

SOUTHERN ARIZONA SOFTBALL UMPIRES ASSOCIATION PROCEDURAL GUIDELINES

ARTICLE 1: NAME

This organization shall be known as the Southern Arizona Softball Umpires Association, hereinafter referred to as the "Association."

ARTICLE 2: OBJECTIVES

The principal objectives of the Association are set forth below:

- Promote the general betterment of umpiring high school softball games in Zone 1 as defined by the Arizona Interscholastic Association, Inc. (AIA)
- Present, clarify, interpret, and enforce the rules of the National Federation of High Schools (NFHS) and the AIA
- Recruit, train, evaluate and rate individuals regardless of race, gender, religion, political views and/or sexual preference for the specialized work of softball officiating in conjunction with and in support of the NFHS and the AIA.
- Strive for the improvement of the umpire/coach interface, the public image of the umpire and the general welfare of the Association members.
- Provide Information to Area Commissioner and his/her Liaison to be used as they wish, for Post-Season and move-up opportunities.

ARTICLE 3: MEMBERSHIP

A. Eligibility - Membership in the Association shall be open to any individual who registers annually with the AIA as a softball umpire in good standing. Membership is also open to retired softball officials who left in good standing but desire to continue to lend their expertise to the Association and its active officials in the accomplishment of the objectives contained in Article 2.

B. Termination - Any member shall automatically lose his/her membership in the Association when he/she fails to register with the AIA for the sport of softball, retirees excepted, and/or is terminated by the AIA.

C. Reinstatement - Any person terminated under Article 3 B shall be reinstated in any year that he/she is permitted by the AIA to register for the sport of softball in any year subsequent to the termination year.

ARTICLE 4: LEADERSHIP

A. Committee - Administration of the activities of the Association shall be under the guidance of the Committee. Committee members shall be elected from the general membership. The Committee shall consist of seven (8) members who will hold office for specified periods of time depending on the office held but at least one (1) year unless someone is filling an unexpired term of less than one year. These offices and time periods are identified below:

- President – (2 years)
- Vice President – (2 years)
- Secretary/Treasurer – (2 years)
- Two Year Members at Large – (3 positions) (2 year)
- One Year Member at large – (1 year)
- Non-Certified Representative – (1 year)
- Past President – (1 year)

B. Meetings- The Committee shall meet not less than four (4) times per year, preferably during the softball season. Meetings should be scheduled in conjunction with the Association General Meetings. Notice of meetings may be provided by mail, e-mail, telephone or by any other recognized means of communication at least one (1) day prior to any Committee meeting scheduled before or after an Association General Meeting. Committee meetings are not open to the general membership.

C. Special Meetings – A special meetings of the Committee, defined as one which is scheduled at a day and time other than on the day and time of an Association General Meeting, may be called by the President or any two (2) Committee members. Notice of such meeting shall be at least three (3) days prior and given by method contained in Article 4B.

D. Elections – At the end of each softball season, the President shall conduct annual elections for any vacancy on the Committee. Notice of elections shall be given to the general membership at least 3 days before elections. Candidates for the office of Vice President and for any vacancy shall be nominated by the general membership. A minimum of two (2) candidates shall be nominated for each office before a motion to close the nominations shall be entertained by the President. A simple majority shall determine which candidate becomes elected to the vacant office.

E. Term – The calendar year for all Committee positions begins June 1st and ends May 31st of the following year.

F. Vacancy - Whenever a vacancy occurs in the Committee, other than by normal expiration of term of office, the President shall hold a special election. No advance notice of such an election is required to make the election valid.

G. Removal - Any Committee member may be removed for just cause at any time. A special meeting, as defined in Article 4 C (excepting notice), shall be called for the express purpose of considering the removal of the Committee member. Written notice to other Committee members specifying the just cause shall be provided twenty (20) days prior to the special meeting at which time the Committee member may present his/her case. After the presentation of all the facts, a vote shall be taken to ascertain whether the affected Committee member is removed or retained. Removal shall be determined by a simple majority of Committee members present. The affected Committee member may not vote. No legal representation shall be permitted at this meeting. Failure to attend the special meeting shall be deemed an admission of the "just cause" and shall result in an automatic removal from the Committee.

