

# Level 2 2025

Complete training



# My important information

Your trainer:

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Contact details:

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Regional representative:

---

Contact details:

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/cpabq



<https://arbitres.baseballquebec.com>



<https://www.baseball.ca>

# THE UMPIRE



# Progression of a Umpire

1 Associative

2 Regional

3 Regional

4 Provincial - National

5 Provincial - National - International

Levels	Number of years	Annual training
1	1	Thoery and on-field
2	2 (2.1 - Trained 2.2 - Certified)	Thoery and on-field
3	According to provincial championship recommendations	- An on-field clinic every 2-3 years - An online exam every year
4-5	According to the recommendations for national championships	- An annual course (provincial) - An online exam (BCAN)



# Qualities of a good Umpire

FEATURES	RANK (1 TO 7)
Respond and act courteously with players and coaches	5
Knowing the rules	1
Good judgment	2
Have a uniform that is in good condition and complies with standards	7
Be fit enough to keep up with the game	6
Mastering signals and a good voice	3
Being happy to be in the field and projecting it	4



# Uniform



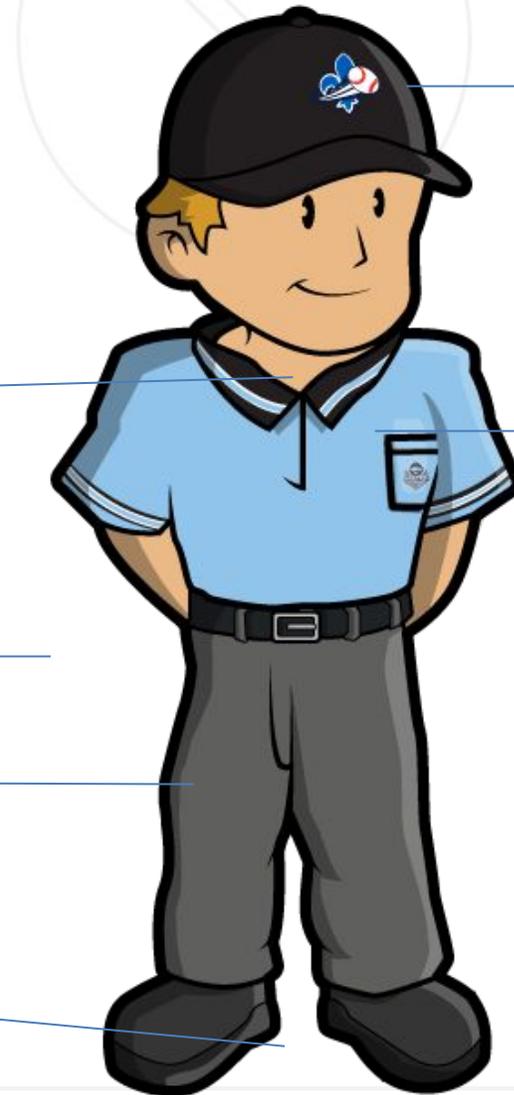
Stopwatch

Short-sleeved black undershirt

Black belt

Clean dark gray pants (charcoal)

Black shoes, cleats permitted  
(the trademark may be in a different color)



Black cap with Baseball Québec logo

Powder blue polo shirt with black collar and grooves and Arbitres Baseball Québec logo

## Optional items:

- Black coat with Baseball Québec logo
- Black gloves
- Sunglasses
- Rigid cardboard for alignment



# Home plate umpire equipment



Chest guard



Black or navy ball bag



Athletic support



Mask



Knee pads



Indicator



Broom



Steel-toed shoe



# Uniform

Where to buy the necessary equipment?

Polo shirts, caps, coats: these are official pieces of equipment and must be those prescribed by Baseball Québec. Available from authorized dealers and at [www.baseballquebec.com/boutique](http://www.baseballquebec.com/boutique)

Pants: Charcoal **grey** is the official pants color. They are available online from specialized suppliers:

- <http://www.homerunsports.com/>
- <https://www.ump-attire.com/>
- <https://gerrydavis.ca/collections/umpire-combo-pants>
- <https://www.baseballtown.ca/us/umpires/umpire-pants/>



# Pre-match

When should Umpires arrive at the park?

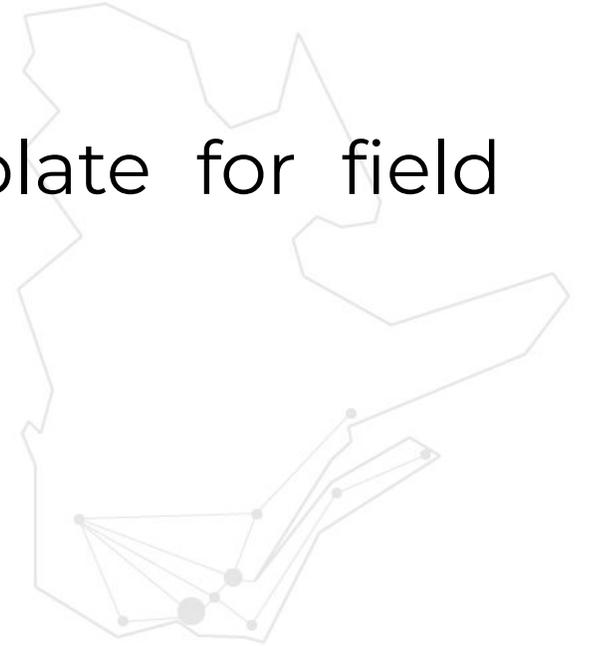
- 30 minutes before the scheduled time.

