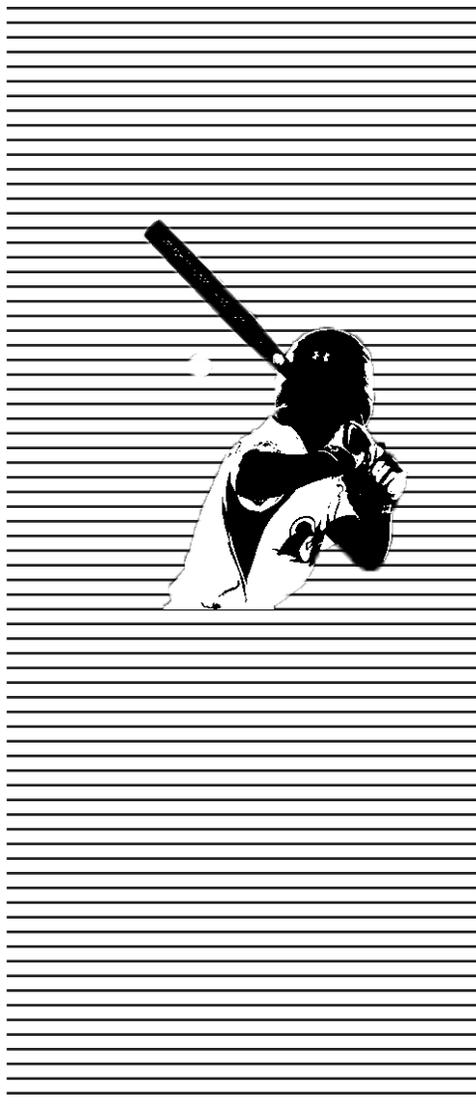


Umpire Clinic 2019



Road Runner Little League
New Mexico–District 5

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WEBSITES

RoadRunner Little League

<http://www.rrll.org/>

New Mexico District 5

<http://www.nmd5littleleague.org/>

Little League International

<http://www.littleleague.org>

Little League Umpire Resource Center

<http://www.littleleagueumpire.org/>

Little League University

<http://www.littleleagueu.org/>

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Qualities of the Little League Umpire

The Little League umpire plays a crucial role in the Little League organization. Although often under-appreciated and approached as an after-thought, umpires are a critical element to ensure the youth players can enjoy safe competition while learning the values of Little League.

The Little League umpire must exhibit the following qualities:

Professional – *Umpires are a representative of the league and shall uphold the dignity of the position.*

- Be courteous at all times and under all conditions, yet be firm.
- Handle situations with the least amount of friction and always strive to keep an even temperament. Do not be sarcastic or want the last word. If a coach or player is walking away – let them go.
- Do not have an antagonistic attitude towards coaches, players, or fans. If you lose your temper, then the game will quickly get out of hand.
- No matter your opinion of another umpire, never make adverse comments regarding them on or off the field.
- Appearance matters. Show everyone that you want to be there – our kids deserve it.
- Umpires must be consistent with their calls, the first call of the game is just as important as the last.
- Umpires must not show any bias in their calls.

Knowledgeable – *Umpires must know the rules of the game and know how to correctly apply the rules to game situations.*

- Umpires should continuously strive to improve their knowledge of the game.
- No umpire has the authority to overturn the call of another umpire; only the umpire that made the call can overturn it.
- Go over any situation, with your partner(s), that is doubtful in your mind. A smooth team of umpires has a decided effect upon coaches, players, and fans. Umpires are a team and good teamwork is noticed and appreciated.

Enthusiastic – *Umpires must act in manners which show their love of the game.*

- Umpires must impart their knowledge and love of the game to the Little League youth athletes.
- Decisions must be made quickly, always be ready.
- Be emphatic and make your calls in a decisive manner.
- Do not worry if you have a tough game. You will have rough games, all umpires do.

Umpire Tips

Safety

Safety is everyone's responsibility. It is the responsibility of all adults involved with the Little League program, not just managers, coaches and umpires. Every league member who sees a safety problem should take steps to get the problem corrected, either personally or through a League volunteer.

- Games or practices shall NOT be held when weather or field conditions are unsafe.
- No jewelry, except as required for medical or religious reasons, shall be worn during games.
- Inspect the playing area for damage and foreign objects prior to every game or practice session.
- Only players and staff (managers, coaches, and umpires) are allowed on the field during games and warm-up.
- All personnel and players must be alert and watching the batter and ball on each pitch.
- Equipment should be inspected before all games and practice. Equipment must be approved, fit properly, and be in good repair.
- During games, bats and other equipment must be kept off the field and stored within the dugout.
- Head-first sliding is prohibited, except when returning to a base. (Majors and below)
- On-deck batting practice is prohibited. (Majors and below)
- Horse play is not permitted on the field or within the dugout.
- Proper warm-up is recommended before all games and practices.
- At least one adult must be present in the dugout at all times.

Pre-Game

- Arrive on time and be prepared.
- Look professional.
- Have a pre-game meeting with your partner(s). This should happen prior to the plate meeting with the managers. Ensure that all umpires know their roles and responsibilities.
- Inspect the field to identify any hazards or potential dead ball areas.
- Have a plate meeting with your partner(s) and team managers. This sets the expectations for the game and helps alleviate possible misunderstandings.

