

A large, faded watermark of the Little League logo is centered in the background. The logo is circular with a shield in the center. The shield contains a baseball bat and a baseball. The words 'CHARACTER' and 'COURAGE' are written on the left and right sides of the outer circle, respectively. 'LITTLE LEAGUE' is written across the top of the shield, and 'BASEBALL' is written across the bottom. 'LOYALTY' is written at the bottom of the outer circle. Three red trapezoidal shapes are positioned around the logo: one at the top, and two at the bottom corners.

**The Volunteer Little League®
Umpire**

**Little League International®
Umpire Clinic**

The background features a large, semi-transparent watermark of the Little League Baseball logo. The logo is circular with a blue border. Inside the border, the words "CHARACTER", "COURAGE", and "LOYALTY" are written in white capital letters on blue rectangular backgrounds. The center of the logo contains a shield with a baseball bat and a baseball, with the words "LITTLE LEAGUE" and "BASEBALL" written in white on red banners. The entire logo is set against a light blue gradient background.

REDUCING THE MARGIN OF ERROR

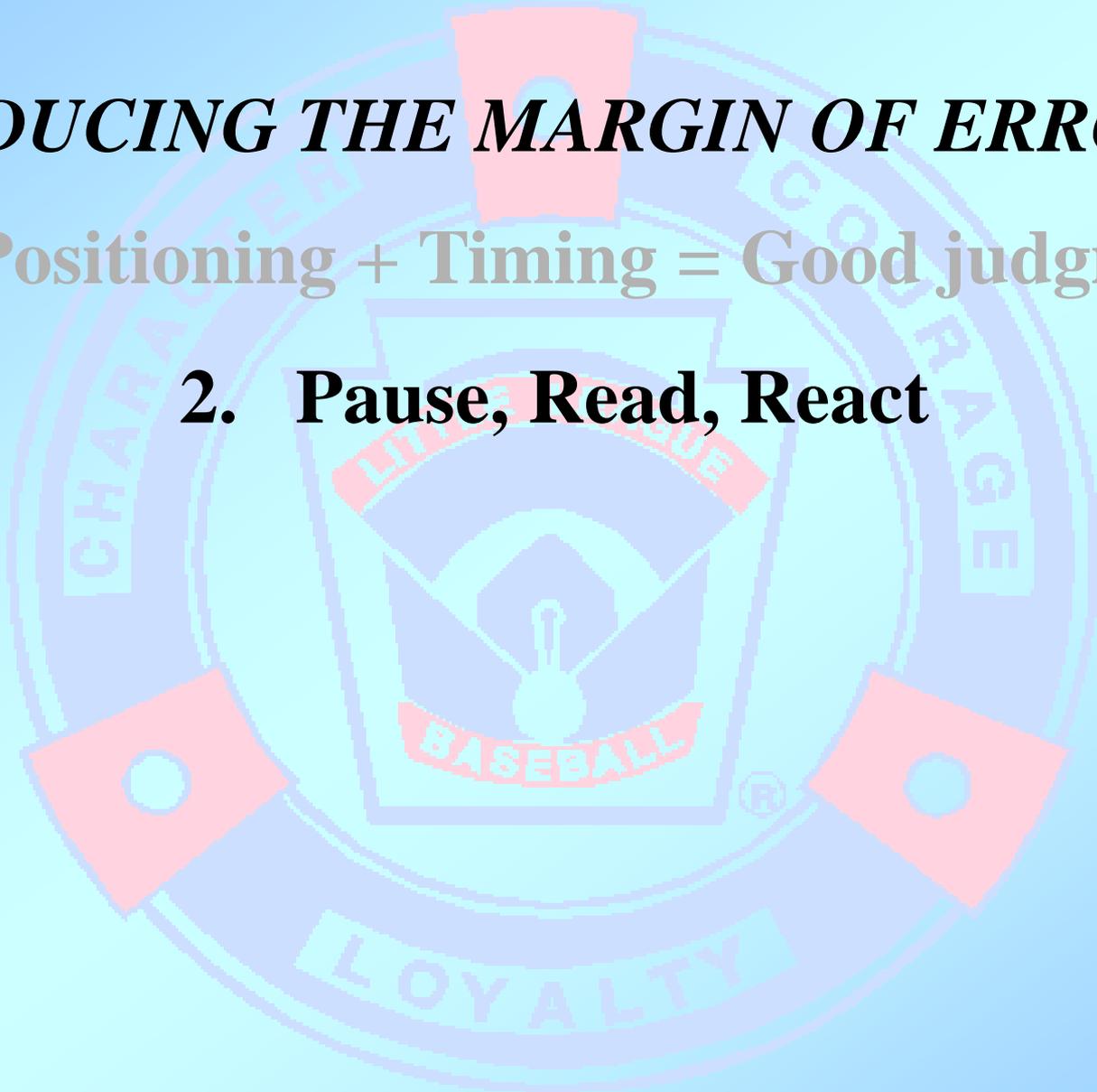
REDUCING THE MARGIN OF ERROR

1. Positioning + Timing = Good judgment



REDUCING THE MARGIN OF ERROR

1. Positioning + Timing = Good judgment
2. **Pause, Read, React**



REDUCING THE MARGIN OF ERROR

1. Positioning + Timing = Good judgment
2. Pause, Read, React
3. **Priorities: Fair/Foul; Catch/No Catch**

REDUCING THE MARGIN OF ERROR

1. Positioning + Timing = Good judgment
2. Pause, Read, React
3. Priorities: Fair/Foul; Catch/No Catch
4. **Angle First, then Distance**

REDUCING THE MARGIN OF ERROR

1. Positioning + Timing = Good judgment
2. Pause, Read, React
3. Priorities: Fair/Foul; Catch/No Catch
4. Angle First, then Distance
5. **Play = Ball and Runner**

REDUCING THE MARGIN OF ERROR

1. Positioning + Timing = Good judgment
2. Pause, Read, React
3. Priorities: Fair/Foul; Catch/No Catch
4. Angle First, then Distance
5. Play = Ball and Runner
6. **Watch the ball, glance at runners**

REDUCING THE MARGIN OF ERROR

1. Positioning + Timing = Good judgment
2. Pause, Read, React
3. Priorities: Fair/Foul; Catch/No Catch
4. Angle First, then Distance
5. Play = Ball and Runner
6. Watch the ball, glance at runners
7. **Settle in**

REDUCING THE MARGIN OF ERROR

1. Positioning + Timing = Good judgment
2. Pause, Read, React
3. Priorities: Fair/Foul; Catch/No Catch
4. Angle First, then Distance
5. Play = Ball and Runner
6. Watch the ball, glance at runners
7. Settle in
8. **Open the Gate**

REDUCING THE MARGIN OF ERROR

1. Positioning + Timing = Good judgment
2. Pause, Read, React
3. Priorities: Fair/Foul; Catch/No Catch
4. Angle First, then Distance
5. Play = Ball and Runner
6. Watch the ball, glance at runners
7. Settle in®
8. Open the Gate
9. **No Tunnel Vision!!!!!!**

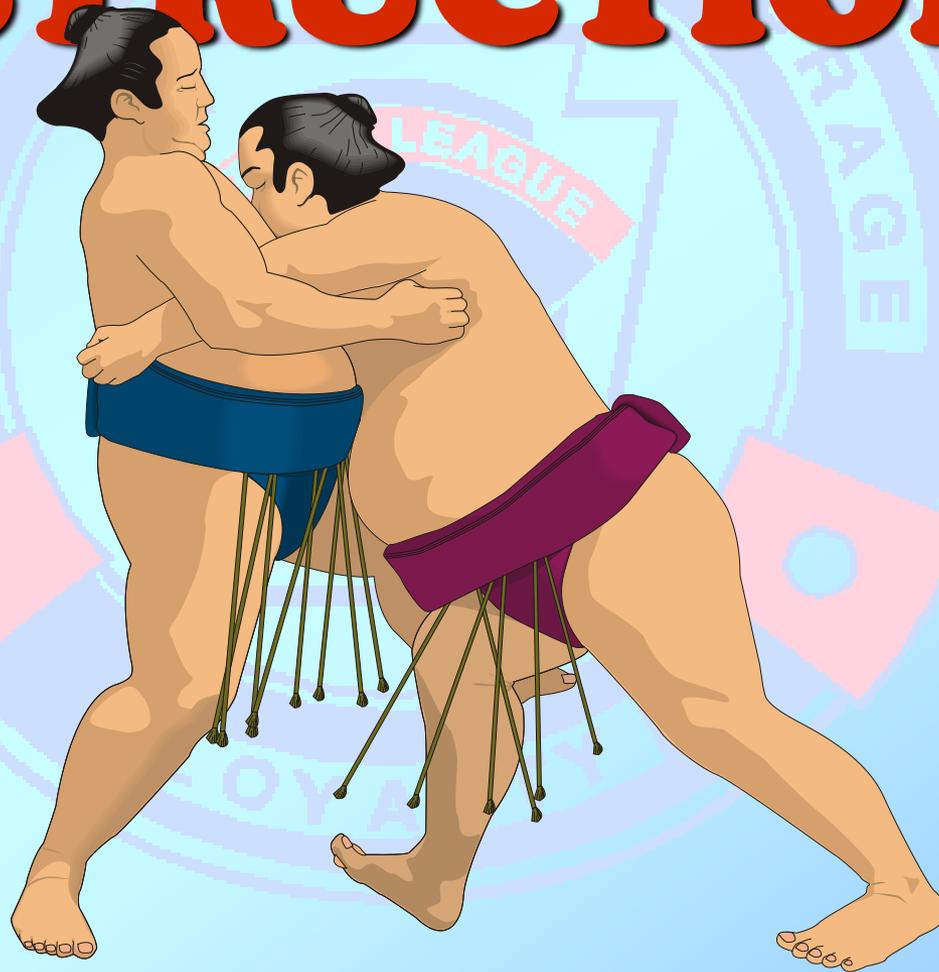
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7. Settle in®
8. Open the Gate
9. No Tunnel Vision!!!!!!!
- 10. Be stopped for all plays**

REDUCING THE MARGIN OF ERROR

1. Positioning + Timing = Good judgment
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4. Angle First, then Distance
5. Play = Ball and Runner
6. Watch the ball, glance at runners
7. Settle in
8. Open the Gate
9. No Tunnel Vision!!!!!!!
10. Be stopped for all plays
11. **Relax, Concentrate, Hustle**

THAT'S OBSTRUCTION!!



OBSTRUCTION

The act of a fielder while:

(A) Not in possession of the ball impedes the progress of any runner.

A defensive player may not block a base, baseline or home plate without the ball.

- **A fake tag is considered obstruction**
- **Umpire Judgment**
- **The defense has the right to the baseline on a batted ball.**

Obstruction?



Obstruction?



Obstruction?



Obstruction?



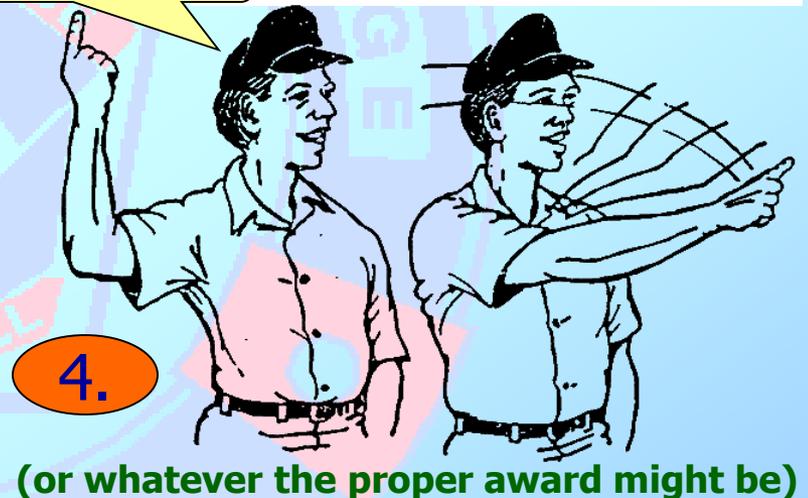
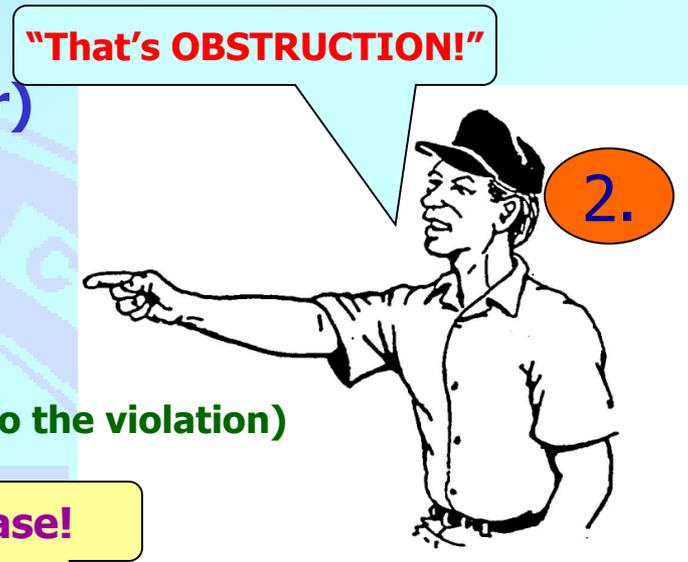
Did the first baseman impede the progress of the runner?



OBSTRUCTION

(Play Being Made On Obstructed Runner)

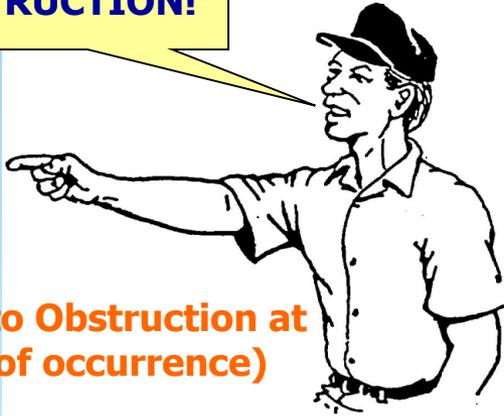
AWARDING BASES



"Time" is called immediately when a play is being made on a runner who has been obstructed. When B-R is obstructed after hitting a fly ball, the ball shall not be immediately killed. If the catch is made, it shall count and the obstructed disregarded. If B-R is obstructed after hitting a ground ball, the ball shall be killed immediately and the obstruction penalty enforced.

