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**Baseball**  
New Brunswick/Nouveau-Brunswick

**LEVEL 2 UMPIRE CLINIC**  
GAME MANAGEMENT

**INTRODUCTION**  
New Brunswick Baseball Umpires Association

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President  
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**Today's Clinicians**

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**Baseball**  
New Brunswick/Nouveau-Brunswick

**LEVEL 2 UMPIRE CLINIC**  
GAME MANAGEMENT

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**Baseball**  
New Brunswick/Nouveau-Brunswick

**LEVEL 2 UMPIRE CLINIC**  
GAME MANAGEMENT

### CHARACTERISTICS OF A GOOD UMPIRE



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

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**Baseball**  
New Brunswick/Nouveau-Brunswick

**LEVEL 2 UMPIRE CLINIC**  
GAME MANAGEMENT

### 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
- Indicators
- Belt
- Base Bag

**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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**Baseball**  
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**LEVEL 2 UMPIRE CLINIC**  
GAME MANAGEMENT

### UNIFORM & EQUIPMENT STANDARDS

OFFICIAL SUPPLIER OF NBBUA



Not just a hobby... [CONTACT ME](#)

[atlanticofficials.ca](http://atlanticofficials.ca)

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**Baseball**  
New Brunswick/Nouveau-Brunswick

**LEVEL 2 UMPIRE CLINIC**  
GAME MANAGEMENT

## FOCUS: The Umpire

### PRE-GAME

Umpires should arrive at the ballpark **30** minutes before game time.



Umpires should proceed to home plate **5** minutes before game time.

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**Baseball**  
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**LEVEL 2 UMPIRE CLINIC**  
GAME MANAGEMENT

## FOCUS: The Umpire

### PRE-GAME

The three items to cover during ground rules:



- △ Line-up cards (Home team first)
- △ Live ball / dead ball territory
- △ Line up cards

The Home Team Manager should give ground rules

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**Baseball**  
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**LEVEL 2 UMPIRE CLINIC**  
GAME MANAGEMENT

## FOCUS: The Umpire

### PRE-GAME

DON'T...	DO...

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**Baseball**  
New Brunswick/Nouveau-Brunswick

**LEVEL 2 UMPIRE CLINIC**  
GAME MANAGEMENT

## FOCUS: The Umpire

### Line-Up Cards

The Plate Umpire must receive the **Home team** line-up card first.

Check for the following:

- ❑ Unique positions
- ❑ Pitcher is not batting if the DH is being used (Midget and up)
- ❑ EP is clearly listed (U13 & U11)
- ❑ No duplicate names or numbers
- ❑ Card signed by manager

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**Baseball**  
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**LEVEL 2 UMPIRE CLINIC**  
GAME MANAGEMENT

### Example 1:

**LINE-UP CARD**

TEAM: New Brunswick (Home) DATE: May 18

NO.	PLAYER	POSITION
15	Heath, J	1st
32	Gibson, G	C
19	Graney, J	CF
25	Irwin, A	SS
26	Miller, R	RF
10	O'Rourke, F	2nd
15	Rosen, G	LF
1	Selkirk, G	1st
31	Jenkins, F	P
SUBSTITUTES		
MGR		

Annotations:

- 2 number 15s (pointing to 15 in NO. and 15 in PLAYER)
- 2 first basemen (pointing to 1st in POSITION and 1st in PLAYER)
- No substitutes listed (pointing to empty SUBSTITUTES row)
- No manager signature (pointing to empty MGR row)

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**Baseball**  
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**LEVEL 2 UMPIRE CLINIC**  
GAME MANAGEMENT

### Example 2:

**LINE-UP CARD**

TEAM: Canada (Visitor) DATE: May 18

NO.	PLAYER	POSITION
45	Guel	CF
33	Walker	RF
27	Morneau	1st
11	Stairs	RF
47	Koska	3rd
33	Walker	DH
38	Bay	LF
39	Laforest	CF
12	Klassen	SS
38	Gagne	P
SUBSTITUTES		
46	Quattrill	
37	Cormier	
MGR		

Annotations:

- Walker listed twice (pointing to Walker in PLAYER and Walker in PLAYER)
- 2 right fielders listed (pointing to RF in POSITION and RF in POSITION)
- 2 number 38s (pointing to 38 in NO. and 38 in NO.)
- No manager signature (pointing to empty MGR row)

