

# Training for CYA Baseball Umpires

## Spring/Fall

- *Read these rules before the other training documents. They will prepare you for on-field training.*
- *You can refer to these rules throughout the season.*

### Before the start of the game

#### Field fitness

Managers decide on fitness of the field. Once the managers have turned the game over to you as the umpires, you can make decisions about the fitness of the field. (If you see something drastically wrong, like a wheel barrow on the field(!) let the managers know before you start the game.)

**Important:** If you see lightning or hear thunder, immediately stop the game and send all players, coaches, and managers to their cars – not to the dugout, but to their cars. Forget the equipment; you can retrieve it later. Heavy rain will also cause you to suspend the game. As the umpire, it's your decision about the rain, but feel free to consult with managers.

#### Before you go to the field...

Meet with your partner 15 minutes before the game. Check with your partner about who will call fair or foul. (Discussion of what is a foul comes later in this document.) The plate umpire will make all the fair/foul calls, unless the field umpire is in the A position. (We'll discuss A, B, and C positions later in the document, and when we do field training.) In A position, the field umpire can make the call at 1st base. All other times, the plate umpire has the call up to the 1<sup>st</sup> base and up to 3<sup>rd</sup> base.

Wood bats are legal and can also be used if they are the same size as other bats.

**Check to make sure batting helmets** aren't cracked and that non-factory tape, labels (such as a name written on tape and attached to the helmet), or paint have been applied. (Extra labels, tape, and paint can weaken the helmet, allowing it to crack if hit.)

#### Plate conference

Both managers should meet with the umpires at home plate about 5 minutes before the game begins.

#### When you meet with the managers, ask two questions:

**1. First question.** Do their **players** meet Little League standards? The managers must say "yes." Without a spoken "yes," do not start the game.

(Meeting the standards means that the players have a uniform shirt and hat, and male catchers must wear a cup. (Other players can, too.) It also means they must have access to an appropriate glove or mitt. Pitchers cannot wear white or light colored sleeves under their uniform shirts. No player can wear reflective sunglasses, and no batters can wear chrome helmets. Players, coaches, and managers cannot be on the field during the game wearing a cast of any sort, including a soft cast. And players **must not** wear earrings, necklaces, or bracelets on the field, with the exception of a medical alert bracelet.)

Players can wear beads in their hair to prevent the hair from flying in their faces.

Tell the coaches and managers to check the bats for cracks or significant dents. Stop them from being used in the game. Make sure the bats have “USA Bat” identification marks.

Wood bats are legal and can also be used if they are the same size as other bats.

**2. Second question.** Does the team’s **equipment** meet Little League standards? Again, that question requires a “yes,” or you don’t start the game.

(Little league standards means that bats must be the proper length and weight, and that players must have approved batting helmets. For catchers, that also means a face mask with a dangling throat protector. The throat protector must not be down too far, or it won’t protect the throat.)

Tell the coaches, players must stay in the dugout while the game is underway unless they are coming to bat. There is no on-deck circle in Little League. Batters can take a couple of practice swings on the way to the batter’s box.

Tell the managers that an adult coach or manager must be in the dugout at **all times**.

Check with the managers to see if they have any ineligible pitchers.

Tell the managers that pitchers get only 1 minute or 8 pitches between innings. Cut the pitchers off after a minute.

And, if the pitcher or catcher is on base with 2 outs, the managers can use a courtesy runner. It speeds up the game.

The home team should give you 3 Little League appropriate baseballs. They should have “RS” marking (for “regular season”) or “RST” for regular season and tournament. Be sure there is a supply of additional baseballs available if needed. (Rotate new baseballs into the game routinely.)

The umpire determines whether the ball remains suitable. Remove the balls if they are discolored, cut, or scratched. Players must not rub baseballs with rosin, paraffin, licorice, sandpaper, emery paper, or other surface treatments. If you see that, remove the ball and the pitcher.

Always swap the ball any time the pitcher asks for it, especially the ball is wet.

### **At the start of the game**

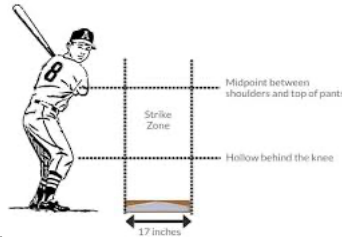
**Players and coaches must be in position:** Before saying “Play,” make sure all the defensive players are in fair territory except the catcher. Make sure you have a 1<sup>st</sup> and 3<sup>rd</sup> base coach. Don’t put the ball in play without the base coaches. It’s a safety requirement. Base coaches can be adults or uniformed players. But players acting as coaches MUST wear a batting helmet.

