



NEW TRICKS 4 THE OLD DOG

THE SAFES, THE OUTS, AND "YOU'RE OUTTA HERE!"



The season is well under way and Alamo Area Umpires has been busy bangin' outs and watching em pout! As we end 5 full weeks of the season, we have called a total of 342 games between the 2 Organizations we provide service to.

Additionally, we have gained another Organization to our partnership, Texas Charter School Academic and Athletic League (TCSAAL). As a total, AAU has covered 365 games across 7 Organizations, and is happy to add Middle School and High School Varsity games to our coverage!

FAIR PLAY, EVERY GAME!

**365 GAMES
7 ORGANIZATIONS
3 AAU PARTNERS

ONE AAU GOAL!**

LETTER FROM THE LEADER

Pitch after pitch, I see so many great things happening on our fields by each and every one of you Umpires! You are truly making a small difference with every step you take onto a field, that leaves a Big Impact everytime you step off that field! You overcome challenges noone knows exist, mentally and physically, and you do it proudly representing as an Alamo Area Umpire.

The "wild-wild-west" attitudes of players, Coaches, and fans can sometimes be overwhelming and unpredictable. We are all human, and can easily react with our personal instincts. But something that sets us apart is our ability to effectively manage our games with "EMOTIONAL INTELLIGENCE" in order to establish confident and effective management of our own actions/reactions, and game management.



**Umpire Director
& Coordinator:**
Matthew Gonzales

Using Emotional Intelligence as your management guide, we need to ensure we have full understandings and interpretations of Rules, and how to apply them to situations we find ourselves in. We can't enforce rules "we heard of" or "think sound right". **We have to know the law, before we give a ticket.**

Working together on the field, hold each other accountable. Ensure each partner makes thier rotation, knows and covers thier responsibility, and most importantly YOU WANT TO GET BETTER!

Your Appearance, demeanor, tone and voice all set the impressions and presence for how the game will go. Put your max effort in these areas to limit issues while setting the positive example of Umpiring!

UPCOMING TRAINING EVENTS

Saturday 4/12	Allstar Umpire Webinar	at 6pm
Sunday 4/20	Post-Season Rules Clinic	at 4pm
Week of 4/21	Live On-Field 2/3 Umpire Clinics	varies

KEEP IT GOING VS YOU'RE OUTTA HERE!



Alamo Area Umpire & District 19 Staff Umpire and Evaluator Bill Spulak provides Post Game Evaluations to Umpires Ryan Keller and Adrian Gonzales.

KEEP IT GOING

- Asking for videos and feedback
- Arriving early and pregameing with your partners
- Calling after games to discuss rules
- Studying rules and asking questions to each other to grow
- Keeping calm and handling game situations with a calm professional demeanor
- Ignoring the stands!
- Offering game coverages when available
- Giving all you've got, to the Organization that gives all it can to you.
- Provide Fair Play, Every Game

YOU'RE OUTTA HERE! **(DON'T DO THIS OR STOP DOING THIS)**

- Arrive late for games
- Leaving the field without your partner
- Refuse to cover plate, or make your partner cover plate assignment.
- Enforce "rules" not in the rulebook
- Eject fans! We pause the game and ask Coaches or Boardmembers to remove fans. WE DON'T EJECT FANS
- Watching the games your calling, and not making movements or calls on the game.
- Using cellphones on the field
- BEING COMPLACENT!

TEST YOUR KNOWLEDGE

1. With 0 outs, and a runner on first, a batted ball is hit toward the 2nd baseman who is playing on the front edge of the infield grass. The 2nd baseman dives to his left and misses the ball, that then comes into contact with the runner who is running to 2nd behind the fielder. What do you have? **(7.09(k))**
 - a. An automatic Deadball, Runners Interference, the batter is out.
 - b. An automatic Deadball, Runners are awarded one base because the error on the fielder caused the interference.
 - c. Nothing, Live ball, let the play continue.
 - d. The Runner is automatically out, call the runner out and allow the play to remain live and play on.
 2. With 1 out, Batter number 4 in the line-up comes to bat. The batter hits a pop fly to center field that is caught. After the play, the Offensive team coach calls time and advises to the Umpire that the pitcher pitched more than his total allowed pitches for the day, and it is confirmed at the time he started the at-bat, he was an ineligible pitcher. What happens now? **(4.19(d))**
 - a. Nothing, the batter is still out, but we have to change the pitcher.
 - b. The batter is awarded 1st base, and the pitcher is removed.
 - c. The batter is safe at first due to ineligible pitcher, and awarded 2 bases due to violation.
 - d. The batter is out, this play is protestable and the Manager must enact his right to protest to the umpire, or forego protest if they so choose.
 3. With 0 out, Batter number 7 in the line-up comes to bat. The batter hits a base hit into left field and reaches 1st. After the play and before the next pitch, the defensive team coach calls time and advises to the Umpire that batter number 7 was not due to bat and skipped batter number 6. It is confirmed that batter number 7 hit out of turn skipping batter number 6. What happens now? **(6.07(b))**
 - a. Batter number 7 is out, and must return to the dugout while batter number 6 takes their at-bat
 - b. Nothing, batter number 6 and 7 just swap batting positions in the lineup for the rest of the game
 - c. Batter number 7 remains on base, and batter number 6 is called out
 - d. Both batter number 6 and 7 are called out for improper batting rotation.
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TEST YOUR KNOWLEDGE

4. With no runners on and 0 outs, the batter hits a line-drive over the shortstops head. The shortstop quickly removes his gloves and throws it in the air, hitting the ball with his glove. What happens now? **(7.05(b))**
- a. Nothing, that was good aim or luck and someone actually stopped the ball with legal equipment, play on.
 - b. Deadball, automatic homerun and the fielder is ejected for unsportmanlike conduct.
 - c. Nothing, play on and if the batter-runner gets putout anywhere, override it with an obstruction call awarding the batter-runner whatever base they last attempt to reach.
 - d. Deadball, the batter-runner is awarded to 3rd base.
5. With a runner on 2nd, and 1 out, a pitched ball becomes lodged in the backstop fence, umpires equipment, or goes under the fence and out of play. What happens now? **(7.05(H)(I))**
- a. Nothing, the fence should have been fixed, so it's no one's fault. Dead ball, give a new ball, and play.
 - b. Ground rule double. Allow the batter-runner to advance to 2nd and advance runners if forced.
 - c. Deadball, award runners 1 base.
 - d. Deadball, award runners 1 base unless batter is walked, then award 2 bases.
6. As you are umpiring a game, a fan yells ugly comments. You ask the coach to assist in calming the fans and he addresses fans. 2 Innings later after a "big play", that same fan becomes unruly. What do you do? **(9.01 (d)(g))**
- a. Turn to the fan and yell "you're outta here" while gesturing an ejection and mean mugging the fan.
 - b. Ignore him and pray for him later.
 - c. Call time, speak to the coach and ask him to remove the fan from the stands. Ask for a Boardmember to assist with removal of the fan and suspend play until handled.
 - d. Eject the Coach and the Unruly fan and ask the fans "anyone else" to show them who's boss.
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