

Kid Umpire Cheat Sheet

Your Job: Keep the Game Fun, Fair & Moving!

Calls You Make:

Fair or Foul Ball

- A ball that lands in fair territory = Fair!
- A ball that lands outside the foul lines = Foul!

Safe or Out at Bases

- If a runner touches the base before the ball arrives = Safe!
- If the ball beats the runner to the base or a tag is made = Out!

Time-Out for Safety

- If a player is hurt, yell 'Time!' and let a coach handle it.

Announce the Number of Outs

- Example: After an out, say 'One out!' to keep the game moving.

Calls You Do NOT Make:

Balls and Strikes - Coaches handle this.

Close or Confusing Plays - If unsure, let coaches decide.

Interference or Complicated Rules - Keep it simple!

Game Flow Basics:

Before the inning starts, yell 'Play Ball!'

After outs, announce how many remain ('Two outs!')

If a ball is foul, yell 'Foul Ball!' loudly.

Remember:

- Be loud and confident! No need to be perfect.
- If you are unsure, ask a coach!
- Have fun and enjoy the game!