Only the manager and 1 coach, or 2 coaches are permitted on the field during the game.

**Putting the ball in play:** At the start of the game, after a foul or a timeout, put the ball back in play. Point to the pitcher and say, “Play.” The game can’t start again until you tell it to.

If the pitcher begins his windup before you say “play,” move out from behind the plate and say, “No pitch, no pitch.”

## Umpire fundamentals



**Strike zone** is cube shape. It’s boundaries are...

- over the plate
- below arm pits
- above knees

Identify the batter’s normal strike zone when he or she swings the bat. Sometimes, batters crouch until they come up to swing. You want to judge the strike zone when the batter comes up to swing.

**Pitch** is a ball delivered by a pitcher to the batter during the game. A warm up pitch is not a pitch.

**Strike** is when the ball is...

- swung at and missed – doesn’t matter if it was in or out of the strike zone;
- not struck at but travels through some portion of the strike zone when in the air;
- fouled with fewer than 2 strikes – it is not a strike if the batter already has 2 strikes (except with a bunt);
- bunted foul; and if bunted foul on the 3<sup>rd</sup> strike, the batter is out;
- is swung at but hits any part of the batter’s body – including the batter’s hands. (Call it a dead ball);
- touches the batter in flight and in the strike zone. (Call it a dead ball);
- a foul tip. (More about foul tips later.)

But if the pitch is not in the strike zone, it is a ball (unless it is hit).

**Always signal a strike**, even if the batter swings. If the batter swings, don’t call it, just signal it.

**Strike out:** Batters are out on the 3<sup>rd</sup> strike.

**Uncaught 3<sup>rd</sup> strike:** For majors (but not for AA or AAA), the batter can try to steal 1<sup>st</sup> base if the 3<sup>rd</sup> strike is uncaught and no one is on 1<sup>st</sup> base. The runner or base can be tagged for the out. If the strike would make the 3<sup>rd</sup> out, the batter can try to steal 1<sup>st</sup> base even if occupied. If the runner succeeds getting to 1<sup>st</sup>, all other runners are forced.

For an uncaught 3<sup>rd</sup> strike, signal that it was not caught, but don't call the runner out until the runner or base are tagged; or until the batter enters dead ball territory (dug out).

**Ball bounces before home plate:** Then it's a ball, even if it bounces up through the strike zone. But if the batter swings and misses a bounced ball, it's a strike. If bounced after 2<sup>nd</sup> strike, it's a dropped 3<sup>rd</sup> strike. But if the batter hits the ball, it will be either fair or foul. And if the ball hits the batter, it's a HBP.

**Walk:**

For majors and AAA, it's four balls.

**Fair, Foul**

**Fair territory** is any part of the field between the foul lines – including the foul lines themselves and the plate.

**A foul** settles on foul territory before reaching 1<sup>st</sup> or 3<sup>rd</sup> base, or is touched by a defensive player (and isn't caught) when over foul territory. A ball that settles on fair territory is fair (which includes home plate).

After the ball goes beyond 1<sup>st</sup> or 3<sup>rd</sup> base, it is foul if it first touches foul territory, regardless of where it settles; it is fair if it first touches fair territory.

If it flies over the fence over fair territory, it's fair. (A home run.)

A ball that touches 1<sup>st</sup> or 3<sup>rd</sup> base is fair. The bases are in fair territory.

For a hit that lands before 1<sup>st</sup> or 3<sup>rd</sup> base, wait for the ball to stop or for someone to touch it before calling it fair/foul call. It can easily roll back and forth across the foul line. **Note:** It doesn't matter where the fielder or umpire is standing. It matters only that the ball was over fair or foul territory when touched. (If the ball touches a player or umpire in foul territory, it is foul.)

While over fair territory, a ball bounces and then flies over the fence or is otherwise out of play (under a fence, for example), runners, including the batter runner, get 2 bases.

A ball that lands on foul territory is a dead ball, and runners return to their bases.

A ball caught over foul territory without touching the ground means that runners can advance at their own risk after tagging up.

With a fair ball, only point to fair territory; don't say anything. (If you yell "fair," it might sound like "foul," killing the play.)