Game Play

- When calling balls and strikes, permit the catcher plenty of room, but get as close as possible without interfering.
- Wait until the ball is in the catcher's mitt before calling the pitch. Never anticipate where the pitch will be.
- Call the pitches what they are. Some catchers will attempt to assist or influence the umpire by calling out a ball or a strike, politely remind him that you are the umpire and you will call the pitches.
- Wait until a batted ball settles before calling it fair or foul, unless it touches a person or object. Batted

balls can travel through foul territory and still become fair balls.

- Wait until a play is completed, then make the call. Prompt action saves many arguments.
- Do not call “Time” or “Foul” prematurely. A play that might occur could unintentionally be killed off if time was called too soon.
- Watch the ball and do not move away from a play too soon.
- If the ball is “live”, never handle it. This will seldom occur, but always be alert and allow the players to field or throw the ball.
- When a judgment decision is made, no explanation is necessary. Explain a decision only when an interpretation of a rule is in doubt.
- On an appeal play, make no decision unless an appeal is properly made. Get set for the next play. Appeals are intended to keep the defense on alert, do not assist by making a decision before the appeal is made.
- You may get hit if you stand in fair territory when calling plays at home plate. Almost all plays around home plate can be called from a position in foul territory. Make every effort to avoid any interference.
- Get into proper position quickly when a ball has been batted or thrown. Be alert and move fast. Hustle makes a big impression on coaches, players, and fans.
- Do not make decisions on the run; stop and then call the play. Your vision can be jumpy if you are on the move.
- Get as close to every play as possible without getting in the way. Always try to be looking into a play and avoid being blocked out of vision.
- Try to anticipate what can occur before the next play takes place, but do not assume that it will happen.

Post-Game

- Exit the field with your partner. Leave as a team.
- Exit the field through the winning side.
- Discuss the game with your partner – this will help you process what went well, and what can be improved.