When should the umpires come to the plate for field rules?

- 5 minutes before the start of the game.

Who should explain field regulations?

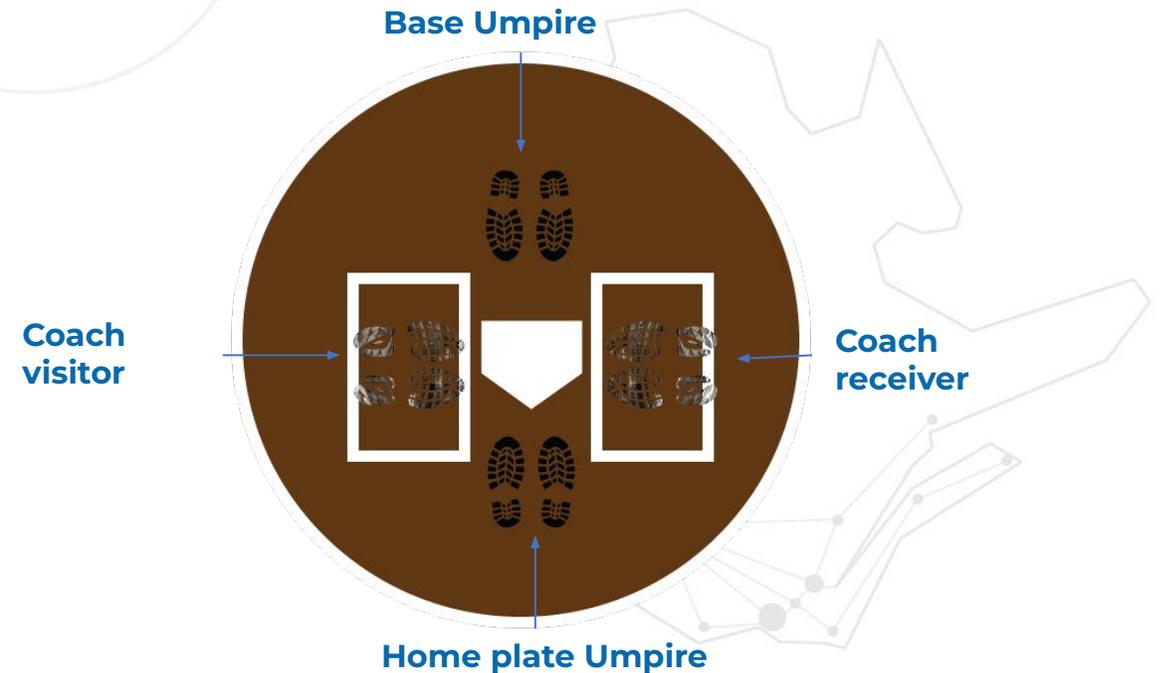
- Home team manager



# Meeting at the plate

## TO DO

- Introduce yourself.
- Discuss the following 3 points:
  1. Alignment cards (local team first)
  2. Ground rules
  3. Curfew/Score difference rule
- Keep your tone polite but firm
- Use a routine for pre-game meetings
- Accept only one representative (coach) per team



# Meeting at the plate

## DO NOT

- **Don't use** an aggressive tone (the game hasn't even started yet!)
- **Don't start** a discussion about rules.
- **Do not discuss** the strike zone area.
- **Don't talk about what happened in the** last game. Don't issue threats or warnings (unless a prior situation has arisen or is required by the league executive or Umpire supervisor).



# Line-ups

- Which line-up card does the plate umpire receive first?  
Home team
- After receiving the line-ups cards, check the following items:
  - The pitcher is identified.
  - No name or number appears twice.
  - Coaches names and numbers are listed.
- If you notice any errors on an alignment card, correct them immediately without penalty.



