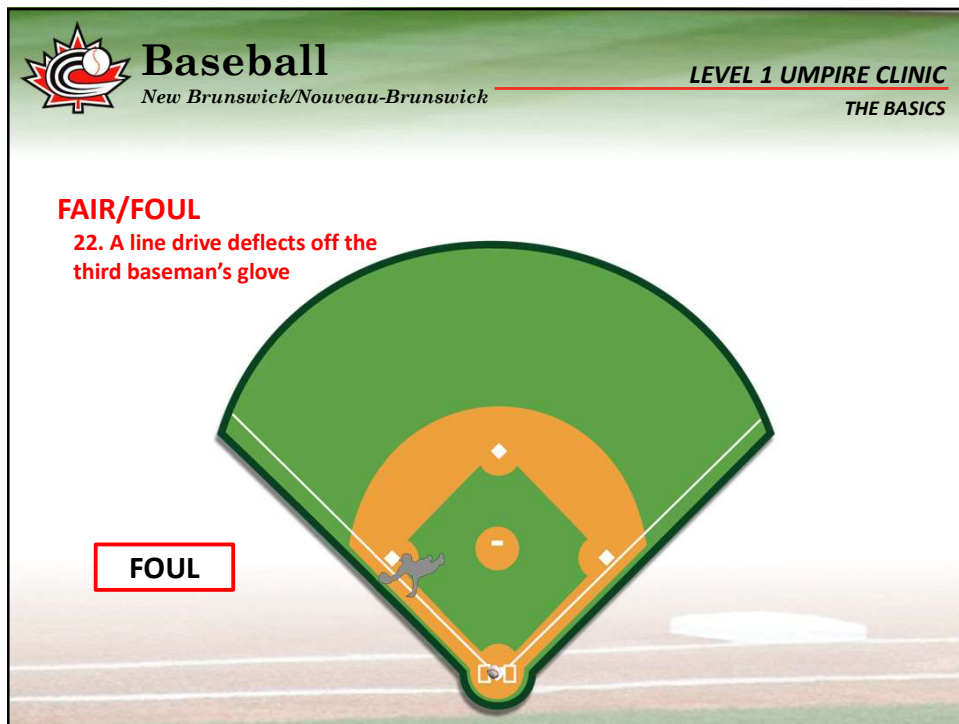
62



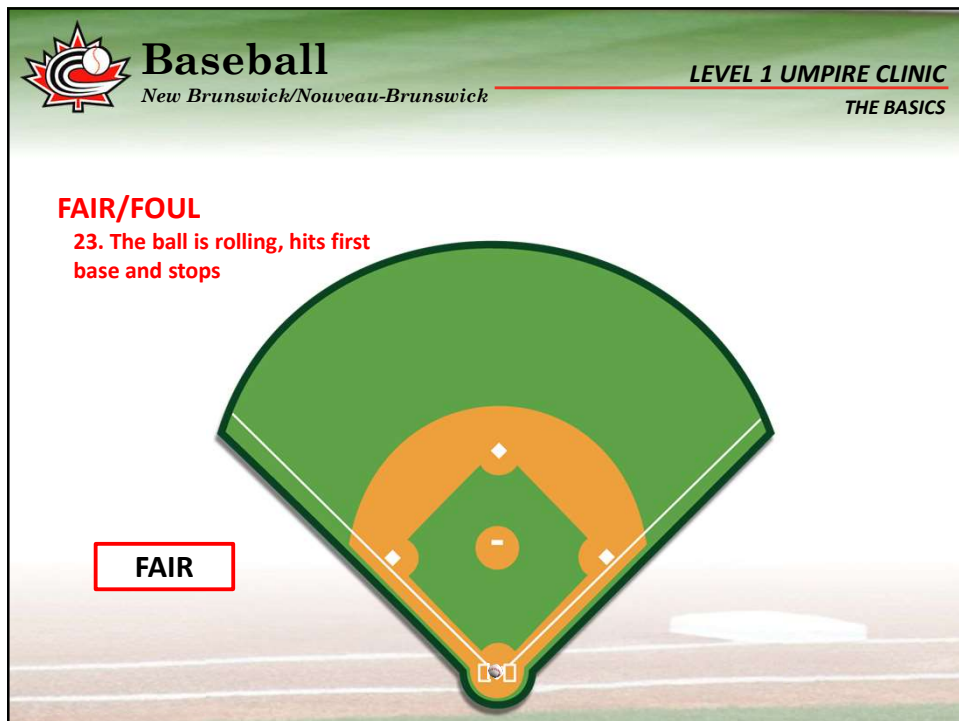
63



64

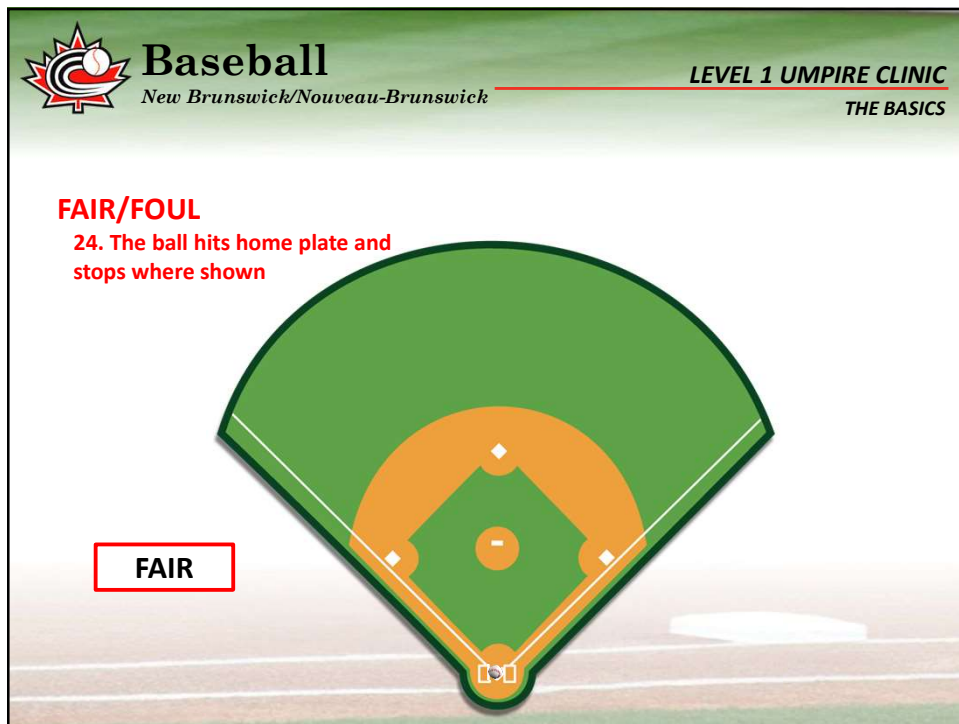


65



66





67



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