But if it's foul, put your hands up and yell "foul."

**Ball:** When the pitch can't be called a strike, it's a ball.

**Bunt:** It's a pitch that was not swung at. Instead the batter tried to hit the ball by leaving his bat in the strike zone. The batter must try to hit the pitch (without swinging the bat) to be a strike. Just holding the bat in the strike zone without trying to hit the ball is not an attempted bunt.

### **Hit by Pitch (HBP)**

#### **Three outcomes:**

- Pitch is out of the strike zone and the the batter or part of the batter's uniform is hit, call "time" and declare the batter was **HBP**; send the batter to 1<sup>st</sup> base, and all forced runners advance 1 base;
- The batter swings but gets hit by the pitch, the batter stays put;
- The ball was in the strike zone when it hit the batter, and the batter did not swing. The batter stays put.

(In these last two cases, the pitch is a strike.)

(After a HBP, put the ball back in play.)

The exception to this HBP rule is in AA. If a player is pitching, the rules above apply. But, if a coach is pitching and hits the batter, the batter doesn't get 1<sup>st</sup> base. The coach keeps pitching.

### **Foul tip**

A foul tip goes directly from the bat to the catcher's mitt. If the ball bounces off the catcher's face mask or chest protector, even if the catcher then catches it, it's foul. The big difference – foul tip means time is not called, and the 3<sup>rd</sup> strike puts the batter out. Regular foul, time is called, and it is not a 3<sup>rd</sup> strike.

### **Batter's Box**

The batter must have both feet at least partially in the batter's box when swinging at the pitch. A foot completely outside the batter's box on the swing means the batter is out.

### **Infield fly**

Situation: A runner on 1<sup>st</sup> and 2<sup>nd</sup> base (possibly 3<sup>rd</sup> base as well) with 0 or 1 out. Signal your partner that you have a possible infield fly rule situation. (Touch your finger to the brim of your hat.)

If an infielder (or an outfielder coming into the infield) can catch it "with ordinary effort," it is an infield fly.

Any umpire can call an infield fly. Once it's called, all umpires should echo the call. Umpires should point to the sky and call it loudly as soon as they identify it. Call, "Infield fly. Batter out." Once you call an infield fly, the batter is out, no matter what.

But if the infield fly is close to the foul like, call "Infield fly if fair. Batter's out." If you don't say, "If fair," but the ball is fair, you've already called the batter out.

Also, an infield fly cannot be a line drive or a bunt.

**Note:** A runner standing on base is not out when touched by an infield fly, only the batter is out. But if the runner is off the base when touched by the infield fly, both the batter and runner are out.

## Appeals

Appeals are tricky. Not even all managers know how to call for an appeal.

Players, and not managers, must make an appeal. (Coaches or managers will usually tell them to make the appeal, which is OK.)

As an umpire, don't take any action about a missed base (don't signal it or even wave) until an appeal is made.

For a proper appeal:

- The ball must be live. Appeals cannot be made when the ball is dead. If the ball is dead, the pitcher will have stand on the rubber the ball, and the umpire will have to call "play" before an appeal can be made.
- The appeal must take place before the next pitch or next play. (What often happens when an appeal is about to be made, a runner will break for the next base, prompting the throw. Once the throw takes place, no appeal can be made.)
- The appeal must be unmistakable. It can be carried out when a player who is holding the ball tags the base that the runner might have missed, or tags the runner. The player can also state he or she is calling for an appeal, but if the appeal is unmistakable, the fielder doesn't have to say it's an appeal.

On the appeal, if the runner missed the base, call him or her out. As an umpire, you should be absolutely certain the runner missed the base. (That's why it is important especially for field umpires to watch the runner rounding the bases.)

If a runner fails to retouch a base, the defense must appeal the play. Otherwise, ignore the failed tag up.

(For example: On a ground-rule double, the batter/runner misses 1<sup>st</sup> base. The runner must turn around and touch 1<sup>st</sup> before reaching 2<sup>nd</sup>. Otherwise, the defense can appeal the missed base - 1<sup>st</sup> base in this example - and the runner is out.)

In addition, no runner can retouch a missed base if the following runner scored.

## When the game is underway

**Obstruction:** Any act of a fielder who does not have the ball but impedes the runner. The act does not need to be intentional. For instance, if the fielder waiting to make the catch is standing in the base path, that's obstruction. If the fielder is standing on the base or plate and doesn't have the ball, forcing the runner to alter his direction or to slide, that's obstruction.