- 1) For the sole purpose of these *Procedural Guidelines*, the term "just cause" shall include but not be limited to the following:
- 2) Failure to fulfill the duties of the office as set forth in Article 5.
- 3) Failure to attend two (2) or more successive meetings.
- 4) Unexcused absences from two (2) or more meetings; and Any act or omission, which by its nature constitutes a breach of the requirements of membership in the Association and is judged to have brought disrepute on the Association, its members, or the umpiring profession.

ARTICLE 5: COMMITTEE POSITIONS, TERMS OF OFFICE, DUTIES AND QUORUM

A. Committee Positions- The Committee shall consist of seven (7) members duly elected as in Article 4 D. The positions and terms are outlined below:

- 1) President
- 2) Vice President
- 3) Secretary/Treasurer
- 4) Two-Year Members at Large (3 Positions)
- 5) One-Year Member at Large
- 6) Non-Certified Representative
- 7) Past President

B. Duties - The major duties of each Committee member shall include but not be limited to the following:

- 1) President
 - a) Preside at all meetings: unless unable to attend.
 - b) Administer the policies and principles of the Association.
 - c) Act as liaison with the AIA Area Commissioner for all membership concerns and all other relevant matters.
 - d) Establish in concert with the AIA Area Commissioner a general meeting schedule for the impending season.
 - e) Prepare agenda items to ensure that important and relevant matters are discussed at the general meetings.

- f) Appoint competent members to subcommittees to conduct clinics and other for the benefit of Association members.
- 2) Vice President
 - a) Attend most Committee/General meetings.
 - b) Assume the office of President at the end of the President's two-year term.
 - c) Assist the President when and where needed.
 - d) Perform the duties of the President in his/her absence.
 - e) Prepare a roster of all members as defined in Article 7.
 - f) Perform the duties of recorder in his/her absence.
- 3) Secretary/Treasurer
 - a) Attend most Committee/General meetings.
 - b) Collect and account for all funds received and issue a financial report at the "First Pitch" meeting and at least once per month during the current softball season.
 - c) Take Committee/General meeting attendance.
 - d) Create minutes for Committee/General meetings, disseminate them to Committee members for review and adoption and share approved meeting minutes with Association members via the Association's website.
- 4) Members at Large
 - a) Attend most Committee/General meetings.
 - b) Assist the President with training.
 - c) Assist the President with any special projects.
 - d) Chair any subcommittee requested by the President.
- 2) Non-Certified Representative
 - a) Attend most Committee/General meetings.
 - b) Represent the interests of Level 2 and Level 3 members while serving as the liaison between the Committee and those members.
 - c) Help with the Mentor-Mentee Program.
 - d) Assist when and where needed.
- 3) Past President (NON-VOTING)
 - a) Attend most Committee/General meetings.
 - b) Present issues to the Committee that affect non-certified levels.
 - c) Assist other Committee members in training levels 2 and 3 umpires.
 - d) Assist and advise the incoming President with the performance of his/her duties.
 - e) Provide other members with guidance.

C. Quorum - A quorum of the Committee for voting purposes shall consist of at least four (4) members. Voting by proxy is prohibited.

All Committee members, including the Non-Certified Representative but **excluding** the Past President, are entitled and encouraged to vote on any matters brought to the Committee requiring a vote. In the event of a voting tie, the President shall abstain from voting.

ARTICLE 6: DUES

The annual membership dues are **\$10** per member due and payable at the first membership meeting of each season. Umpires new to the area or new to umpiring softball are not required to pay dues the first year.

The Committee will produce and present an annual budget for review and approval of the General Membership. In addition, financial reports will be given once per month throughout the season to keep members apprised of the Association's financial activities and financial position.