OBSTRUCTION / NO PLAY ON OBSTRUCTED RUNNER

"That's OBSTRUCTION!"



1.

2.

AFTER ALL PLAY HAS STOPPED...

"Time!"



(Point to Obstruction at time of occurrence)

NOW...You Either:

"You, third base (or whatever Base you deem appropriate)"

"You, stay right there!"



3.

OR

4.

Instruct Runner To Stay Where He Is.....



Unless a play is being made on the obstructed runner or the B-R is obstructed before reaching 1st base, the ball remains alive and in play.

Rule 2.00 - INTERFERENCE

- (a) Offensive interference is an act by a member of the team at bat.....
- (b) Defensive interference is an act by a fielder which hinders or prevents a batter....
- (c) Umpire's interference is.....
- (d) Spectator interference is.....
- (e) On any interference the ball is dead.

UMPIRE INTERFERENCE



ONLY TWO WAYS

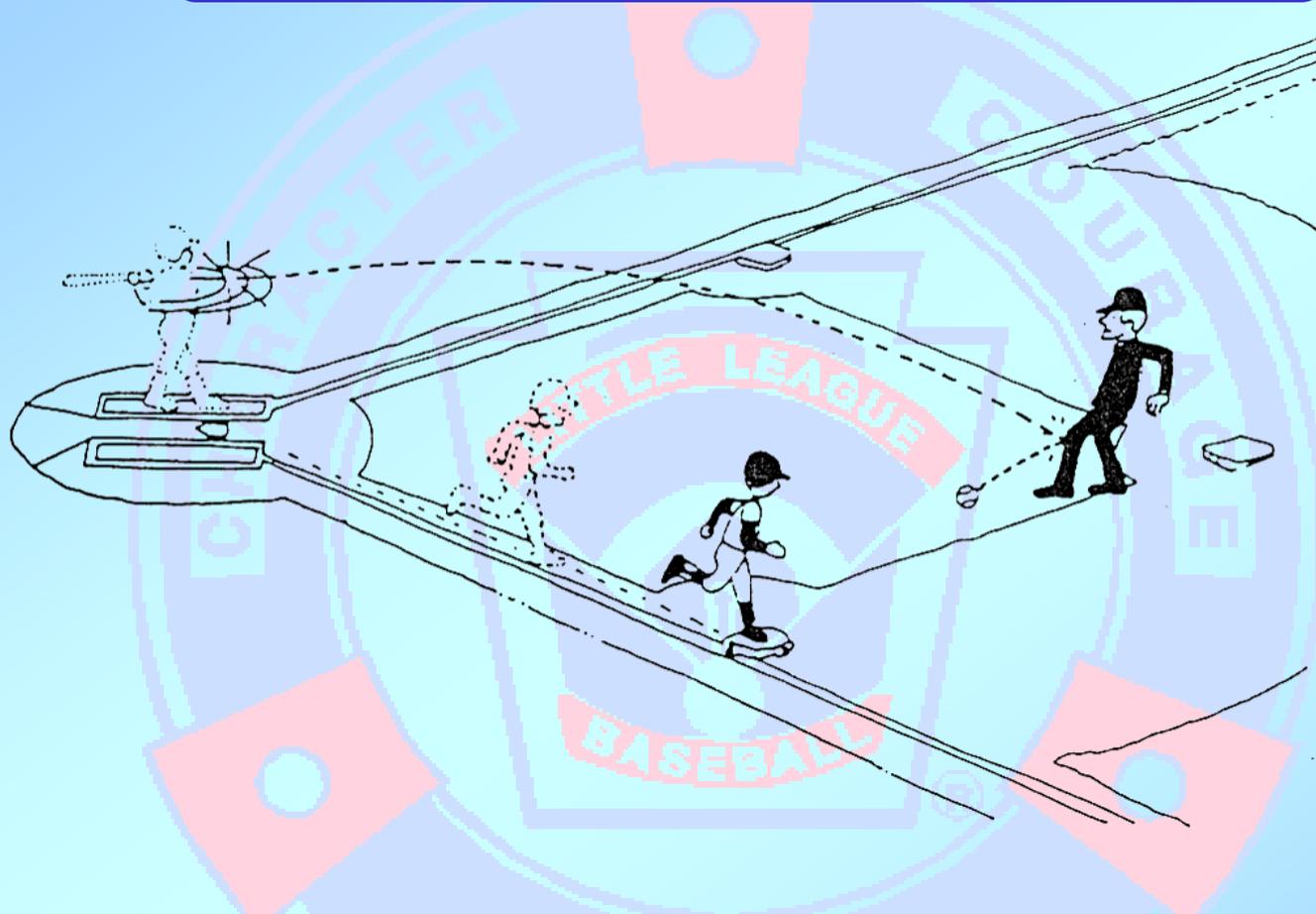
- ❶ INTERFERENCE WITH CATCHER'S THROW – 5.09(b)
- ❷ HIT BY BATTED BALL BEFORE PASSING A FIELDER – 5.09(f) & 6.08(d)

NO UMPIRE INTERFERENCE

- ❶ BEING HIT BY A THROWN BALL
- ❷ BEING HIT BY FIELDER
- ❸ BEING HIT BY A RUNNER

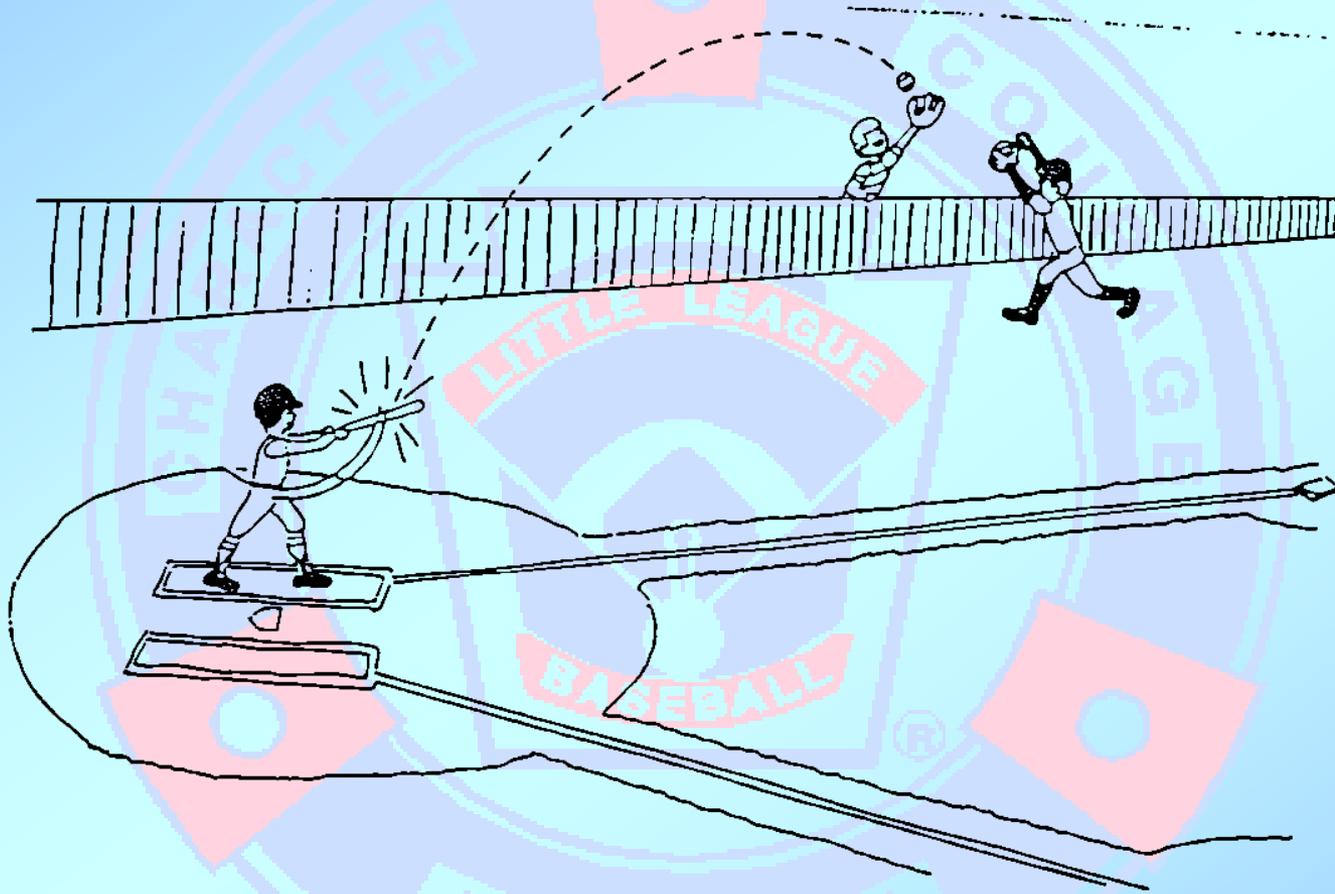


RULE 6.08(d)



THE BATTER BECOMES A RUNNER AND IS ENTITLED TO FIRST BASE WITHOUT LIABILITY OF BEING PUT OUT WHEN A FAIR BALL TOUCHES AN UMPIRE ON FAIR TERRITORY BEFORE TOUCHING A FIELDER.

RULE: 2.00(d)



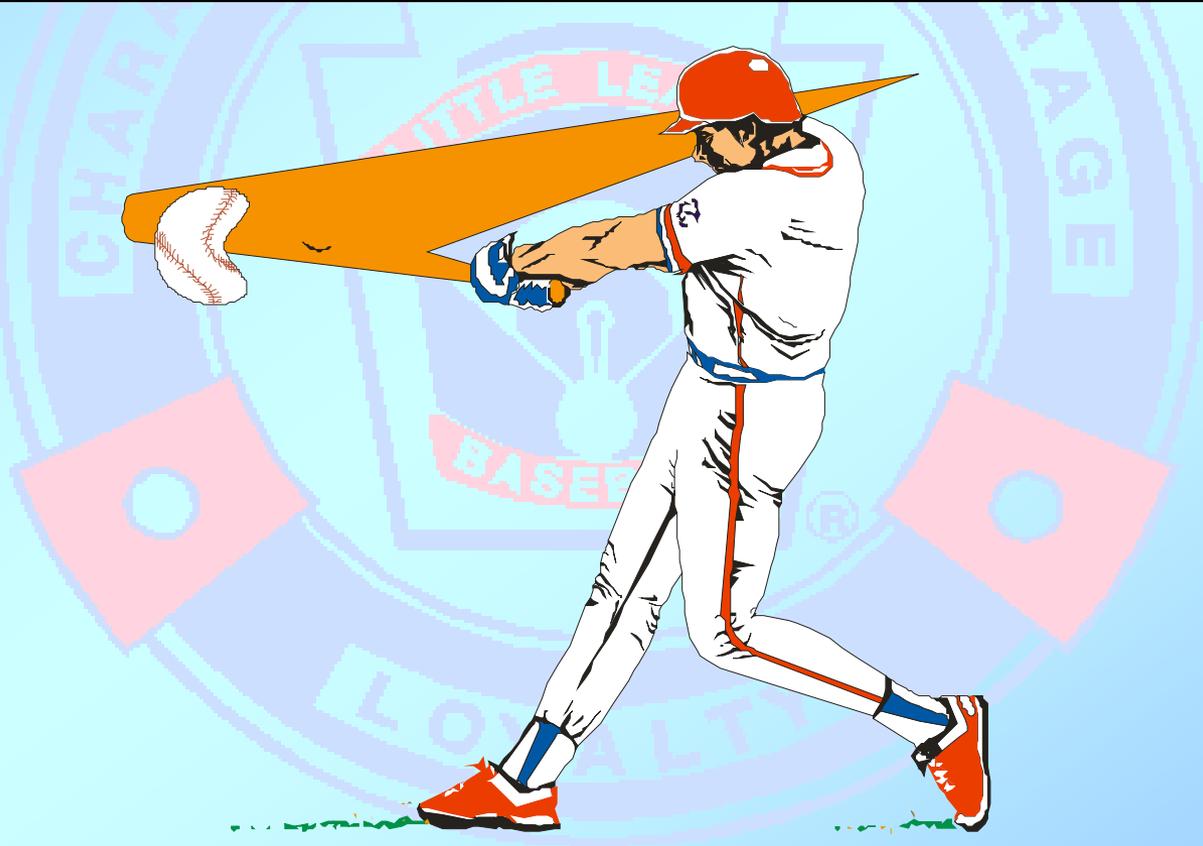
SPECTATOR INTERFERENCE OCCURS WHEN A SPECTATOR REACHES OUT OF THE STANDS OR GOES ONTO THE PLAYING FIELD AND TOUCHES A LIVE BALL.