# Find the error

## ORDRE DES FRAPPEURS

N° PARTIE 009	DATE : JJ/MM/AAAA 09/07/2023	RECEVEUR <input checked="" type="checkbox"/> VISITEUR			
DIVISION RC 9U 11U 13U 15U/16UF 18U/21UF JR SR		CLASSE GC B (A) AA AAA ÉLITE			
ÉQUIPE <i>Panthères de Lietteville</i>					
OPPOSANT <i>Bleus de Baie-Comeau</i>					
LIGUE <i>Régionale</i>					
N°	NOM	PRÉNOM	POS	SUBS	POS
1	15	Malo, Jonathan			
2	32	Peley, Josue			
3	19	Blaquière, Jean			
4	25	D'Aoust, Patrick			
5	26	Martin, Russell			
6	10	Naccarata, Ivan	1		
7	15	Jones, Jonathan	LR		
8	1	Boucher, Seb			
9	31	Aumont, Philippe			
10					
11					
12					
13					
14					
15					
N°	SUBSTITUT		N°	SUBSTITUT	
A			F		
B			G		
C			H		
D			I		
E			J		
N°	NOM	PRÉNOM			
ENTRAÎNEUR				CHEF	
				ADJOINT	
				ADJOINT	
				ADJOINT	

2 issues 15

Is one of them a reservist? If so, which players should be listed at the end of the line-up.

No manager



# Field regulations

- Field rules are all the particularities of the field that are not covered by the official baseball rules or that need to be emphasized for safety reasons.
- According to the official rules, the local coach is responsible for mentioning them at the start of the game. However, the plate umpire may assist if necessary. Under no circumstances may field rules contravene official rules.

**Example:** We couldn't award a triple if a batted ball passed under a fence in the outfield: the official rules call for a double.

- Here are some examples of points that can be covered during field settlements:
  - The presence of a net: **is it in or out of play?**
  - An **opening** in a fence
  - A pole or obstacle in play that could be a source of danger or distraction.
  - Another unexpected anomaly.



# THE PITCHER



# Pitcher's uniform and equipment

The pitcher's glove can have several colors and:

- **To be white or gray**

The sleeves of the undershirt **may not be**

- Torn apart
- Different lengths
- **White (unless the rest of the team is also wearing white sleeves)**

The pitcher may not wear wristbands, jewelry or other items like:

- Batting gloves



# Important note

Pitchers may wear a compression sleeve which is uniform in color and may not be white or gray.

Pitchers may not wear a compression sleeve that is of a distracting nature, including reflective design and material. A sports neck brace may be worn by the pitchers provided it is covered by a sleeve that is not of a distracting nature, including a reflective design and material.

References: Baseball Canada (BCan) 3.03 and 3.07 and Baseball Québec (BQ) 103.5



# Signals and positions

The pitcher must take his signals:

- **In contact with the plate**

The two regulatory positions are:

- With stop
- **Non-stop**

What can a pitcher do while in contact with the plate?

- Completing a pitch
- Take a step towards a base to make a pick-off
- Remove the pivot foot from the plate, from behind (move)



# Signals and positions

## Warm-up

All pitchers have the privilege of taking warm-up pitches (which must not take longer than one minute) when they appear in the game or at the start of each half-inning.

## Exception

In an emergency situation, the pitcher has the privilege of taking as many warm-up pitches as he wishes.

- The UMPIRE deems it necessary



# Signals and positions

## PUT YOUR HAND TO YOUR MOUTH

The pitcher MAY bring his hand to his mouth or lips **while within the 18-foot circle surrounding the pitcher's plate**. After bringing his hand to his mouth, he must clearly wipe it before taking the ball back.

The pitcher **may not** bring his hand to his mouth or lips while in contact with the **plate**.

## PENALTY

- **The Umpire must call a time-out**
- **The plate umpire must change the ball**



If this is the pitcher's first offense of the game, the umpire should warn the pitcher

# Signals and positions

## IMPORTANT

- **Make your decision loud and clear**
- **Try to prevent the situation before it happens.**

## EXCEPTIONS

If the batter-runner reaches 1st and all other runners have advanced at least one base, the penalty does not apply.

As long as both managers and the umpires agree, pitchers from both teams could blow into their hands when it's cold.



"If a pitcher touches his mouth while in contact with the plate, it is an irregular feint."

FACT: This is a ball. Reference: BCan 6.02(c)(1)

# Important note

Emergency situations may include:

- **Injury**
- **Expulsion**

References: BCan 5.07(a), (b), (d), (e) and BQ 103.23



# Irregular actions

## INTENTIONALLY PITCH AT A BATTER

The umpire is the sole judge of whether or not a pitcher intended to hit a batter.

### CRITERIA

- Level of players or league
- The pitcher's skills
- Pitcher's control
- The situation in the match
- Teams yelling
- Previous interactions between teams
- Events from a previous game

### PENALTY

The Umpire has 2 sanctions to choose from:

- EJECT the pitcher immediately (and if the umpire feels that the coach/manager was involved, eject the coach/manager as well).
- **GIVE FORMAL WARNING to the pitchers and managers of both teams.**



# Important note

You can't just warn one team.

After the warning, it is possible for another batter to be hit without the pitcher being ejected. This situation may arise if the umpire decides that the pitch was not intentionally aimed at the batter. Be prepared to explain this to the coach/manager if necessary.



