**LSA Umpire checklist 2013**

Before the game:

* Please arrive at your game by 6:30pm. Games are scheduled for 6:45pm and must start by 7pm. A team must have 7 players at 7pm to fulfil the fixture, and late comers can slot in as required.
* Check ringers, who must play at Right field, Catcher (maintaining male/female platoon across the plate) then 2nd Base. Div 1 ringers playing in Div 2 attract a 2 run penalty for the team they ring for, and must return to 2nd base on their own hits once time has been called.
* Discuss your rules knowledge with captains before the game. If you expect captains to assist with knowledge of the more obscure rules of the game, let captains know before the game.

During the game

* Use a clicker to track balls and strikes (most team captains will be able to supply one if you don’t have one).
* Make clear calls on balls, strikes, fair and foul balls, outs and safe plays. Do not allow players or captains to question your calls, but accept any reasonable advice offered by experienced players.
* If you are unhappy about the conduct of a player or a team, stop the game, call the captains over and explain the situation. Do not be afraid to remind captains of their responsibility to keep the game friendly and enjoyable for all, including yourself.
* If you require assistance with a rule, call time and have a conference with the captains. Explain the situation and agree a ruling together. In the event that a ruling cannot be resolved, stop the game and record the game situation (scores, base runners, outs) with details and advise a member of the LSA committee of the situation as soon possible.
* Games should last 7 innings or 90 minutes. Call no new innings after 80 minutes play; if the home team (who bat second in the inning) is batting and is ahead, the game ends immediately. If the away team (who bat first in the inning) is batting and is ahead, play out their half of the inning and allow the home team to try to win in their half of the inning. After 90 minutes, if the away team is winning, call ball game and record that score.
* If a team is ahead by 15 runs or more after the third inning is complete, the game ends by the Run Ahead rule (also known as the Mercy or Slaughter rule) and the score is recorded.

After the game

* Make a note of the scores. Captains are responsible for submitting scores but you may contacted to confirm the result should there be any confusion.
* Contact a member of the committee with any comments you want to pass on.