Rule 3.16

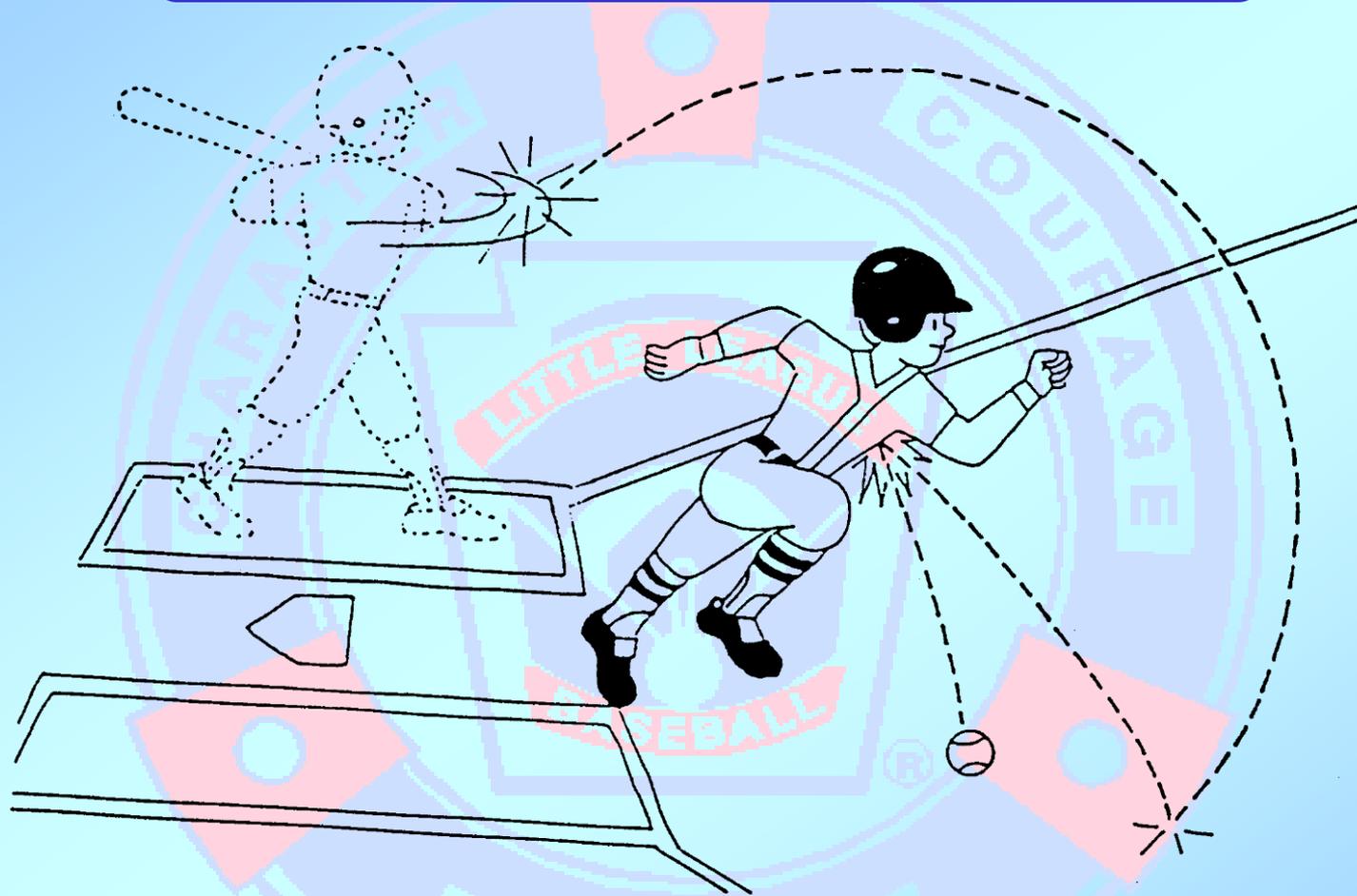
- When there is spectator interference with any thrown or batted ball, the ball shall be dead at the moment of interference and the umpire shall impose such penalties as in the umpire's opinion will nullify the act of interference.
- **APPROVED RULING:** If spectator interference clearly prevents a fielder from catching a fly ball, the umpire shall declare the batter out.

6.00

THE BATTER



RULE: 6.05(f)



A BATTER IS OUT WHEN A FAIR BALL TOUCHES SAID BATTER BEFORE TOUCHING A FIELDER.

6.05(g)

A batter is out when:

6.05(g) After hitting or bunting a fair ball, his bat hits the ball a second time in fair territory.

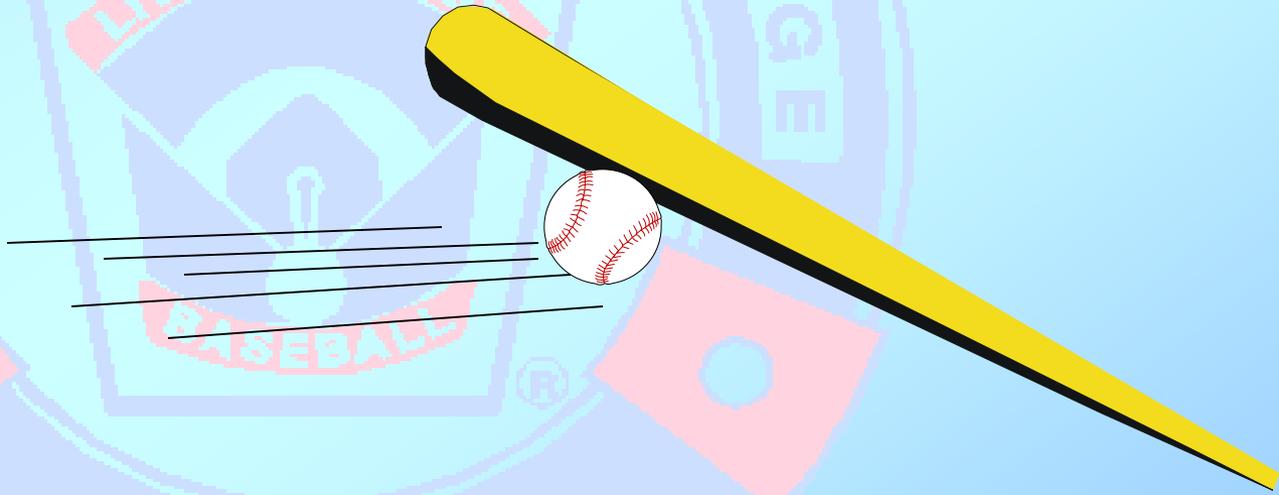


The bat does the hitting ----- Balls dead, Batter is out.

6.05(g)

A batter is out when:

6.05(g) After hitting or bunting a fair ball, his bat hits the ball a second time in fair territory.



The ball does the hitting ----- Balls alive and in play

6.05j

A batter is out when:

6.05 (j) In running the last half of the distance from home base to first base, while the ball is being fielded to first base, he runs outside the three foot line, or inside the foul line, and in the umpire's judgment in so doing interferes with the fielder taking the throw at first base.

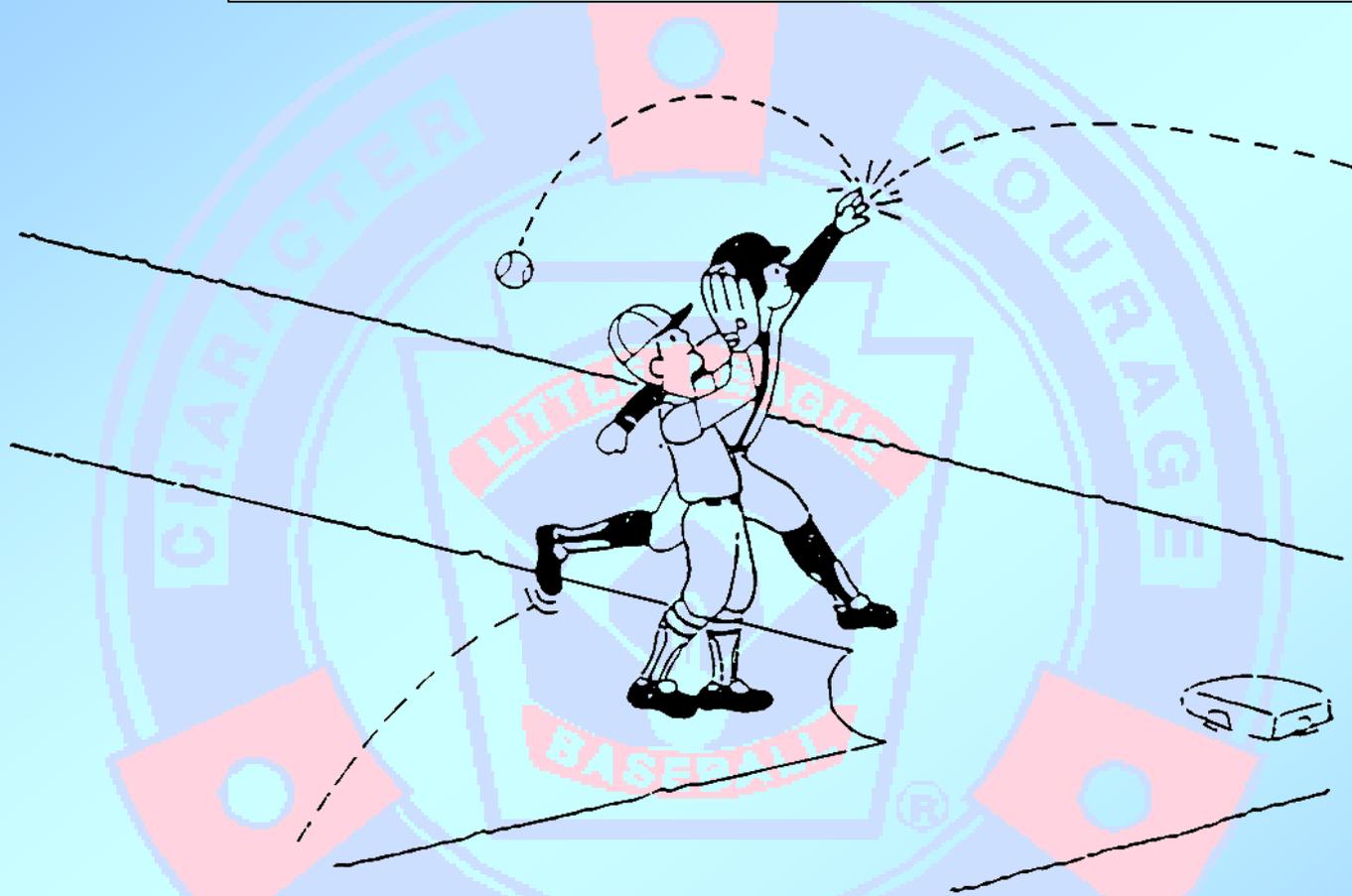


Two key elements:



- (1) The ball must be thrown in order for the runner to interfere with the “fielder taking the throw”
- (2) The throw must be a reasonably catchable throw.

Rule 6.05 (I)



ANY RUNNER IS OUT WHEN THE RUNNER INTENTIONALLY INTERFERES WITH A THROWN BALL OR HINDERS A FIELDER ATTEMPTING TO MAKE A PLAY ON A BATTED BALL.

6.06c

A batter is out for illegal action when:

6.06(c) He interferes with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base.

Key Elements:

- Ⓚ A swing, which carries the batter over home plate and hinders the catcher's play or attempted play.
- Ⓚ Contact between the batter and catcher does not necessarily have to occur for interference to be ruled.
- Ⓚ Need not get out of the box, unless batter has time.
- Ⓚ While in the box, he must make some "other movement" that is deemed a hindrance to the catcher.

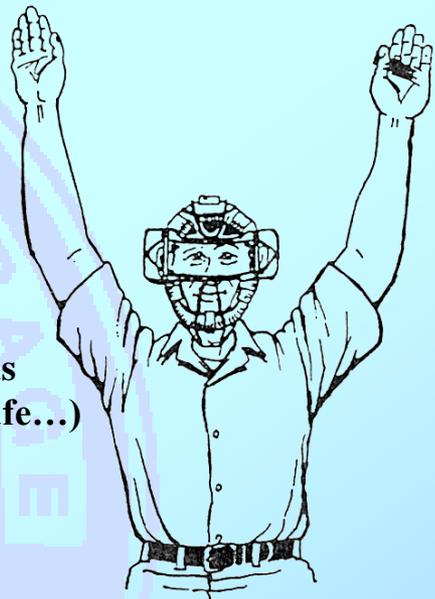
BATTER INTERFERENCE ON STEAL ATTEMPT



That's
Interference..”

“That’s Interference...”

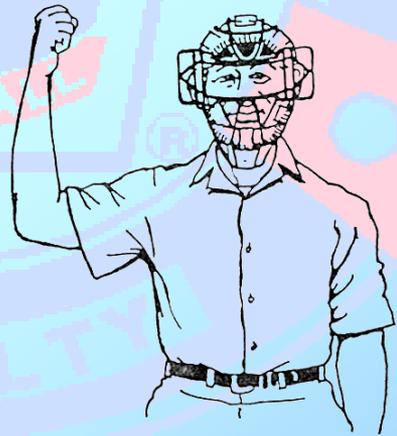
(If runner on whom play is being made is declared out, no further signal is necessary. The interference is disregarded. If the runner is safe, the following is required...)



“Time!”
(Called as soon as
runner is declared safe...)



“That’s Interference...”
(Pointing to Batter)



...the Batter’s Out!”
(After calling the batter out,
you signal the runner back to
his original base at the time
of the pitch)

Remember that the ball is not automatically “dead” at the time of interference. If an out results on the catcher’s throw, then the interference penalty is not enforced and the play stands.

CATCHER'S INTERFERENCE!!



6.08c

Catcher's Interference:

6.08(c) The catcher or any fielder interferes the batter.

No Interference When:

- ⚾ Batter reaches first base AND
- ⚾ All other runners advance at least one base.