An example: the batter hits a solid double. A fielder standing on 1<sup>st</sup> without the ball partially blocks the runner. The umpire should call obstruction. But in this case, it's a delayed dead ball. If the runner gets tagged out at 2<sup>nd</sup> base, then the umpire awards the runner 2<sup>nd</sup> base because of the obstruction.

Another example: If a batter/runner is obstructed on the way to 1<sup>st</sup> base with a ball hit to the outfield, the ball is not immediately dead. Call obstruction, then wait to see if the fielder caught the ball or dropped it before imposing any penalties. If the fielder catches the ball, the runner is out. If not, the runner is awarded 1<sup>st</sup> base.

Obstruction due to a fake tag is especially dangerous. The fake tag typically forces a runner to slide, leading to potential injury. Call obstruction on a fake tag immediately. It is not a delayed dead ball. Warn the fielder not to do that again. If the fielder does it again, ejection the defense player.

**Interference:** Any act of a member of the at-bat team that hinders or confuses any fielder trying to make a play. The act does not need to be intentional. If the umpire calls interference, all runners must return to the last base they legally reached.

It can also take place if the ball touches the batter outside of the batter's box. Make sure the batter is entirely out of the box before you make this call. If the batter is still partially within the box, it's a foul. If the batter is completely out of box, then it's interference, and the batter is out. No runners may advance.

After a hit, if the batter throws the bat or the batting helmet so it deliberately hits the ball, it's interference. The batter is out, and no runners may advance. If the ball touches the bat by accident, it's not interference.

If the runner attempts to interfere with his or her bunt, the runner is out and runners may not advance to the next base.

A runner hit by a batted ball is typically out.

On any interference, the ball will be dead, but not always immediately. Here's an example. Catcher's interference is fairly common. If the bat hits the catcher's glove, it's interference. But don't call time the moment you see it. If the batter doesn't reach first and all other forced runners don't advance at least 1 base, let the coach on the offense decide whether to accept or decline the penalty. But, if the batter/runner reaches 1<sup>st</sup> and all runners advance at least 1 base, there is no interference.

Umpire interference can happen at the plate. If you interfere with the catcher trying to retire a runner, the runners must return. If the interference results in the catcher throwing the runner out, then there is no umpire interference.

Batter interference is when the batter makes no effort to get out of the way around home plate when the batter has the time to move and a throw is coming to home plate. Batter interference can also occur when the runner is stealing a base or when the throw back from to the plate the catches the runner.

Interference is also when a runner hinders a fielder A runner who hinders a fielder attempting to make a play on a batted ball is out on interference, regardless of whether the interference was intentional.

On the other hand, the runner has the right to his or her base path on a thrown ball. The only way the runner could be called out is by intentionally interfering with the thrown ball.

Coaches **cannot leave the coaches box** to tell the runner to slide or return to base, etc. Coaches must not interfere with the play or assist the runner. A high-five to a home run hitter is OK. But holding the runner back or giving him or her a shove is not. Interference does not need to be intentional to be called. The coach's actions would cause the runner to be out on interference.

## **Pitching**

**Illegal pitch:** In Little League, there is no balk. Instead of a balk, it's an **illegal pitch**. An illegal pitch occurs when the pitcher is not touching the pitching rubber. But it could also be a quick pitch, which is a pitch delivered before the batter is ready.

Don't allow any action that can induce an illegal pitch, for instance when the batter holds his hand up to stop the pitch or steps out of the batter's box once the pitcher's windup begins. Stop that action immediately.

**Pitcher visits:** Allow only 1 visit per inning. Two visits means the pitcher must be removed.

Any time a coach or manager crosses the foul line into fair territory, it's a visit.

Players catching for more than 1 inning or pitching more than 20 pitches cannot pitch again in the same game.

## **Running the bases**

**Running lane:** The running lane is on the right side of the foul line on the way to 1<sup>st</sup> base, and it runs for the last half of the distance to 1<sup>st</sup> base. The batter can be called on interference outside the runner's lane and interferes with the throw. Call interference if the throw from the catcher or pitcher hits the runner who isn't in the running lane. But, the pitcher or catcher must actually make the throw, or it's not interference. And the throw must be a quality throw, meaning that the 1<sup>st</sup> base fielder clearly could have caught it.

