

Ohio Cup Umpire Guidelines

Pre-Ohio Cup

1. Study 1860 rules and Ohio Cup customs and ground rules.
2. Study the guidelines that follow below.
3. Pick up your “Umpire Folder” at the Welcome Tent on your first day at the Ohio Cup.
4. Carry a timepiece with you to each game because no new inning is to start after 10 minutes before each hour.

Before each game

1. Know the city/state each team is from that is playing in the game.
2. Select a game ball for the match from what is available at the field. If a new ball is needed, ask the scorekeeper for one.
3. Greet each captain before the game and remind them to submit their filled-out score sheet to the scorer before the game starts.
4. Confirm the set of rules by which the game will be played. The default rules for Ohio Cup games are the rules of 1860; however, a game may be played by the rules of a different year if both teams agree to do so (e.g., the rules of 1865).
5. Go over any special ground rules for that field, especially Muffin Meadow.
6. At approximately 5 minus before game time, have both teams line up along the base paths.
7. Introduce the teams and where they are from. The teams are NOT to introduce each individual player, as this takes valuable time away from the game.
8. Face the audience and announce the tossing of the stone, then do the toss and announce the results to the audience.
9. Start the game no later than on-the-hour.
10. Announce to both teams that you will only call foul balls. If a foul ball is not called, the struck ball is fair.

During the game and afterward

1. Keep the game moving. Talk to batters who continue to excessively take pitches (we want batters to put the ball in play). Talk to captains about removing pitchers who excessively pitch out of the strike zone (we want pitchers to deliver with a speed and location that is hittable).
2. Loudly call foul balls and balks immediately.
3. For safety, the festival customs include that no sliding is permitted when running bases and there is no intentional fair-foul striking.
 - a. If someone slides, remind that person and the team captain that we are not doing that. (THEY ARE NOT TO BE CALLED OUT.)
 - b. If someone **intentionally** (your judgment) does a fair-foul strike, call it a foul ball.
4. Festival customs, when defaulting to the rules of 1860, include the following:
 - a. Allowing outfield defenses to play wherever they want in the outfield. They don't have to play in the middle of their field.
 - b. A base tender should play within two steps of the base. The shortstop, or rover, can play anywhere.
 - c. Steal attempts can only be tried on a "muff."
5. Encourage players to use ginger in going on and off the field, especially when it gets hotter and later in the day.
6. No new inning can start after 10 minutes before the hour. If it is getting close to the 10-minute until the hour mark, it is up to the discretion of the umpire as to whether to start an inning or not.
7. At the end of the game teams are to line up along the foul lines. The umpire announces the final score, then gives each team the chance to say BRIEF congratulatory remarks.
8. Remind teams to leave the field immediately so that the next game can start on time.