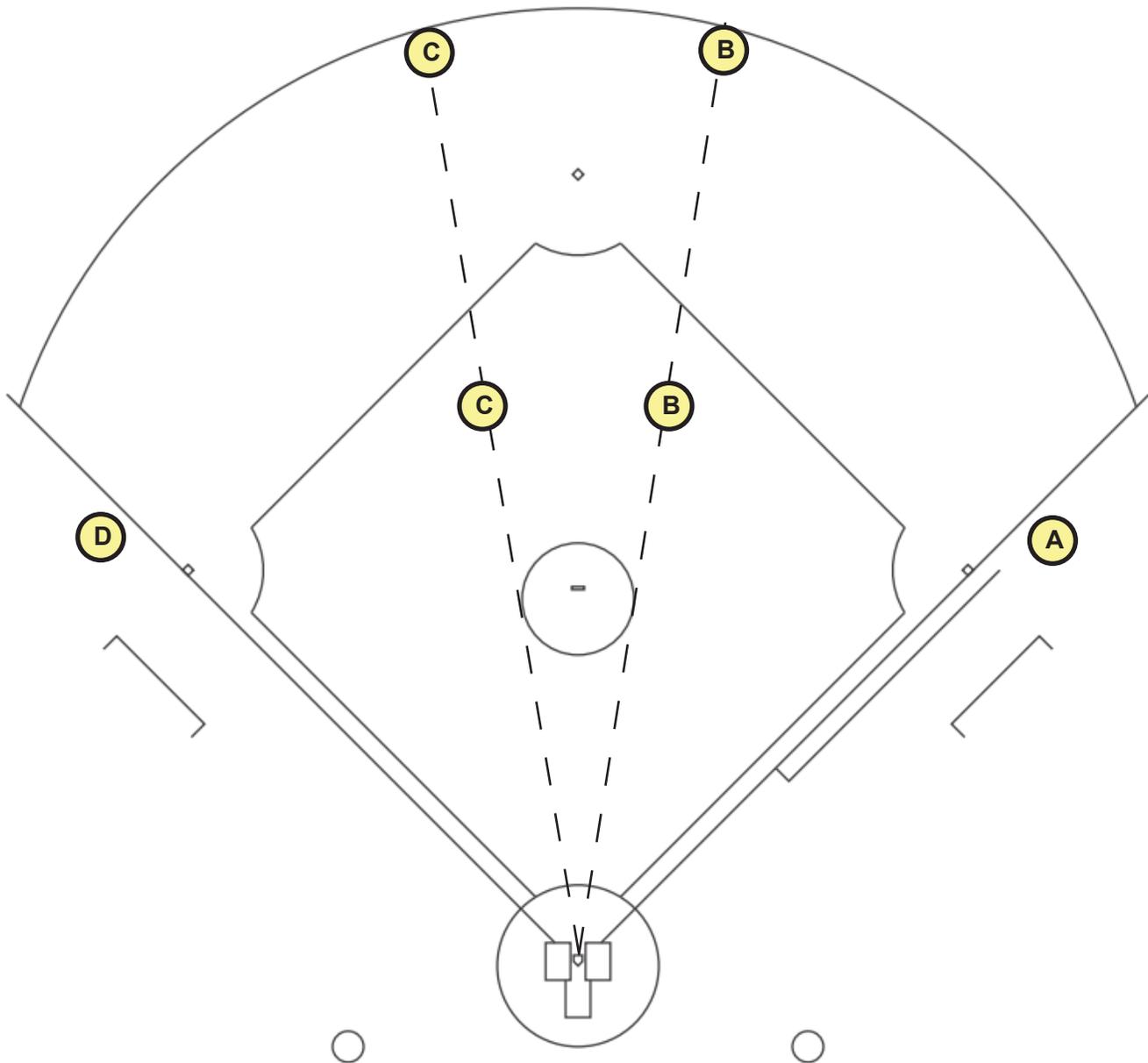
MECHANICS

Field Umpire Positions

There are 4 locations where the field umpire may be positioned. The correct position is determined by occupied bases, field size, and division of responsibilities.

Note: The shallow B & C positions are used on the large field; the deep B & C positions are used on the small fields.

Note: The D position is only used with 3 or 4 man umpire crews.

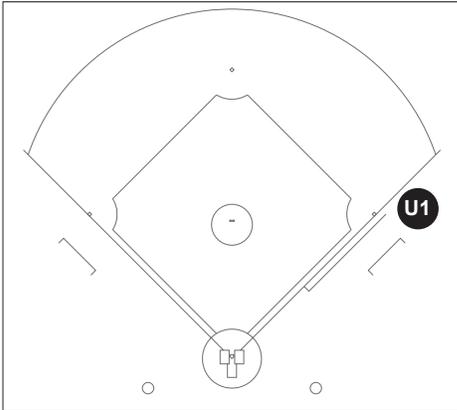


Two-man Crew Positions

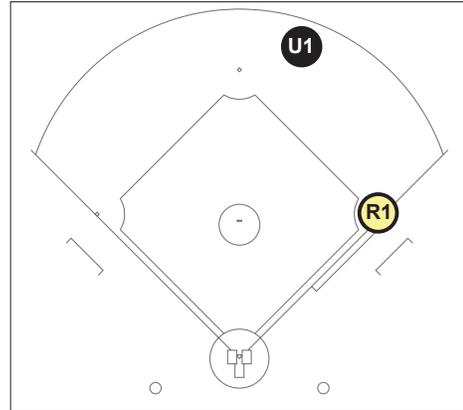
In a two-man crew, the umpire-in-chief (U4) works behind home plate. Umpire 1 (U1) will work in the A, B, or C position depending upon the position of base runners.

Note: The D position is not used with a 2-man crew.

