

LITTLE LEAGUE®
WORLD SERIES & REGIONAL TOURNAMENT



**Little
League**

UMPIRE'S MANUAL

2026 Tournament Edition

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WELCOME & INTRODUCTION

On behalf of Little League International and the Little League Umpire Advisory Committee, we would like to congratulate you for your appointment to one of our Regional or World Series Tournaments this summer. It is a sincere pleasure to recognize your commitment and service to Little League International with this opportunity. Your appointment honors your performance and dedication to the sport and pays tribute to your commitment to your district, section, state, and region.

Your appointment is an extremely coveted accomplishment and a distinguished honor resulting from your years of service, aptitude, and talent as a volunteer umpire to Little League International. We are certainly excited to share this experience with you, and we look forward to working with you to prepare you for your appointed tournament.

In preparation for your assignment this season, the Little League Umpire Development Committee has developed this manual to identify the expectations of individuals appointed to work our tournaments. Please understand that the information and guidelines included in this publication are intended to ensure consistency in our crews, in the way we handle various situations, topics, and events throughout each tournament. Know that it is not the intent of this publication to reteach you how to umpire but rather, to discuss the expectations of our umpires to accomplish the goal of consistency. It is the philosophy of the Little League Umpire Advisory committee that in high profile, high stakes endeavors, an outline of guidelines and expectations is imperative to collective success.

Our goal is to create an atmosphere that allows our youth to participate in a game that foremost develops leadership traits but also provides the participants with a safe, controlled environment to grow and develop as young people and as young athletes. Therefore, the intent of this publication is to ensure that each umpire understands protocols identified herein to help create such an atmosphere for the participants of each tournament.

Please also know that this tournament, and your role in it, is a unique opportunity to continue your role as an ambassador for Little League International on the international stage. You have been selected to work this tournament because of your demonstrated integrity, character, and ability as a developing umpire in our organization. This opportunity allows us to demonstrate our abilities as a program rather than individuals, to provide a special, unique, and first-class opportunity and experience for the youth within our program.

With that said, the public attention to which each tournament draws is an opportunity for us as a program to showcase the abilities and talents of our many individuals, including our umpires. Working together, in addition to the collective and collaborative attributes of all members of the crew, this is an opportunity to display the character, integrity, professionalism, and abilities that comprise the standards of umpiring Little League Baseball and Softball. We consider this opportunity special and unique, and amid an atmosphere of fun, it is our professionalism, character, and abilities that unite us all to create such an opportunity for the youth in our program.

Please take the time over the months leading to the tournament to review, understand, and master the information included in this publication. Again, the goal is consistency in our umpires across the program so that we all have a consistent game-plan to attack certain situations as they evolve throughout the tournament. Know that your Tournament UIC / Evaluator will review this material and the expectations during the crew communications and meetings prior to the start of your tournament to ensure we are all on the same page.

In preparation for this tournament, we wish you all the best of luck throughout your season and send our best wishes of health to each of you. Thank you again for your service to Little League as a volunteer umpire, and congratulations on receiving this milestone career appointment!

With Gratitude,



Stu Hartenstein

Director of Umpire Development & Operations

Little League International



CHARACTER, CONDUCT, AND CODE OF ETHICS

As umpires, we are both ambassadors for and representatives of Little League International, and we are expected to display high standards of ethics, integrity, and impartiality that comprise the umpiring profession. Know that it is the successful and consistent demonstration of these character expectations that resulted in your appointment to this opportunity, and such will continue to govern our interactions with one another as a crew, with administration, managers, players, coaches, spectators, and the media.

Because this opportunity is both unique and special, it creates a different atmosphere to which some have succumbed to violations of the standards of character, conduct, and the code of ethics set forth by Little League International. To ensure that such is not violated, please consider the following guidelines throughout the high-profile atmosphere that is created during this tournament.

Fraternization

We want you to enjoy your time at the tournament, for it is a special and unique opportunity. Please be sure to use sound judgement when in common areas, whether at the complex or otherwise, to ensure that high standards of professionalism are upheld by each representative of Little League International.

For example, pin trading under a pavilion is a common practice by many individuals and participants of the tournament. Please be sure to use sound judgment if engaging in pin trading so as not to create a question of favoritism or impartiality in the mindset of others who may observe such behavior. This includes eating in common areas as well as engaging in things off-site, such as going out to eat, going to the pool, exercise room, or otherwise.

As a general rule of thumb, we simply want to ensure that your interactions with individuals outside of tournament administrative personnel do not put you in a situation to which your impartiality becomes subject of question. We trust that you will use sound judgement and uphold the standards of high character, integrity, and ethics that resulted in this appointment.

Usage of Social Media

Please be advised of your decisions to use social media. It is advised, strongly encouraged, and highly recommended, that tournament officials and the umpiring crew refrain from the usage of social media relative to the tournament. Social Media provides individuals with a potential outlet to violate the standards of character, integrity, and professionalism. It is important for all representatives of Little League International to understand that who we are as volunteers, how we communicate, our actions, and our usage of social media reflects our "brand" individually but even larger, our brand as an organization.

The following examples will be considered a violation of the usage of social media and the code of conduct, and are subject to penalty invoked by the Tournament Director and/or Little League International:

- Discussing any play, situation, or event from the tournament, a game, or otherwise in a public or private forum, including groups, chats, or any otherwise posting
- Discussing any assignment or decision made by tournament personnel.
- Posting pictures, videos, or otherwise that reflect violations in fraternization, character, ethics, and code of conduct, whether from the tournament or otherwise
- Any other posting, activity, pictures, videos or otherwise deemed inappropriate by the Tournament Director and/or Little League Baseball

Umpire's Locker Room / Changing Area

The locker-room / changing area is intended to be an area not only for umpires to dress but to also prepare for coming games to further develop as umpires. Therefore, the locker-room is for authorized tournament personnel only; including, but not limited to, the umpire crew, the umpire coordinators, the umpire evaluators, the Tournament Director, or any other appointed appropriate individual by Little League International. Locker-rooms are not a place for family, friends, or spectators without consent and approval from tournament administration.

It is also requested that cellphones and other electronic devices that could be used to record conversations, communicate, or take pictures refrain from usage while in the locker-room. These devices should also not be present so as to provide a distraction to communication within the locker-room. Usage of electronic devices should adhere to the standards of integrity, professionalism, character, and code of ethics set forth by Little League Internationally.

Additionally, the adage is: "what is said in the locker room stays in the locker room." This statement, and its application to our locker-room, is intended to ensure that conversations about games, mechanics, or otherwise do not leak to the public. The locker-room is a uniting forum for the crew and the location of review of performance of umpires. Individuals outside of the locker-room shall not be informed of conversations that occur within.

Lastly, it is requested that should a crew occupy the locker-room for the purposes of preparing for a game or receiving a review of recent performance by the evaluators, the locker-room remain uninterrupted. Please do not enter the locker-room while a crew is preparing for a game during their pre-game or post-game conference. Those conversations are for that crew in the interest of maximizing performance in the future and shall not be subject to interruption or interference.

We also ask that umpires take responsibility for their area and the cleanliness of the locker-room. This includes removing trash, cleaning up any spills or messes, and returning equipment, uniforms, or otherwise to a stowed position. Umpires are asked to avoid making a mess resulting from cleaning shoes or otherwise within the locker-room.