The collected dues will be used to fund activities and events conducted by the Association. Funding of activities/events is subject to the availability of funds. Activities/events shall include, but not be limited to, the following:

- Food, drinks, and door prizes at the "First Pitch" Meeting.
- Food and drinks when the Coaches come to Speak to the Members.
- Snacks, drinks, and Door Prizes for those in attendance at the Kino Games
- Possible Sportsmanship Award to be presented to a school each year.
- Additional funds may be allocated with majority approval from the committee.

The dues amount may be changed at a regularly scheduled General Membership meeting or at a special meeting called for this purpose as in **Article 4-C**. A two-thirds (2/3) majority vote of the members in attendance at this meeting shall be required to change the dues amount. However, in no case may the dues be amended at any meeting in which the attendance is less than fifty percent (50%) of the registered members for that year. The annual dues amount shall remain in effect for three (3) years; it may be changed at the beginning of the fourth year after a change has been approved. Prior to the three-year period, dues may be increased only by a three-fourths majority vote at an Association meeting.

ARTICLE 7: MISCELLANEOUS

- A. AIA Logo and Uniforms - All members shall wear the approved AIA logo and shall wear the uniform described in the AIA Sports Officials Handbook released annually.
- B. Order of Business - Unless otherwise stated in these Procedural Guidelines, Robert's Rules of Order, current edition, shall govern procedures at all meetings.

- C. Amendments to the Procedural Guidelines - These Procedural Guidelines may be amended by a two-thirds (2/3) majority vote of those members present at any general meeting or special meetings for which the agenda specifically states that one of the purposes of the meeting is to amend the Procedural Guidelines. In no case, however, may these Procedural Guidelines be amended at any meeting in which the attendance is less than fifty percent (50%) of the registered members for that year.
- D. Roster - A roster of all active members shall be prepared annually sourcing the AIA registration List secured from the Area Commissioner and the information obtained during the initial and subsequent meetings.

The roster shall contain the following data:

- 1) Full name of all officials present in alphabetical order by last name.
- 2) Street address and zip code and city if other than Tucson.
- 3) Mobile telephone number.
- 4) Other telephone numbers such as home and work.
- 5) Email address.

E. Adoption - These Procedural Guidelines were approved and adopted by the general membership on (Insert Date Here).

ADDENDUM A
MINIMUM MEETING AND TRAINING REQUIREMENTS

Umpires who wish to move-up or be recommended for playoff consideration must complete the requirements appropriate to their level.

Level 3 Officials:

- "First Pitch" meeting — plus four (Total of 5 meetings).
- Must attend a preseason scrimmage.
- Assist or participate in one of the field day events.
- Must obtain the appropriate passing grade on the NFHS softball test.

Level 2 Officials:

- "First Pitch" meeting — plus three (Total 4 meetings).
- Must attend a preseason scrimmage.
- Assist or participate in one of the field day events.
- Must obtain the appropriate passing grade on the NFHS softball test.

Certified (Level 1) Officials

- Attend "First Pitch" meeting, Move-up and 1 other meeting (Total of 3 meetings)
- Must attend a preseason scrimmage, preferably more to help other officials.
- Assist or participate in one of the field day events.
- Must obtain a 90% score on the NFHS softball test.

ADDENDUM B
RECOMMENDATION FOR PLAYOFF CONSIDERATION

- Umpire will make 100% of minimum required meetings, clinics, camps, scrimmages and evaluations
- Umpire will score a minimum of 90% on all evaluation. All evaluations will be conducted by a member of the evaluation committee or designated representative.
- Evaluators will use the standard evaluation form "See Addendum C of the SAZSUA Procedural Guidelines".
- The Evaluation committee will consist of currently seated members of the Committee.
- Umpires will attain a minimum score of 90% on the AIA Softball Test.

