



# San Ramon Valley Little League

## **Challenges and Appeals**

Umpires are the ultimate decision makers during Little League games. Any decision involving judgment, such as fair vs foul, ball vs strike, or safe vs out, is final.

Team Managers have the right to ask for clarifications and appeals. These must be conducted calmly and professionally, without raised voices, and without questioning the skill or ability of the Umpire.

Team Managers are responsible to uphold respect for an Umpire's authority and convey good sportsmanship. This extends to the conduct of their Coaching Staff and Players.

### Clarifications

On a judgment call, a Team's manager may ask for clarification on what the Umpire saw:

- For example:
  - On a pitch judged to be a Ball, a Manager may ask where the pitch landed outside of the strike zone.

### Appeals

- A Team's Manager may appeal a decision if:
  1. There is reasonable belief that an Umpire's decision may be in conflict with the rules.
  2. There is reason to believe that an Umpire was not in position to clearly see a play.
- Example:
  - A baserunner is called "out" at first base on a force play. The Player at first base was still juggling the catch when the runner reached the base. The Base Umpire was out of position during the play and may not have seen the bobbled catch. The Manager of the baserunner may respectfully approach the Base Umpire and make an Appeal, asking, "Did you see if the first-baseman had control of the ball during the play?" The Base Umpire may consult with the Plate Umpire and ask for help with the decision.
  - A baserunner did not tag up or left the base early in the event of a pop-fly hit. A Manager may appeal and ask if the Umpire saw whether the baserunner maintained contact with the base until the fielder made the catch.
- Once an Umpire has responded to an Appeal, the decision is over and the Appeal may not continue. Any subsequent protests, raised voices, or inappropriate language directed toward the Umpire or ruling may be grounds for a warning, or ejection from the game.