

# Catawba Baseball Umpires Association

## Umpire Evaluation

### 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.
- Judgment and Interpretation of Strike Zone - Interprets and calls the zone to its written limits. Does not call "unhittable" pitches nor does he have a zone that is too small.
- Consistency of Strike Zone throughout the Game - 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 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
- 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.
- Crew Communications - Demonstrates proper use of verbal and non-verbal communications. Good eye contact with partners between hitters and during developing plays.
- 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.

### STANDARDS FOR EVALUATIONS – BASE WORK

- 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.
- Judgment of Calls - Is correct the vast majority of calls. Just plain gets the call right.
- Timing - Does not anticipate the play; allows everything that can happen, to happen, before making DECISION, not call. Allows play to sell itself.
- 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.

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

### **STANDARDS FOR EVALUATIONS – GAME AND SITUATION MANAGEMENT**

- NFHS Policies & Procedures - Adheres to all policies and procedures as outlined in the NFHS & SCHSL.
- NFHS Playing Rules - Adheres to and applies rules, accepted practices and interpretations detailed in the Official Baseball Rules Book. Does not confuse NCAA, HS Federation and Official Baseball Rules.
- Situation Management - Is Umpire able to remain calm and handle irritated coaches as well as hostile fans?

### **STANDARDS FOR EVALUATIONS – EFFORT AND PROFESSIONALISM**

- 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.
- Fraternalization - Avoids excessive, casual and/or unnecessary conversation with uniformed personnel or spectators during the game.
- Off Field Character - It individual pleasure to be associated?" Does individual create problems or potential problems with off duty demeanor?

**Umpire Being Evaluated**

**Evaluator**

**Location**

**Date**

<b>Evaluation Summary</b>	Unacceptable	Below Standards	Meets Standards	Above Standards	Outstanding
Plate					
Base					

**All evaluations are based on High School Varsity Level Standards**

<b>Plate Work</b>	Unacceptable	Below Standards	Meets Standards	Above Standards	Outstanding
Stability of Head and Body Position					
Judgment of High School Strike Zone					
Consistency of Strike Zone					
Timing					
Style/Mechanics of Calls					
Crew Communications					
Mechanics					

**Plate Work Comments**


<b>Base Work</b>	Unacceptable	Below Standards	Meets Standards	Above Standards	Outstanding
Reaction to Development of Plays					
Judgment Calls					
Timing					
Style/Mechanics of Calls					
Crew Communications					
Mechanics					

<b>Base Work Comments</b>

<b>Game and Situation Management</b>	Unacceptable	Below Standards	Meets Standards	Above Standards	Outstanding
NFHS Policies & Procedures					
NFHS Playing Rules					
Situation Management					

<b>Game &amp; Situation Management Comments</b>

<b>Effort and Professionalism</b>	Unacceptable	Below Standards	Meets Standards	Above Standards	Outstanding
Focus					
Hustle					
Demeanor					
Appearance					
Mobility					
Fraternization					
Off Field Character					

<b>Effort &amp; Professionalism Comments</b>

<b>Off The Field Demeanor Comments</b>