



# **Baseball PEI-PEIBUA Volunteer Umpire Instructional Guide for 11UA Baseball**

Presented by The PEI Baseball Umpires Association in partnership with Baseball PEI

#### Welcome

Thank you for volunteering as a **parent or coach umpire** for the 2025 11UA baseball season. This guide covers the **basic skills and rules** needed to confidently officiate games at this level. Umpiring can be both **fun and challenging**—and you may walk away with a greater respect for those who do it regularly and wish to continue more formally yourself!

#### **Basic Baseball Rules**

# **✓** Strike Zone

- A **strike** occurs when:
  - 1. Any part of the ball crosses home plate
  - 2. The height of the ball is between the batter's knees and chest
- At this level, call as many strikes as possible pitchers are still learning.
- Strike Call: Raise your right hand with a closed fist and say "Strike".
- Ball Call: Say "Ball" with no hand signal.
- Use a **hand-held counter (clicker)** to track the count.
- Carry:
  - o A **brush** to sweep the plate
  - o 2–3 spare baseballs in your pockets

#### Strikes and Outs

- Foul ball and swing & miss = strike
- On 2 strikes, a foul ball keeps the batter alive.
- No dropped third strike rule in this league (batter does **not** run to 1st).
- All half swings are strikes—no appeals allowed.
- 3 strikes = batter is out.





#### Force Play

- Batter is **out** if the ball reaches **first base** before them—**no tag** required.
- Example: Runner on 1st  $\rightarrow$  Ball to 2nd base  $\rightarrow$  Fielder touches base with ball  $\rightarrow$  **Out**.

# **B** Tag Play

- When a runner is **not forced**, they must be **tagged** with the ball to be out.
- Example: Runner on 2nd with **no runner on 1st**→ Ball to shortstop → Runner goes to 3rd → Must be tagged.

#### Fair vs. Foul Balls

- FAIR if:
  - o Lands on or past 1st/3rd base in fair territory
  - o Ball lands **ON or touching** the foul line.
  - o Touched by a fielder in fair territory. Where the ball is touched matters, not where the field's feet are!
- **FOUL** if:
  - Lands in foul territory before 1st/3rd base
  - o Touched in **foul territory**
- Fly ball caught in fair or foul territory = Out
  - o Must not be caught from outside field boundaries or dugouts

#### Safe or Out

- 3 outs end the offensive team's at-bat
- On force plays:
  - o Fielder must have **possession of the ball** and be on base **before runner arrives**
- First base is the only base a player may overrun safely
- On tag plays:
  - o Fielder must tag the runner with the ball in glove, or with ball in hand before runner touches base
- Out Signal: Raise right fist and say "Out"
- Safe Signal: Arms out at shoulder height and say "Safe"





- A Catch requires:
  - o Ball caught in flight
  - o Maintained **control** of the ball and their body
- Catch Signal: Right fist up and say "Out" or "That's a Catch"
- No Catch Signal: Arms out to side, say "No Catch"

#### **Common Scenarios:**

- Ball caught, but fielder **collides** or **drops it** = **No Catch**
- Ball skips off ground into glove = No Catch
- Ball caught, runner tagged, ball falls = Runner is Safe
- Fielder runs with ball, then drops = No Catch

# The Game: Mechanics & Positioning

# **Where to Stand**

- Stand behind the mound, on the pitcher's throwing arm side:
  - o Right-handed pitcher → stand behind mound, shortstop side
  - o Left-handed pitcher → stand behind mound, 2nd base side
- Stay close to that position unless there's a play at home plate

# **@** Balls in Play

- **Ground ball**: Move out of the way; watch for the throw
- Fly ball: Watch for catch; if missed, keep your eyes on the ball to the infield
- No such thing as a tie—make a clear and decisive call! The runner must beat the ball to the base, or they are OUT!

#### **Overthrows**

- If a thrown ball goes out of play (e.g., into dugout), it's an Overthrow
- Batter is awarded 1 extra base
  - o Example: Ball thrown to 1st and ends up in dugout → Batter gets 2nd base



# PEI DUA

# Special League Rules (11UA)

- Game Length: 5 innings (or 4.5 if home team leads)
- Time Limit: No new inning after 1 hour, 45 minutes
- **Ties**: Allowed—no extra innings
- Runs: Max 4 runs per inning, last inning is open
- Mercy Rule: 10-run lead after 4 innings (3 1/2 innings if the home team is ahead)

#### Pitching

- Pitchers can pitch only 1 inning
- Max 5 pitches per batter:
  - o If batter not out, coach finishes the at-bat
  - o Coach may pitch from anywhere
- After 5 pitches: Only strikes count—no walks
- More than one pitcher can pitch in each inning. The coach can make a pitching change at any time.

#### Lineup Rules

- Same batting order all game
- Late arrivals → added to end
- Early departures → no penalty
- Injured players may re-enter in the same spot if able

### Not Allowed in 11U

- Bunting
- Stealing
- Leading off (Runner must have one foot on the base until the ball is hit or they are forced to advance)
- Balks
- Infield fly rule
- Scoring on passed balls

#### **Equipment & Game Balls**

- Batters must wear double earflap helmets
  - Chinstraps not required
- Home team provides:
  - o 1 new game ball
  - o 2–3 good used balls





# **Conduct & Discipline**

- No negative remarks from coaches, players, or fans
- No arguing calls or throwing equipment
  - o Umpires should eject for this behavior
- **Do not engage** with spectators
  - o Tell the coach to warn the spectator
  - Continued issues → Game stopped, and spectator must leave the park for the game to continue.

# **Final Thoughts**

Umpiring is full of moving parts.

**Keep your eyes on the ball**—nothing happens without it! Do your best, stay calm, and enjoy the experience.

We know all of this may be hard to remember in the beginning – please feel free to save this document on your phone and refer to it as needed during the game. This is completely acceptable for you to feel confident!!

Good luck and have fun this season!