**ADDENDUM C
UMPIRE EVALUATION PROCEDURES**

SOUTHERN ARIZONA SOFTBALL UMPIRES ASSOCIATION

**UMPIRE EVALUATION
PROCEDURES AND GUIDELINES**



Southern Arizona Softball Umpires Association

Umpire Evaluation Procedures and Standards

Overview of Evaluations and Procedures

Umpire Evaluations must be detailed and reflect a truly accurate picture of how well the umpire performed, describing strengths and weaknesses and areas that need improvement. Make sure your numerical scores and supporting words are based **ONLY** on the umpire's performance during the game or games you are evaluating. **DO NOT** let past history (good or bad) influence your evaluation. The evaluation should reflect what that umpire did in that game. Just because an umpire has been around a long time does not automatically justify high marks; likewise, just because you may not know a new/young umpire does not mean you should mark them lower and that they can only earn good grades after years of service. Base your evaluation of the umpire solely on what you see during the game or tournament.

This umpire evaluation form will be used for **ALL** umpire evaluations. The Key to the Umpire Evaluation Form will be used as a guideline and provides an adjective grade that coincides with the numerical score.

When writing the narratives, start out the wording for each category with positive comments, and then incorporate weaknesses by incorporating language as to how to improve, and then always end with a positive.

Standards and Guidelines for Evaluations

(Not all inclusive but provides things to think about during the observation and evaluation process)

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 for stance; uses heel-toe and/or has Good Plate Alignment (GPA)
- 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; sets at the top of strike zone to allow looking down and through

- 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.
- Tracks the ball from the pitcher's release of the ball to the catcher's glove.
- 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, and is in line with softball mechanics.
- 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 unique attention.
- Consistency of Strike Zone throughout the Game; Maintains the same zone throughout the game and is the same for both teams from the first inning on.
- Has a grasp of how the zone can be adjusted in a lopsided game.
- Note that 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 the "unhittable" pitch nor does he have a zone that is too small like a postage stamp.

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

- Demonstrates 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. Allows play to sell itself.
- Judgment of Calls - Safe and Outs- Is correct the vast majority of calls
- Just plain gets the call right.
- Proper mechanics are used at ALL times.

- 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.
- 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.

Game and Situation Management

- Adheres to all policies and procedures as outlined in the National Federation of High School (NFHS) Rule Book and Umpire's Manual Supplement.
- Understands and applies NFHS playing rules
- Adheres to and applies rules, accepted practices and interpretations detailed in the NFHS Rule Book. Does not confuse USA, NCAA, and other Association's Softball Rules.
- Is the umpire able to remain calm and handle irritated coaches as well as hostile fans?

Effort and Professionalism

- Focus: if focus is lost how quickly does the umpire regain that 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 and afterwards while returning to the starting position.
- Does the umpire move with a sense of purpose?
- 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.).
- Temperament
- 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.
- Off Field Character; is individual a pleasure to be associated?" Does individual create problems or potential problems with off duty demeanor?

KEY TO THE UMPIRE EVALUATION FORM

CATEGORIES

Use the following key:

- 1-2 = UNSATISFACTORY (does not meet minimum standards)
- 3-4 = SATISFACTORY (usually meets minimum standards)
- 5-6 = GOOD (meets minimum standards)
- 7-8 = VERY GOOD (meets minimum standards; shows consistent improvement with each outing)
- 9-10 = EXCELLENT (exceeds minimum standards; excels in rules, mechanics and game management)

Maximum total points will be 80 points.

Add more description of what is expected in each category for consistent evaluation of that category.

COMMENTS

- Make targeted and honest recommendations, in a positive manner, for improvements specifically related to evaluated categories.
- Anything lower than a 9 must be accompanied by comments.
- Sometimes a 9-10 deserves comments as to why they were excellent.
- Try to close with a positive comment.

RECOMMENDATIONS

Recommendations should be:

- Can work any level/any game
- Ready to move to a higher level
- Remain at the same level
- Not ready for this level
- Should work at a lower level

OVERALL RATING

Use category point total to determine overall rating.

