

# SUGAR LAND LITTLE LEAGUE BASEBALL ®

P. O. Box 2039

Sugar Land TX 77478-2039



## Umpire Evaluation Standards

### *STANDARDS FOR EVALUATIONS*

#### **PLATE WORK**

##### **Stability of Head and Body Position**

Establishes "locked in" position, does not drift side to side or up and down with pitch. Does not flinch on swings or foul tips; Feet remain stable throughout, providing solid base; Maintains proper spacing from catcher so as not to become entangled if catcher moves quickly and unexpectedly; Eyes remain at horizontal with ground and do not dip as game wears on; Head at proper height to allow unobstructed view of entire plate. Works in the "slot", not over the top of the catcher or to the outside.

##### **Timing**

Does not anticipate pitch; allows everything that can happen, to happen, before making DECISION, then makes a call. Does not make a call as the ball is approaching the plate or crossing but, after the catcher has caught the ball.

##### **Style / Mechanics of Call**

Gives clear authoritative signals; possesses smooth, relaxed styles that projects confidence; coordinates voice and signals to give a professional appearance. Does not showboat or change the mechanics of his call during the course of a game. Voice is loud enough to be heard, but does not draw undue attention.

## **Consistency of Strike Zone Throughout the Game**

Maintains the same zone throughout the game and is the same for both teams. Has a grasp of how the zone can be adjusted in lopsided game. Note: Umpires "miss" pitches occasionally; just because an umpire calls a pitch that bounces a strike once does not mean that he should continue to call that pitch a strike in the name of consistency.

## **Judgment and Interpretation of Strike Zone**

Interprets and calls the zone to its written limits. Does not call "unhittable" pitches strikes nor does he have a zone that is too small.

## **Crew Mechanics**

Has a good knowledge of proper mechanics and rotates in the proper situations and is alert enough to adjust if one of his partners misses coverage.

## **Crew Communications**

Proper use of verbal and non-verbal communications. Good eye contact with partners between hitters and during developing plays.

## **BASE WORK**

### **Style / Mechanics of Call**

Gives clear authoritative signals; possesses smooth, relaxed styles that project confidence; coordinates voice and signals to give a professional appearance. Does not showboat or change the mechanics of his call during the course of a game. Voice is loud enough to be heard, but does not draw undue attention.

### **Timing**

Does not anticipate the play; allows everything that can happen, to happen, before making DECISION, not call.

### **Judgment of Calls**

Is correct the vast majority of calls. Just plain gets the call right.

## **Mechanics**

Has a good knowledge of proper mechanics and rotates in the proper situations and is alert enough to adjust if one of his partners misses coverage. Read partners and fly balls well on outfield coverage and goes out as needed.

## **Crew Communications**

Uses proper verbal and nonverbal communications. Establishes eye contact with partners between hitters and during developing plays.

## **Reaction to Developing Plays**

Exhibits knowledge and perception of how play will develop through correctly anticipating where, how and the speed at which the play will occur.

## **General**

### **Focus**

Consistent concentration on the crucial elements throughout the entire game. Includes being prepared for every pitch and play, and attention to developing plays and situations. Must possess an awareness of all that is going on within a game.

### **Hustle**

Movement with a purpose during a play to get into *proper position* to cover plays. The distance to be covered by the umpire will often dictate the speed or method the umpire uses to get into position (i.e., running vs. jogging). Walking on the field is not an acceptable technique unless the distance is so short that running is not practical (e.g., moving into position for a force play or steal play; going out on a short fly ball or line drive; etc.).

### **Demeanor**

Displays a conscientious and earnest desire to carry out on-field duties. Exhibits posture that reflects interest in the game. It is taken for granted that during certain times in the game (between innings, pitching change, etc.) an umpire's posture can be more relaxed, but not to the extent that a complete disinterest in the game is exhibited.

**Appearance**

Proper display of uniform and fit or athletic appearance within the uniform.

**Mobility**

Possesses physical ability to move into proper position on field.

**Fraternization**

Avoids excessive, casual and/or unnecessary conversation with uniformed personnel or spectators during the game.