# Irregular actions

## BALKS

The balk rule applies only to categories with a lead on bases, from U13 (Pee-Wee) A and above.

## CRITERIA

A pitcher may commit an balk only when :

- **There are runners on the bases**
- **That is in contact with its plate (in almost all cases).**

## EXAMPLES OF POSSIBLE BALKS

- Do not make a COMPLETE STOP when in a stop motion.
- Move your SHOULDERS
- Failing to take a step towards the base
- While touching the plate, the pitcher simulates a throw to first or third base and DOES NOT RELEASE THE BALL.
- Without being in possession of the ball, the pitcher stands on or steps over the plate.
- **Dropping the ball deliberately or ACCIDENTALLY while the pitcher is on the plate.**

## PENALTY

- **All runners advance ONE base and the batter's count does not change (the pitch does not count and the batter remains at bat).**

Example: Runner at 3rd only. The pitcher is called out on a balk. The runner at 3rd scores a run.



# Irregular actions

## BALKS

### SIGNAL

When there is an balk, the Umpire must :

- **POINT** the pitcher.
- Say "**THAT'S A BALK!**"

Once an balk is called, if the thrower **STOPS** his movement, the Umpire must call a time-out and apply the penalty.



**If the pitcher THROWS the ball, three situations are possible**

# Irregular actions

Situation 1	Situation 2	Situation 3
The ball is caught by a defensive player.	The ball is hit, <b>AND</b> the batter and all runners <b>DO NOT advance</b> at least one base.	The ball is hit <b>AND</b> the batter and all runners <b>ADVANCE</b> at least one base.
Call a time-out and apply penalties	Call a time-out and apply penalties	Do nothing. The ball remains in play and the balk is ignored.



# Important note

Rule 5.07(a)(2) Comment: With no runners on base, the pitcher is not required to make a complete stop when using the stop position. If, however, in the umpire's judgment, the pitcher delivers a pitch with the obvious intent of catching the batter off guard, that pitch will be considered a fast return, for which the penalty is a ball. See rule 6.02(a)(5) Commentary.

With one or more runners on base, the pitcher will be presumed to be throwing a stop motion if his pivot foot is in contact with and parallel to the pitcher's plate and his free leg is in front of the pitcher's plate, unless, prior to the batter's at-bat, he notifies the umpire that he will be throwing a stop motion in this situation. The pitcher will be allowed to notify the umpire that he will be throwing non-stop during a at-bat only in the event of (i) a



# Visits to the mound

A visit is counted when the coach or manager speaks with the pitcher. The visit ends when the manager leaves the mound.

## FIRST VISIT

Each team is entitled to :

- A visit
- EACH pitcher
- EVERY ROUND

Major League rules do not currently apply to amateur baseball.

On the first visit, the pitcher may be removed from the pitching position.

**In the major categories**, the pitcher is still eligible to return as a pitcher in the same game if: He remains in the game in another defensive position, and is removed during the first visit or between innings.

## SECOND VISIT

On the second visit in the same inning to the same pitcher, the pitcher :

- **Must be removed from pitcher position.**
- **Can play in a different defensive position.**
- **Can't pitch again in this game.**



# The pitcher

## SUBSTITUTES

A **starting** pitcher must pitch to the first batter until the batter is out or reaches first base.

A **relief** pitcher must face the batter then at bat or any substitute batter until said batter is retired, reaches a base or the half inning ends.

*Exceptions: Injury or expulsion*

## UNANNOUNCED SUBSTITUTIONS

If the pitcher is not announced, the new pitcher becomes regular when he voluntarily touches the pitcher's plate.



# RULES



# Score a point

A run is scored when a runner touches all the bases in order (including home plate) before 3 outs are made.

NO POINT is scored in a game in which the third out is made during :

- Forced play
- **On the RUNNER-RAPPER before he reaches the FIRST BASE.**

A point will be scored in a game in which the 3rd out is made under the following 3 conditions:

- The runner reaches home plate before the 3rd out is made.
- The 3rd out is not forced.
- **The 3rd out is not the batter-runner before 1st base.**

This is a timing play.

Questions to ask with a 3rd out and a runner crossing home plate:

- Was the out made before the runner crossed home plate?
- Is the out the result of forced play?
- **Was the out made on the batter before he reached 1st?**

If the answer to all 3 questions is **NO**, the point is scored.



# Obstruction

Obstruction is an action by which a fielder, who is neither in possession of the ball nor in an immediate position to catch it, hinders the progress of the runner.

An obstruction occurs when :

- A defensive player
- Not playing the ball
- **Hinders an attacking player's progress**

Contact is not required to call obstruction, nor is it even necessary for the action to be intentional. It is sufficient that the fielder has impeded the runner's progress.

