

PLATE UMPIRE

STABILITY OF HEAD/BODY POSITION/TIMING/MECHANICS OF CALL

- *Establishes “Locked In” position on every pitch
- *Does not drift side to side or up and down with the pitch
- *Does not flinch on swings or pitches
- *Maintains proper spacing from catchers as to not become entangled if the catcher moves quickly or unexpectedly
- *Eyes remain at horizontal level with ground and does not dip as game goes on. Head at proper height to allow unobstructed view of the plate.
- *Works in the “slot”-not over top of catcher or to the outside
- *Does not set up in an unusually high or deep position that would draw attention of questioning or judgement
- *Does not anticipate pitch
- *Allows everything that can happen, to happen, before making a decision, then makes call.
- *Does not make a call as the ball is approaching the plate or crossing but, after the catcher has caught the ball.
- *Stays down in a position to call balls
- *Gives clear and authoritative signals and uses correct signals
- *Possesses smooth, relaxed style that projects confidence
- *Coordinates voice and signals to give professional appearance. Voice is loud enough to be heard but not draw undue attention
- *Does not showboat or change the mechanics of his call during the course of a game

JUDGEMENT, INTERPRETATION AND CONSISTANCY OF STRIKE ZONE THROUGHOUT THE GAME

- *Maintains the same zone throughout the game
- *Is the same for both teams
- *Has a grasp of how zone can be adjusted in lopsided game
- *Interprets and calls the zone to its written limits
- *Does not call “unhittable” pitch a strike nor zone which is too small
- *Makes concerted effort to call pitches above the belt as strikes

CREW MECHANICS AND COMMUNICATION

- *Follows NF/FHSAA umpire mechanics
- *Has good knowledge of proper mechanics and rotations
- *Rotates to first and third as needed
- *Uses proper verbal and nonverbal communication
- *Makes good eye contact with partners between hitters and during developing plays
- *Attains the appropriate angle and distance for plays
- *Works to get angle over distance when appropriate
- *Adjusts position for poor throws or unusual play

SITUATION MANAGEMENT, POLICIES/PROCEDURES AND RULES

- *Adheres to all policies and procedures as outlined in the FHSAA Officials Guidebook and GNOA Standard operating procedures
- *Adheres to and applies rules, accepted practices, and interpretations detailed in NF Rules
- *When situations develop during a game, umpire “steps up” and takes charge of the situation. Does not over react to situations and become over aggressive. Umpires are not asked to avoid confrontation nor should they seek undue confrontation. It may be necessary for an umpire to confront a dugout (Balls and strikes). If necessary, does the umpire proceed in a manner not to draw undue attention to themselves.