

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. All Ohio Cup games are played by “Muffin” rules. Early 1860’s.
5. Go over any special ground rules for that field.
6. At approximately 5 minutes 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.
11. No player is allowed to wear metal spikes. If a player has metal spikes on, they either need to change or they are not allowed to play.

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. Intentional fair/foul balls are not permitted. If, at the sole discretion of the umpire, a fair/foul is struck, it will be a foul ball. If this continues, the Umpire should warn the striker, and any further fair/foul balls shall be declared a strike.
4. Sliding is not allowed.
 - a. If someone slides, remind that person and the team captain that we are not doing that. (THEY ARE NOT TO BE CALLED OUT.)
5. Festival customs 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."
 - d. Base runners may take a one or two REASONABLE step lead, but must remain stationary when the pitch is delivered.
 - e. A substitute runner is allowed AFTER the striker has safely reached first base. The substitute runner is the player who made the last out.
6. There is no advancement of any kind on a foul ball. All runners must return to their base and remain there until the next pitch is delivered.
7. Encourage players to use ginger in going on and off the field, especially when it gets hotter and later in the day.
8. 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.
9. 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.

10. Remind teams to leave the field immediately so that the next game can start on time.