**There are two types of obstruction:**

- Direct: a play occurs immediately on the fettered runner. In English it's often called Type A.
- **Indirect: a play does not occur immediately on the fettered runner. In English, it's often called Type B.**

## TECHNIQUE

**When there is an obstruction, the Umpire should :**

- POINT the obstruction,
- **Say "OBSTRUCTION" and**

If necessary, call a "TIME" and place runners.

**To signal that there is no obstruction, the umpire should :**

- Stretch out your arms like a "safe" signal, with your fists clenched and your hands raised.
- **Say "THAT'S NOTHING".**



# Umpire and spectator interference

## Umpire INTERFERENCE ON GOALS

This type of umpire interference occurs when the base umpire is hit by a ball while in position behind the pitcher (P3 or P4), in front of the infielders. If this happens :

- .THE BALL IS DEAD
- .The batter-runner goes to first base (other runners advance if forced).

If the on-base umpire is hit by a thrown ball, this is not umpire interference.

## UMPIRE'S INTERFERENCE AT HOME PLATE

The plate umpire's interference occurs when the CATCHER, while throwing the ball toward a base to retire a runner, makes contact with the plate umpire.



# Catcher's interference

Defensive interference occurs when the defensive team (usually the catcher) interferes with the batter trying to hit a pitch.

## **SIGNAL**

When there is an obstruction, the Umpire should :

- POINTING the catcher,
- Say "INTERFERENCE"

***DO NOT say "TIME". The Umpire must allow the play to finish and see what happens.***



## **PENALTY**

After the catcher's interference has been signaled, wait

# Catcher's interference

Not hit	Is hit, then the batter and all runners DO NOT advance at least one base.	Is hit, then the batter AND all runners advance one base.
Call a Time	Call a Time	The ball remains in play
Award 1st base to the batter	Award 1st base to the batter	Do nothing. The ball remains in play and the interference is ignored.
The other runners are moving if forced	The other runners are moving if forced	
	It's an option play.	



# Runner's interference

## CRITERIA

A runner must slide on base in "good faith". He must not attempt to make contact with a fielder in order to break up a double play, failing which he will be put out.

To be considered a bona fide slide, the runner must:

- initiate the slide by making contact with the ground **BEFORE REACHING THE BASE** ;
- be able to reach the base with your **HAND** or **FOOT**;
- be able to and attempt to remain **ON THE BASE** (except at home plate) after completing the slide, and
- slide towards the base **WITHOUT CHANGING TRAJECTORY** in order to initiate contact with the defensive player.



# Important note

A runner who initiates a "bona fide slide" shall not be out for interference under rule 6.01, even if contact is made.

Interference should not be called when contact between the runner and the fielder is caused by the fielder positioning himself in the runner's path.

A slide will not be a "slide in good faith" if the runner initiates a run or intentionally initiates (or attempts to initiate) contact with the fielder by raising and kicking above the fielder's knee or by throwing his arms or upper body.



# Appeals

## CRITERIA

An appeal is an action by the defense to have it recognized that the offense has not respected a rule.

ALL appeals must be made while the ball is IN PLAY.  
The defense may appeal when :

- The runner does not touch all the bases, in the following order
- **The batter does not retouch a base before leaving on a fly ball.**



A « retouché » is sometimes called a "tag-up" or "tag".

Runners must retouch their original base (and all other past bases) after a fly ball even when awarded additional

# Important note

- It is very important that umpires follow runners who touch the bases.
- It is also important for umpires to know which umpire should follow which runner.
- If an umpire sees that a runner has missed a base or that the runner has not retouched, the umpire can say NOTHING unless the defence appeals.

MYTH: "The umpire should automatically call out a runner who misses a base."

FACT: The umpire will call out a runner if an appeal is properly made on the runner.



# Appeals

## PROCEDURE

If the defensive team wishes to appeal :

- The ball must be IN PLAY.
- A defensive player in possession of the ball must TOUCH the base (or runner) which was not touched or retouched.
- CLEARLY TELL OR DEMONSTRATE to the Umpire exactly what they are calling for.
- **BEFORE the next pitch is thrown or the next play is made.**  
**If the ball remains in play, it does not have to be returned to the pitcher before an appeal is made.**



## IMPORTANT NOTES

- They don't appeal until the next pitch.

# THE BATTER



# Refusal to take position

If the batter refuses to take his position in the batter's box during his at-bat after receiving a direction from the umpire, the umpire should :

- Call a time-out;
- Add a strike to the batter's count;
- If it's strike 3, the batter is out.

## STRATEGIES

Adding a strike to the batter's count should only be used as a last resort. A good game management strategy can be used to ensure that you don't need to enforce this rule. Strategies will vary according to the level of baseball and the situation.

Here's a list of strategies the umpire can use when a



# Ambidextrous hitter who changes sides at the plate

An ambidextrous batter would have the right to change sides with each pitch if he so wished. However, he must do so before the pitcher is ready to pitch.

