

Umpiring 101

Guiding philosophies:

Continuous improvement...you're always looking to get better

Theory, practice/execution, immersion

Four stages of learning:

unconscious incompetence

conscious incompetence

conscious competence

unconscious competence

Primary Responsibilities:

Fair/Foul

Catch/No-catch

Safe/Out

Mechanics:

Safe/Out

Strike/Ball

Fair/Foul – point fair

Obstruction/Interference

Sets (hands on knees, standing, walking)

Fair/Foul and Catch/No-Catch Calls:

Read the fielders

Advance down the line as far as practical

Hold line until you're sure there's no fair/foul decision

If you're on the line, adjudicate fair/foul

If you adjudicate fair/foul, be on the line

If field umpire is not on (vacates) the line, they surrender fair/foul to the plate umpire

Plate Work:

Slot positioning/Balls and Strikes

Concussion zones The 4 T's:

Targeting – positioned between the catcher and batter so you can see the release of the pitch and its travel to the plate and through the zone

Tracking – use of eyes to follow a pitched ball

Timing – seeing the pitch through the zone and into the mit before adjudicating

Troubleshooting – self correcting

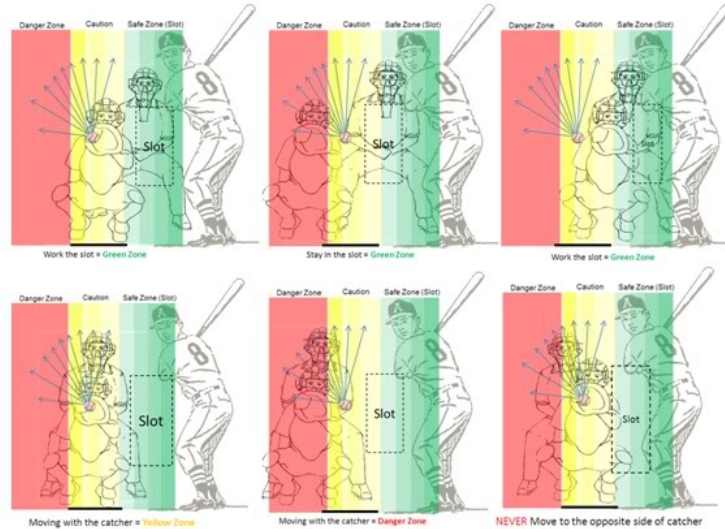
Rotations

Reads, adjustments and communications

R1 only

R1 & R3, less than 2 outs

R1 & R2, catchable fly ball that is caught



Pass Balls

Turn, find the ball

Position:

LH Batter's box if ball is 3B line to 3B extended

Point of plate and adjust if ball is 3B extended to 1B line

Foul balls to the catcher

Keep mask ON until catcher discards his mask

Swinging gate

Read fielder, not the ball

Guard fair/foul until you are sure there is no F/F call

Move toward boundary if ball is threatening boundary

Position to see ball into glove & any touch to boundary

Base Work

Angle and Distance

Angle over Distance

As close as possible for tag plays

Some distance (15-18') for force plays at 1st

Reading the fielders – adjust if fielder needs to make an

irregular play

Workspace

Defined

Single runner vs. multiple runners

Rotations

Reads, adjustments and communications

Balk Responsibilities

Definitions:

Adjudicate - render a decision

Balk – one of the possible infractions of a defender, usually a pitcher

Ball – a pitch you adjudicate to have not passed through the rule-described zone

Dead Ball – ball is not in play.

Fair – ball comes to rest or is touched in fair territory before the bag, or hits first in fair territory beyond the bag

Fair territory – includes chalk lines, the plate and bases, and through batter's box

Foul – ball comes to rest or is touched in foul territory without a chance to become fair, or hits first in foul territory beyond the bag

Interference – committed by offense (other than Catcher's Interference), hinders or impedes a defender attempting to make a play

Mechanics – Umpire movements and signaling

Obstruction – committed by the defense, hinders or impedes a batter or runner

Pre-pitch communication (signs) – signals between umpires to show possible actions

Rotation – in 2-man, a certain scenario when the Plate umpire will move toward third and possibly come into fair territory to make a call at 3rd base

Rotation scenarios – R1 only, R1 & R3 (< 2 outs), R1 & R2 (< 2 outs)

Secure possession, voluntary release – required for a catch

Strike – a pitch you adjudicate to have passed through the rule-described zone

Timing – a product of good umpiring where you see the entire play before making a call **Tracking** – use of eyes to follow a pitched ball

Trouble – fair/foul, converging fielders, catch over head, catch below belt, threatening boundary