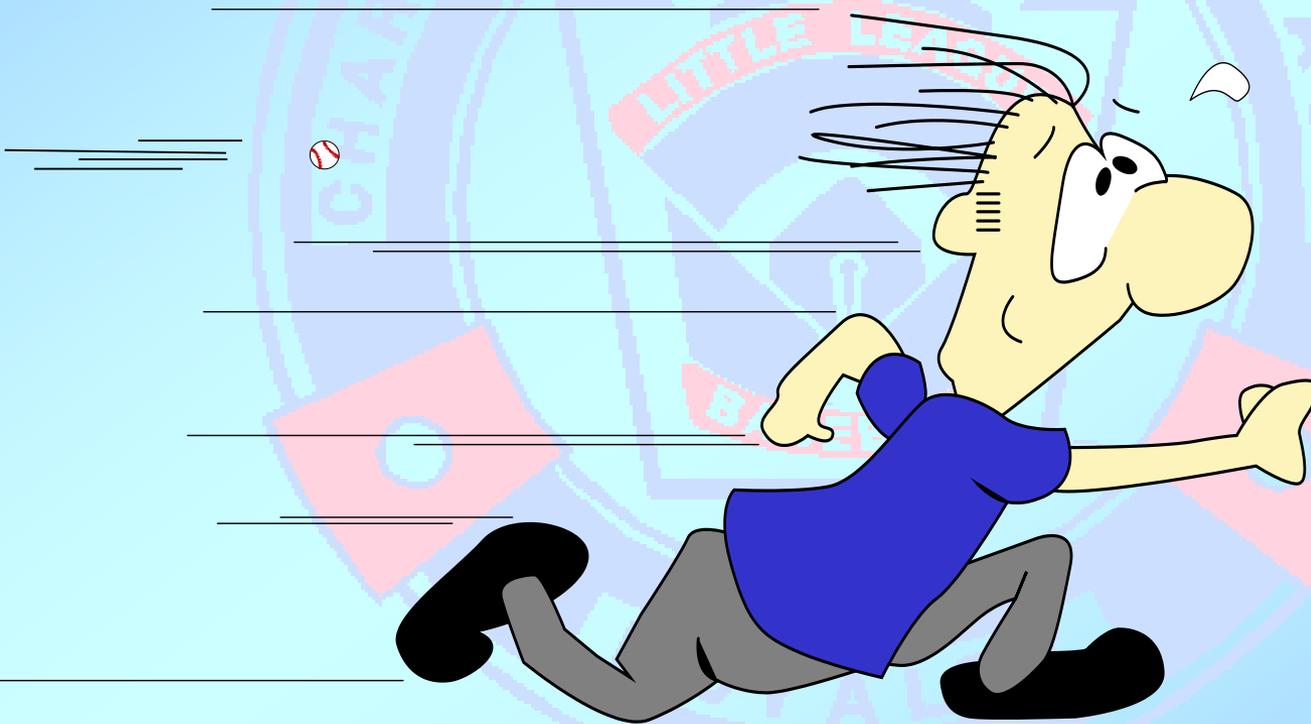
Key Elements:

- ⚾ Allow the play to continue:
- ⚾ Manager's Option:
- ⚾ Runners not attempting to steal or not forced to advance remain on the base they occupied at the time of the interference.

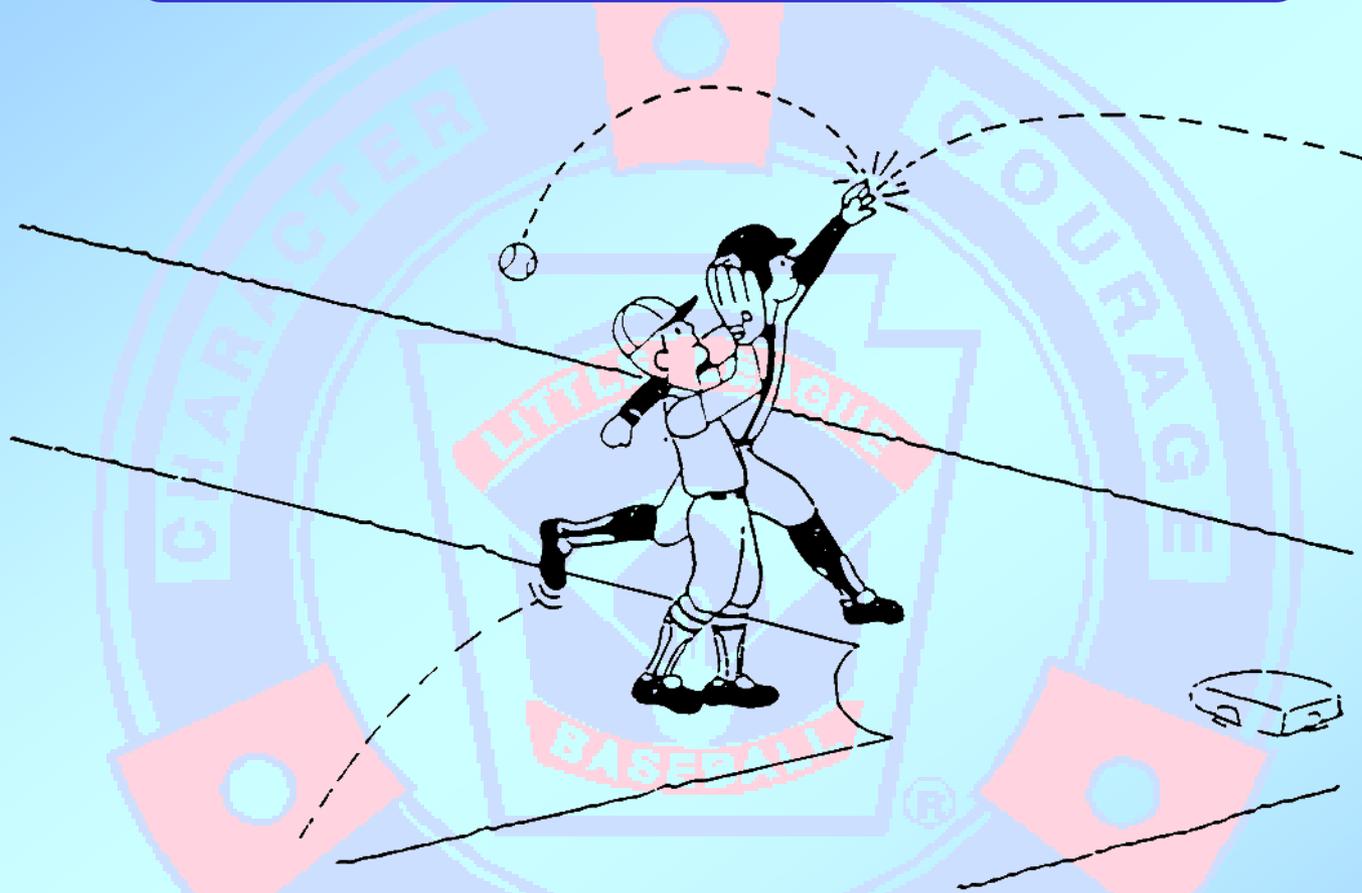


7.00

THE RUNNER

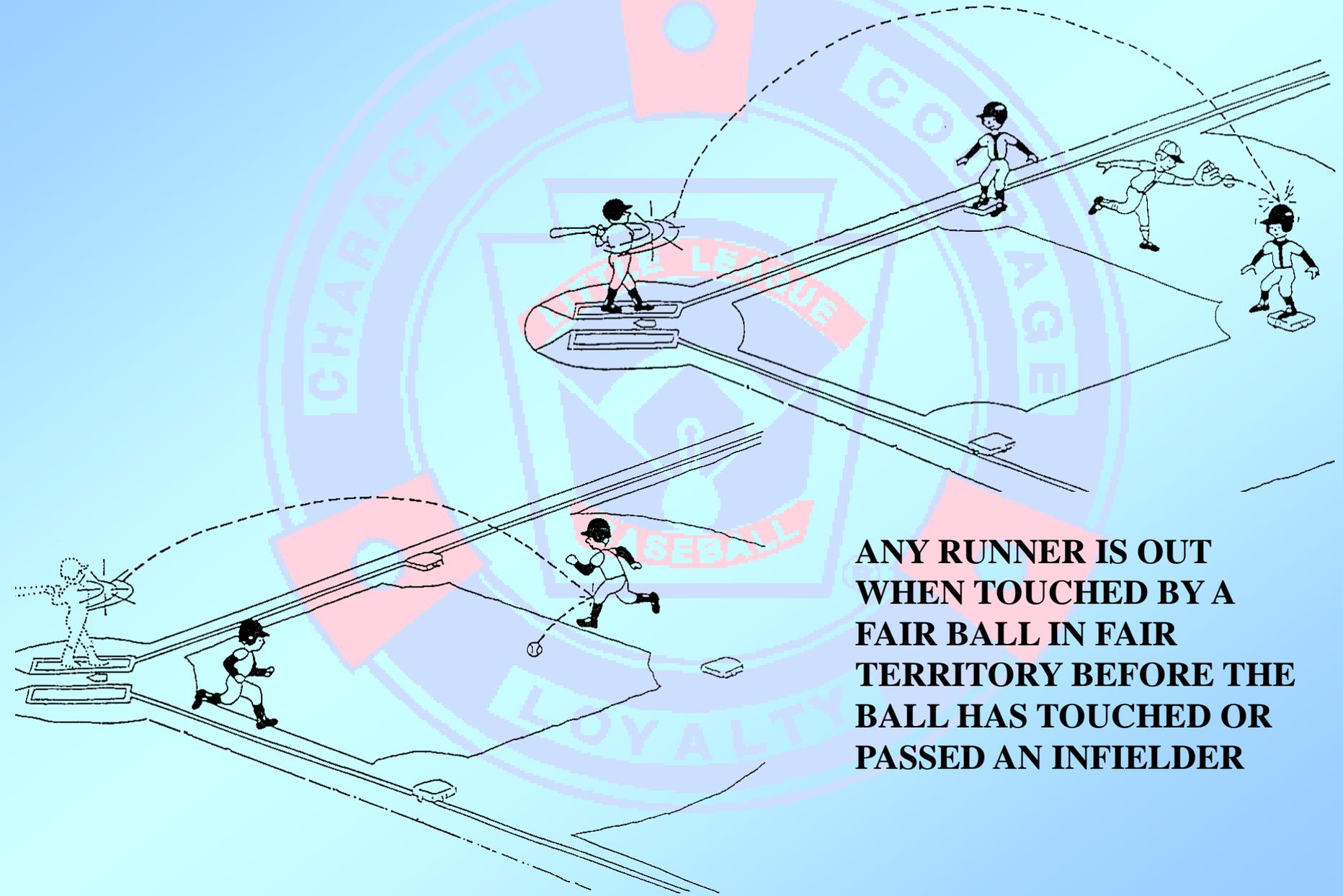


RULE: 7.08(b)



ANY RUNNER IS OUT WHEN THE RUNNER INTENTIONALLY INTERFERES WITH A THROWN BALL OR HINDERS A FIELDER ATTEMPTING TO MAKE A PLAY ON A BATTED BALL.

RULE: 7.08(f)



**ANY RUNNER IS OUT
WHEN TOUCHED BY A
FAIR BALL IN FAIR
TERRITORY BEFORE THE
BALL HAS TOUCHED OR
PASSED AN INFIELDER**

RUNNER INTERFERENCE

(Runner Touched By Fair Ball)



“Time!”
(kill the play at the
moment of interference)



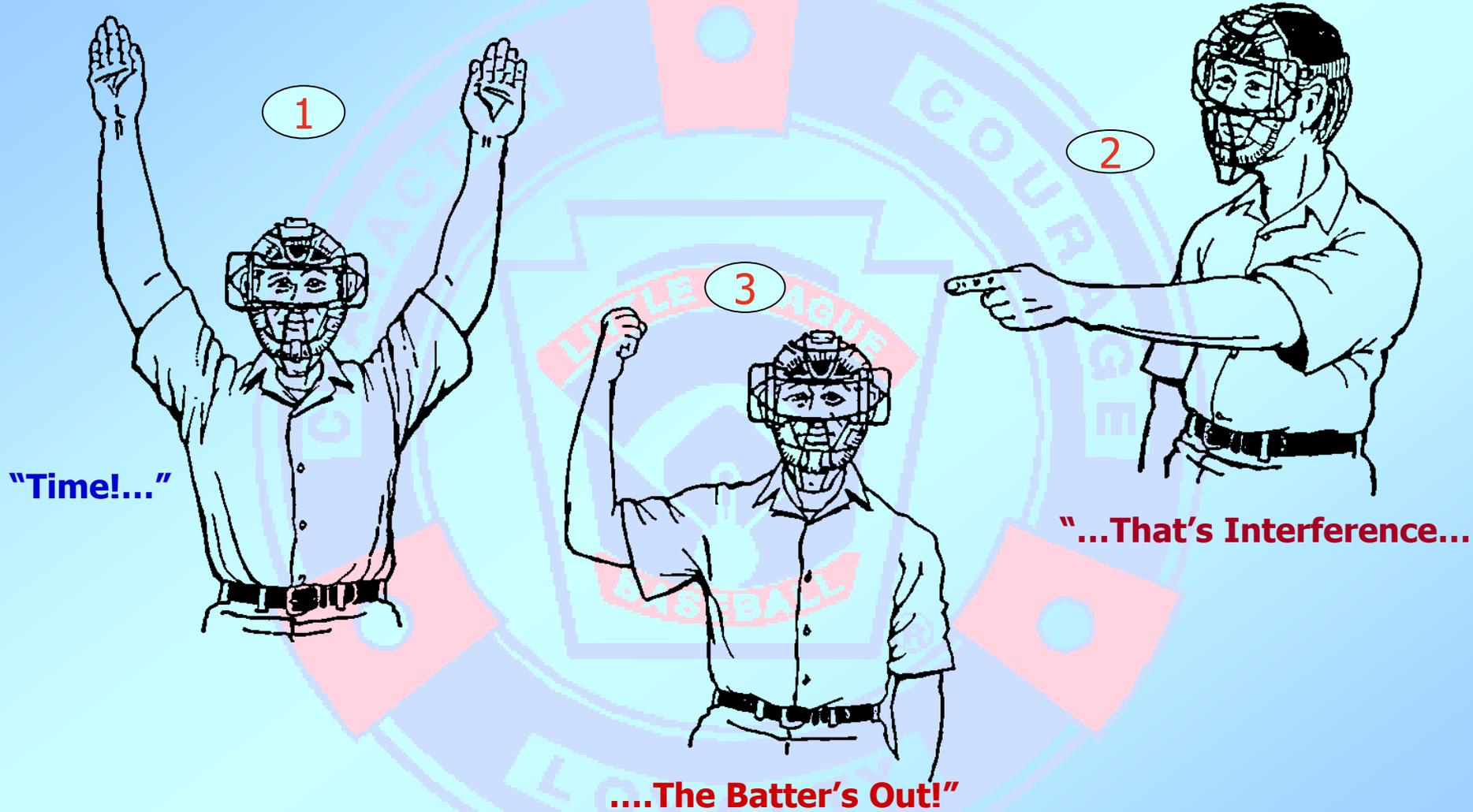
“He’s Out!”
(call the runner out)



“That’s Interference!”
(point to the violation)

....at this time, the umpire signals all runners to return to their original bases.

