



Umpire Pay Scale

Read First:

Umpires desiring promotion to the next level must meet all requirements of that level—IE an umpire attempting promotion from Level 1 to Level 2 must meet all requirements for both levels, and so forth for successive promotions such that a Level 5 umpire meets all requirements noted in this document. Requirements must be displayed clearly and consistently or officials may be demoted. The Director of Umpires will make periodic revisions to this scale and may adjust the scale for individual umpires as deemed fit.

Level 1 (\$18)

- Generally new umpires with less than 25 games experience
- Complies with all provisions of the DYBA Umpire Code of Conduct
- Enforces basic safety rules: removing bats, balls and other hazards from the playing field, keeps spectators at the appropriate distance, players in dugout
- Uses plate equipment properly: chest protector is held high to cover the neck and arms are tucked neatly behind (no exposed elbows), mask worn securely, shin guards do not come loose
- Wears appropriate uniform: DYBA umpire t-shirt with non-frayed, non-soiled blue jeans, gym shoes or cleats, baseball cap
- Displays positive attitude, effort and willingness to learn and improve
- Clear knowledge of DYBA Mustang-level and basic baseball/softball rules
- Projects calls loudly and clearly, communicates decisions effectively
- Hustle: into and out of position in-between innings and between hitters
- Field mechanics: proper use of A position, some knowledge of distinction between B and C positions
- Arrives 15 minutes before game time, steps onto field at least 10 minutes before, conducts pre-game conference 5 minutes before, begins game on time

Level 2 (\$22)

- Stability of head and body positions: maintains locked position and does not flinch at swing, foul balls or pitches; uses “slot” position effectively
- Plate work: uses box or scissors set
- Does not showboat calls or change mechanics during the course of a game
- Makes all calls with the right hand, holds indicator in left
- Strike zone: beginning ability to develop consistent zone throughout the game that is consistent for both teams, interprets zone to its written limits; does not call “unhittable” pitches strikes
- Two man crew: makes eye contact with partners between hitters, communicates well on issues like lost count and foul balls
- Decisions: does not anticipate plays, pauses clearly before reacting
- Knowledge of DYBA Bronco-level and intermediate baseball/softball rules



- Focus: consistent concentration, does not miss important events or developing situations
- Demeanor: exhibits posture that reflects interest in the game
- Equipment: worn with more comfortability than Level 1 official; brush, extra balls and other equipment are stored but easily accessible
- Field mechanics: complete knowledge of A, B and C positions

Level 3 (\$25)

- Consistent strike zone clearly identifiable to both teams
- Field mechanics: never folds arms or puts hands on hips, displays correct use of hands on knees set; adjusts properly to cover pick-off moves and steals
- Pace: keeps game moving in expedient manner, especially in-between innings by not allowing excessive warm-up pitches; fast but fair pace
- Equipment: uses ball bag correctly
- Game management: beginning understanding of how to address potential problems proactively when dealing with players, coaches and spectators
- Knowledge of DYBA Pony-level rules and beginning understanding of advanced baseball/softball rules, including interference and obstruction
- Two man crew: uses signals to communicate infield fly

Level 4 (\$30)

- Two man crew: plate umpire covers third when appropriate, signaling to base umpire who echoes coverage; field umpire "goes out" on trouble outfield balls, plate umpire picks up coverage appropriately
- Judgment: distinguishes correctly between tag/no tag, bag/no bag, safe/out, and fair/foul the vast majority of calls; signaling when appropriate
- Intermediate understanding of advanced baseball/softball rules, including base awards and advanced balks
- Clear command of the game, yet avoids arrogance and showboating
- Game management: addresses most problems proactively, taking subtle yet effective actions to expedite game and minimize controversy

Level 5 (\$35)

- Generally highly experienced umpires with significant experience – one of the "top" officials in the program
- Gives above and beyond effort at every contest, regardless of age and ability level
- Outstanding communication, positioning, two man crew work, and hustle
- Shows continued interest in improving officiating skills
- Advanced understanding of baseball/softball rules
- Demonstrates interest in assisting younger umpires and new officials when appropriate
- Equipment: uses under-shirt chest protector
- Game management: addresses problems proactively on a consistent basis