INSTRUCTIONS TO UMPIRES

Arrival at the Complex

The entire crew is expected to arrive at the locker-room and report to the umpire coordinators no later than one hour and thirty minutes prior to the scheduled start of the game. It is expected that the entire crew will be present in the locker-room and begin the pre-game conference no later than one hour prior to the scheduled start of the game.

Upon arrival, the Crew Chief, or designee, will announce the presence of the umpiring crew to their assigned umpire coordinator for the game to be advised of any directions provided to the crew by tournament personnel. The crew will receive any information about weather or other conditions that may affect the start or continuation of the scheduled game. This is an opportune time to receive an adequate supply of balls to begin the game. Be sure to acquire an adequate supply of baseballs or softballs for the game before leaving the locker-room for the field.

To conduct the pregame conference, the crew will retreat to the umpires' locker-room, away from the field, players, managers and spectators to begin their preparations. This preparation includes dressing, pre-game conferencing and other discussion that is pertinent to the success of the game. A member of the evaluation team may be present to oversee or advise the crew of any provisions, adjustments, or directions to be executed by the crew.

The crew is expected to use the time prior to the game to prepare themselves for the game and not as a time to fraternize or socialize with any individual other than the crew for that game or relevant tournament personnel. It is requested that cellular phones, electronic devices, and other communication devices not present a distraction nor impede the ability of the crew to prepare for the game.

Pre-Game Conference – with Umpire Crew

No later than the 1-hour mark prior to the scheduled start of the game, the crew shall begin its pre-game conference. Please note that crew members shall not be polishing/cleaning shoes, getting dressed, or otherwise, at the time of the pre-game conference. Umpires are expected to arrive in time so that pre-game duties may be executed at their scheduled time.

The following items are to be covered during the crew's pre-game conference. It is important to hold this conference in an environment that will be free of interruptions or distractions, such as cell phone usage, dressing, or cleaning shoes or equipment. The Plate Umpire for the game is responsible for conducting and leading the pre-game conference. The Plate Umpire shall be the only speaker until he/she has completed his lead through the pre-game, and the Crew Chief, if used, will provide any additional information or points of emphasis for the crew.

At a minimum the following shall be discussed and executed as directed within the 4-Umpire System:

- Introductions and Identification of Assignments
- Fair and Foul Coverage
- Touches and Re-Touches (Tag ups)
- Fly ball coverage to the outfield
- Fly ball coverage to the infield
- Coverage of bases when an umpire may leave (Rotations by Situation, Tag-Ups, & Touches)
- Live ball – restarting after dead/foul balls
- Uncaught Third Strike
- Batted ball hitting batter in the batter's box
- Check Swings (including a Checked Swing on an Uncaught Third Strike)
- Communication – signals (Infield Fly, Timing Play, I'm Staying Home, Rotations, Etc.)
- Handling TV in between Innings (if applicable)
- Handling Situations (Crew Chief, if used, must be in the vicinity or part of the discussion)

As members of this crew in this tournament, it is imperative that this pre-game conference be thorough, regardless of the number of games worked by the crew. Conducting this pre-game conference with the crew is an expectation and is not to be taken lightly or "short-changed." Please keep all situations from previous experiences out of the discussion and focus only on game-planning when covering the items listed above.

Pre-Game Conference – with Managers and Coaches

Prior to the beginning of the game, and prior to the players beginning to warm up, the umpire crew will meet with managers and coaches from both teams at home plate for their pre-game conference. The plate umpire shall be the only speaking voice of the crew at this meeting. This conference is to be brief and contain, at a minimum, the following, using the “LEGS” acronym:

- **Line-Up Cards:** Collect, review and exchange of line-up cards (if used)
- **Equipment:** Assurance that equipment has been checked in both dugouts and that both teams are properly equipped.
- **Ground Rules:** Briefly review ground rules as needed.
- **Sportsmanship:** Expectations of players and coaches (i.e. calling “time”, etc.) as well as hustling on and off the field. Assure the managers that the umpires will likewise hustle.

It shall be noted that when an umpire is wearing sunglasses, it is the expectation that all umpires remove them to allow for direct eye contact with the managers and players. It is also important to note the names of the managers, coaches and players and make every effort to refer to them by their name rather than their “title.”

Ground Rules – TO BE RELEASED BY TOURNAMENT HOST SITES

Proper Positioning and Responsibilities between Innings

During the time between innings, the following guidelines are to be followed by the crew:

1. **Plate Umpire:** The Plate Umpire shall initially position within communication distance with the designated TOC, or “red hat” (or up a foul line, yet still near the dirt circle of home plate, if media does not control the between innings timings). Once the TOC/ “red hat” communicates to the plate umpire that it is permissible for the defensive team to take the field, the plate umpire shall be positioned approximately $\frac{1}{4}$ the way up either the first baseline or third baseline. In this position, the plate umpire must remain in eye contact with the TOC/ “red hat” to begin play when directed by the TOC/ “red hat.” The plate umpire shall not be positioned in a location or area too close to home plate and where he/she is not visible to the TOC/ “red hat,” members of the crew, or coaches in need of reporting substitutions during the between-innings time.
2. **Wing Umpires:**
 - a. The wing umpire on the side of the defensive team shall be positioned at the gate-entry of the dugout and shall prevent the defensive team from taking the field until the TOC/ “red hat” or plate umpire has indicated to the crew that the defensive team may take the field for defensive warm-up. This is a protocol set forth by media coverage of the tournament. If no media coverage dictates between innings procedures, wing umpires should follow point 2-c in this section below.
 - b. The wing umpire on the side of the offensive team shall be positioned at the gate-entry of the dugout and shall prevent the offensive team from taking their appropriate position between innings until directed by the TOC/ “red hat” or plate umpire to permit such action. This is a protocol set forth by media coverage of the tournament.
 - c. Once teams are permitted on the field between innings, wing umpires shall be positioned either down the foul line, or half the distance between their base and second base, in accordance with their respective side of the field. Such is to be decided during the pre-game conference of the crew and shall remain consistent throughout the game and for each member of the crew.
3. **Second Base Umpire:** The proper position of the second base umpire shall be either in deep center field near the warning track or in shallow center field directly behind second base. This is the choice of the second base umpire, but the second base umpire should provide freedom of fielders to warm-up in between innings.

During pitching changes, the following guidelines are to be followed by the crew:

1. **Plate Umpire:** The proper position for the plate umpire is the same as between innings to be visible in the event of substitutions, the purposes of communication, or otherwise. The plate umpire may be required to accompany any defensive manager or coach to the scoring booth to supervise the reporting and confirmation of the substitution and subsequently be positioned on either line.

2. Wing Umpires: Wing umpires may be requested by the media to hold the offensive team in the dugout should the media go to a commercial break during the pitching change. Otherwise, wing umpires are expected to be positioned in the same manner as between innings situations.
3. Second Base Umpire: While the plate umpire may be handling substitutions at the scoring booth or otherwise, the second base umpire shall be on the outfield grass to count pitches. Once the plate umpire has returned to the position on the line, the second base umpire will communicate the number of remaining pitches in the warm-up of the substitute and subsequently return to the position assumed by the second base umpire during the between innings period.

During trips to the mound or circle by a manager, coach, or player, or any other defensive trip, the umpires shall observe the same positions governing between innings situations. It is expected that all umpires will not assume a position that may result in engaging in unnecessary, casual, or confrontational conversations with managers, coaches, players, or fellow crew members.