The penalty if he commits this fault is:

- Dead ball
- Batters out



# Batter's interference

## CRITERIA

Interference occurs when the batter interferes with :

- .The catcher's throw to out a runner -OR-- ;
- .The catcher attempting to play a passed ball or errant pitch.

## PENALTY

- .The ball is DEAD.
- .**The batter is OUT.**

## TECHNICAL

- .Point the batter
- .Say "Interference!"



# Important notes

- If a batter remains in the batter's box and does not attempt to interfere, the batter does not interfere with the catcher.
- The umpire should call a delayed time-out if the catcher has been able try an out. Time-out will only be called if the runner is not out.



# Going beyond the first base

A batter-runner is a player who has completed one at-bat, but has not yet been put out or reached first base.

The batter-runner may slide or go beyond first base and is NOT out when tagged if he:



**“A batter-runner must return to first base within the foul territory immediately after passing first base”**

**Reality:** If the batter does not attempt or feign the intention of going to 2nd base, he may return to 1st base in fair or foul territory.

# Batter interference (4 types)

## THROW THE BAT AT THE BALL

Regardless of intent, it is interference when a thrown or dropped bat :

- .Remains whole -ET-;
- .Move again -ET-;
- .Hits a batted ball or impedes a fielder;
- .**In good ball territory.**

## IMPORTANT NOTES

In the case of a broken bat, the batter is responsible for the part remaining in his hand. It would be unfair to hold the batter responsible for the broken part.



## CONTACT WITH A GOOD BATTED BALL

Regardless of intent, interference occurs when :

A good ball:

# Batter interference (4 types)

## **RUNNING OUTSIDE THE BASE PATH**

On a throw to 1st, the batter-runner must run inside the **3-FOOT-WIDTH RUNNING CORRIDOR ON EACH SIDE OF THE LINE (1st, 3rd) OR IMAGINARY LINE (1st-2nd OR 2nd-3rd).**

Interference occurs when:

- The batter-runner runs outside the corridor -ET-.
- **That he hinders the defensive relay to 1st base.**

*The runner does not have to be touched by the ball.*



## **EXCEPTION**

It is not interference if the batter-runner :

# Batter interference (4 types)

## CASE 4: HINDERING A DEFENSIVE PLAYER

*It is interference when the batter-runner interferes with a fielder attempting to play a ball in :*

- **Making contact -OR-;**
- **Intentionally distracting him -OR--;**
- **Hindering his progress.**

## EXCEPTION

If there is accidental contact between the catcher and the batter-runner in the immediate vicinity of home plate, the umpire should say "That's nothing" and let the play continue.



# Batter interference (4 types)

## PENALTY

In all cases of offensive interference described :

- . **The ball is DEAD**
- . **The batter-runner is OUT**
- . **Other runners return to the last base reached.**

## TECHNIQUE

- **Point to the batter-runner;**
- **Say "Interference";**
- **Call time-out;**
- **Signal the batter-runner out;**
- **Point to other runners and return them to their original bases.**



# THE BATTER-RUNNER



# Dropped third strike

On a third strike not regularly caught by the catcher, the batter becomes a batter-runner and may attempt to reach 1st if:

- . 1st base not occupied - or -
- . **There are 2 OUTS**

How do you determine if the catcher has caught a third strike?

The catcher has regularly caught a third strike if the ball is in his glove before it hits the ground. The ball is NOT regularly caught if it:

- . Stuck in your mask or equipment
- . Bounces off the Umpire
- . Remains caught on its body or a protector (unless it has



# Giving up for first base

On a dropped 3rd strike on which the batter is allowed to run, the batter-runner should be considered to have given up his right to advance to 1st and should be called out when he :

- Leaves the area around the plate towards its dugout
- In the event that there is no portion of land around home plate, the rule calls for a 13-foot radius (approximately, of course).

In the case of a dropped third strike, the Umpire must recognize the situation very quickly and react accordingly:

- With 0 or 1 out and a R1, declared the batter out very quickly



# Other actions

## PERMITTED ACTIONS

- .Runners must touch all bases in order.
- .Runners must touch base again before advancing after a fly ball has been caught.

## IRREGULAR ACTIONS

A runner will be withdrawn for irregular action in the following situations

- .PASSING a runner ahead
- .Abandons efforts to reach a base
- .Deviates from its running lane
- .Being **TWO RUNNERS** on the same base

.**Interference**



# Deviating from the running lane

The running line is a straight line between the runner and the base that the runner is trying to reach, either by going forward or backward.

The running lane IS NOT :

- .Indicated by a line on the ground.
- .A direct path between the two bases.

A runner is considered to have left his running line when he moves more than three feet (one meter) away from his running lane in order to avoid to be tagged.



## **Rule 5.09(B)(1)**

He moves more than three feet from his running lane in order to avoid being tagged unless this action is taken to avoid interference with the fielder attempting to catch a

# Two runners on the same base

When two runners occupy the same base, the umpire must determine which runner is entitled to the base.

