Game Management
and
Plate Conference

1. Accept assignment on Arbiter and make contact with your partner at least one day in advance of the game to arrange travel plans and anticipated assignments (plate/base).

2. Call the home school's A.D. to confirm game time and venue Leave contact info in case of changes. Meet your partner at a specific predetermined place (parking lot) of the game site at <u>least 30 minutes</u> prior to game time.

3. Upon arriving at the field inform the home coach you and your partner are getting ready and let him know you'll both return to the field 10-12 minutes before game time start (confirm start time).

4. While getting dressed go over mechanics with partner and talk about any questions or concerns. (Make sure uniform is cleaned and pressed and shoes are shined!)

5. 10-12 minutes prior to start time both umpires should sign vouchers and check bats and helmets <u>together.</u>

6. Five minutes prior to start time (or after last infield is taken and <u>both</u> coaches agree to start early) walk out to plate for pregame plate conference (call out coaches if necessary) – plate umpire should stand behind home plate and base umpire should stand in front of plate facing partner.
*Do not allow pitcher to warm up and do not allow players on the field.

7. Introduce selves to coaches. Take the home team's lineup card first and inspect for proper number of players, determine pitcher, dh (if being used), and subs. Positions and players' numbers should be listed along with names.

8. Remind coaches (and captains if present) that all jewelry needs to be removed. Remind coaches (and player reps) of sportsmanship rules.
Ask coach if players are all properly equipped and get confirmation.

9. Ask the home coach to go over ground rules.
* Coach can't invent special ground rules that supersede rules.

10. Tell home team to take the field.
Pitcher gets 8 warm ups. After the 6 warm up pitches inform the catcher and the on deck batter there are two warm up pitches left. (After the next to last warm up pitch remind the catcher to "throw the next one down".
Put ball in play to begin game.

PLAY!