The concept here is to be positioned in a neutral position as best as possible. If confrontation is thought to be possible, then both the plate and base umpires are to position themselves in a position that can limit a confrontation. There is some latitude here in positioning on the field during these “down” times; however, it is not acceptable to use this time to engage a player, manager or coach in a conversation that is not directly related to the game at that moment. In the event that the plate umpire is experiencing trouble with a team, then it is best that the plate umpire take a position on the foul line opposite that team’s dugout.

Following the Game

Immediately at the conclusion of the game, the umpire crew is to depart the playing field, as a crew, via the preferred exit identified by tournament personnel. Such an exit may also be used as the entrance to the playing field. When possible, umpires shall refrain from entering or exiting the field of play via the dugout of either team.

The umpiring crew is to refrain from discussions about the game until they have reached the locker-room and are out of the hearing of others. Umpires shall refrain from commenting on the game while enroute to the locker-room. Umpires shall change out of uniform prior to going for any post-game snack or meal or otherwise.

Dress Code

Umpires shall not arrive to a game site in uniform. It is expected that they will arrive at the game site with ample time to change prior to the time to take the field. Likewise, they are to change out of uniform immediately following the conclusion of the game.

The non-uniform dress of the umpire is to respect and honor the expectations of Little League International, and as such should be respectful and not include logos of tobacco products or alcoholic beverages. Under no circumstances are shirts to contain images or wording that is sexually inappropriate. Shirts worn to the game site shall have sleeves, and shorts or slacks worn to the game site shall not bear any holes. It is preferred that all umpires arrive at the game site in a collared shirt and shorts or slacks to uphold the highest expectations of professionalism.

Uniform Dress Code

Each umpire shall be uniform in appearance. Umpires’ uniform appearance shall be the following:

- Tournament issued hat, clean and free of sweat stains. All umpires, including the plate umpire, shall wear the tournament issued hat. Plate umpires may wear a skull cap or hockey-style mask, provided such does not have any exposed logos.
- Tournament issued and approved shirt. Shirts are to be clean and neat, free of wrinkles. All umpires, including the plate umpire, shall wear the tournament issued shirt.
- If working the plate, the umpire must use either the ball bags supplied by Gerry Davis Sports to LLI (if issued) or plain black ball bags (if not issued a ball bag by Gerry Davis Sports to LLI).
- **CHARCOAL GRAY** slacks, clean and neatly pressed.

- **Note 1:** Umpires working a World Series Tournament, or a Little League Baseball or Little League Softball Division Regional Tournament, must wear the pants as outlined in the pre-tournament uniform letter distributed to all umpires.
- **Note 2:** Umpires working a Teenage Regional Tournament (Intermediate, JLBB, SLBB, JLSB, or SLSB) shall wear charcoal gray slacks, preferably either the Gerry Davis Pants or Smitty's Poly-Spandex from Gerry Davis Sports.
- Black belt
- Black socks
- Clean black shoes (protective plate shoes are to be worn when working home plate). Shoes may be all black or black with white accent.
- Undergarments shall be black (including socks and undershirts). Tights, if worn, may be grey or black.
- All protective equipment and undergarments may not bear any exposed logos.

Sunglasses are acceptable, provided they are not detracting to the game. This means that they are to serve the purpose of aiding in seeing and not in drawing attention to the umpire. It is best when not in use they are removed from the playing field rather than hanging from the belt or on top of the hat where they may come loose and interfere with the game.

Jewelry

Umpires may not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic / decorative items. This applies regardless of the composition of such jewelry, hard cosmetic item, or hard decorative item.

Exceptions:

- Jewelry that alerts medical personnel to a specific condition is permissible.
- Umpires may wear a wedding band.

Handling Situations

When time has been granted and a manager, coach, or player approaches an umpire, the following guidelines should be followed by the umpires and crew as a whole:

1. Obvious, prolonged discussions, or the obvious questioning of the call, shall have the Crew Chief (if used) or another umpire (if the Crew Chief is not used) in remote hearing distance of the conversation. This umpire will not engage in the conversation nor be positioned in a place so as to easily join or be called into the conversation. The purpose of this position is simply to have another set of ears on the conversation to avoid misunderstanding as well as be in the vicinity to "rodeo clown" the manager, player, or coach from the conversation or argument when needed.
2. Keep yourself in control. It is important that you are seen as one who is willing to sort out the difficult situation and able to make a decision, especially the unpopular ones.
3. Avoid being seen as the one who continues any argument. When dealing with confrontation, do not pursue it and do not use any hand gesture that may be considered hostile.
4. Keep your speech controlled and calming, even in the most severe of confrontations.
5. Never use inappropriate language, this merely escalates the situation.
6. When you are asked a legitimate question, listen to it and answer it. The player, coach or manager has the right to a proper explanation of a decision based on the rules of the game.

The Crew Chief, if used, or another umpire (if the Crew Chief is not used) must remain in "hearing distance" of the conversation to ensure appropriate communication should the situation escalate. The umpire in "hearing distance" shall not be a part of the conversation between his/her crewmate and the manager, coach, or player; nor shall he/she be called into the conversation (unless he/she was part of the situation that prompted the argument).

The umpire in "hearing distance" is responsible for "peeling off" or being the "rodeo clown" upon the conclusion of the conversation or its prolonged duration. Umpires are not advised to permit prolonged arguments, and the "rodeo clown" shall intervene once the umpire engaged in the conversation has ended said conversation.

Immediately following a conversation, the umpire engaged in the conversation shall leave the proximity of the argument. If necessary, a crewmate shall “peel” or “rodeo clown” off the manager, coach, or player to separate the umpire and the manager, coach, or player. Remember that as this crewmate (or Crew Chief), you have the responsibility to be in hearing distance of any conversation with another umpire and a manager, coach or player.

Game Assignments for Umpires

The Tournament UIC / Evaluator is responsible for assigning and scheduling, or assisting therein, all umpires for each game of the regional tournament. Members of the LLUET should work ahead with their respective tournament director to secure a schedule for all games. When applicable, this should also include the names of each appointed umpire and any extra invited (local) umpires to work the tournament. Priority in making assignments will be given strictly to the appointed umpires first and then invited (local) umpires to fill in as needed.

For all tournaments, baseball and softball, crews of four umpires only are to be used for each game. Crews should not drop below this prescribed number of umpires unless extenuating circumstances dictate such a course of action. Assigning crews of less than the number of umpires identified above must be approved by the Director of Umpire Development & Operations or Little League Administration.

Each umpire assigned to the tournament shall work each position at least once throughout the duration of the tournament. After umpiring each position once, any additional assignments will be determined by need and performance. If used at a Regional Tournament, invited (supplemental) umpires should only be used as necessary to fill in and not used so as to take opportunity away from the appointed umpires. It is strongly recommended that no umpire work more than two games per day.

It is also recommended that the umpire crews stay together throughout the majority of the tournament and be assigned together as a crew. However, the Tournament UIC / Evaluator reserves the right to assign umpires to put them in the best position possible for crew success.

All assignments should be made as far ahead in advance as possible, and it is recommended that umpires from the same district or league as a team competing in the tournament not be assigned to any of that team's games.

VIDEO REPLAY REVIEW PROTOCOL

For use at all World Series Tournaments and Little League Baseball/Softball Regional Tournaments

Note: these provisions may be updated or revised during the Replay Orientation for all World Series Tournaments and LLBB/LLSB Regional Tournaments.