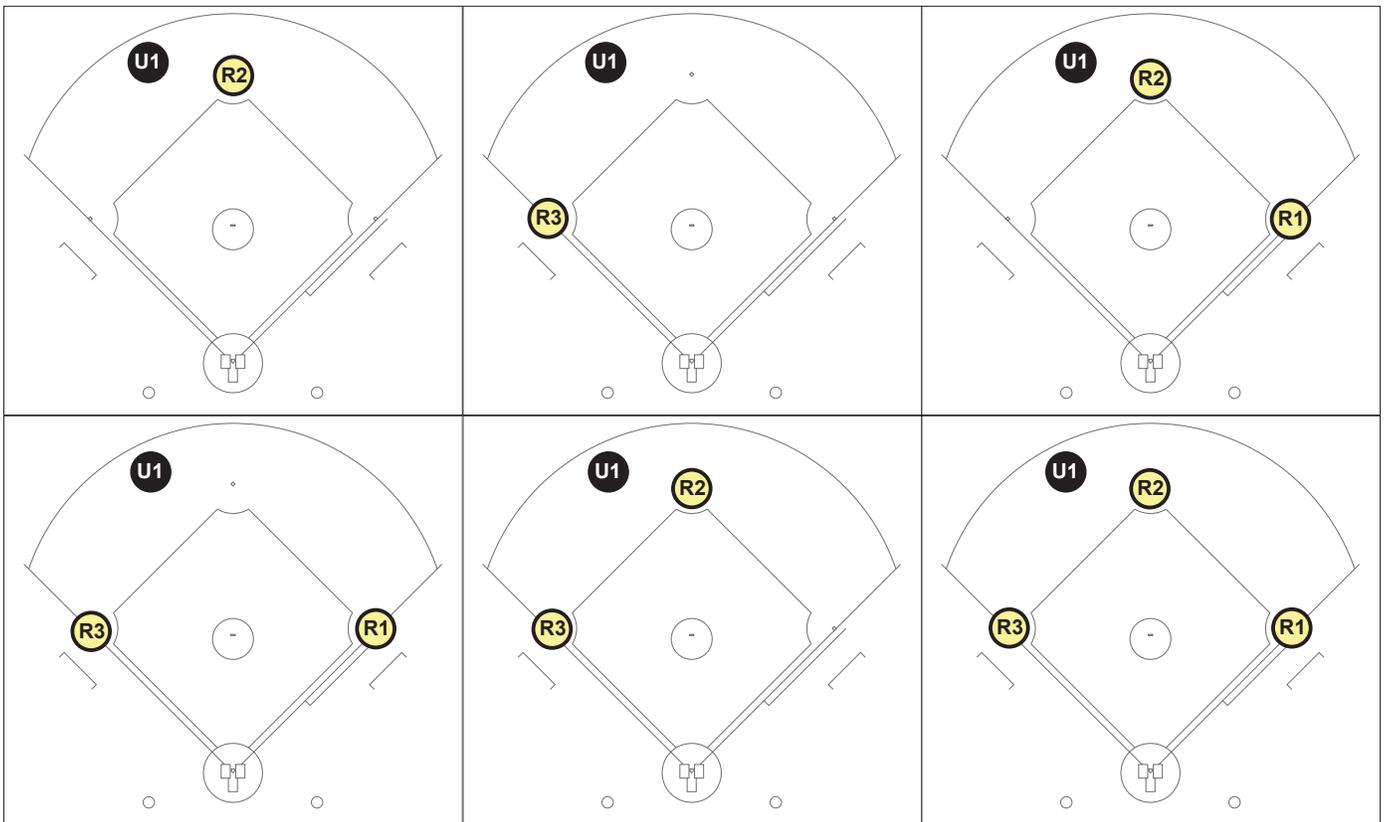
Position A



Position B



Position C



Mechanics

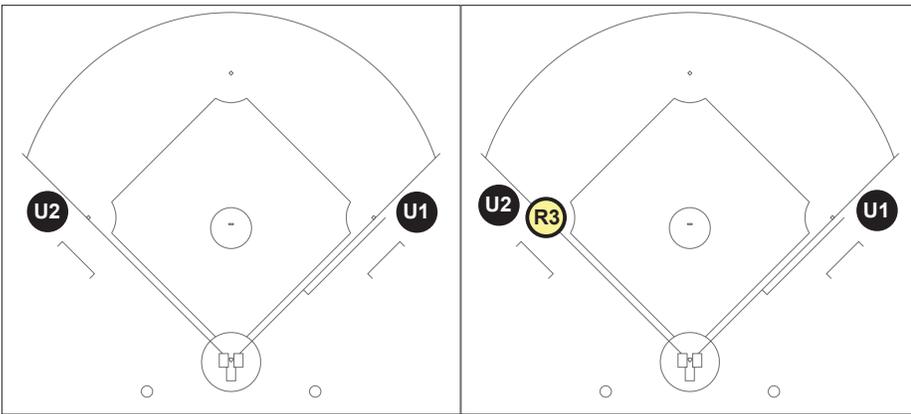
Three-man Crew Positions

In a three-man crew, the umpire-in-chief (U4) works behind home plate. Umpire 1 (U1) will work in the A and B positions while Umpire 2 (U2) will work in the C or D positions depending upon the position of base runners.

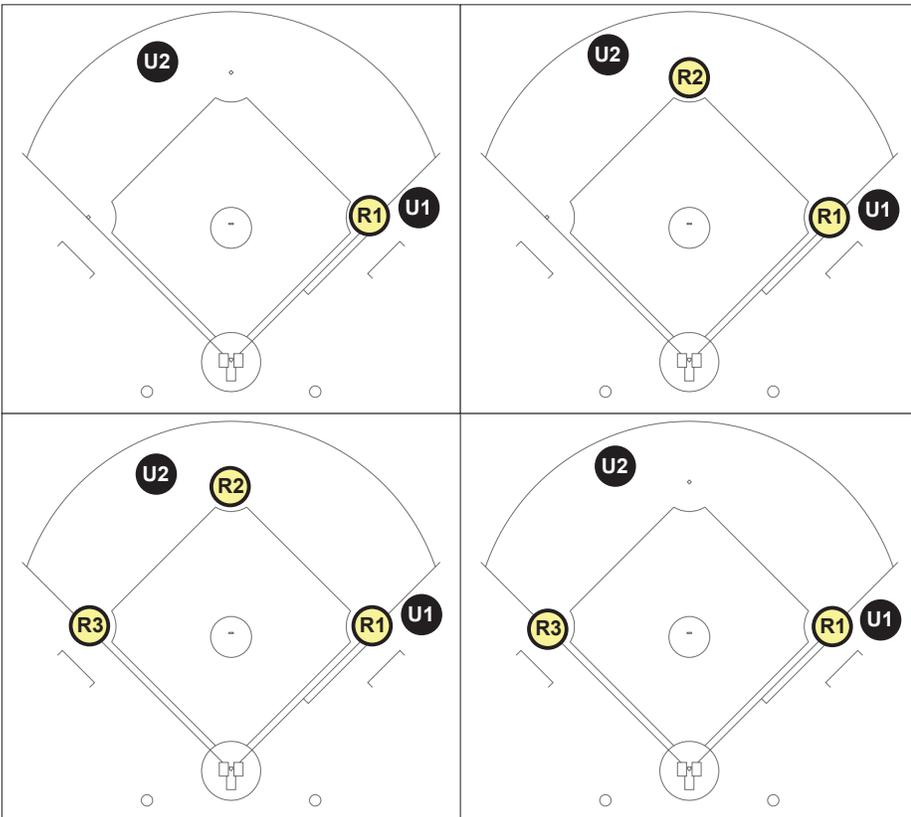
Note: Anytime there is a runner on 1st, U2 will work the C position.