BATTER-RUNNER INTERFERENCE

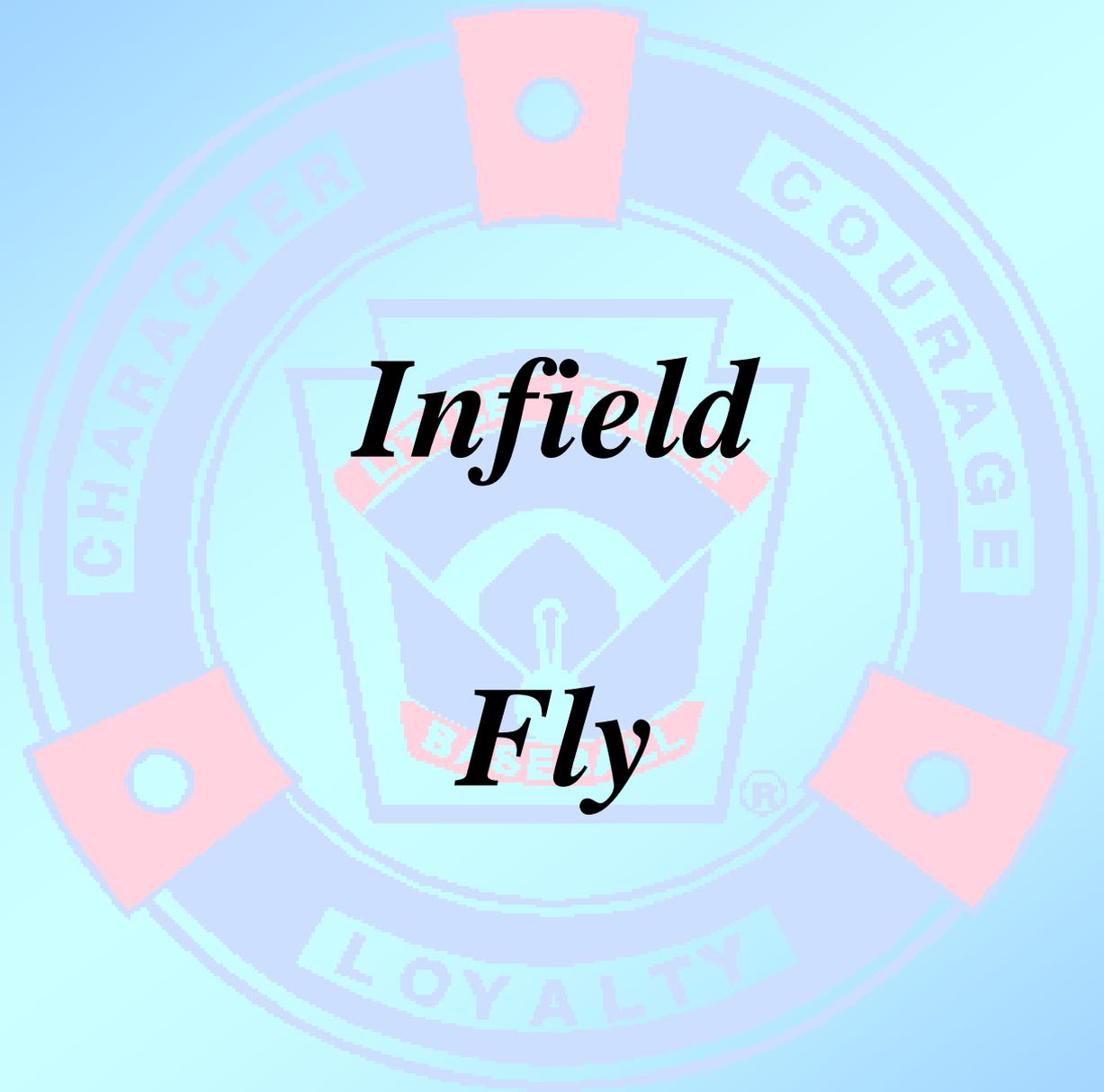


Unlike batter interference on a steal or pick-off attempt, interference by the batter-runner is cause for calling "Time" immediately and enforcing the penalty.

Rule 7.09 (i)

- In the judgment of the umpire, the base coach at third base, or first base, by touching or holding the runner, physically assists him in returning to or leaving third base or first base.
- **Comments:** The coach has to improve the runner's chance of accomplishing their goal as a runner. Ball remains alive, unless the runner is being played on.





Infield

Fly

INFIELD FLY RULE 2.00, 6.05d & 7.08f

FAIR FLY BALL

NOT A BUNT OR
LINE DRIVE

ORDINARY
EFFORT BY INFIELDER

CAN BE CAUGHT
BY ANY FIELDER

LESS THAN
TWO OUTS

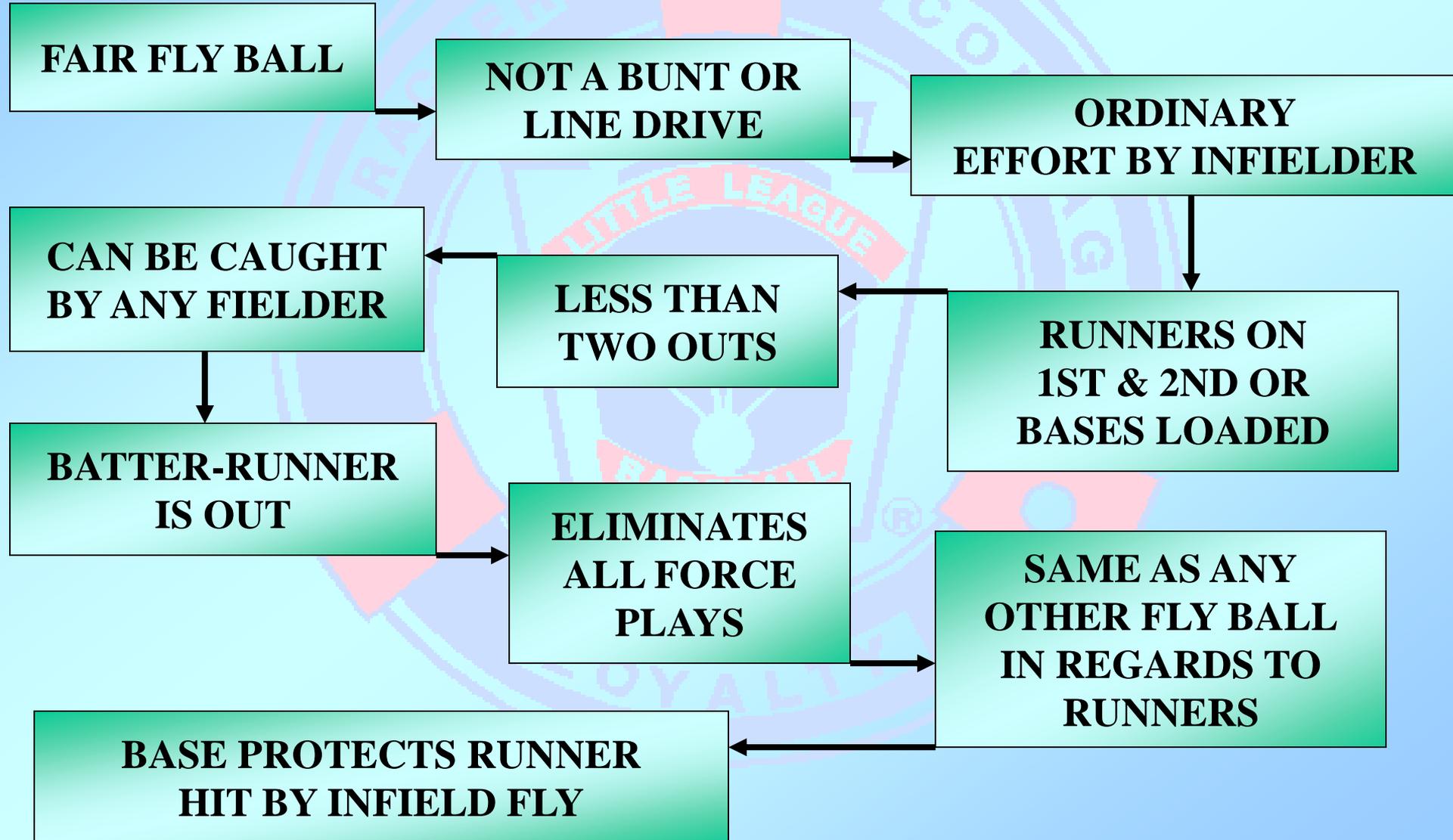
RUNNERS ON
1ST & 2ND OR
BASES LOADED

BATTER-RUNNER
IS OUT

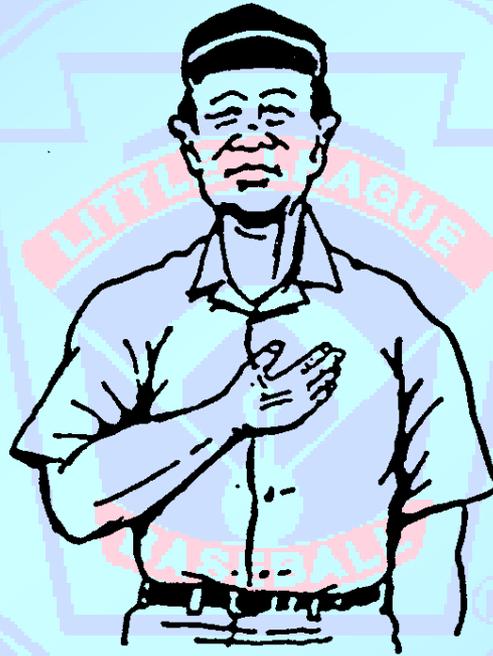
ELIMINATES
ALL FORCE
PLAYS

SAME AS ANY
OTHER FLY BALL
IN REGARDS TO
RUNNERS

BASE PROTECTS RUNNER
HIT BY INFIELD FLY



INFIELD FLY SIGNAL TO PARTNER



This is a signal which is flashed between umpires as a reminder of the infield fly rule. If a fly ball is hit which an infielder can handle with ordinary effort, the umpires shall invoke the infield fly rule.

DECLARING BATTED BALL AN INFIELD FLY



“That’s An Infield Fly.....”



....The Batter’s Out!”

Ordinarily, either umpire may initiate the call of “infield Fly!” However, on balls hit near the foul lines, the plate umpire is responsible for the initial call. When the signal is given by one umpire, his partner shall “echo” the call. The call should be given loudly and clearly so there is no confusion for the runners.

The Pitcher



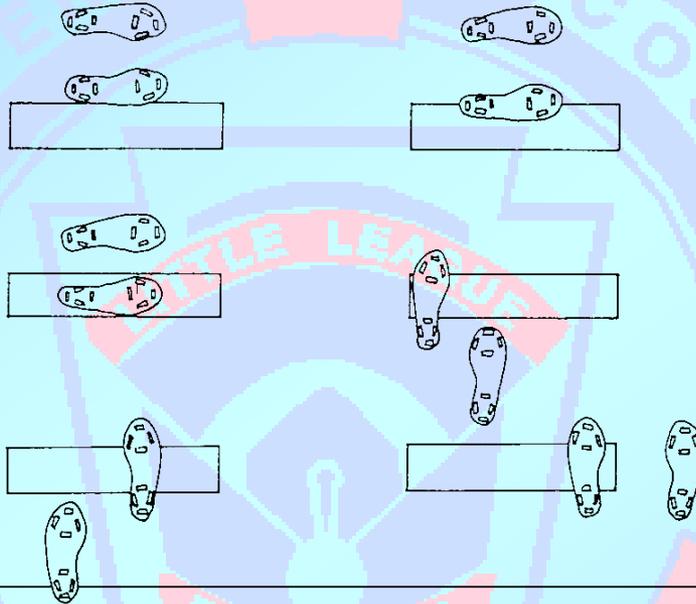
8.01 - 8.05 - 8.06c

LEGAL & ILLEGAL POSITIONS OF THE PITCHER'S FOOT

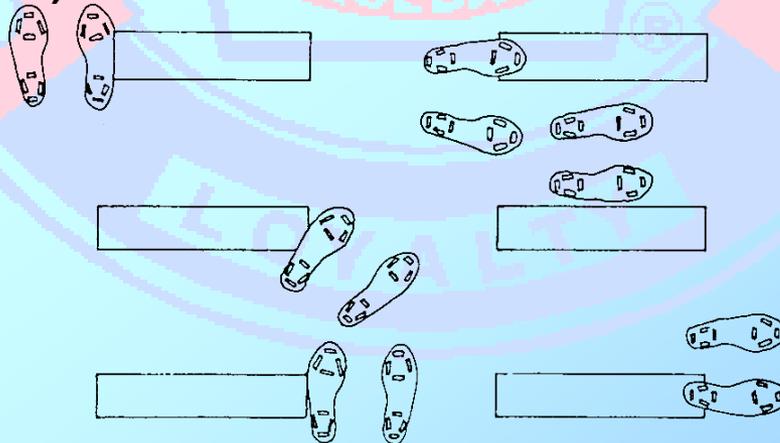
(TOWARDS HOME PLATE)



LEGAL



(TOWARDS HOME PLATE)



ILLEGAL

ILLEGAL PITCH

8.05

**MAKES ANY MOTION
AND FAILS TO PITCH**

**FAILS TO STEP TOWARD A
BASE BEFORE THROWING**

**FEINTS TO FIRST BASE
AND FAILS TO THROW**

**WHILE NOT FACING THE
BATTER**

**THROWS OR FEINTS TO AN
UNOCCUPIED BASE, EXCEPT
FOR MAKING A PLAY**

**PITCHES WHEN THE
CATCHER IS NOT IN THE
CATCHERS BOX**

MAKES A QUICK PITCH

NOT TOUCHING THE PLATE

DELAYS THE GAME

**WITHOUT HAVING THE BALL,
STANDS ON OR ASTRIDE THE
PITCHERS PLATE**

ILLEGAL PITCH (cont.)

