

# YUMPS Training Guide

## Pinto Games



(Before First Game) Know the Basics Pinto rules are on <https://www.westseattlebaseball.com/2022/01/03/pinto-8u-rules-amendments/>

### Key Rules to Know for Pinto

- First 2 innings = kid pitch After 4 balls → coach comes in to pitch
- No walks
- Strikeouts ARE allowed
- No infield fly rule

### Making Calls

- The “3 C’s” Rule -- Calm, Clear, Confident
- Loud voice Clear signal No hesitation
- “OUT!” (hammer motion) “SAFE!” (wide arms) “FOUL BALL!”(arms up open)
- Know where the force out is, where are the runners
- No half-calls. Weak calls = chaos
- Goal: See the play clearly, don’t stay frozen move your feet



palms

### Be in Charge

- You’re not the boss of adults — but you ARE the boss of the game.
- Keep the game moving, start on time

### Handling Coaches

If a coach questions a call:

- Step 1: Listen briefly
- Step 2: Respond calmly
- Step 3: ask for opposing coach to help
- Say “That’s how I saw it, coach.” Done. No debates.



### Common Mistakes

- ignoring coaches completely
- makeup calls / Rushed Calls
- watching another game in another field

### Vouchers

- Home team coach will have Vouchers 2 Paid yumps per game
- 15\$ for Yumps

**Signup sheets emailed out Sundays for next weeks games**



### Game Day Checklist

-  Know Pinto rules
-  Loud calls
-  Good positioning
-  Stay focused every pitch