At the Little League Baseball and Softball Regional level, and at all World Series Tournaments, Video Replay may be used to reverse the decision made on the field by the umpires under the following conditions:

- The game must be televised or recorded for televised replay.
- The Game Operations Replay Official must be at the replay facility and must be able to review replays of the call in question from camera angles available through voice contact with the television producer.

To make a challenge, the Manager must first request “time” from any Umpire and receive permission to enter the field of play. The Manager must then inform the Umpire-in-Chief (or Crew Chief, if used) that he/she is calling for a Video Replay Challenge. The Umpire-in-Chief (or Crew Chief, if used) will refer the matter to the Game Operations Replay Official, who will render the decision, provided the Video Replay Challenge is in accordance with the rules.

Each team is limited to two unsuccessful Video Replay Challenges during the first six full innings of a game, and one unsuccessful Video Replay Challenge after six innings are complete (extra innings). Umpires have unlimited reviews.

If two of a Manager’s Video Replay Challenges during the first six innings are unsuccessful (i.e., if the calls on the field are not reversed by the Video Replay Official), that team will lose the ability to call for a Video Replay Challenge unless and until the game extends into the seventh inning. If a Manager’s Video Replay Challenge during extra innings is unsuccessful (i.e., if the call on the field is not reversed by the Video Replay Official), that team will lose the ability to call for a Video Replay Challenge for the remainder of that game.

Even if a Manager does not call for a Video Replay Challenge (or is prevented from calling for a Video Replay by the rules), the Manager still may – as always – respectfully request that an Umpire who made a call, consult with other Umpires. The Manager must first request and receive “time,” along with permission to enter the field of play, before making such a request. (See Rule 9.02 – Official Regulations and Playing Rules.)

Once a Manager calls for a Video Replay Challenge, provided the play is reviewable, and provided the Manager has not exhausted his/her challenges for that period of the game, that Video Replay Challenge cannot be rescinded. In calling for the Video Replay Challenge, the Manager must specify the singular “call” by an Umpire for which he/she is making the challenge.

- **Example:** On a call resulting in a double play, if the Manager is able to call for a Video Replay Challenge, the Manager may use a Video Replay Challenge on only ONE of the two “out” calls.
- If that Video Replay Challenge is not successful and the manager still had one challenge remaining, he/she could call for a challenge on another part of the play. Otherwise, without any remaining challenges available, the Manager cannot then call for a Video Replay Challenge on any other part of the play.
- However, if the first Video Replay Challenge is successful, the Manager may then call for a Video Replay Challenge on the other “out” call.
- The Replay Official and TOC will maintain the status of each team’s Video Replay Challenges.

If, after the play in question, another pitch or play takes place, or the half-inning ends, the call will stand as it was originally made by the Umpire, and video replay cannot be used. If the Manager attempts to call for a Video Replay Challenge after another pitch or play, he/she will not be “charged” with having made the challenge.

If the Manager attempts to call for a Video Replay Challenge on a call that does not qualify for the use of Video Replay as noted herein, he/she will not be “charged” with having made the challenge. A half-inning will be considered to have ended, for the purposes of this rule, when the Plate Umpire signals “Play,” or otherwise makes the ball live, to begin the next half-inning.

To reverse the decision on the field, the Game Operations Replay Official must determine that there is clear and convincing evidence to overturn the original call that was made on the field of play. In the absence of clear and convincing evidence, the original decision of the Umpire on the field stands. The only calls for which Video Replay review may be used are the following:

- Ball over the outfield fence
- Dead Ball Areas
- Batted Balls Ruled Fair but Foul or Ruled Foul but Fair
- Foul Tip VS Foul Ball
- Hit Batters
- Runner or Batter-Runner Interference on Batted Balls
- All Plays at Bases to get a runner or batter runner out
- Appeal for missed bases (Not if the Runner left too soon)
- Any out call made safe – Umpire determines where to place the runners
- Pitched Ball Ruled “not caught” by the catcher
- Catcher Interference
- Head First Slide
- All last Plays of the game

Replay Protocol – On-Field Sequence:

| TOURNAMENTS WITH CREW CHIEFS LLSB and LLBB Regionals & All World Series Tournaments |
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| <p>NOTE 1: At the designated time per site prior to the game, the Crew Chief (CC) and the Plate Umpire (PU) shall check the headset / communication devices for functionality and to ensure each umpire knows how to operate the communications equipment prior to taking the field. The communications card should be used.</p> |
| <p>NOTE 2: During the pre-game plate meeting with the managers and coaches, the Crew Chief will identify himself/herself to the managers so that the managers will approach the CC when announcing his/her decision to make a video replay challenge.</p> |
| <ol style="list-style-type: none"> 1. The manager will approach the CC to announce his/her decision to make a video replay challenge. 2. The CC and the umpire who made the call will move to the designated location. If the CC made the original call, the on-site umpire supervisor will determine who will accompany the CC to the designated location. 3. The CC will communicate with the Replay Official using the headset and communications card. 4. The CC will make the on-field signal and/or communicate with the manager, if appropriate. <ol style="list-style-type: none"> a. Eliminate the drama, suspense, and robotic-ness when signaling the outcome of the review. b. There is no need to “march” to the dirt circle to provide the signal. c. Simply hand the headset back to the TOC, and as you are walking back onto the field, make the signal casually and without emotion, suspense, or drama. |

Following the manager’s announcement to make a video replay challenge, the manager must return immediately to his/her respective dugout. The wing umpires may help with the enforcement of this protocol. Once the replay decision and the umpire has made the signal, the manager is prohibited from any further discussion regarding the play.

If any umpire wishes to request a video replay after making a decision or conference with a manager, the umpire crew shall: first convene in a crew consultation to discuss the play. Then, if the crew decides to send the play to the Game Operations Replay Official, the Crew Chief (if used) or the Umpire-in-Chief (Plate Umpire) will follow the same steps outlined above to communicate with the Game Operations Replay Official.

Replay Communications Summary Card:

PRE-GAME COMMUNICATIONS: One hour prior to the scheduled game time, the plate umpire and one other designated member of the umpire crew will report to the replay area to test communications along with the TOC. The following script is to be followed to check both on-field umpire headsets:

- **UMPIRE:** “Hello. This is the ____ Region. My name is ____, and I am checking my headset. Can you hear me?”
- **REPLAY OFFICIAL:** “Hello, ____, this is _____. I will be your replay official for today’s game. I can hear you loud and clear. Can you hear me?”
- **UMPIRE:** “Hi {REPLAY OFFICIAL’S NAME}. I can hear you loud and clear.”
- **REPLAY OFFICIAL:** “Thank you for confirming. It sounds like your communications equipment is working properly and we are all set. Have a good game!”