8.05

**ACCIDENTALLY OR INTENTIONALLY
DROPS THE BALL**

**NOTE: THERE IS NO BALK
PENALTY: THE PITCH SHALL BE CALLED A BALL, UNLESS
THE BATTER HITS THE BALL AND REACHES FIRST BASE
SAFELY, AND IF ALL BASE-RUNNERS ADVANCE AT LEAST
ONE BASE ON THE ACTION RESULTING FROM THE BATTED
BALL. IF SO, THE PLAY STANDS AND THE ILLEGAL
PITCH IS NULLIFIED.**

JR/SR/BG BALK

8.05

**MAKES ANY MOTION
AND FAILS TO PITCH**

**DOES NOT STOP
(SET)**

**FEINTS TO FIRST BASE
AND FAILS TO THROW**

**FAILS TO STEP TOWARD A
BASE BEFORE THROWING**

**THROWS OR FEINTS TO AN
UNOCCUPIED BASE, EXCEPT
FOR MAKING A PLAY**

**WHILE NOT FACING THE
BATTER**

MAKES A QUICK PITCH

NOT TOUCHING THE PLATE

DELAYS THE GAME

**WITHOUT HAVING THE BALL,
STANDS ON OR ASTRIDE THE
PITCHERS PLATE**

JR/SR/BG BALK (cont)

8.05

ACCIDENTALLY OR INTENTIONALLY DROPS THE BALL

REMOVES ONE HAND AND DOES NOT PITCH OR THROW TO A BASE

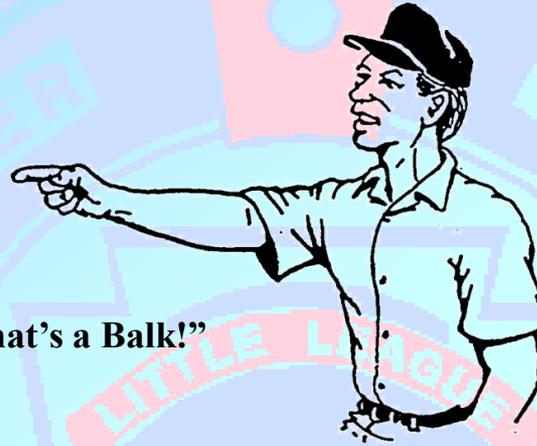
PITCHES WHEN THE CATCHER IS NOT IN THE CATCHERS BOX

PENALTY: THE BALL IS DEAD, AND EACH RUNNER SHALL ADVANCE ONE BASE WITHOUT LIABILITY TO BE PUT OUT UNLESS THE BATTER REACHES FIRST ON A HIT, AN ERROR, A BASE ON BALLS, A HIT BATTER OR OTHERWISE, AND ALL OTHER RUNNERS ADVANCE AT LEAST ONE BASE IN WHICH CASE THE PLAY PROCEEDS WITHOUT REFERENCE TO THE BALK. WHEN A BALK IS CALLED IF THE PITCH IS DELIVERED IT WILL BE CONSIDERED NEITHER A BALL NOR STRIKE UNLESS THE PITCH IS BALL FOUR (4) AWARDED TO THE BATTER FIRST BASE AND FORCING ALL RUNNERS ON BASE TO ADVANCE.

BALK



Set Position



“That’s a Balk!”



“Time!”

(Do not call time until play resulting from the pitch has ended)

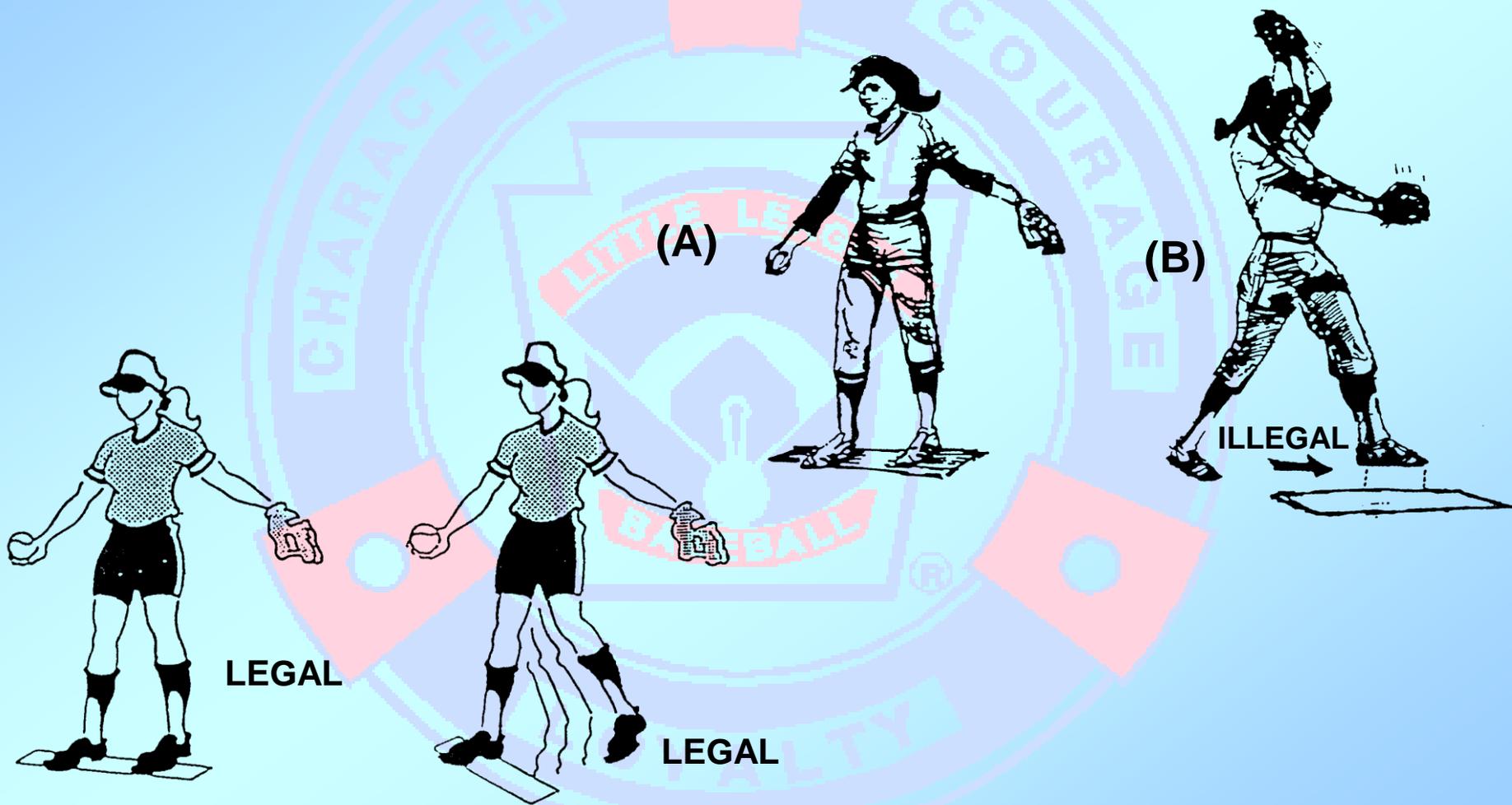
The base umpire shall call the balk from his set position if the pitcher has assumed his position on the rubber. He shall point laterally and emphatically state, “That’s a Balk!” If the pitcher is in the act of delivering the pitch or throwing to a base, the base umpire resumes his set position and prepares for the play. If the pitcher is not able to deliver the ball to a base or the batter, the base umpire shall call “Time!” and kill the play. Otherwise, the ball is still alive. Either umpire may call any balk. Once the balk has been called, the other umpire should echo the call.

The plate umpire uses no visual signal. From his set position, he declares, “That’s a Balk!” and remains in his set position. After the play has ended, he calls time and enforces the balk penalty.

In placing runners, always place the lead runners first.

RULE: 8.01(e)

FAST PITCH PITCHING



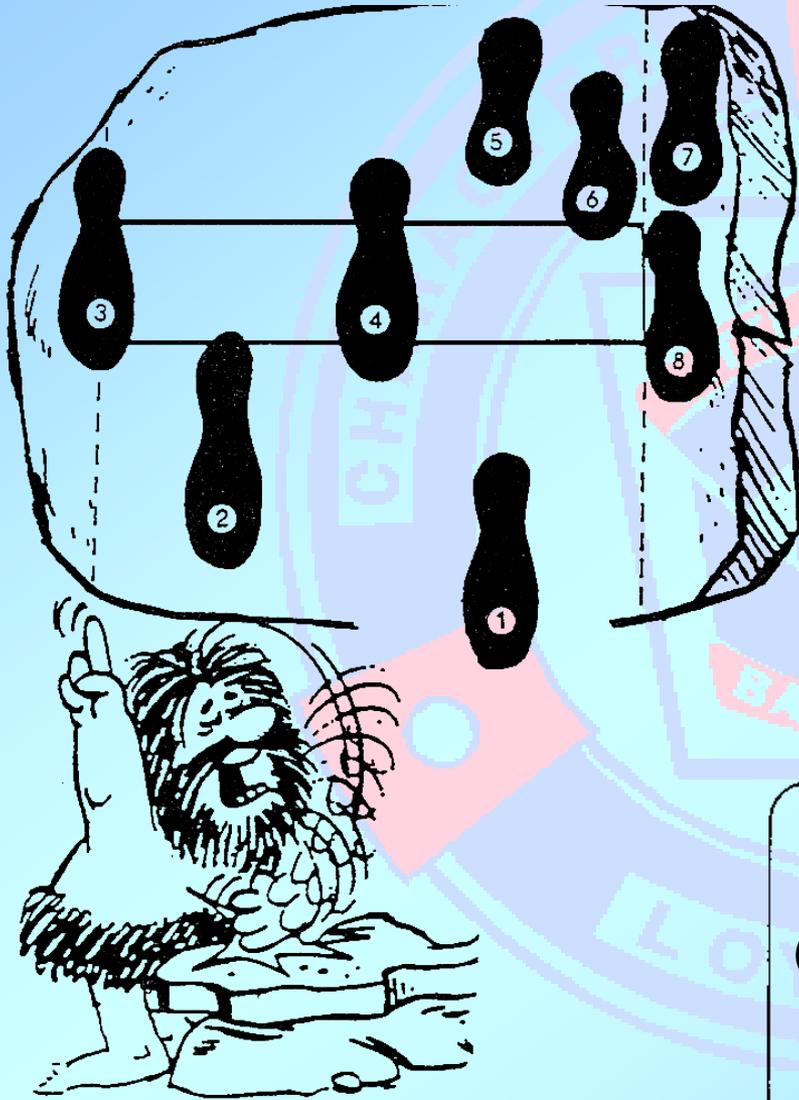
RAISING THE FOOT OFF THE PITCHING PLATE AND RETURNING IT TO THE PLATE CREATES A ROCKING MOTION AND IS AN ILLEGAL ACT.

RULE 8.01 - PITCHING



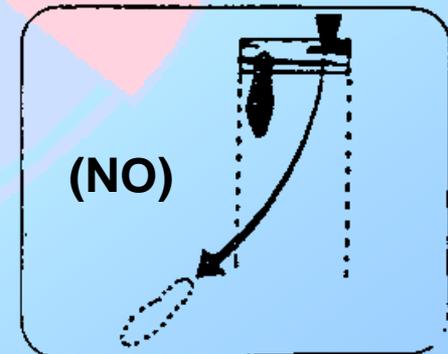
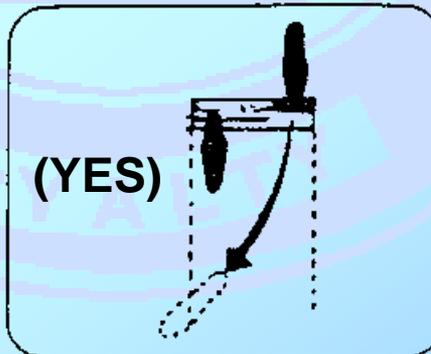
THE PIVOT FOOT MAY REMAIN IN CONTACT OR MAY PUSH OFF AND DRAG AWAY FROM THE PITCHING PLATE PRIOR TO THE FRONT FOOT TOUCHING THE GROUND, AS LONG AS THE PIVOT FOOT REMAINS IN CONTACT WITH THE GROUND.