Note: Anytime there is a runner on 2nd, but NO runner on 1st, U1 will work the B position.

Positions A & D



Positions A & C



Positions B & D

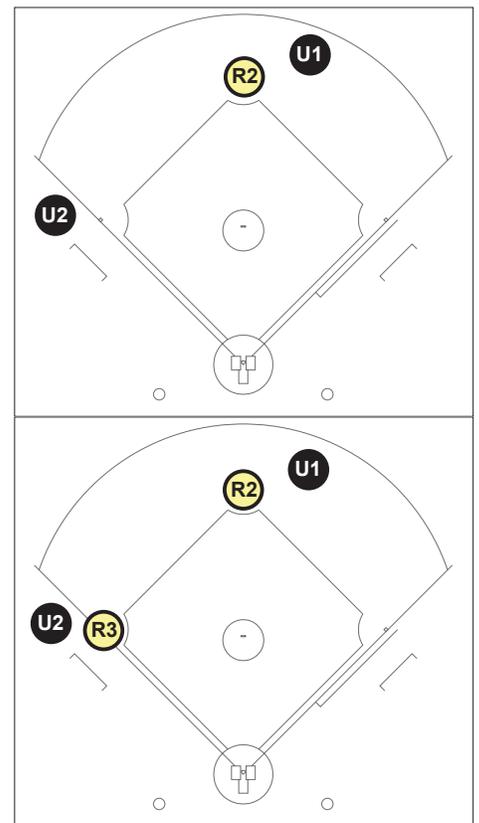
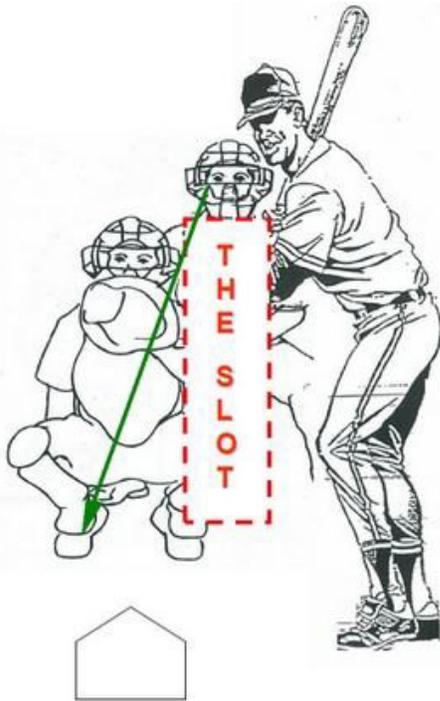


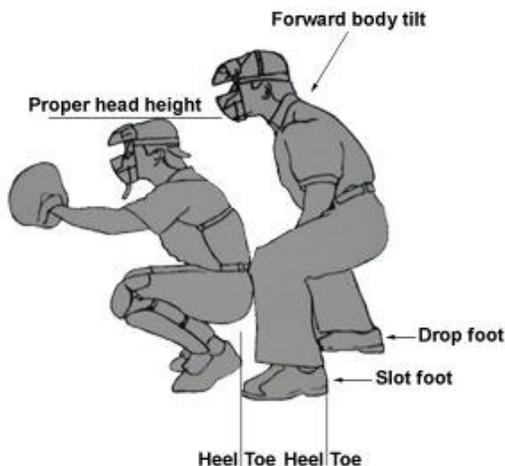
Plate Mechanics

There are several different stances that umpires may use: the box stance, the kneeling stance, the scissors stance, and the slot stance. All the stances offer their own benefits and drawbacks. Use the stance that is comfortable to you; using an uncomfortable stance will lead to back pain, and inconsistency in your calls as the day wears on.

The Slot Stance



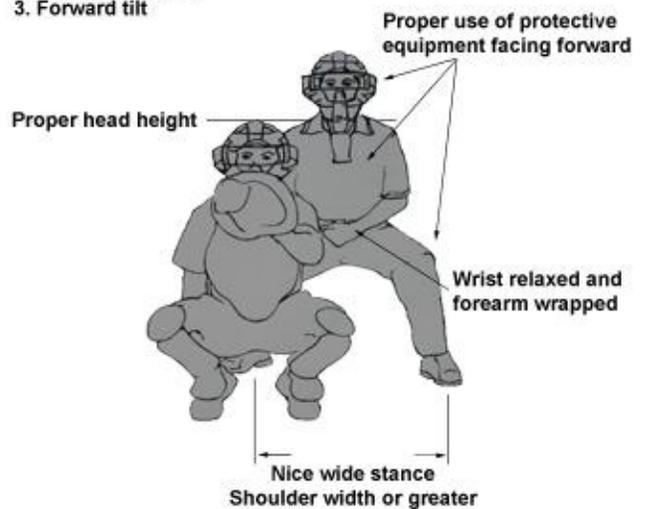
The Slot
(side view)