VIDEO REVIEW COMMUNICATIONS: Each site will require its umpires to use the same communication to the replay official when calling in a challenge from a manager or from the umpire crew. To formalize and standardize all communications, a communications card will be kept with the headset the umpire will use to communicate with the Replay Official. Communication between the umpire and the Replay Official will follow this script:

1. Manager’s Challenge:
 - a. UMPIRE: “Hello, this is the ____ Region in ____. My name is ____, and we have a video replay challenge.”
 - b. **REPLAY OFFICIAL:** “Hi, ____, this is ____, your replay official. Go ahead.”
 - c. UMPIRE: “The call on the field at ____ base was _____. The manager from ____ is challenging the call.”
 - d. **REPLAY OFFICIAL:** “Ok, _____. To clarify, the manager from _____ is challenging the call of ____ at ____ base. [Allow the umpire to confirm]. Standby while we review.” The replay official may also ask any necessary clarifying questions for more information if necessary.
2. Umpire’s Challenge:
 - a. UMPIRE: “Hello, this is the ____ Region in _____, and the umpires would like to use a video replay.”
 - b. **REPLAY OFFICIAL:** “Hi, ____, this is ____, your replay official. Go ahead.”
 - c. UMPIRE: “We ruled that [*discuss situation*]. We would like to check to make sure this ruling is correct.”
 - d. **REPLAY OFFICIAL:** “Ok, _____. [Verify the play type being challenged and repeat the original call on the field.] Stand by while we review.” Ask for any clarifying questions or for additional information.
3. Review Outcomes – Replay Official to Communicate the following:
 - a. Replay Determination and Final Ruling (Confirmed, Call Stands, Overturned, or Not-Reviewable)
 - b. Placement of Runners for an Overturned Call.
 - c. State whether the affected team retains or loses its challenge for the remainder of the game:
 - d. **SCRIPT:** “Hi, ____, this is ____, your replay official. We have a decision. The call is {confirmed / stands / overturned / not reviewable}. The runner is ____ at ____ base. {Place runners if needed}.”
 - e. After the umpire has signaled the outcome of the review, confirm the status of available challenges with the TOC & your replay crew after each review: “The ____ Manager {retains / loses} its manager challenge.”

GAME PRELIMINARIES

The guidelines set forth in this section shall be followed by the umpiring crew to prepare and ensure that the game begins as scheduled. Again, the purpose of this is to provide an outline of expectations to ensure consistency of the crew as well as all other members of the tournament.

Timetable: (This is a recommended timetable to be used. Please defer to your tournament’s pre-game timeline schedule to ensure the crew takes the field as required by the timings provided by your Tournament Director.)

| | |
|-------------------------|--|
| 1:30 – 1:25 before game | Arrival of Crew & Check-In with Umpire Coordinators in Locker Room |
| 1:25 – 0:35 before game | Pre-Game Conference with Crew & Get Dressed |
| 0:35 – 0:18 before game | Equipment Inspection by Tournament Personnel (not umpires) |
| 0:15 – 0:12 before game | Plate Meeting with Managers & Coaches |
| 0:12 – 0:00 before game | Announcements, Pledges, and National Anthem |

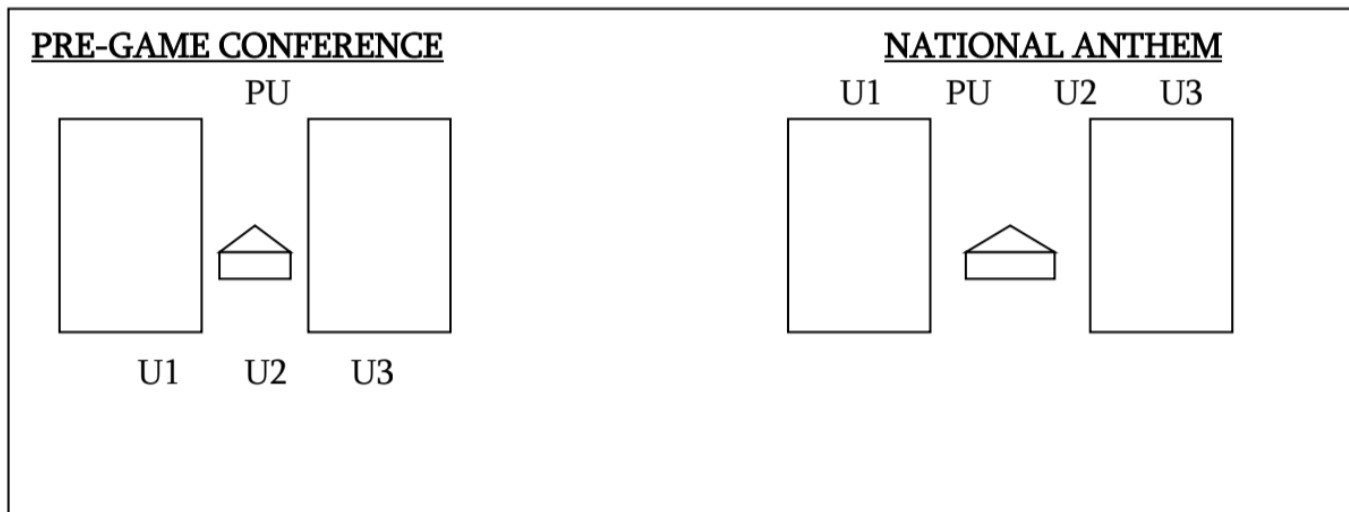
At the 1-hour mark prior to the start of the game, the crew will meet briefly to review mechanics and to discuss any other bit of information the Crew Chief wishes to cover. Please note that this meeting should be a sit-down meeting with all members of the crew attentive to the Crew Chief as he/she thoroughly covers his/her pre-game conference.

Tournament Personnel, such as the Tournament UIC / Evaluator, will conduct the equipment inspection and report any removed or illegal equipment to the crew. Umpires are instructed not to check equipment prior to the start of the game as this equipment will be conducted by designated Tournament Personnel.

Just prior to taking the field, the Crew Chief (if used) or Umpire-in-Chief must ensure that replay communications are functioning normally and that the required members of the crew know how to operate and communicate appropriately with the Replay Official (if applicable). Once this check is complete, the crew shall take the field together as an entire crew of 4 umpires and proceed directly to home plate for the plate meeting when prompted to do so. Here, the Plate Umpire may receive line-up cards from each coach and conduct the plate meeting with the managers and coaches of each team.

In your pre-game conference, take off your sunglasses before meeting the coaches. This way, they can see your eyes as you make eye contact with them and shake hands at the conference.

Umpires shall take the following positions/locations for the Plate Meeting (Pre-Game Conference) and National Anthem(s):



Equipment Inspection

Beginning with the 2025 season, umpires are instructed not to check equipment prior to the start of the game. However, an equipment inspection may be conducted by members of the tournament staff or umpire support staff, such as the Tournament UIC / Evaluator. Please note the following guidelines for the review of equipment prior to the start of each game by tournament personnel other than the umpires:

Bats:

- All bats must meet specifications found under the provisions of playing rule 1.10.
- Each bat passes through the bat ring. If the bat passes through the bat ring, the bat shall not be dismissed for being damaged (unless the bat presents any noticeable cracks or otherwise safety hazards that could compromise the safety of the bat).
- Ensure the handle, knob, and the cap at the end of the bat are secure.
- If a bat is found that is not on the approved bat list for being a composite bat or otherwise, it is the responsibility of the team to prove to the umpire crew that the bat is legal as provided in playing rule 1.10.
- Use the approved bat list provided by USA Baseball to reference if a bat is in question.

Helmets:

- All helmets shall have protective padding completely throughout the inside of the helmet.
- Helmets shall not have cracks within the body of the helmet.
- Guidelines set forth in Rule 1.16 shall govern the inspection of helmets.

Catching Equipment

- All Chest Protectors must meet the standard set forth in Playing Rule 1.17.
- All masks and helmets must meet standards found in Playing Rule 1.17.
- All masks must be equipped with a “dangling” type throat protector.