- 72 - 80 = EXCELLENT
- 56 - 71 = VERY GOOD
- 45 - 70 = GOOD
- 24 — 44 = SATISFACTORY
- 23 or less = UNSATISFACTORY

WRITING EXAMPLES- INSUFFICIENT COMMENTS, SUBSTANCE AND MEANING

Examples of evaluations with insufficient comments

"Excellent fly ball coverage" (4 words). This is in a category that should discuss in detail the umpire's abilities in rotations and fly ball coverage, inside/outside theory, angles systems and

hustle. Numerical grade given was a 10. Where is the justification for the excellent score of 10 and comments on how well the umpire did other things?

A numerical score of an 8 was given (very good) to an umpire in the category of Leadership/Game Management which should address reaction to game intensity, game control, and difficult situations. The comments were 5 words; "Michael has good game control". If Michael only had good game control then this example supports the theory that the comments must be justified by the numerical grade and vice versa.

Examples of evaluations that have substance and meaning and "Tells a story".

In the area Leadership/Game Management an Evaluator wrote with a numerical score of 10

(Excellent):

Young umpire that runs like a deer. Excellent game manager and handled the intensity at this level very well. He is soft spoken and in control at all times. No difficult situations noted. Worked 38 on the MDSP and MASP "if game". 41 words; very useful to the umpire and his Association UIC.

In the area of plate mechanics which should address GPA, slot, stance, ball/strike, signals, timing and illegal pitches, the Evaluator gave a grade of Very Good and clearly the wording supports the numerical grade of 8.

Good slot on right side (heel/toe, GPA and height. Made improvements of not being square on the left side. On taller batters try to be more upright vs. bending at the hips. Very good tracking, timing. Has a tendency to bounce up and down watching change up pitches come in. Remember to keep the strike signal to the side versus in front of the body.

There are 60 words here that definitely tells the story and gives the umpire and the Association UIC very helpful feedback and information.

Suggested Wording to Address the Umpires Positive Performance in Various Categories

OVERVIEW: Though this guidance is recommended for positive performance. with a bit of effort and wordsmithing, it can also be used to offer constructive comments regarding the umpire's performance.

GENERAL

Physical Appearance and Condition

Looks good in uniform & equipment. Is in good physical condition. Looks athletic like he/she belongs on the field. Hair, including beard & mustache, is trimmed, neat & controlled. Good posture.

Uniform and Equipment

Always in proper uniform. Uniform is clean & pressed. Shoes are clean & polished. Hat is clean & blocked. Equipment fits inconspicuously under uniform. Little or no visible advertising on equipment. No part of uniform is sufficiently different from partners to be noticeable or make the umpire stand out.

Presence

Projects an aura of confidence. not arrogance. Commands respect through stature and demeanor rather than demands respect. Comfortable, fluid mannerisms. Positive body language. Movement is brisk and purposeful - not overly deliberate. Keeps head up. Composed.

Game Management

Establishes a tone for the game and maintains it throughout. Ability to be assertive yet not overbearing. Takes charge when necessary. Alert to potential problems and addresses them in a timely manner. efficient and professional manner.

Difficult Situations

Handles touchy situations with poise and diplomacy. Resolves conflict correctly and quickly. Uses techniques of body language, voice and deportment to defuse potential or existing trouble. Remains calm and under control.

Professionalism

Pleasant and courteous to coaches, players and game personnel. Does not encourage, initiate or invite non-job related conversations with coaches or players. Is respectful, receptive and politely efficient when approached by a coach. Conveys loyalty to partners. Does nothing outside of duty to draw attention to self. Does not offer opinion on partner or non job related topics. Removes self from suspect or compromising situations.

Rule Knowledge

Applies rules correctly and decisively.

Hustle

Brisk, purposeful and appropriate movement at all times - during plays, between plays and between innings.

Signals

Consistent use, throughout the game, of correct, strong, clear, dignified, distinct and complete signals with appropriate emphasis of voice and mechanic. Does not overuse, use unnecessarily or use inappropriately.

Alertness/ Awareness

Reads the game. Anticipates plays appropriately. Is alert to potential problems. Sustains concentration and focus throughout the game.