Part of the responsibility of a home plate umpire is to watch for running lane violations. When a batter/runner becomes a runner and heads for 1<sup>st</sup> base, he or she must be within the running lane for the last half of the distance if a throw is possible.

**Base Path:** The base path is any direct path from the runner to the next base. Once the runner establishes his or her path, the runner will be out if running more than about 3 ft. outside that path to avoid a tag. As soon as the runner heads for a base, the runner has established the base path.

**Batted ball touched by runner:** In virtually all cases, a runner is out when hit with a batted ball that has not gone past a fielder. Once the ball goes past the fielder, the runner is usually not out.

(There is an exception to this rule, though. If another fielder is in a position to catch the ball after it passed the first fielder, the runner can still be out if hit with the ball. But this is extremely rare in Little League.)

In addition, the runner can go beyond the base path when trying to avoid a fielder fielding the ball.



**Leaving early:** Watch for runners leaving the base early. But you must make sure the runners actually leave early, meaning they are a step or two beyond the base by the time the pitched ball reaches the batter. Then toss the red flag, wait until the action is concluded, and apply any appropriate penalties. Typically, the runner will be returned to the base just he or she just left, unless forced by the trailing runner.

A **headfirst** slide when advancing to a base is an immediate out. On the other hand, a headfirst slide is OK when returning to the base, such as in the case of a pick-off, or when the runner simply goes too far and has to return. Also, stumbling or tripping does not constitute a headfirst slide.

**Run:** To score a run, a batter/runner must touch all three bases and come home with being put out and before the 3<sup>rd</sup> out of the inning.

**Timing play:** Check that the runner gets home before the third out. If the runner gets home, the run scores, If not, no run scores.

**Courtesy runners:** If there are 2 outs, and the pitcher or catcher - or both - are on base, the manager can substitute a courtesy runner for the pitcher or catcher. The courtesy runner should be the last player to make an out. If a second courtesy runner is needed, because the pitcher and catcher are both on the base at that the same time, the player who made the first out of the half inning will be the second courtesy runner.

**Following/lead runners:** If 2 runners occupy the same base, the trailing runner shall be out when tagged. The preceding runner is entitled to the base.

But, if 2 runner are on the same base because the trailing runner was forced, the lead runner is out.

**Overrunning 1<sup>st</sup> base:** A batter runner can overrun 1<sup>st</sup> base without the risk of being out, unless he intends to try to get to 2<sup>nd</sup>. The runner can even turn a little toward 2<sup>nd</sup> base, but without an effort to get to 2<sup>nd</sup>, the runner can't be tagged out. Runners overrunning 2<sup>nd</sup> or 3<sup>rd</sup> can be tagged out.

### **Scoring a run**

A run is scored whenever a runner touches all three bases before being tagged or before three outs are recorded. But, **no run is scored** with two outs if the runner is out before reaching 1<sup>st</sup> base; or if any runner is forced out; or if a preceding runner is out on an appeal. (That can happen when the preceding runner missed a base, and is called out through an appeal.)

During the last half inning of the game with the bases loaded and the score tied, if the batter is entitled to 1<sup>st</sup> base by a base on balls, HBP, or catcher's interference, for example, the winning run can be scored only if the runner on 3<sup>rd</sup> comes home and the batter/runner touches 1<sup>st</sup> base. What happens to runners on 1<sup>st</sup> and 2<sup>nd</sup> doesn't matter.

### **Ball out of play**

If a fielder causes the ball to go out of play (under or over the fence, for example), and it's the first play after the pitch, then all runners advance 2 bases from the last base they were on at the time of the pitch. In other words, the batter/runner will get 2<sup>nd</sup>, and a runner on 1<sup>st</sup> will get 3<sup>rd</sup>. A runner on 2<sup>nd</sup> gets home. Again, this is from the last base legally touched at the time of pitch.

If the ball is sent out of play and it's not the first play after the pitch, the runners get 2 bases from **the time of the throw**. For instance with a runner on 1<sup>st</sup> and 2<sup>nd</sup> at the time of the throw, the runner who was on 1<sup>st</sup> gets 3<sup>rd</sup> and the runner who was on 2<sup>nd</sup> gets home (and scores a run).

### **Miscellaneous**

**Game curfew for Spring season:** All Spring AA and AAA regular season games will come to a dead stop 2 hours and 10 minutes from the scheduled start time, as long as the game is official (6 innings played, or the home team is ahead after 3-1/2 innings, or the visitors after 4 innings has been completed).