A runner regularly occupies a base until he :

- . Either forced to advance because the batter has become a runner -OR--.
- . **Touch or pass the next base.**

## **PENALTY**

A runner is declared out when he is tagged out if he is on base at the same time as another runner who regularly occupies the base.



## **TECHNIQUE**

When the defence tags the offending runner, the Umpire should:

# Runner's interference

Interference occurs when a runner interferes with the defence in one of the following 3 ways:

- .DISTRACT a defensive player
- .Touch a BATTED ball
- .**Deliberately touching a relay**

## **INTERFERING WITH A FIELDER**

Interference occurs when a runner interferes with a fielder playing a batted ball.

Some ways to interfere with a fielder:

- .Contact;
- .Stop in front of the defensive player to block his vision;
- .Force the defensive player to change his path to the ball.



# Runner's interference

## VOLUNTARILY CONTACT WITH A RELAY

Interference occurs when a runner intentionally makes contact with a thrown ball.

## IMPORTANT NOTE

There is no interference when a runner is accidentally hit by a thrown ball.

## PENALTY

In all cases of interference :

- .The ball is dead;
- .The runner is out;
- .Other runners return to the last base regularly reached, unless forced to advance;

**The batter-runner is awarded 1st base**



# **GAME MANAGEMENT AND EJECTION REPORT**



# Strategies for Effective Game Control

## Do

- Stay calm and keep language and gestures under control.
- Answer questions with short and precise answers.
- Use positive non-verbal body language.
- Be alert of the surroundings at all times to prevent difficult situations.
- Act and react dynamically.

## Don't

- DON'T use an overly firm voice, except in situations that require stepped up directions
- DON'T issue ultimatums (for example: "Don't do that ... or I will throw you out").
- DON'T eject people needlessly... Try to keep players, coaches, and team personnel in the game if possible.
- DON'T allow trash talk or banter to go back and forth between teams (proactively direct them to stop – this is a good step towards preventing a problem later).
- DON'T use aggressive body language (arms crossed, hands on hips, etc) except when needed to convey a message to a coach or player.
- DON'T touch, threaten or swear at a coach or player.
- DON'T get into really friendly discussions with players or coaches – it may give the perception to the other team that you are not impartial.



# EJECTIONS

## Criteria

### Step 1

If it is the first time you have heard something and it is not a direct insult, use the phrases “**THAT’S ENOUGH**” or “**KNOCK IT OFF**”, these are indirect warnings..

### Step 2

If it continues or it is aggressive, you can issue a direct warning, “**THAT’S A WARNING**”. Remember to avoid ultimatums, just say it’s a warning.

### Step 3

If the coach/player’s behaviour is excessive or out of control, and you feel that you have tried all of the above as their last resource, you can eject the coach/player by saying “**YOU’RE GONE**”.



# EJECTIONS

## Important Note

Depending upon the severity of the coach/player's behaviour, it may be necessary to move directly to Step 2 or even

Step 3 without going through the earlier steps. Umpires must use their best judgment in handling such situations.

Ensure students are aware of what coaches and players can and cannot question.

- Coaches **can** question or protest rulings the umpire has made.
- Coaches/Players **can** ask you why you called or what you did.
- Coaches/Players **cannot**:
  - Run out screaming, jumping up and down, pointing or gesturing (to re-enact the play), humiliate, threaten, insult or swear at you.
  - Touch you.
  - Question balls and strikes.



# EJECTIONS

**Don't forget article 103.21 in Régie rules...**

## **103.21 - TRIPS TO THE UMPIRE – 11U AA, 13U AA AND ALL A AND B CLASSES**

No coach or player can make a visit to the umpire except for a protest or substitution. Otherwise, he will be ejected according to article 55.1 – unsportsmanlike conduct.



# EJECTIONS

## Mechanic

- The following mechanic is used to eject a player or coach/manager.
- feet planted shoulder width apart
- use right hand to point at the offender
- while taking a small step, make a sweeping motion with right arm away from the field
- add voice “**You’re gone.**”



# EJECTIONS

## Must Eject Situations

- Fights or pushes opposing players
- Intentionally bumps/touches/hits an umpire
- Intentionally defies an umpire's repeated direction
- Tries to embarrass or humiliate an umpire
- Mimics or acts out play that caused the argument (including drawing a line to show a pitch's location)
- Uses insulting or abusive language toward an umpire or about an umpire
- Makes malicious contact with another player (see Baseball Quebec Contact Rule)
- Coach/Player threatens someone from the other team or the umpire
- Continues to argue after you have used Step 1 and Step 2



# EJECTIONS

## Warning Situations

- Coaches/Players trash talk or banter between each other
- Coach/Player does not follow the umpire's directive
- Players start to argue with each other
- The coach/player continues to argue and won't sit down even after you have explained yourself and told him **"THAT'S ENOUGH"**
- The coach/player says **"IT WAS A BRUTAL CALL"** but does not insult you personally
- The coaches/players shout out to you about a call or try to make a 'scene' after a call they don't like

## Important Note

After issuing a warning, the umpire should eject if any of the above situations are repeated.