When illegal or damaged equipment is discovered prior to the start of the game, that piece of equipment must be removed by the appropriate tournament personnel. Removed equipment will be stowed away in a secure location, and teams will not be permitted to retrieve removed equipment until their team is eliminated or the tournament reaches its completion.

Electronic Devices

The usage of electronic devices is restricted as outlined in Rule 3.17. No team shall use electronic communication equipment, including walkie-talkies, cellular telephones, etc. for any communication with on-field personnel including those in the dugout, bullpen, or field. A manager or coach is permitted to use a rulebook, scorekeeping, and/or pitch-counting application on an electronic device without penalty, provided such device is not used to receive messages of any sort. Electronic devices may be used for scorekeeping and statistics purposes only.

A manager or coach is permitted to use one-way electronic devices from the dugout to the catcher while the team is on defense for the purpose of calling pitches. A manager or coach is prohibited from using the device to communicate with any other team member while on defense or any team member (including a manager or coach) while on offense, and a manager or coach shall not use the device outside the dugout/bench area. Please see Rule 3.17 for the penalty and additional information.

Umpires shall not take an electronic device on to the field of play for any reason unless for medical purposes (or medical alert.)

PROGRESS OF GAME

Little League International mandates that its World Series and Regional tournament umpires keep games moving at a pace that provides both the participants and spectators with a competitive and enjoyable atmosphere while maintaining the integrity and dignity of the game. The following are the expectations regarding the progress and pace of a game.

Beginning the Game

The crew shall meet with managers and coaches of each team at home plate at the prescribed time provided by the tournament director. At precisely this identified time, the crew shall proceed directly to home plate, and managers and coaches will be instructed to meet the crew at the plate for the pre-game conference.

Line-up cards will have been previously provided to the scoring booth, and perhaps the opposing team. However, the plate umpire may receive line-up cards from first the home team, review and confirm the lineup with the manager of the home team, and then subsequently do the same with the visiting team's lineup.

If outlined by the Tournament Director, the plate umpire may be responsible for holding on to the lineup card but will not keep track of lineup changes and substitutions. The plate umpire may keep track of defensive visits on the lineup cards and communicate such use of visits to the scoring booth and the managers of each team.

After review and confirmation of the lineup card, if applicable, the plate umpire is to resume the brief pregame conference with the managers and coaches of both teams. This meeting shall be brief and review and/or confirm playing rules, understanding of good sporting behavior, and assurance that both teams are properly equipped.

Between Innings

The section herein specifically outlines the responsibilities and expectations of umpires during the between innings time period. It is important to review such protocol and understand that the "red hat" from ESPN or otherwise media will dictate the progress and timing between innings.

The Timeout Coordinator (TOC), or "red hat," will advise the crew when to permit the defensive team on the field and when the pitcher's preparatory pitches are complete. The plate umpire shall advise the pitcher, catcher, and first batter of the inning when two pitches remain, and when one pitch remains in the pitcher's preparatory pitches. Only after the pitcher's last preparatory pitch may the offensive coaches and the batter assume their positions.

Inclement Weather

Weather will be monitored closely by the Tournament Director in conjunction with the tournament staff appointed by the Tournament Director.

Umpires shall defer decisions regarding weather to the recommendation of the Tournament Director and his/her appointed staff. Recent technological advances give these individuals the optimum opportunity to receive the most up-to-date information regarding severe weather. The recommendation and decision of the Tournament Director during all weather situations is final and shall be followed and executed by the umpire crew.

If play is suspended as a result of inclement weather, umpires shall clear the field of play and report directly and immediately to a safe location designated by the Tournament Director. The Tournament Director and Grounds Crew will be in communication with the crew to advise the resumption of play.

Protests of Games

Protests are only permitted for an inappropriate application of the rules. It is the responsibility of the umpire crew to work together to avoid and correct a protestable error when presented with such a situation.

In the event that a protest is lodged, the first action of the umpires is to hear the protest followed by a consultation with the other members of the crew. The crew, in consultation, may address the protest, provided that it is resolved by an appropriate application of the rules. It is mandatory that following crew consultation and a decision by the

crew, the Crew Chief consult the Tournament Director prior to any further action or decision by the crew. Upon consultation with the Tournament Director, the Crew Chief shall inform the managers of the decision, and play shall resume.

Handling Protests of Games

Umpires should not mistake a manager's request for an umpire to go for help as a protest. Likewise, in televised games where video replay is available, umpires should not mistake a challenge as a protest. A Manager may protest a game by notifying the Crew Chief (Plate Umpire if there are no Crew Chiefs assigned) that they wish to protest and stating the reason for their protest.

It is not the responsibility of the umpire crew to rule on or reject a protest made by a manager. In the event that a manager states that he/she wants to protest the game based on a call or interpretation of a rule, the Crew Chief (Plate Umpire if there are no Crew Chiefs assigned) shall immediately notify the Official Scorekeeper and Tournament Director that the manager is protesting the game and relay the specific protest being lodged. The Tournament Director will inform the Protesting Manager and the Umpire Crew of the decision of the Tournament Committee in response to the protest, and play shall resume or not as advised in the Tournament Committee's decision.

Crew Consultations

The expectation of the umpire is to get the call right. There are times when circumstances interfere with getting the call right. These circumstances range from being blocked from a play to not being attentive and missing a play. Whatever the reason, it is imperative that the umpire do everything possible to "get it right."

When an umpire is impeded from having the proper view of a play or other situations when information is missing to make the right call, that umpire is to ask his crew members for assistance appropriately or refer the call to video replay review (if applicable) if the play is not challenged by the manager. This is not a sign of incompetence, but rather, it is a sign of maturity, and such is not to be used for on the field criticism of an umpire. During the post-game conference, the situation ought to be discussed to learn what additional skills are needed to avoid such situations in the future.

There are times during a game where an umpire may have critical information that can be of assistance to members of the crew. In these situations, the crew should have already determined what signals or body posturing is to be used to subtly "announce" to the other members of the crew that information is available. **Ultimately it is the responsibility of the umpire whether to seek out the information. *It is not acceptable for one umpire to interrupt the flow of a game to provide unsolicited information, as right as the information may or may not be.***

The conference of the umpire crew should take place with the following guidelines:

- The conference should happen shortly after the initial call was made and be initiated by the individual umpire who made the call. The conference is NOT to happen after a lengthy argument with the manager. It may happen immediately after an appropriate question asked by the manager.
- Conferences are to include the ENTIRE umpire crew. This ensures that all possible sources of information and observations are included.
- The conference is to take place away from players and managers.
- Once a decision is reached by the conference of umpires that decision stands.
- If a call is reversed, the managers shall receive an explanation of the reversal by the Crew Chief and/or the individual umpire who made (and now reversed) the call. The official scorer should be updated as well.

If an umpire loses the count or the number of outs and this affects play, then every effort is to be made to correct the error as best as possible.

THE ROLE OF THE CREW CHIEF

Used by Crews for the LLSB and LLBB Regional and all World Series Tournaments

Purpose & Use

The purpose of using Crew Chiefs during the Little League International Tournament is to provide leadership, stability, and consistency for umpires and crews both on and off the field during all Little League Softball and Little League Baseball Regional and World Series Tournaments.

