

Umpire 101

1. Attire - look the part
 - a. Tuck it in
 - b. Nothing ripped or tattered
 - c. Dress like an umpire
 - i. If you don't look like an umpire, you will be treated more poorly
 - ii. Coaches and spectators think you do not know what you are doing
2. Positioning
 - a. You have to move
 - i. Lazy umpires get yelled at more
 - ii. Lazy umpires get more calls wrong
 - b. Be in the right spot to make the call
 - i. Anticipate where the ball will be
 - ii. But always watch the ball so you don't get hit
 - iii. Before the ball arrives, stop your movement so you are set to make the call.
 - iv. Working solo, means you have to move toward the play
 1. Umpires who don't hustle to get in position get more calls wrong and thus more spectator and coach complaining
 - v. Behind the plate calling balls and strikes, where to position yourself
 1. Inside edge of the plate
 2. Top of the zone
3. Signaling
 - a. Batters Count
 - i. Balls left hand
 - ii. Strikes right hand
 - b. Signal Strikes only (Don't make any signals if it is a ball)
 - c. Signal Out and Safe
 - i. Wait a second, then make the call and signal
 - ii. Be loud
 1. Weak voices and signals means more spectators and coaches discontent (like foul balls)
 2. Everyone should know the call when you make it

4. Plate meeting

a. Head Coaches meeting before the game starts

- i. Introductions
- ii. “Are all of your players legally and properly equipped?”
- iii. Time limit
- iv. Run Rule
- v. Any special rules
- vi. The playing area
 1. Holes in the fence
 2. Gates that are open
 3. Dugout facings and what is in play and out of play
- vii. If you have a question on a call, please wait until time has been called and the head coach can come out and ask.
- viii. Who is home?
- ix. Clock starts once I get back to the fence to start the timer

5. Never be on your phone during the game, only to check time.