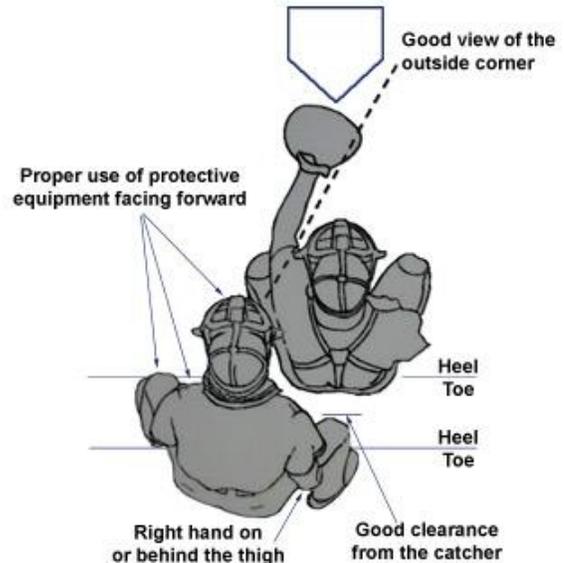
The Slot
(front view)

Proper HEAD POSITION is controlled by:

1. Width of stance
2. Amount of squat
3. Forward tilt



The Slot
(top view)



2019 Rule Changes

2019 Rule changes can be found online through Little League International's website at the following address:

<http://www.littleleague.org/playing-rules/rule-changes>

Regulations

Regulation VI(a) [Regulation VI(b), (d) NOTE for Challenger]

Divisions: All divisions of Baseball and Challenger

Synopsis: Provides a threshold for pitchers moving to the catcher position.

(a) Any player on a regular season team may pitch. Exception: Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.

A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more (15- and 16-year-olds: 31 pitches or more) in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit (15- and 16-year-olds: 30-pitch limit) while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:

13 -16 95 pitches per day

11-12 85 pitches per day

9-10 75 pitches per day

7-8 50 pitches per day

EXCEPTION: If a pitcher reaches the limit imposed in Regulation VI(c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

That batter reaches base;

That batter is put out;

The third out is made to complete the half-inning or the game.

NOTE: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

RULES CLARIFICATION

(k) Pitching in more than one game in a day:

Minor League, Little League (Majors), and Intermediate (50-70) Division — A player may not pitch in more than one game in a day;

Junior League and Senior League — A player may be used as a pitcher in up to two games in a day.

NOTE: If a pitcher reaches 30 pitches while facing a batter in the first game, the pitcher may continue to pitch, and maintain their eligibility to pitch in the second game on that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to pitch in a second game provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 31 or more pitches in the first game, and is not covered under the threshold exception, the player may not pitch in the second game that day);

Rule 4.12

Tie games halted due to weather, curfew, or light failure shall be resumed from the exact point at which they were halted in the original game. It can be completed preceding the next scheduled game between the same teams. A player may not pitch in more than one game in a day. (EXCEPTION: Junior and Senior League: If a pitcher reaches 30 pitches while facing a batter in the first game, the pitcher may continue to pitch, and maintain their eligibility to pitch in the second game on that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to pitch in a second game provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 31 or more pitches in the first game, and is not covered under the threshold exception, the player may not pitch in the second game that day).

Playing Rules

Rule 1.10

Divisions: Baseball Divisions – Tee Ball, Minors, Intermediate (50-70), Junior League

Synopsis: Allows Tee Ball bats to be used in the Coach Pitch/Machine Pitch Divisions. Additionally allows bats meeting the BBCOR standard to be used in the Junior and Intermediate (50-70) Division.

Tee Ball; NOTE 2: Approved Tee Ball bats may also be used for Coach Pitch/Machine Pitch Minor Divisions only with the use of approved Tee Balls.

Minor/Major Divisions; NOTE 2: Approved Tee Ball bats may also be used for Coach Pitch/Machine Pitch Minor Divisions only with the use of approved Tee Balls.

Intermediate (50-70) Division and Junior League; NOTE 2: Also, permitted for the Intermediate (50-70) Division and Junior League Division are bats meeting the BBCOR performance standard, and so labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color. Aluminum/alloy and composite bats shall be marked as to their material makeup being aluminum/alloy or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half-inch on each side, and located on the barrel of the bat in any contrasting color.

RULES CLARIFICATION

Rule 2.00

Divisions: All divisions of Baseball, Softball, and Challenger

Synopsis: Defines Dead Ball Area Other Rules

DEAD BALL AREA is the area beyond any intended physical boundary, such as a fence, rope, chalk line, any stands, bleachers, dugouts, player's benches, or designated media areas, or any other boundary line as determined in the pregame conference. If a ball becomes lodged in a fence, backstop, umpire's equipment, or catcher's equipment, it is considered to be in a dead ball area.

Rule 3.11 – Double Headers

Divisions: All divisions of Baseball, Softball, and Challenger

Synopsis: Intentionally deleted Rule 3.11. Rule 4.13 remains and provides the same guidance concerning number of games per day for teams.

Little League (Major) Division: A team may play one (1) doubleheader in a calendar week. No team shall play three games in a day. (Exception under condition of Rule 4.12.)

Tee Ball and Minor League: No team shall be scheduled to play two games in one day. (See Rule 4.12).