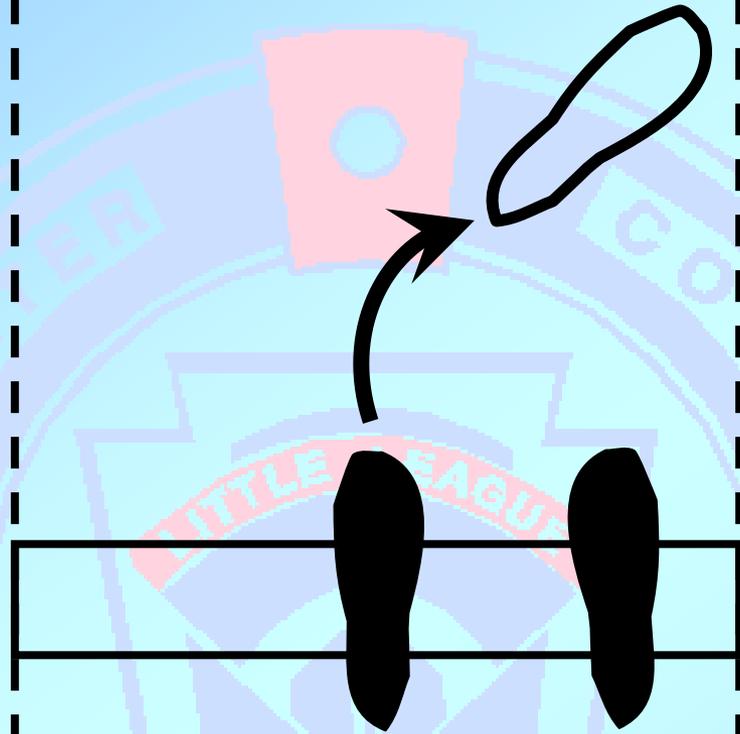
WATCH THE PITCHER'S FEET



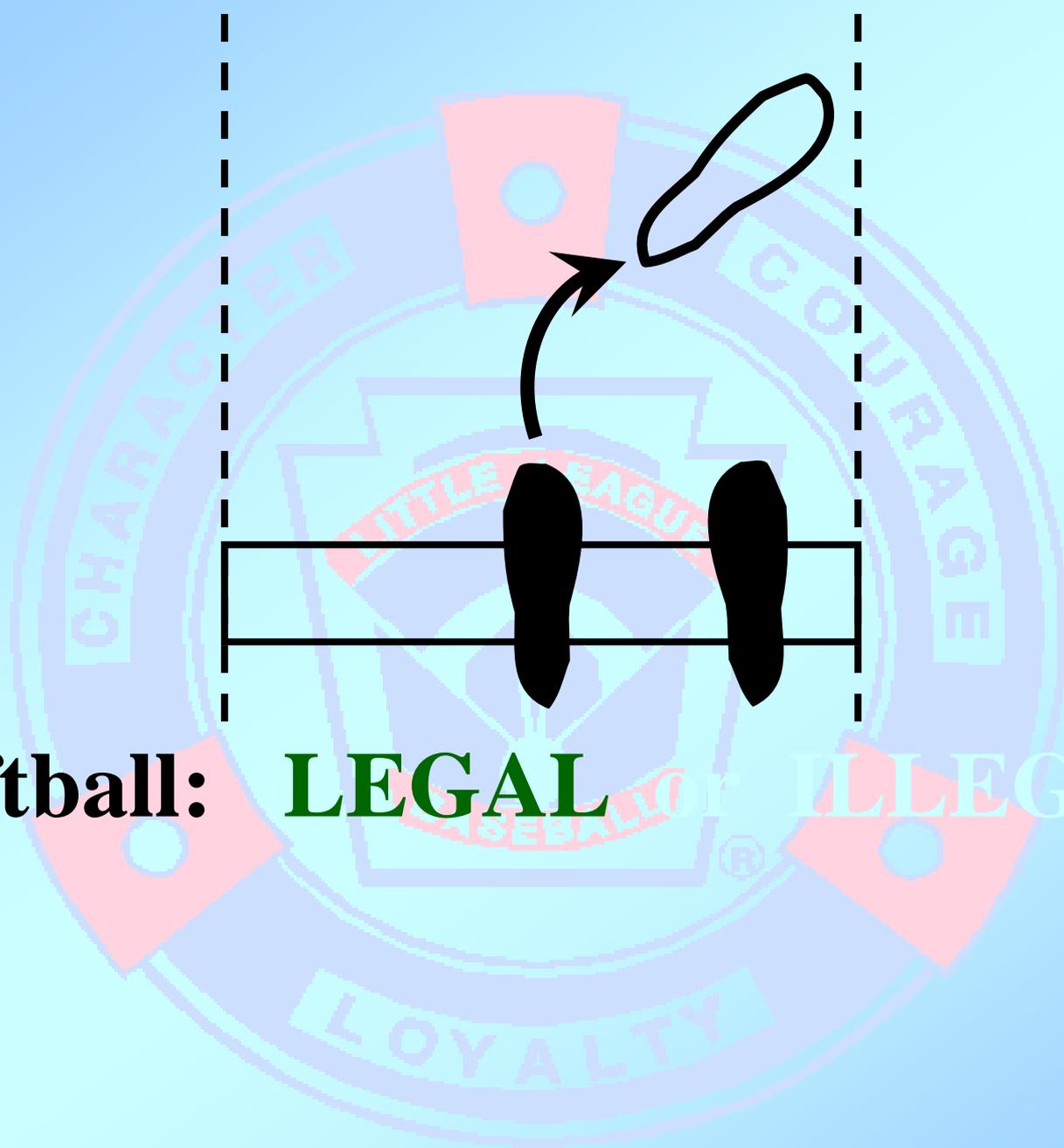
(START OF PITCH)