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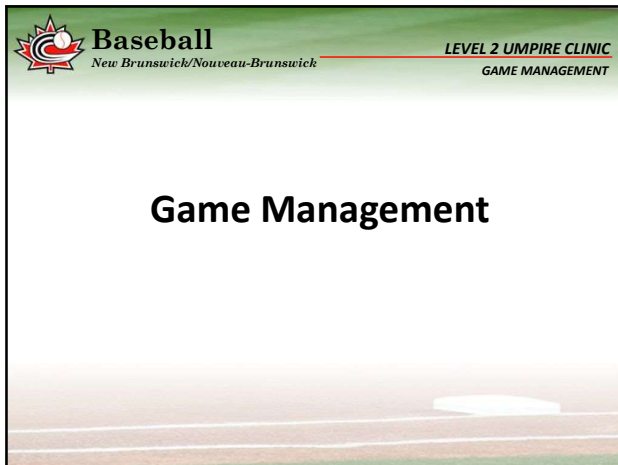
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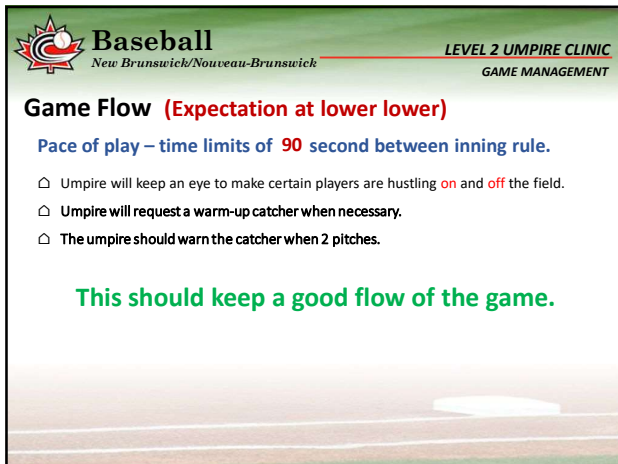
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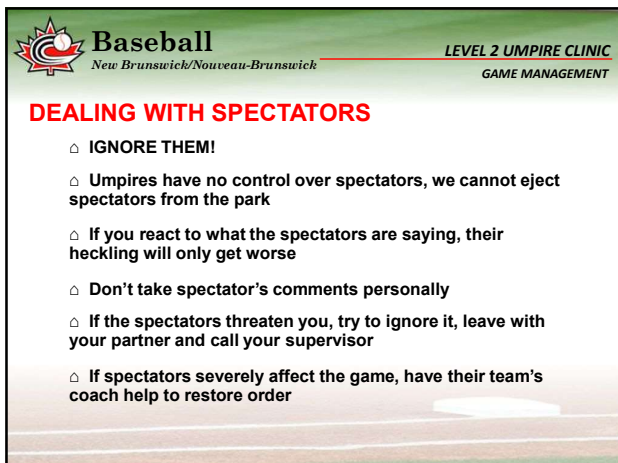
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**Baseball**  
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**LEVEL 2 UMPIRE CLINIC**  
GAME MANAGEMENT

### EFFECTIVE GAME CONTROL

- △ **DON'T** use an overly firm voice (unless you have to)
- △ **DON'T** issue ultimatums
- △ **DON'T** eject people needlessly
- △ **DON'T** allow trash talk or banter between teams
- △ **DON'T** use aggressive body language (unless you have to)
- △ **DON'T** touch, threaten or swear at a coach or player
- △ **DON'T** engage in overly friendly discussions with players and coaches

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**Baseball**  
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**LEVEL 2 UMPIRE CLINIC**  
GAME MANAGEMENT

### EFFECTIVE GAME CONTROL

- △ **DO** remain calm
- △ **DO** use positive body language
- △ **DO** keep control of yourself
- △ **DO** try to prevent situations before they happen
- △ **DO** hustle
- △ **DO** ignore 'muttering' from the dugout unless it is loud enough for everyone to hear

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**Baseball**  
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**LEVEL 2 UMPIRE CLINIC**  
GAME MANAGEMENT

### EJECTIONS



Good umpires must use ejections as a last resort or under extreme circumstances.

Good umpires also must have the confidence to eject a player or coach when necessary.