Intermediate (50-70) Division/Junior/Senior League: Doubleheaders are permitted.

Rule 8.01 (g)

Divisions: All divisions of Softball

Synopsis: Provides guidance on how a pitcher may remove himself/herself from the pitcher's plate after the hands have been brought together while in contact with the pitcher's plate.

A.R. 2 – For the pitcher to remove himself/herself from the pitching position after the hands have been brought together but prior to the start of the pitch as noted in 8.01(k), the pitcher must legally step back from the pitcher's plate with the pivot foot first.

Rule 8.02(a)(1)

Divisions: All divisions of Baseball and Softball

Synopsis: Provides guidance on when the pitcher's hand may come in contact with the pitcher's mouth or lips.

Baseball:

(1) bring the pitching hand in contact with the mouth or lips while in contact with the pitcher's plate.

EXCEPTION: The pitcher may bring the hand in contact with the mouth or lips while in the 10-foot circle (Intermediate (50-70) Division/Junior/Senior: 18-foot circle) surrounding the pitcher's plate provided he/she distinctly wipes off the pitching hand before contacting the ball.

Softball:

(1) apply a foreign substance of any kind to the ball, pitching hand, or fingers. The pitcher may bring the hand in contact with the mouth or lips provided he/she distinctly wipes off the pitching hand before contacting the ball. Under the supervision of the umpire, powder rosin may be used to dry the hands.

RULES CLARIFICATION

NOTE: A pitcher may use a rosin bag for the purpose of applying rosin to the bare hand or hands. Neither the pitcher nor any other player shall dust the ball with the rosin bag; neither shall the pitcher nor any other player be permitted to apply rosin from the bag to their glove or dust any part of the uniform with the rosin bag.

PENALTY: Illegal Pitch – See 8.05(b).

Rule 8.06

Divisions: All divisions of Baseball and Softball

Synopsis: Provides guidance on what is considered a visit to the pitcher.

Baseball:

A.R. 1 – When a manager requests timeout to make a pitching change, it shall not be considered a visit to the pitcher provided the manager makes the pitching substitution prior to speaking to any defensive player. Intermediate (50-70) Division/Junior/Senior: This applies when a pitcher moves to another position and returns as a pitcher later in the same game.

Softball:

A.R. 1 – When a manager requests timeout to make a pitching change, it shall not be considered a visit to the pitcher provided the manager makes the pitching substitution prior to speaking to any defensive player. This applies when a pitcher moves to another position, Junior/Senior: or removed from the game, and returns as a pitcher later in the same game.

Tournament Rules and Guidelines

Only rules regarding play are included in this manual; please see the official Little League website for additional changes.

Managers/Coaches in the Dugout

Divisions: All divisions of Baseball and Softball

Synopsis: Restricts the number of adults in the dugout or on the field to one manager and one coach when a tournament team has eleven (11) or fewer eligible players are at the game site at the start of a game.

If a tournament team has twelve (12) or more eligible players in uniform at the game site at the start of a game, then the maximum of three (3) adults who are named on the affidavit (or authorized replacements as noted on the affidavit) will be permitted to act as manager/coaches for that game. However, if a tournament team has eleven (11) or fewer eligible players in uniform at the game site at the start of a game, then a maximum of two (2) adults must be named at the start of the game as manager and coach. The two named adults must be listed on the affidavit, or must be authorized temporary replacements as noted on the affidavit. If there is a third adult listed on the affidavit, that adult is not permitted to be in the dugout or on the field during that game.

NOTE: Base coaches may be adults and/or players provided at least one adult manager or coach remains in the dugout. See 4.05(b).

RULES CLARIFICATION

Tournament Rule 14

Divisions: All divisions of Baseball and Softball

Synopsis: Added a rule concerning tie games after 6 innings for 8- to 10-, 9- to 11-, and Major Division, and 7 innings for Intermediate (50-70) Division, Junior, and Senior League Divisions.

TIE GAME: When the completion of six innings [Intermediate (50-70) Division/ Junior/Senior League: seven innings] and the score is tied, the following tie-breaker will be played to determine a winning team:

- a. The seventh inning [Intermediate (50-70) Division/Junior/Senior League: eighth inning] will be played as normal.
- b. Starting in the top of the eighth inning [Intermediate (50-70) Division/Junior/ Senior League: ninth inning], and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. EXAMPLE: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. An eligible substitute or special pinch runner may be inserted for the runner.

Other Playing Rules

1.00 Objectives of the Game

Gloves and Mitts:

The catcher must wear a catcher's mitt. The first Baseman may wear a first Baseman's mitt or a fielder's glove. No other fielder may wear a first baseman's mitt or a catcher's mitt. (1.12, 1.1, 1.14)

Catchers Mask:

Any player warming up a pitcher, either on the field or on the sidelines, must wear a catcher's mask. All catchers must wear a "dangling" type throat protector.(1.17)

2.00 Definition of Terms

Fair vs Foul:

A ground ball is immediately judged fair or foul as soon as any one of the following occurs: 1) It is touched by a person or a foreign object; 2) It settles (stops rolling); 3) It bounds past, bounds over or strikes first or third base. It is always the position of the ball that is important where it is touched, not the position of the person or object touching it. (FAIR BALL, FOUL BALL)