1. LEGAL (NO)
2. LEGAL (YES)
3. LEGAL (YES)
4. LEGAL (YES)
5. LEGAL (NO)
6. LEGAL (YES)
7. LEGAL (NO)
8. LEGAL (NO)

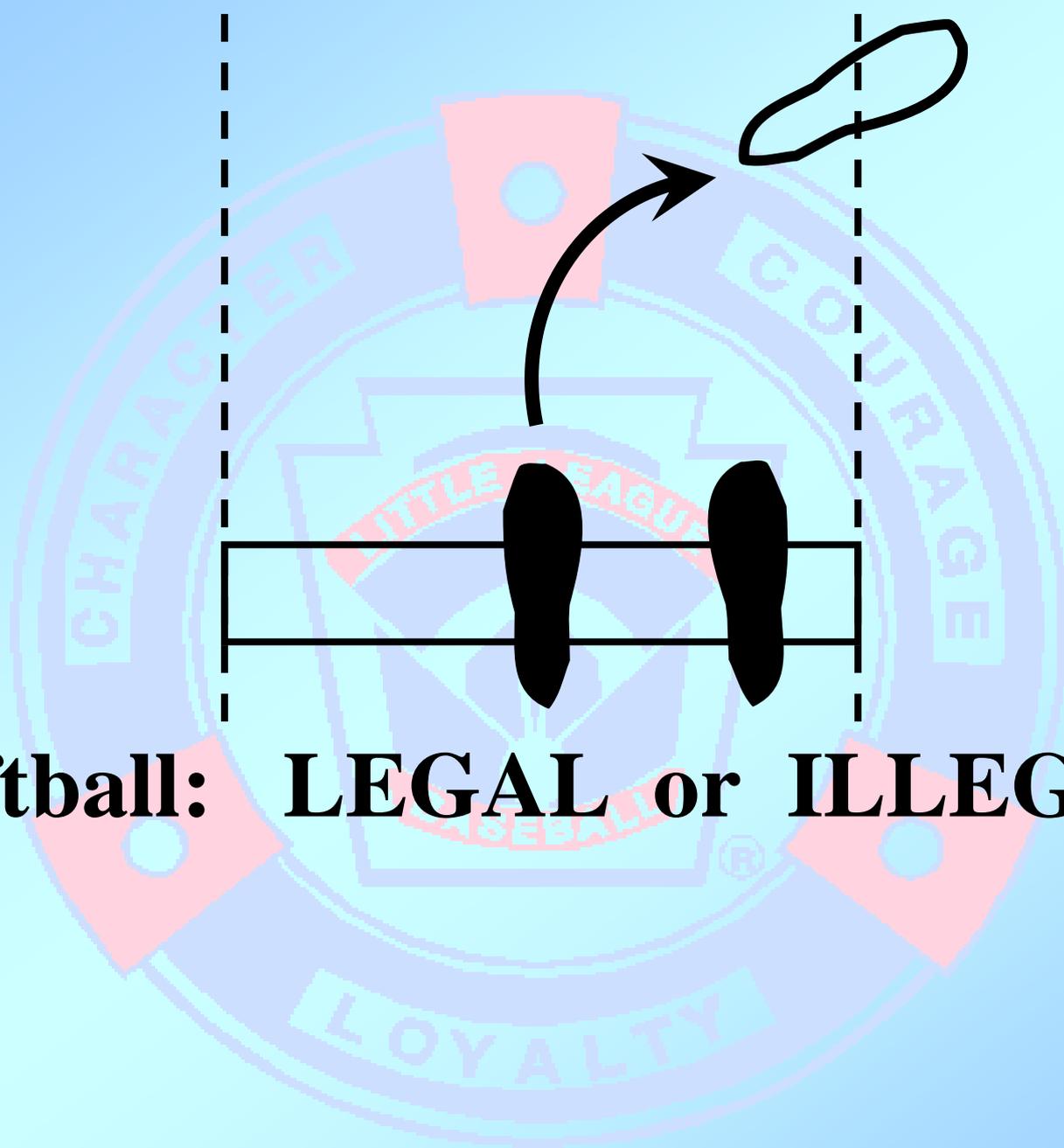




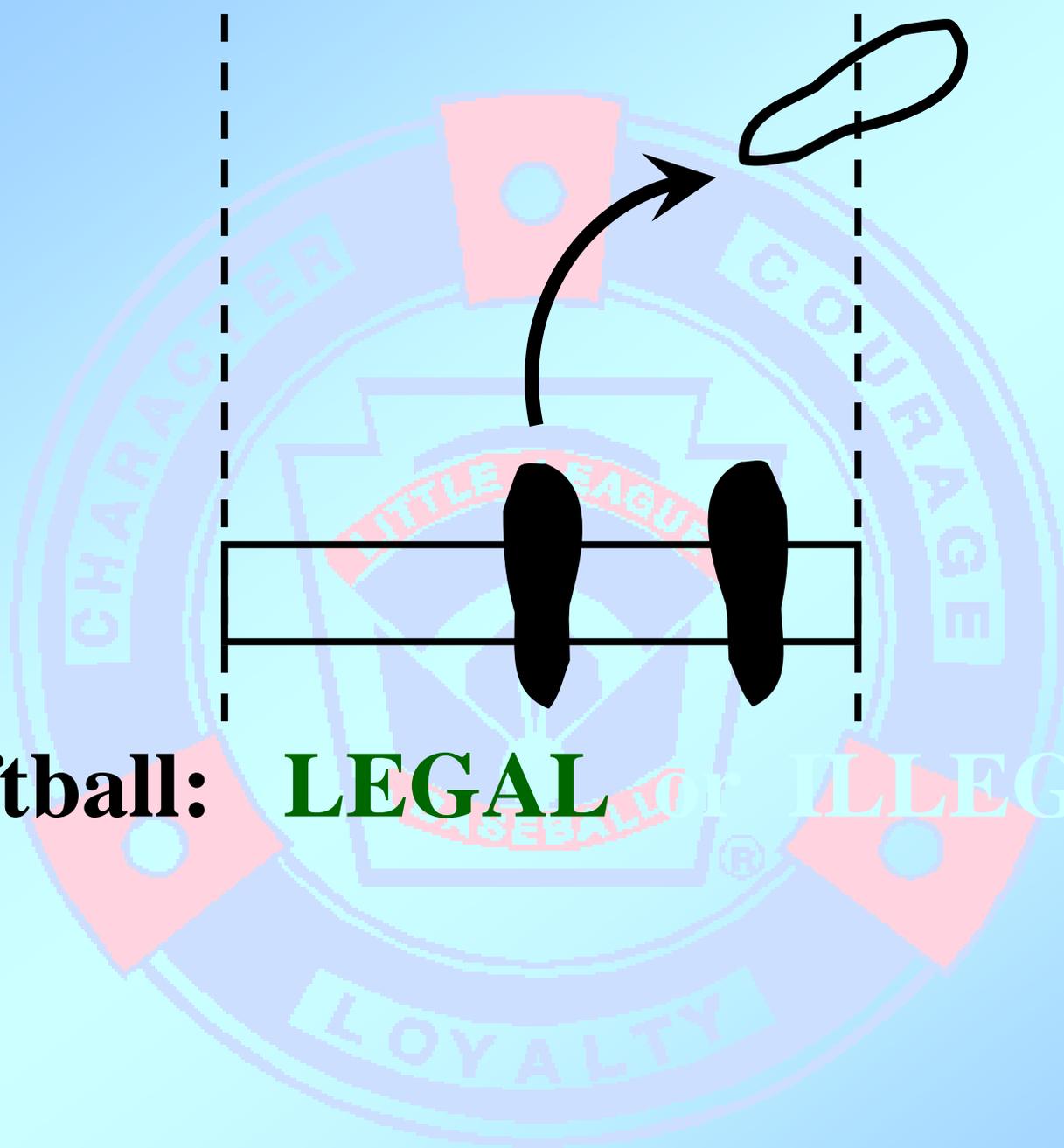
Softball: LEGAL or ILLEGAL



Softball: **LEGAL** or **ILLEGAL**



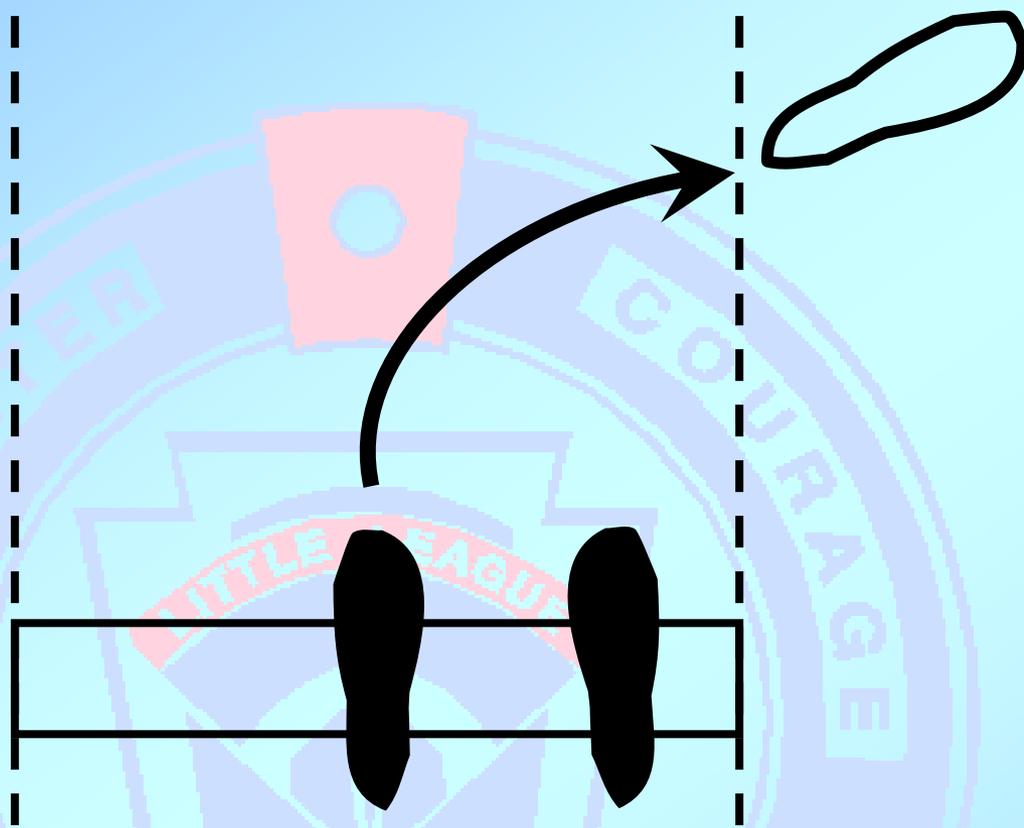
Softball: LEGAL or ILLEGAL



Softball: LEGAL or ILLEGAL



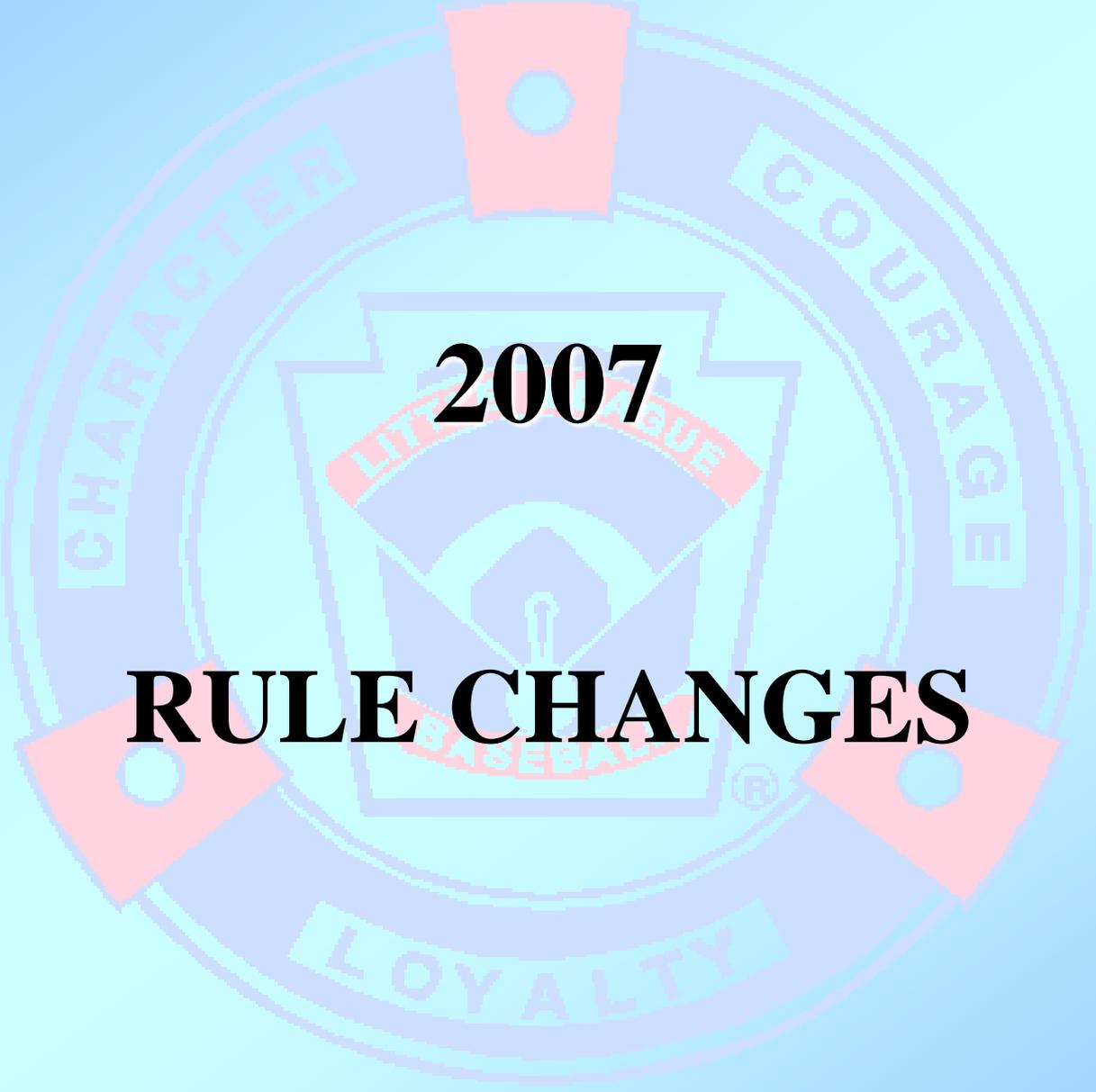
Softball: LEGAL or ILLEGAL



Softball:

ILLEGAL

Forward step is not within width of the pitching plate

The background features a large, semi-transparent logo for Litt League Baseball. The logo is circular with a central shield. The shield contains a stylized baseball bat and a baseball. The words "LIT LEAGUE" are written across the top of the shield, and "BASEBALL" is written across the bottom. The shield is surrounded by a circular border containing the words "CHARACTER", "COURAGE", and "LOYALTY" at the top, and "BASEBALL" at the bottom. The logo is set against a light blue gradient background.

2007

RULE CHANGES

Rule 1.10 (Baseball Only)

- **Note 3:** Beginning with the 2009 season, non-wood bats used in Little League and below must have a BPF (bat performance factor) of 1.15 or less marked on it.

Rule 1.10 (Baseball Only)

- 36 inches **Senior and Big League Baseball**
- $2\frac{3}{4}$ " for wood – $2\frac{5}{8}$ " non wood for **Senior and Big League**
- **Senior/Big League** baseball a bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot be less than 30 ounces).
- **Senior/Big League** non wood bats shall meet the BESR (Bat Exit Speed Ratio) performance standard, and such bats shall be printed with a permanent certification mark.

Regulation VI – Pitchers

Pitch Count Program

- League Age

17 – 18 105 pitches per day

13 – 16 95 pitches per day

11 – 12 85 pitches per day

10 and under 75 pitches per day

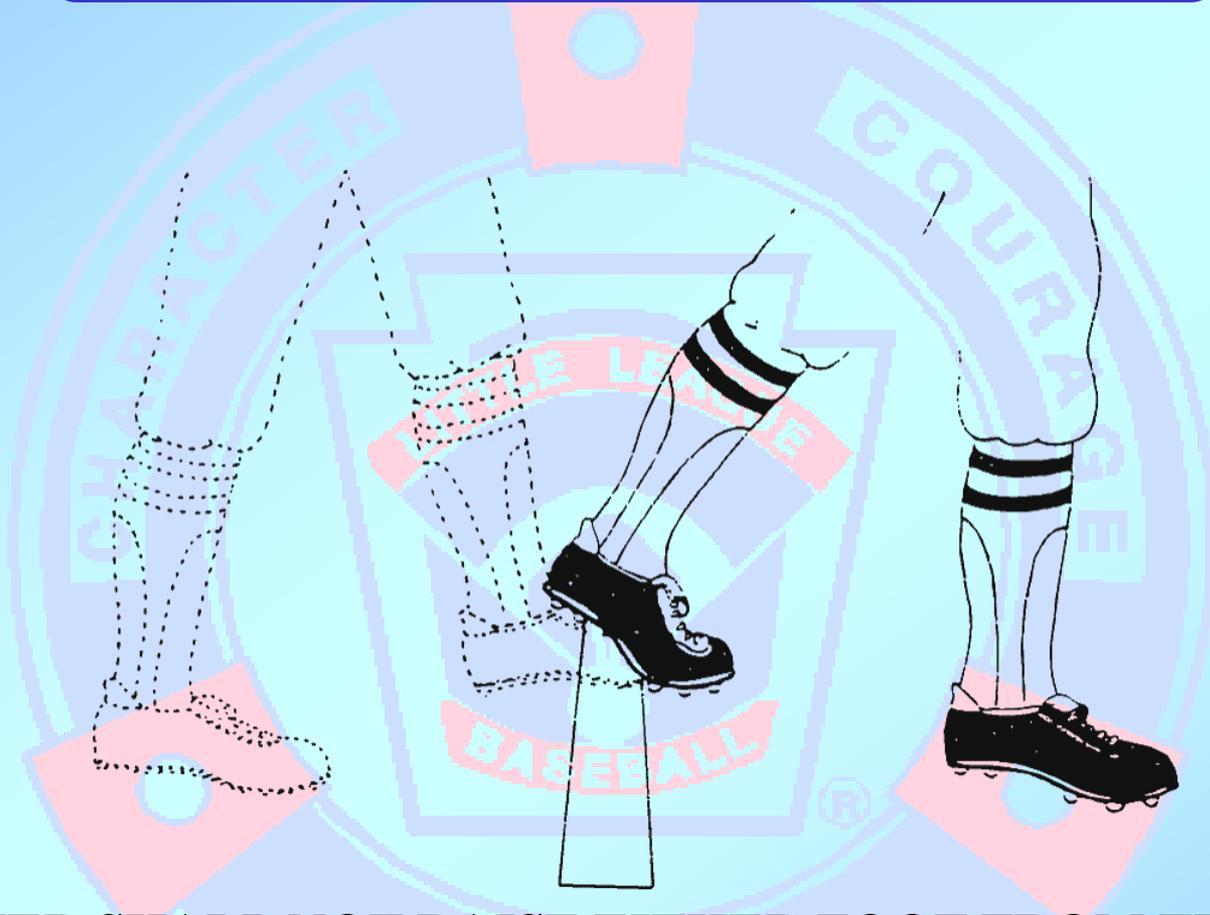
Pitch Count Program

- Pitchers league age 16 and under must adhere to the following rest requirements:
- If a player pitches **61 or more** pitches in a day, **three (3)** calendar days of rest must be observed.
- If a player pitches **41 - 60** pitches in a day, **two (2)** calendar days of rest must be observed.
- If a player pitches **21 - 40** pitches in a day, **one (1)** calendar days of rest must be observed.
- If a player pitches **1-20** pitches in a day, **no (0)** calendar day of rest must be observed.

Pitch Count Program

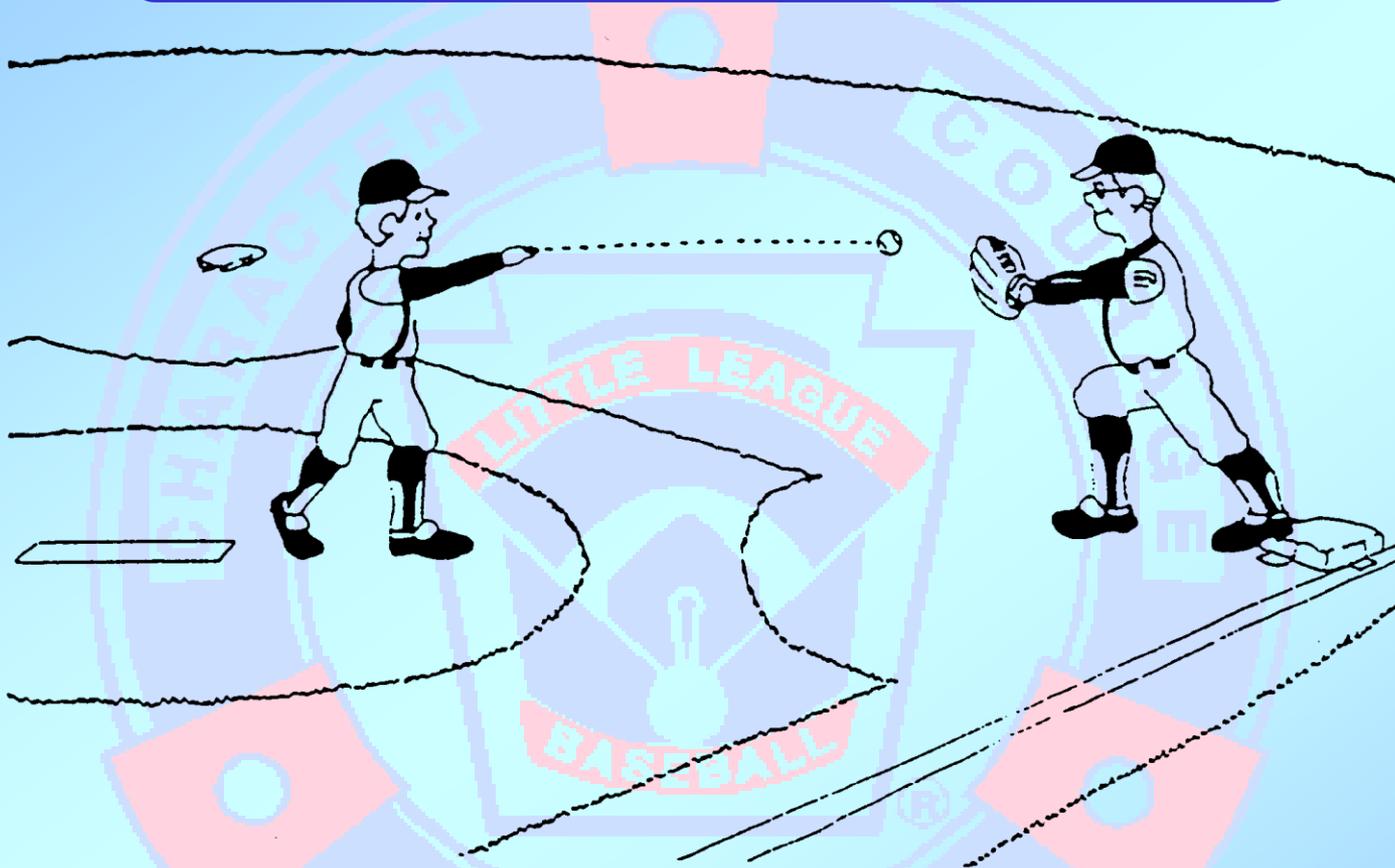
- Pitchers league age 17-18 must adhere to the following rest requirements:
- If a player pitches **76 or more** pitches in a day, **three (3)** calendar days of rest must be observed.
- If a player pitches **51 - 75** pitches in a day, **two (2)** calendar days of rest must be observed.
- If a player pitches **26 - 50** pitches in a day, **one (1)** calendar days of rest must be observed.
- If a player pitches **1-25** pitches in a day, **no (0)** calendar day of rest must be observed.
- **Each league must designate the scorekeeper or another game official as the official pitch count recorder.**

RULE: 8.01(a)



THE PITCHER SHALL NOT RAISE EITHER FOOT FROM THE GROUND EXCEPT THAT FOOT INVOLVED IN THE ACTUAL DELIVERY OF THE BALL TO THE BATTER. THE PITCHER MAY TAKE ONE STEP BACKWARD AND ONE STEP FORWARD WITH THE FREE FOOT.

RULE: 8.01(c)



AT ANY TIME DURING THE PITCHER'S PRELIMINARY MOVEMENTS AND UNTIL THE NATURAL PITCHING MOTION COMMITS THAT PITCHER TO THE PITCH, SAID PITCHER MAY THROW TO ANY BASE, PROVIDING THE PITCHER STEPS DIRECTLY TOWARD THAT BASE BEFORE MAKING THE THROW.