# EJECTIONS

## Do Not Eject Situations

- If the coach asks you to explain your ruling
  - **(Attention to rule 103.21 - Visit to the umpires – 11U AA, 13U AA and all A and B classes!)**
- If the coach asks for clarification on something you have called
- If the coach tells you that you were out of position for a call (and you were)
- Any time that you know you have made an error - you can't immediately eject a coach/player for getting ANGRY as long as he doesn't break any of the 'must eject' guidelines - listen to what he has to say, explain yourself. If your error is one that you can fix... FIX IT!
- Two players bump into each other or there is a hard slide that is part of the play and it is not intentional nor malicious
- The players/coaches are 'muttering' in their dugout and you can't really hear what they are saying
- The spectators are yelling at you or booing at your call



# Dealing with Spectators

- **IGNORE THEM!**

- You have no control over the spectators; umpires can't throw spectators out of the park.
- If you react to what the spectators are saying, their heckling will only get worse.
- Sometimes spectators yell at umpires because they think it is what they are supposed to do at a ball game – it is not PERSONAL!
- If the spectators threaten you, try to ignore it, leave with your partner, and be sure to call your umpire supervisor to report their conduct.
- If spectators severely affect the progression of the game, have their respective coach help you to restore order.



# What to include in an ejection report

- The names of the referees.
- When did the incident happen? (innings, runners and outs)
- What was said or done to bring about an expulsion?
- Use the exact words if possible, but only if you are sure.
- Give as much detail as possible while remaining objective. Describe exactly what happened: how people moved, what they said, etc. Try to give readers as much information as if they were watching a video.
- It is possible to paraphrase, but the words used to report someone's words should be as close to the truth as possible. On the other hand, it must be specified that the comments are reported approximately.
- Record if a warning has been given before. For example, if the referee has previously said "I don't want another word!" or "That's enough!" “, before the events escalate to expulsion, this must be recorded in the match report.
- Include comments from both referees in the report (not just the referee writing it).
- Was it a routine eviction or a much more serious situation?
- Disciplinary codes related to expulsion. This will greatly facilitate the work of the disciplinary prefect.



# What should not be included

- Your opinion and speculation regarding the motives and intentions of players and coaches. Make recommendations about sanctions the league should impose.
- Report unnecessary information. A report should be brief, precise and concise.
- Spelling errors can damage your credibility and the quality of your report. It is also very important to write down the names of the people involved when re-reading the alignment sheets.
- Your phone number and email address. You never know who will have access to your report. That said, if the league wants to join you, they can always go through a referee representative.
- Handwritten on the back of a game sheet. It may very well be that the match sheet is not transmitted to the authorities in the required time. Out of professionalism, a report should be made using the official form, electronically whenever possible.



# Report submission deadlines



**24H**



***“ Umpires determine suspensions ”***

The league's disciplinary prefect reads the report and imposes sanctions based on the umpires' report and the sanctions provided for in the management regulations of Baseball Québec.



# Ejection code

Code	Title	Description
<b>55.1</b>	Automatic suspension	Any member who is ejected from the game is automatically suspended
<b>55.2</b>	Dangerous behavior	Any member who is expelled from the game for dangerous behavior is automatically suspended. Specifically, a dangerous behavior includes throwing/projecting of any object that causes danger for oneself or others.
<b>55.3</b>	Aggressor or instigator	Any member identified as an aggressor or instigator and involved in a suspension of codes 55.2, 55.4, 55.5 or 55.6 is automatically suspended
<b>55.4</b>	General cases of member misconduct, dangerous conduct, touching (a.k.a To Touch)	Any member who is ejected from the game for dangerous conduct, touching a player, a coach, an umpire, a scorekeeper or any person in authority is suspended indefinitely and its case is referred to the appropriate authority:
<b>55.5</b>	Prejudicial behaviour	Any member who uses an abusive language, spits at another member, shoves, attempts deliberately to injure or is involved in a fight with a player, a coach, an umpire, a scorekeeper or any person in authority is suspended.



# Ejection code

Code	Title	Description
55.6	Assault	Any member who commits an assault against a player, a coach, an umpire, a scorekeeper or any person in authority is suspended indefinitely and its case is referred to the provincial Rules Committee.
55.7	Refusal to leave the field	If an ejected member refuses to leave the playing field or makes obscene gestures, he is suspended for an additional game.
55.12	Ejection and additional suspension	When an ejection arises, causing the minimum number of players required on defense to no longer be attainable, an additional game is added to the ejected player's suspension. <b>Note: If the player is ejected while their team is on offense but their team never returns to defense in the game, the player in question does not receive an additional suspension in relation to this article.</b>

