

LOUISIANA DIXIE YOUTH UMPIRES' MANUAL

I. PURPOSE

The purpose of this manual is to establish a written set of policies and guidelines so that all Louisiana Dixie Youth umpires will consistently interpret and apply Dixie Youth rules and guidelines. It is especially important that all tournament play be umpired consistently with the directives of the Commissioner of Dixie Youth Baseball and the Louisiana State Director.

II. HISTORY

The Louisiana Dixie Youth Umpires' Association was established in 1982 to help better train Dixie Youth umpires and to establish a system to eliminate hometown umpires from umpiring home plate when their league teams were playing tournament games. Methods attempted for training umpires have included clinics, tests, and films. It is hoped that having a written policy concerning rules and procedures will help eliminate inconsistent rule and interpretation.

III. OFFICIALS

STATE UMPIRE-IN-CHIEF

The State Umpire-in-Chief is appointed by the State Director. He is responsible for collecting fees, purchasing patches and registering all umpires. The State Umpire-in-Chief is responsible, along with the State Director for scheduling umpires for all state tournaments.

DISTRICT UMPIRE-IN-CHIEF

The District Umpires-in-Chief are appointed by the District Directors. They are responsible for administering tests and clinics, registering all district umpires and collecting registration fees. The District Umpires-in-Chief will send all state fees to the State Umpire-in-Chief. The District Umpires-in-Chief are responsible for assigning all sub-district and district tournament umpires, subject to approval of the District Directors. No umpire will be assigned home plate for any tournament game in which his or her hometown is playing. No league president will be assigned to umpire in his or her league tournament. No father will be assigned to umpire his son's or daughter's tournament.

IV. FEES

Dixie Youth Umpires will pay a \$35.00 registration fee annually. \$25.00 of this amount shall be submitted to the State Umpire-in-Chief and \$10.00 shall be retained by the District Umpire-in-Chief. Each umpire will be provided with a DYB patch (Left Sleeve), US Flag (Right Sleeve), rule book, cap and state umpire's manual.

V. DRESS CODE

- A. Jewelry--No jewelry shall be worn.
- B. Pants--Heather Gray in color, shall fit properly and are clean and well pressed. No shorts are to be worn. Pants are to have belt loops and shall not be pleated.
- C. Belts--Black in color.
- D. Shirts--Navy blue pullover with current official patch on left sleeve.
- E. Undershirts--red in color
- F. Shoes/Shoestrings--Black in color. No cleats or spikes are allowed on the field.
- G. Caps are to be the caps issued for certification, unless the tournament provides all umpires with a different style cap.
- H. Plate hat--Each umpire is to furnish his own navy blue or black plate cap. Bill will be worn forward.
- I. Strap and protective cup--mandatory
- J. Ball and strike indicator--mandatory for each umpire.

- K. Chest protectors--inside protector is mandatory
- L. Shin protectors--mandatory

VI. UMPIRES CONDUCT

An umpire that is umpiring a tournament should never sit in stands and cheer any team. Working umpires should remain in the designated umpires' area. Umpires should go to the playing field together and leave the field together. Do not stop and discuss any situation after the game. Go directly to the umpires' area. If necessary, obtain police escort.

Never criticize another umpire!! Do not discuss judgment calls with anyone outside the playing field. Do not carry any tobacco products to the field. Tobacco products should be left in the umpires' area or your vehicle.