Majors games have no time limits, but night games have a curfew of 9:30 PM. No new inning can start after 9:30 PM, and games will end no later than 10:00 PM.

For the fall season, all AA, AAA, and Majors must games must stop at 2 hours and 10 minutes from the scheduled start time, as long as 4 innings has been completed.

Regulation play for majors is **6 innings**. Tie games for majors are not permitted. If tied, the games continue until the team is ahead after, or the visiting team is ahead after both halves of the inning have been played.

If your game is suspended due to weather, curfew, or light failure, the game is official after 4 or more innings, or 3 ½ if the home team is ahead. If the game is not official (meaning fewer than 3 ½ innings played), it will resume at the same point it was suspended.

In the case of lightning or thunder, the game **must be suspended for 30 minutes** from the last sound of thunder or flash of lightning. (All players, coaches, and managers must go to their cars.)

**Run rule:** There is a run-rule for majors games, only in the spring season. If after 4 innings the visitors have a lead of 10 or more runs, or the home team after 3 1/2 innings is ahead by 10 runs, the manager of the team with the fewer runs shall concede the loss. The game is considered official.

**Batting out of order:** Little League uses a continuous batting order. Still, you may want to collect lineup cards to double check if a batter is out of order. Typically, the defensive manager or coach will identify batting out of order. If a batter is batting out of turn, the proper batter can step in and accept the improper batter's count.

If an improper batter gets a hit, and the defensive manager realizes that the wrong batter was at bat, you call the improper batter out, and return runners to the base they had before the improper batter was up to bat.

If a pitch is made to the next batter after the improper batter gets a hit or is put out, then the improper batter becomes the proper batter, and the results of the last at-bat are proper.

**Substitutions on the way to 1<sup>st</sup> base:** If a batter is injured on his way to 1<sup>st</sup> base, the manager can substitute the player who made the last out of the previous inning. That way, the manager can't automatically choose the speediest runner.

**Coaches:** Don't let the base coaches switch between the 1<sup>st</sup> to 3<sup>rd</sup> coach-boxes during the half inning.

## **Pitchers**

Pitchers **removed** from the mound may not return as pitchers, but can remain on the field.

If a catcher plays for 4 innings or more, the catcher cannot be used as a pitcher.

The pitcher listed on the line up card is required to pitch to at least the first batter until that batter is out or reaches base (unless the pitcher is injured, sick, or incapacitate). (What can happen is if the visiting manager smells an easy victory, he could use his second best pitcher and save his ace. Don't let that happen. That's why the pitcher of record must pitch to at least the first batter.)

Managers and coaches associated with the team can warm up pitchers in the bull pen or on the field.

## **For other levels of play**

For **AA** teams, each team has a 4 run limit until the 6<sup>th</sup> inning; then there is no limit. Also, bunting in not allowed. If a player tries to bunt, tell him or her that it's not permitted. Call time, and reset runners. (Tell the coach that bunts aren't allowed.) After 4 balls, the manager or coach takes over pitching. AA players can't walk. They can get a hit or strike out.

No walks in AA. The coach or manager will step in to pitch after the count reaches 4 balls. When the coach or manager is pitching, the player-pitcher should keep 1 foot on the dirt of the mound to the pull side of the batter. Runners cannot steal when coach is pitching.

For **AAA** teams, each team has a 5 run limit, until the 6<sup>th</sup> inning. With AAA, bunting is permitted. Walks are permitted. Runner can steal bases.

Both AA and AAA have a drop dead time limit of 2 hours and 10 minutes, and the score can be tied at the end of the game.

## **Unruly spectators**

**Unruly spectators:** Neither you nor the managers should deal with them. A game can't be forfeited because of spectator actions. Leave that problem up to the board of directors. Your only responsibility is within the fences. If things get too bad, you can suspend the game until the problem goes away.

But do not directly engage the spectators.

At the same time, don't let the coaches or players incite a demonstration by spectators. If you see that, eject the manager or player from the game.

Electronic communications: Cell phones or any other electronic devices can't be used for communications, but can and frequently are used for scoring.

## **And finally...**

**File your W-9.** We will send you a copy during the season.

And here's where you find umpire information.

Questions or problems: **Jon Scheid, UIC** (703) 309-2754