Judgment

Is correct on all or nearly all calls because of reaction to play, choice of positioning and timing of the call.

Works to Get Best Angle (primary position)

Demonstrates an understanding of the 90D-angle concept and its relationship to distance. Chooses a position as the play is developing from which he/she makes appropriate adjustments, as the play becomes imminent.

Adjust as Plays Changes (secondary position)

As the play changes or concludes, the umpire is cognizant of their next responsibility or required positioning and adjusts accordingly.

Working with UIC

Does nothing to disrupt or undermine the authority of the UIC. Is respectful and cooperative. Makes every effort to be a team player on the crew and abide by the guidance and instruction of the UIC.

Crew Mechanics

Has a good knowledge of proper mechanics. Is continually aware of the movement and position of his/her partners and responds/reacts appropriately. Uses proper verbal and non-verbal communications with partners. Establishes eye contact with partners between hitters and during developing plays. Is cooperative and supportive of partners in all areas.

Off Field Conduct

Conducts him or herself in a manner that reflects positively and favorably on umpires and the Association. Does nothing to diminish the integrity or tarnish the perception of umpires. Is tastefully attired. Uses good judgment with voice, mannerisms and comments. Removes self from potentially compromising situations.

Receptiveness to Suggestion

Listens attentively. Shows a willingness to learn and improve. Displays a non-defensive attitude and a genuine interest. Does not feign interest, give lip service or become overly defensive.

PLATE WORK***Stance/Set***

Establishes a solid, wide heel toe reasonably close to the catcher and relatively squared to the plate. Drops to set by bending at the knees rather than the waist. Head is at proper height

to allow an unobstructed view of the entire plate. Is completely set when the pitch is released and remains motionless as pitch is delivered. The position must be mirrored on both sides of the plate. The position must be balanced and comfortable but not relaxed. Relaxes between Pitches.

Slot

The slot is the area between the catcher and batter. The chin is approximately even with the top of the catcher's head, eyes at the top of the strike zone and the inside ear lined up with the inside edge of home plate allowing an unobstructed view of entire zone. Follows flight of pitch with eyes or nose with minimum head movement.

Timing

Takes time to accurately assess the merits of each pitch by ensuring the ball has completely passed over the plate and into the catcher glove before making a decision. Makes the decision first then makes call. The verbal call is in the down position and signal is in the "up" or "going to the up" position. The hammer is strong with angles 90 degrees or greater and the signal is held long enough to convey the decision with conviction. The feet do not move until signal is complete.

Rhythm

Consistent timing that sets the tempo and reflects control of the game. Works the game pitch by pitch - ready, focus, relax, and repeat. Consistently uses the same stance and set position for every pitch. Verbal and tone are constant and emphasis changes as required by the call. The impact of the call determines the emphasis, not the location of the pitch.

Accurate Strike Zone

Interprets and calls a zone as defined in the rule book.

Consistent Strike Zone

The same pitch must be ruled a ball or strike from either side of the plate. Zone is the same for both teams from the first until the last inning. Calls strikes aggressively. If an umpire 'misses' a pitch that pitch should not be missed again intentionally in the name of consistency.

Movement away from plate

Recognizes required initial movement on any batted ball as dictated by the situation. Choices of movement may be: trail, front of the circle or a holding area. Umpire may not get to initial position before he/she has responsibilities elsewhere. The holding zone is never a calling zone.

BASE WORK

Distance

Starting position is consistently at 18' to 21' and after walking the line with the pitch a

desired calling depth of 15 to 18 feet on force, is achieved. 8' to 12' on tag plays are achieved. Understands the value of angle over distance. Moves in on play when best angle is not achievable.

Set to Render Decision

The umpire should be set to see the play and make the call. If, as the play develops, adjustment from the primary position to a calling position is necessary, the umpire should be stopped and set when signaling the decision.

Timing

Reads the play, chooses a primary position. allows the play to be completed (adjusting if needed), locates the ball, makes a decision and only then signals the decision. The signal is held long enough to communicate complete understanding and strength of the message.