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**Baseball**  
New Brunswick/Nouveau-Brunswick

**LEVEL 2 UMPIRE CLINIC**  
GAME MANAGEMENT

**EJECTIONS**

**STEP 1: RED LIGHT**

**WHEN THIS APPLIES:**  
First time you hear something  
Not a direct insult

**USE PHRASES LIKE:**  
"That's enough!"  
"Knock it off!"



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**Baseball**  
New Brunswick/Nouveau-Brunswick

**LEVEL 2 UMPIRE CLINIC**  
GAME MANAGEMENT

**EJECTIONS**

**STEP 2: YELLOW LIGHT**

**WHEN THIS APPLIES:**  
Continued bantering  
Aggressive behaviour

**USE THE PHRASE:**  
"That's a warning!"

**Remember not to issue ultimatums**



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**Baseball**  
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**LEVEL 2 UMPIRE CLINIC**  
GAME MANAGEMENT


**EJECTIONS**

**STEP 3: GREEN LIGHT**

**WHEN THIS APPLIES:**  
Excessive/out of control behaviour  
After you have tried Steps 1 & 2

**USE THE PHRASE:**  
"You're gone!"

**Depending on the severity of behaviour, it may be necessary to go directly to Step 2 or Step 3. Use your judgement.**



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**Baseball**  
New Brunswick/Nouveau-Brunswick

**LEVEL 2 UMPIRE CLINIC**  
GAME MANAGEMENT

**EJECTIONS**

- △ Coaches **CAN** question or protest rulings an umpire has made.
- △ Coaches & players **CAN** ask why you made the call.
- △ Coaches & players **CANNOT** run out screaming or jumping.
- △ Coaches & players **CANNOT** point/gesture to re-enact the play.
- △ Coaches & players **CANNOT** humiliate, threaten insult or swear.
- △ Coaches & players **CANNOT** touch an umpire.
- △ Coaches & players **CANNOT** question balls & strikes.

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**Baseball**  
New Brunswick/Nouveau-Brunswick

**LEVEL 2 UMPIRE CLINIC**  
GAME MANAGEMENT

**EJECTIONS**

**MUST EJECT SITUATIONS:**

- △ Fights or pushes opposing players
- △ Intentionally bumps/touches/hits an umpire
- △ Intentionally defies an umpires repeated direction
- △ Tries to embarrass or humiliate an umpire
- △ Mimics or acts out play that caused an argument
- △ Uses insulting/abusive language toward or about an umpire
- △ Makes malicious contact with another player (Contact Rule)
- △ Threatens someone from the opposing team or an umpire
- △ Continues to argue after warning

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**Baseball**  
New Brunswick/Nouveau-Brunswick

**LEVEL 2 UMPIRE CLINIC**  
GAME MANAGEMENT

**EJECTIONS**

**WARNING SITUATIONS:**

- △ Coaches/Players trash talk or banter between each other
- △ Coach/Player does not follow a direction from an umpire
- △ Players start to argue with each other
- △ Coach/Player continues to argue after receiving explanation
- △ Coach/Player says "THAT WAS BRUTAL!" but not personal
- △ Coach/Players make a scene after a call they don't like

**After issuing a warning, any repeated issues warrant immediate ejection**

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**Baseball**  
New Brunswick/Nouveau-Brunswick

**LEVEL 2 UMPIRE CLINIC**  
GAME MANAGEMENT

### EJECTIONS

**DO NOT EJECT SITUATIONS:**

- △ Coach asks you to explain your ruling
- △ Coach asks for clarification of a call
- △ Coach tells you that you were out of position (and you were)
- △ Any time you know you have made an error
- △ Players bump into each other but not intentional/malicious
- △ Coaches/Players are muttering in dugout (not loudly)
- △ Spectators are yelling or booing a call

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**Baseball**  
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**LEVEL 2 UMPIRE CLINIC**  
GAME MANAGEMENT

### PROTESTS

1. **ASK** the coach or manager what is being protested
2. **CONFIRM** with the coach/manager
3. **CONSULT** with your partner - Get the call right
4. **DECIDE** whether to uphold or deny the protest
5. **ANNOUNCE** that the game is being played under protest
6. **RECORD** required information on line up card
7. **SIGN** the game card if one is provided or the line-up card
8. **CALL** your Umpire in Chief when you get home
9. **COPY** your report
10. **SEND** the report to the league

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**Baseball**  
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**LEVEL 2 UMPIRE CLINIC**  
GAME MANAGEMENT



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