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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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CHARACTERISTICS OF A GOOD UMPIRE

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

A photograph of a baseball umpire in a dark blue uniform and cap, running on the field. The umpire is looking towards the left side of the frame. The background shows a green field and a fence.

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LEVEL 2 UMPIRE CLINIC
GAME MANAGEMENT

UNIFORM & EQUIPMENT STANDARDS



Plate Umpire Only

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



Both Umpires

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

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




ATLANTIC BASEBALL
OFFICIALS SUPPLIES

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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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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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FOCUS: The Umpire

PRE-GAME

DON'T...	DO...

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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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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		

2 number 15s

2 first basemen

No substitutes listed

No manager signature

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Example 2:

LINE-UP CARD

TEAM: Canada (Visitor) DATE: May 18

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

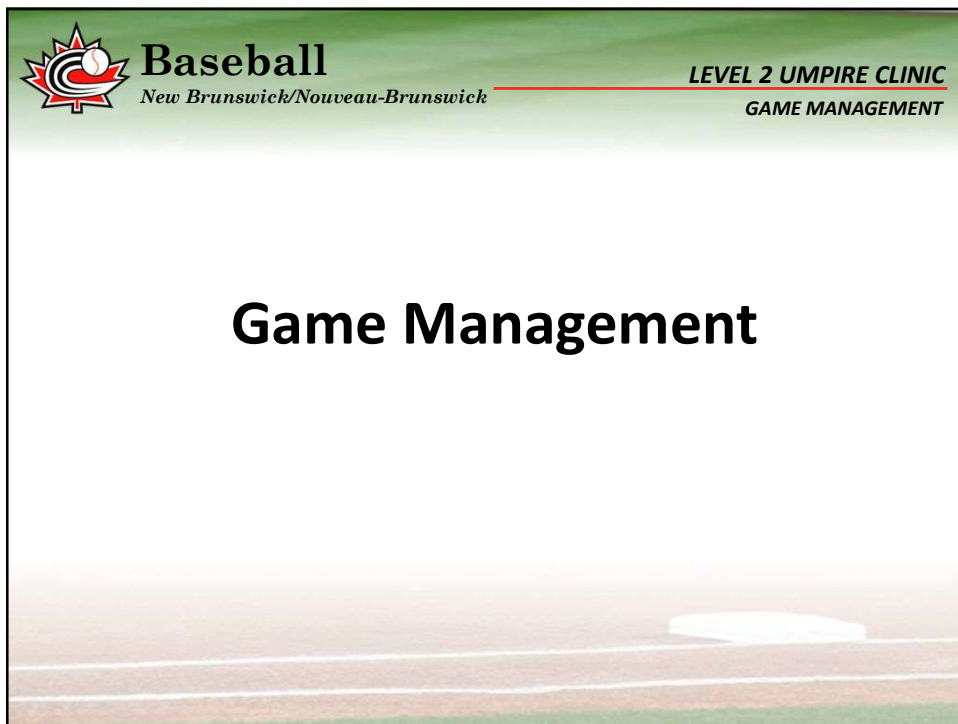
Walker listed twice

2 right fielders listed

2 number 38s

No manager signature


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A presentation slide for a baseball clinic, similar to the previous one. The header features the Baseball New Brunswick/Nouveau-Brunswick logo on the left, which includes a stylized red and white maple leaf with a baseball in the center. To the right of the logo, the word "Baseball" is in a large, bold, black font, with "New Brunswick/Nouveau-Brunswick" in a smaller font below it. Further right, "LEVEL 2 UMPIRE CLINIC" is written in a bold, black, sans-serif font, and "GAME MANAGEMENT" is written in a smaller, bold, black, sans-serif font below it. The main title "Game Flow (Expectation at lower lower)" is centered in a bold, black font, with "(Expectation at lower lower)" in red. Below the title, the text "Pace of play – time limits of 90 second between inning rule." is written in a blue font. Below this, there are three bullet points, each preceded by a small square icon: "Umpire will keep an eye to make certain players are hustling on and off the field.", "Umpire will request a warm-up catcher when necessary.", and "The umpire should warn the catcher when 2 pitches." Below the bullet points, the text "This should keep a good flow of the game." is written in a green font. The background of the slide is a blurred image of a baseball field.

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DEALING WITH SPECTATORS

- △ **IGNORE THEM!**
- △ **Umpires have no control over spectators, we cannot eject spectators from the park**
- △ **If you react to what the spectators are saying, their heckling will only get worse**
- △ **Don't take spectator's comments personally**
- △ **If the spectators threaten you, try to ignore it, leave with your partner and call your supervisor**
- △ **If spectators severely affect the game, have their team's coach help to restore order**

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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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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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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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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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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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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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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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EJECTIONS

MUST EJECT SITUATIONS:

- △ Fights or pushes opposing players
- △ Intentionally bumps/touches/hits an umpire
- △ Intentionally defies an umpire's 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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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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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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PROTESTS

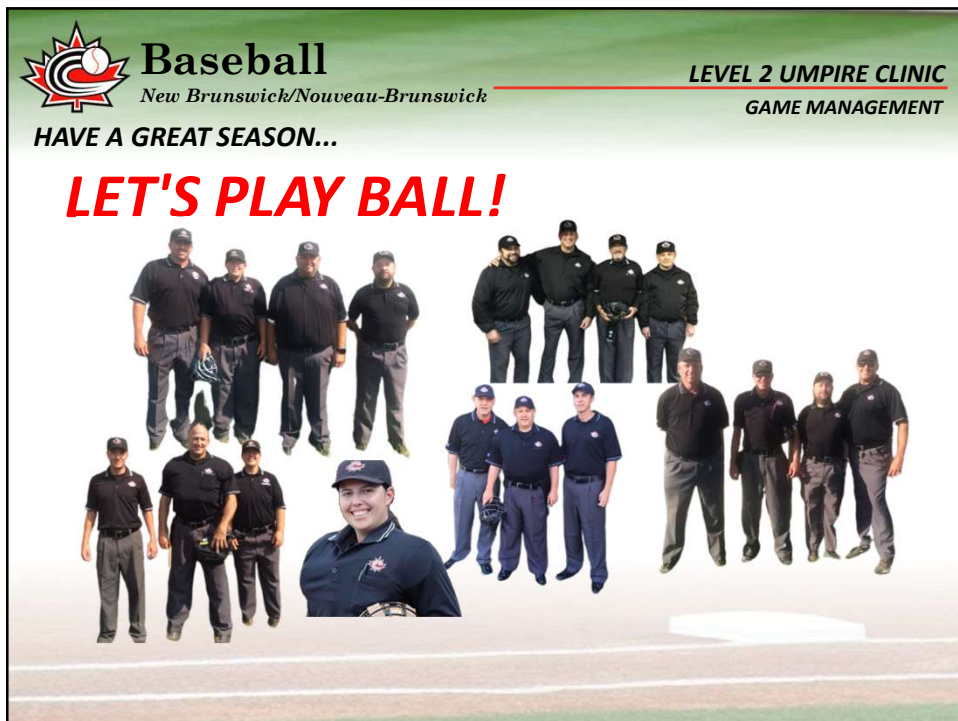
1. **ASK** the coach or manager what is being protested
2. **CONFIRM** with the coach/manager
3. **CONSULT** with your partner - Get the call right
4. **DECIDE** whether to uphold or deny the protest
5. **ANNOUNCE** that the game is being played under protest
6. **RECORD** required information on line 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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