Crew Chiefs are expected to enhance the experience of each umpire on the crew by maximizing the potential of each umpire on the crew. To do this, Crew Chiefs are to engage, encourage, empower, energize, and elevate each member of the umpire crew in all that they do. It is to be clear that Crew Chiefs will be used as a “team captain” rather than being used as instructor, evaluator, or assignor, and the following seeks to outline potential usage of the Crew Chief:

- Crew Chiefs will be on the field to umpire games throughout the tournament and may umpire any position assigned to any game during the tournament.
- The goal is to have at least one Crew Chief on the field for each game of the tournament.
- While Crew Chiefs will not make any assignments for the tournament, they may be consulted appropriately.

Pre-Tournament Responsibilities

It is expected that each Crew Chief prepare accordingly to umpire and perform at their assigned tournament. To do so, the Crew Chief should earnestly study the mechanics, rules, and points of emphasis issued by the Director of Umpire Development & Operations. While not serving in the capacity of instructor, the Crew Chief should be a resource for all fellow umpires and assist in the preparation for the tournament as requested by the Tournament Umpire-in-Chief.

During Orientation, the Crew Chief should come prepared to engage and participate fully as an umpire in all drills and activities and may be asked to lead drills or provide input as requested by the Tournament Umpire-in-Chief.

Tournament Responsibilities

Pre-Game Responsibilities require the Crew Chief to ensure that all members of his/her crew arrive on time and that thorough, appropriate preparations are made. Upon arrival, the Crew Chief will announce the presence of the umpiring crew to their assigned umpire coordinator for the game and be advised to relay any directions from appropriate tournament personnel (such as start time, inclement weather, etc.) to the crew in preparation for the game. The Crew Chief must also ensure that an adequate supply of baseballs and any other necessary supplies is available and accessible to the crew during the game before leaving the locker room.

The Crew Chief should allow appropriate members of the crew lead and conduct the pre-game crew conference but ensure a review of all necessary points are covered, review goals to maximize the potential of the crew, and to emphasize certain points for continued growth, development, and improvement of the crew. To do this, the Crew Chief is encouraged to use the “Before Action Template” used by the Navy Seals to ensure proper preparations are made and the crew is focused and ready.

Prior to taking the field, the Crew Chief must ensure that replay communications are functioning normally and that the required members of the crew know how to operate and communicate appropriately with the Replay Official.

During each game, the Crew Chief is responsible for leading crew consultations on the field, and if another umpire is engaged in a discussion with a manager or coach, the Crew Chief should be at least within hearing distance of the conversation, ready to step in to assist, if needed, or “rodeo clown” the coach / manager to separate him/her from the discussion. In the event of a video replay challenge, the Crew Chief will accompany the calling umpire on the headset and be responsible for communicating efficiently with the Replay Official. On the field, the Crew Chief should build and infuse confidence in his/her crew by encouraging, empowering, energizing, and elevating the crew and their performance.

After the game, the Crew Chief should lead the conversation by following the “After Action Review” template from the Navy Seals. The crew should share what went well, identify areas for growth, and develop goals and points of emphasis for improvement and peak performance in their next assignment together.

Off the field, the Crew Chief is expected to model appropriate expectations, character, and behavior. Additionally, the Crew Chief is to engage with the crew to develop crew chemistry, serve as a resource for crewmates, be a “buffer” between the crew and the Tournament Umpire-in-Chief when appropriate, and appropriately enhance the potential of each umpire and their experience throughout all phases of the tournament.

TOURNAMENT EVALUATIONS AND PROCEDURES

Tournament Umpire Staff

The responsibilities of supervising the tournament's appointed umpire crew will be delegated by the Tournament Director. These duties are divided equally among the Umpire Evaluator(s):

- Umpire Evaluator(s): Umpire evaluator(s) will be responsible for evaluating each individual crew member on the field throughout the tournament. The job of the umpire evaluators is to:
 - Relay instructions or instruct the umpire crew relative to progress, handling situations, or making adjustments.
 - Conduct all pre-game or post-game review, including the evaluation of crew and individual performance for each game throughout the tournament.
 - Coach the umpire crew to maximize performance and development, and to put individuals in best position to succeed holistically.
 - Conduct, finalize, and communicate evaluations of crews and individuals to make recommendations to the Regional Director for final assignments and advancement to World Series or otherwise level of Little League Post Season Tournament Play
 - Refrain from fraternizing with the umpire crew outside the context of evaluating, supervising, and instructing.

The Tournament Director and Umpire Evaluator(s) will work together in supervising umpires appointed to work the Regional or World Series Tournament. When suggestions and recommendations are inconclusive or unsure, the committee shall defer to the Tournament Director. Decisions made by the Tournament Director will be supported and executed by all members of the umpire crew and umpire support staff.

Evaluations

Near or at the conclusion of the tournament, each appointed umpire will receive a review of their formal, written evaluation. This review includes a tangible copy of the evaluation as well as a conversation between the individual umpire and the evaluators discussing the individual's performance. The evaluation will primarily assess the umpire's skills and abilities relevant to the following categories:

1. Professionalism & Appearance
2. Umpire Conferences
3. Field Presence
4. Plate Work
5. Base Work
6. Play Positioning for Tag Plays at All Bases
7. Play Positioning for Force Plays at All Bases
8. 4-Umpire System & Rotations
9. Game Management

The evaluation will reflect the umpire's abilities as demonstrated through the tournament and communicate areas of strength and areas for improvement for each category, skill, and/or mechanic in each domain. The rating is based upon a two-point scale:

1. **Emerging**: Does not meet or inconsistently meets all expectations and needs further development on this skill or mechanic.
2. **Effective**: Consistently meets all expectations and demonstrates expected competency on this skill or mechanic.

Following review of these domains, the umpire will receive a recommendation regarding his or her advancement throughout Little League International. This recommendation reflects the umpire's current skills and abilities, outlines a plan for development, and provides direction as a continued volunteer umpire for Little League International.

LITTLE LEAGUE® TOURNAMENT EVALUATION FORM

EVALUATION SCALE:

All ratings must be accompanied by documented justification. Attach additional pages as necessary.

- 1 - EMERGING:** Does not meet or inconsistently meets all expectations and needs further development on this skill/mechanic.
2 - EFFECTIVE: Consistently meets all expectations and consistently demonstrates expected competency on the skill/mechanic.

| PROFESSIONALISM | | |
|-----------------|---------------------------------|---|
| | Uniform | Uniform & equipment is neat, clean, & meets all expectations from the manual. |
| | Overall Appearance | Presents a professional appearance and physical condition. |
| | Punctuality | Is on time for all meetings and conferences as scheduled. |
| | Attitude Toward Players/Coaches | Is courteous, calm, approachable, and non-confrontational. |
| | Attitude Toward Partners/Staff | Is cooperative, collaborative, accepts criticism, and eager to learn & improve. |

| UMPIRE CONFERENCES | | |
|--------------------|---------------|--|
| | Pre-Game | Actively engaged and participates to cover all topics thoroughly. |
| | Plate Meeting | Establishes positive relationships professionally & covers essentials efficiently. |
| | Post-Game | Actively engaged in discussion to provide honest feedback & learn humbly. |

| FIELD PRESENCE | | |
|----------------|------------------------------------|--|
| | Hustle | Exhibits good physical condition to move with purpose and not over-hustle. |
| | Mobility | Possess the physical ability to be in the correct position on time. |
| | Body Language: Relaxed & Ready | Exudes a calm, relaxed demeanor yet is always focused and alert. |
| | Signals: Respond rather than react | Signals are crisp and sharp, yet not robotic, mechanical, or oversell calls. |
| | Controlled Voice | Voice is used appropriately to assert control and handle situations effectively. |