Batted Ball Strikes Home Plate:

This is not an automatic foul or dead ball. It is treated like any other batted ball. Home plate and all other bases are entirely within fair territory. (FAIR BALL, FOUL BALL)

RULES CLARIFICATION

Force Play:

This is a play on a runner who is forced to advance to the next base by virtue of the fact that the batter has become a base runner. A fielder may retire him by tagging the base to which he must advance before he reaches it, or the fielder may tag the runner before he reaches that base. As long as the runner has not reached the base to which he is forced to advance before he is tagged he is still considered forced out even though he, rather than the base, is tagged. Conversely, all outs made by tagging a base, rather than a runner, are not necessarily force outs. Example: Runner on second base with no outs and the shortstop catches the batter's line drive. The shortstop throws to the second baseman who tags second base before the runner can return there. The runner is out when the base is tagged, but this is not a force play. It is an appeal play. (FORCE PLAY)

Foul Tip:

This is a batted ball that goes sharp and direct from the bat to the catcher's hand and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a swinging strike, and the ball is live. It is not a catch if it is a rebound, unless the ball has first touched the catcher's hand or glove. A foul tip can only be caught by the catcher. (FOUL TIP)

Infield Fly:

An infield fly can only be declared when there are less than two outs and first and second base, or first, second and third bases are occupied. An infield fly is never declared with a runner on first base only, or on a bunt, or on a foul ball. Any fielder can qualify as an "infielder" under this rule and no lines of demarcation are used to denote the infield. All that is necessary is that if in the opinion of any umpire a short fly ball could be caught by an infielder with ordinary effort, instead of allowing the ball to drop in order to get a double or triple play. An infield fly is always a live ball and the runners may advance at their own risk, even though they are not longer forced to do so. It must be noted that what constitutes "ordinary effort" in regards to catching a fly ball is dependent upon the age and skill of the players. (INFIELD FLY)

Obstruction:

is the act of a fielder who, while not in possession of the ball, impedes the progress of any runner. A fake tag is considered obstruction. (OBSTRUCTION)

4.00 Starting and Ending the Game

Run Scoring on a Third Out:

A runner who crosses the plate on a play in which the third out is made, will score a legal run if he touches the plate before the out is made and all of the following conditions are met: 1) the batter reaches first base safely; 2) the third out is not a force out; 3) a preceding runner is not called out on an appeal play. If any of these conditions are not met, the run does not count. (4.09)

Regulation Game:

A game becomes regulation as soon as the losing team has completed 4 times at bat (Majors and below) or 5 times at bat (Juniors and above). (4.10c)

RULES CLARIFICATION

5.00 Putting the Ball in Play - Live Ball

Dead Ball Becomes Live:

Whenever a ball is dead for any reason, it can only become live again after the pitcher steps on the rubber with the ball in his possession. The umpire then calls "Play" either verbally or by signaling. Example: Batter hits a foul back to the backstop and the catcher retrieves the ball. The catcher's throw back to the pitcher goes into center field. No runners would be allowed to advance because the ball is still dead even though it is in fair territory. (5.11)

6.00 The Batter

Bunt Foul on a Third Strike:

This results in a strike out and the ball is dead, except if the ball is popped up foul and caught on the fly by a fielder. (6.05c)

Batter Hit by a Pitch:

The Batter is awarded first base if these three conditions are met: 1) The pitch is not in the strike zone; 2) The batter did not attempt to hit the pitch; 3) the batter made an honest attempt to avoid being hit by the pitch. Regardless of whether or not the batter is awarded first base, the ball is always dead as soon as it touched the batter and thus, no runner may attempt to steal a base after such a pitch. (6.08b)

7.00 The Runner

Runner Avoiding a Tag:

At no time may a runner run directly into a fielder waiting to tag him. If he fails to slide or attempt to get around the fielder he is out, even if the tag is not made or the fielder drops the ball. (7.08 a-3)

Runner Leaving Base Early (majors and below):

When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and reached the batter. (7.13)

8.00 The Pitcher

Warm-up pitches:

Between innings a pitcher may have up to 8 warm-up pitches, such pitches shall not take more than 1 minute of time. (8.03)

Illegal pitches / balks:

When runners are on base it is a balk (Juniors and above). Without runners on base it is an illegal pitch. Delayed dead ball foul. If a play follows the illegal pitch, the offensive manager may elect to accept the result of the play. If a pitch is delivered and the batter hits the ball, and it all base-runners advance at least one base, then the play proceeds without reference to the illegal pitch/balk.

RULES CLARIFICATION

9.00 The Umpire

Appeal on Checked Swing:

When the plate umpire calls a BALL after a checked swing, the defense does not have the right to appeal directly to a field umpire. They may ask the plate umpire to confer with an associate umpire, but he does not have to comply with the request. (9.02a,b)

Umpires' Decisions:

Judgment decisions by an umpire cannot be appealed nor objected to by anyone. No umpire may overrule another umpire, but an umpire may consult with another umpire and change his own decision. Except for the powers to suspend and forfeit a game, which are reserved for the umpire-in-chief, all umpires have equal authority. (9.01)