VII. FIELD CONDUCT

- A. Check bats, helmets and catcher's cup. Helmet's with writing may be used in games.
- B. Do not line players along fence like a police line-up to check cleats.
- C. Don't worry about cleats unless someone brings up a problem or you spot a problem. If you must, make player sit in dugout and check cleats.
- D. Before game, have managers' and umpires' conference making sure to cover all ground rules. Remind coaches to ask for time out and wait until time has been granted before they leave the dugout or coaches' box. Go over offensive and defensive timeouts.
- E. Do not allow a coach to come charging at you. Try and stop him and order him back to his area. If he continues you must eject him You must control the coach, because if you don't the coach will incite the crowd. This is not a license to eject coaches; only as a last resort should a coach be ejected.
- F. Physical contact: If a coach lays a hand in rage at you, you must notify the District Umpire in Chief, District Director and State Director immediately This is the reason we don't want you hanging around after the game.
- G. Coaches cannot question ball and strikes. Do not let them The coach can question a judgment call if he has time granted and umpire will allow him to appeal to another umpire. If this occurs, all the umpires should huddle and discuss the call, Should the umpire making the call stick to his original call, the play stands No one has the authority to overrule an umpire unless it is a rule interpretation.
- H. Protests: All protests must go to the protest committee, even though the protest is regarding a judgment call.
- I. Fans: Never argue with anyone outside the playing area If you are having trouble with someone outside the fence, call the Tournament Director and let him handle the people outside the playing area.
- J. At the beginning of a game or during a pitching change, a coach may remain with his pitcher during his warm-up pitches. He may remain with his pitcher so long as he does not stop him to talk. Between innings, a coach may cross the infield and hand the ball to the pitcher so long as de does not stop and talk to him.
- K. Defensive time out: The defensive coach may pull his players to the foul line and talk to them so long as he does not delay the game.
- L. Offensive time out: The offensive coach may talk to his batters and or runners so long as he does not delay the game.
- M. Do not charge the coach a time out if he is not delaying the game. Only charge one coach a time out.
- N. Between Innings: Don't be rude, but leave the coaches and the players alone. Drink your water and remain at your position. Do not get in a group and talk. *You* must try and move the game along. Someone should be assigned to count the warm-up pitches

VIII. GAME MECHANICS

- A. Never show boat. A good umpire is one that is not seen. Make sure you use good hand signals.
- B. Home plate umpire should never use his right hand except to call a strike.
- C. The umpire should use a loud clear voice.
- D. The plate umpire should give the count after each pitch.
- E. Look energetic and hustle.
- F. **Never** call a ball foul until it stops rolling or someone touches it in foul territory.
- G. Before making a call, delay a second or two making sure you did not anticipate a call.
- H. Make sure you know who will call the foul balls, who will go to the outfield and cover the fly balls. Don't stay in the infield and call a fly ball without going to the spot of the catch.

IX. SUBSTITUTIONS

Don't worry about substitutions. Make sure the scorekeeper has the substitutes, and then proceed with the game. Don't worry about pinch runners, make sure scorekeeper has the sub. It is up to the scorekeeper to catch illegal subs, not you. Don't give rule interpretations, especially when dealing with free substitutions. Let the tournament director explain all rules to the coaches.

X. 13 PLAYERS

Don't worry about how many players each team has. Refer any questions about this to the Tournament Director.

XI. ON DECK BATTERS

Allow donuts on bats; allow two bats as long as the on deck batter holds them both.
Allow heavy warm up bats as long as they are held.

XII. BLOOD

If a player is bleeding, stop the game and give them time to stop the bleeding. If blood is on the uniform, either remove the blood or put on a new shirt or pants. If the color does not match, let the player go ahead and play. Do not let the pitcher use a white shirt if he must change into a different uniform.

XIII. HOME RUN

All players must touch all bases. Please do not take a home run away from a player in any game. Make sure that all players touch all bases, if they miss one make them go back and retouch the missed base. Kids are excited; don't take this home run away. Of course, this is for a home run that goes over the fence.

XIV. SUMMARY

This game is for the kids! Adults who have vendettas against other adults should leave their differences off the field. If you make a bad call to get even with a coach, fan, or player, you are giving Dixie Youth Baseball a bad name.

We don't want showboat umpires. Be courteous and calm at all times. We expect you to treat all players and coaches alike, if you do not like a player or coach because of the color of their skin and will be prejudicial in your calls, then you are umpiring in the wrong organization. We do not want any player to feel intimidated. You have been recommended by your league president and or district official, don't let them down.

Work hard and take constructive criticism. No one is perfect!

Remember, **NO ONE** has the authority to come on the field and change a judgment call or any call then has not been protested. From the Commissioner, State Director, District Director, and State and District Umpire in Chiefs, when you are on the field the calls are for you to make. If you need the tournament officials they are there if you need them.

Between innings, if a tournament official believes that a situation need to be discussed, then that official may have a conference with the umpires as a group. We are in position of authority to help the coaches. If they have a question, we must find the answer. If you are in doubt of answering a question, find the tournament official and get an official ruling. Don't feel embarrassed to ask for help. If you assume you knew an answer and you were wrong then there are more problems. Any time we can prevent a protest we should.

Your appearance is the single most important part of your job. If you are well dressed, clothes pressed, shoes shined, and you hustle, you will win the battle with most coaches when you walk on the field.