

## **Plate Conference**

Ask for Head Coaches and Captains (Head Coach required to attend and be in Uniform)

Note 2-10-2 requires that both teams shall remain in their dugout or bullpen

Area until this meeting is concluded.

1. UIC – Verify lineups (home team first) and identify any designated hitters.
2. Both coaches – Do you certify that your team is properly equipped, and that your players are using only legal equipment as defined by NFHS.
3. UIC – Emphasis to both coaches that all participants are expected to exhibit good sporting behavior.
4. UIC – Ask that each team assist in retrieving foul balls.
5. Home team provide any ground rules. If visiting team objects to a ground rule the umpires shall formulate the ground rule while always keeping safety in mind.
6. Speed up rules (Non-League games only)

## **In the Car Check List**

- |                       |   |
|-----------------------|---|
| 1. Black Belt         | 10. Trips/Note Cards                                |
| 2. Black Socks        | 11. Pen/Pencil                                      |
| 3. Cap                | 12. Chest Protector                                 |
| 4. Plate / Base Shoes | 13. Mask  |
| 5. Indicator          | 14. Shin Guards                                     |
| 6. Compression Shorts | 15. Rule Book                                       |
| 7. Jock / Cup         | 16. Coin  |
| 8. Plate Brush        | 17. Sunscreen                                       |
| 9. Ball Bag           | 18. Shoe Shine Kit                                  |
| 10. Water             | 19. OHSSA Uniform (pants gray not pink and pressed) |

## **Pregame Umpire Meeting**

1. Fair /Foul responsibilities
2. Fly / Line drive coverage
3. Trouble Ball
4. Rotation on Batted Balls
5. Signals & Verbal commands
6. Balks
7. Check Swings
8. Third strike assistance
9. Foul off the batter
10. Tag up responsibilities
11. Infield Fly
12. Swipe tag / Pulled foot
13. Between innings / Counting warm-ups
14. Running lane violation
15. Force play slide rule violations
16. Collision at home, interference and obstruction
17. Overthrows, dead balls, and base awards
18. Appeals
19. Plate conference / Pre-game ceremonies
20. Pace of Play