| PLATE WORK | | |
|------------|--------------------------------------|--|
| | Slot Location | Is not over-slotted or under-slotted; nose aligned with the inside corner. |
| | Square to Release Point of Pitcher | Is not positioned at an angle to distort perception of the strike zone. |
| | Distance from the Catcher | Maintains a heel/to relationship with the catcher; never touches catcher. |
| | Head Height | Never lower than the crown of the catcher's helmet or too high to distort perception of the strike zone |
| | Set at the Proper Time | Umpire is often set just prior to the delivery. |
| | Lock-In Mechanism | The umpire does not move, drift, or sink while the pitch is in-flight. |
| | Tracking & Proper Use of Eyes | The umpire frequently tracks the ball from the pitcher's had to catcher's mitt. |
| | Strike Zone Accuracy & Consistency | The umpire consistently and accurately identifies the precise location of pitches. |
| | Timing | The umpire allows the ball to reach the catcher's mitt before making a call. |
| | Movement from behind the Plate | Knows which responsibilities dictate the umpire leave Point of Plate vs. when to remain at Point of Plate. |
| | Proper Signals (as the Plate Umpire) | All signals on the plate are sharp and crisp, yet not mechanical or robotic, and are performed according to Little League standards. |

| BASE WORK | | |
|-----------|---------------------------------------|--|
| | Alignment/Pre-Pitch Starting Position | Proper alignment, depth, and location based upon situation & fielders. |
| | Remains Chest to Ball | Keeps chest square to the ball to allow the ball to take umpire to the play. |
| | Reads Fielders | Reads fielders accurately to determine reaction and positioning. |
| | Reads Partners | Reads partners frequently to ensure proper movements and reactions. |
| | Signals (as a Base Umpire) | All signals on the bases are sharp and crisp, yet not mechanical or robotic, and are performed according to Little League standards. |

| PLAY POSITIONING – TAG PLAYS AT ALL BASES | | |
|--|--|--|
| | Initial Starting Position | The umpire assumes a starting position of 5-7 directly behind the fielder. |
| | Adjustment with Fielder | Correctly adjusts with the fielder to stay between runner and fielder at the point of the tag attempt. |
| | Controlled Movements to Stay in Window | Uses controlled movements to achieve a position in the space between the runner and the fielder at the point of the tag attempt. |
| | Proper Use of Eyes | Noticeably confirms firm and secure possession or observes touch before making a call or signal. |
| | Timing on Tag Plays | Responds appropriately due to proper use of eyes. |
| | Judgment on Tag Plays | Makes accurate calls on routine and close plays. |

| PLAY POSITIONING – FORCE PLAYS AT ALL BASES | | |
|--|--------------------------|---|
| | Angle | The umpire attains the appropriate angle to clearly see all factors of the play. |
| | Gets Set | The umpire gets head and body set ahead of the throw for the developing force play. |
| | Gets Eyes Ahead of Throw | The umpire gets eyes ahead of the throw for the developing force play. |
| | Proper Use of Eyes | Routinely confirms firm and secure possession with eyes and maintains the status of the runner. |
| | Timing on Force Plays | Responds appropriately due to proper use of eyes. |
| | Judgment on Force Plays | Makes accurate calls on routine and close plays. |

| 4-UMPIRE SYSTEM & ROTATIONS | | |
|--|---|---|
| | Overall Application of the 4-Umpire System | Applies knowledge of 4-Umpire System accurately and consistently to cover responsibilities within the 4-Umpire System. |
| | Fly-Ball Coverage – Tracks & Chases Fly-Balls Appropriately | Accurately and consistently chases to fly-balls in his/her Area of Responsibility. |
| | Execution of Rotations | Executes all responsibilities at all positions in each situation appropriately. |
| | Arrives 60/70/90 Feet ahead of the runner in rotation. | Arrives to cover on time when in required in rotation. |
| | Uses the restricted/working area appropriately when in rotation. | Gets depth in the restricted/working area when responsibilities are multiple in rotation. |
| | Applies proper positioning techniques for developing plays while in rotation. | Uses the working area when responsibilities are multiple when in rotation and uses the wedge when responsibilities are or become singular when in rotation. |
| | Unwinds Rotations Appropriately | Waits for partner to return to and assume responsibility at their base before hustling back to position. |

| GAME MANAGEMENT | | |
|------------------------|---|---|
| | Rules Knowledge/Application | Applies knowledge of rules accurately based on situations that arise. |
| | Communication with Players/Coaches | Communicates appropriately and as necessary with all team personnel. |
| | Communication with Partners/Staff | Positively uses verbal and non-verbal communication to support partners. |
| | Pace of Play / Awareness of cues from TOC/Red Hat | Manages games situations, time between half innings, and offensive/defensive timeouts efficiently and professionally. |
| | Mirrors “time” with partners appropriately | When one umpire calls time, all umpires signal/mirror “time.” |
| | Handling Situations | Always calm, in-control, and professional for all situations that arise. |
| | Overall Teamwork with Crew | Is fun to work with, reliable, and positively affects fellow umpires. |

| PROPOSED IMPROVEMENT PLAN & COMMENTS | | |
|---|--|--|
| | | |

HOW TO RECEIVE AN EVALUATION

In all post-game evaluations and the end-of-tournament evaluation, it is important that the individual be mindful of the following expectations regarding conduct during an evaluation:

1. Be a good listener. An evaluation should basically be a one-way communication. Be a sponge and absorb what is being said. Resist the urge to justify, argue, make excuses, or otherwise respond to the evaluation. It is an evaluation, not a criticism, complaint, attack on you personally, or on your skills as an official. Please do not take it as such. No defensive response is necessary or is it productive; nor is it acceptable to have conversation regarding or referencing another umpire.
2. It is absolutely necessary for you to understand what is said to you. Ask positive, thoughtful questions to fully understand your evaluation.
3. Avoid any indication of disagreement with the content of the evaluation. Be attentive and receptive. It is hard enough to give a good objective evaluation under the circumstances. Facing a lot of excuses, arguments, etc. makes it doubly as hard.
4. Take the information provided and applying what you feel is important to your umpire skills. Give it a try; remember, your evaluators are trying to help you get to the next level of umpiring.
5. Value your evaluation. It is most likely the only time as an umpire, the words you hear regarding your performance comes from someone who wants to help his/her fellow official improve.
6. An effective evaluation program is the foundation for continual professional improvement as an official. Enjoy the chance to tap into the vast knowledge, skill, and experience of the evaluator. Always seek out someone to evaluate your performance. Evaluators, regardless of experience, observe you from your presence on the field, which is difficult for you to do. Be open and let the evaluator impart some of their hard-won knowledge and experience to you.
7. Always value your evaluation and keep a copy to review frequently. Use it as a tool to improve your overall umpire skills.
8. Thank the evaluator for the work they have done on your behalf.

BEFORE & AFTER-ACTION REVIEW TEMPLATES

Adapted from the Navy Seals for Proper Preparation & Post-Game Debriefing

Before Action Review (BAR) Questions

1. What are our intended results? (Be specific)
2. What will that look like?
3. What challenges might we encounter?
4. What have we learned from similar situations?
5. What will make us successful this time?

After Action Review (AAR) Questions

1. What went well?
2. What were our actual results?
3. What caused these results? (Be specific about the causes of successful and unsuccessful results.)
4. What will we sustain / continue next time?
5. What will we improve? How?