

# MUA Umpire Evaluation Standards

## EVALUATIONS

It is important to remember that the purpose of the MUA Evaluation Program is to help our members individually improve and raise the standards of umpiring within MUA. It should not be viewed or presented as a critique but rather an open and honest forum on how each of us can improve as an umpire. Immediately upon completion of the game, evaluations must be sent to the program coordinator. It is mandatory that the evaluator meet with each member of the crew to discuss his overall evaluations and any problem areas. It is not the policy of MUA to forward copies of evaluations to umpires; however, any umpire may contact the program coordinator to discuss his evaluations.

## STANDARDS FOR EVALUATORS

When evaluating individual and crew mechanics it is important to distinguish between a preference, a one-time mistake and/or persistent errors. Preferences and one-time mistakes should be noted and discussed with the umpire after the game but by themselves would not be egregious enough to receive a below standards rating. However gross mistakes or persistent errors and miscues, as well as any misapplication of a NFHS rule or GHSA policy should result in a below standard or unacceptable rating.

## EFFORT AND PROFESSIONALISM

### Appearance

Uniform clean, pressed and of proper fit. All patches applied and displayed per GHSA guidelines. Shoes polished and in accordance with GHSA specifications. Well groomed and display a professional appearance.

### Demeanor

Displays confidence with 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.

### Hustle

Hustle don't hurry. Movement with a purpose during a play to get into proper position to cover plays. The distance to be covered by the umpire will 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.).

### 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.

### Mobility

Possesses physical ability to move athletically into proper position on field.

### Interaction/Fraternization

Interacts and communicates well with game managers, coaches and players without being too officious. Avoids excessive, casual and/or unnecessary conversation with uniformed personnel or spectators during the game.

## **GAME MANAGEMENT**

### Pre/Post-Game Conference

Conducts a comprehensive pregame and postgame conference as detailed in the MUA Training Manual. Should cover GHSA Crew of 2 responsibilities, rotations and communications. As well as any special situations concerning the teams, coaches or institutions they represent.

### Plate Conference

Plate Meeting is held 10 minutes before game with a friendly but professional attitude as outlined in the MUA Training Manual.

### NFHS/GHSA Rules & Policies

Adheres to and applies rules, accepted practices and interpretations detailed in the 2014 NFHS Baseball Rules/Case Books and all adopted GHSA Policies and Procedures.

### Game Flow & Rhythm

Keeps game moving between innings, during conferences and keeps batters in the box. Does not rush the game but lets the game develop a natural rhythm.

### Game Situation & Control

Displays a strong but fair attitude when dealing with disagreements. Keeps volatile situations under control. Handles chirping and complaining quickly and professionally. Records all warnings and ejections as well as injuries and other incidents of note for game report.

## **MECHANICS**

### **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, foul tips or past balls; 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/Judgement

Does not anticipate pitch or play; 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.

#### 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. Maintains the same zone throughout the game and is the same for both teams from inning 1 to inning 7. Has a grasp of how the zone can be adjusted in lopsided games.

#### 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.

#### GHSA Crew Mechanics

Has a good knowledge of proper GHSA mechanics. Rotates in the proper situations and can adjust if his partner(s) misses coverage. Proper use of verbal and non-verbal communications. Good eye contact with partner(s) between hitters and during developing plays.

## BASEWORK

### TOP Position - A, B & C (D)

Assumes correct field position before the pitch in accordance with GHSA crew mechanics and as detailed in the MUA Training Manual. Gets set in a ready position before every pitch.

### Timing / Judgement

Does not anticipate the play; allows everything that can happen, to happen, before making DECISION, then makes the call. Is correct the vast majority of calls. Just plain gets the call right.

### 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.

### 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.

### GHSA Crew Mechanics

Has a good knowledge of proper GHSA mechanics. Rotates in the proper situations and is alert enough to adjust if his partner(s) misses coverage. Reads trouble balls and fly balls well on outfield coverage and goes out as needed. Uses proper verbal and nonverbal communications. Establishes eye contact with partners between hitters and during developing plays.