



Points of Emphasis for all GSL Umpires

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PROFESSIONALISM

Attend any collegiate or national umpiring conference and one of the first words you hear out of the keynote speakers' mouth is "professionalism." You hear this conference professionalism typically described as, "Look the part of an umpire, be groomed neatly, have a tailored uniform, always polish your shoes, etc., etc." We have all heard it, and everybody is going to hear it again. These are important keys to becoming the best umpire you can, but if all it took were polished shoes and shaving every morning to become an outstanding umpire, we'd have 1000 times as many umpires as players.

Successful umpires carry an attitude that is driven by confidence and knowledge. From the 18 year-old umpires working their first year of recreational summer league to the 30-year veterans working the GSL World's, this attitude ISN'T arrogance – it is a confidence in knowing that when you walk onto that field, you are there to do a job as defined by your rule book and to enforce your rules as defined by common sense, the spirit of those rules, and interpretation of those rules by your case book. As an umpire you have one of the least forgiving, least understood and most under-appreciated jobs in the world. Before you walk onto that field, you must be prepared for anything to happen and expect that anything can happen on every pitch. Being a true professional prepares you for that.

The two items that compose this professionalism are knowledge and confidence. A basic knowledge is required to umpire softball period, but a true knowledge of umpiring lays a complete understanding of the rules, correct positioning, and proper mechanics.

- An understanding of the rules is probably the easiest cornerstone of umpiring to grasp. Begin with a basic knowledge and expand it. Read 10 pages of your rule book a day during softball season. It takes ten minutes and will expand your comprehension of the rules enormously.
- Correct positioning is in the simplest terms, angle and distance. Understand that having a proper angle is more important than being five feet from the play. Most umpires use two-man mechanics and it isn't possible to be standing directly behind the bag to make each call. Know where you need to be, get a good angle, see the play, and make the call.
- Proper mechanics allow you as an umpire to correctly communicate with your partner and to allow yourself as an umpire to be in the best possible position to see the play. Proper two-man mechanics get you in correct position, and lets the rest fall into place.

The confidence portion of professionalism is really the part of umpiring that you won't find in the rulebook. This confidence allows you to deal with situations that don't normally occur, and to best handle outlying factors during a game. Utilizing these six keys will make the greatest difference in your ability to umpire effectively.

- **Get the call right!**
If you have to sell the call, then you probably didn't get the call right. You don't want to hear from association presidents, "If all else fails, sell the call." It is better to stop and discuss the situation with your partner, and even get the rule book out if necessary, and ultimately get the call right, then to decide something on the fly and have it come back to bite you in the end. Our job as umpires is to be the final authority during a softball game and that requires for you to get the call correct at all costs. Use your keys of understanding the rules, correct positioning, and proper mechanics to put you in the best frame of mind and best position to make the call and to get it right.

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- **Competitiveness**

Accept the fact the every player is giving his or her maximum effort – you should too. Being lazy will let the game slip away from you. As an umpire you have to be willing to call the first pitch of the game the same way you call the last pitch of the game. If you don't, you're going to be in trouble. Realize that every pitch means something to someone on that field, and it should be important to you also. That outside, 0-2 pitch in the bottom of the fifth inning may mean you get to go home if you call it a strike, but it may be the only at bat this player gets all month long. If you call a strike because you want to go home, you have done yourself and those players a disservice; you should have found somebody else to do the game for you. That pitch is important to that player, and it should be important to you.

- **Every GSL Umpire shirt doesn't come with a license for respect**

Just because you wear an umpire uniform doesn't mean you deserve respect. You don't deserve anything until you earn it. If you walk onto the field with the attitude that no matter what you call you are always right, then you do deserve something. You deserve to have that manager stapled to your back riding you the entire game. Earn your respect with confidence, your knowledge of the rule, correct positioning, and proper mechanics.

- **Don't be afraid to answer questions**

Answer all reasonable questions with reasonable answers. If a manager has a reasonable question, then tell him why you made the call the way you did. Don't allow a manager to use this to chew on you, but use it as a tool to diffuse a situation and regain the confidence of players and managers. Remember, if you don't give a reasonable answer you're not going to get a reasonable response.

- **Don't be the judge, jury and executioner**

Your job is to umpire the game, not to pass judgment on individuals. Some players may not be the most outstanding of individuals, but don't let that distract you from what your job is. Accept the players for what they are and do your job – umpire the game. Control the game as necessary and never pass judgment on players.

- **Most importantly, leave the game on the field!**

Once the last strike is called, leave the softball game on the field. Use the situations that happened during the game to make you a better umpire by going back and reading your rule book or asking another umpire, but that is as far as it goes. Managers that ate you up during that game are just regular people outside the diamond, as are you. Don't let a situation that occurred during the game relive itself somewhere else. Decide how the situation could have been handled well, learn from it, and let it go.

If you as an umpire can consistently combine all of these elements into your job, that is when you will be a professional. We all have fell short at one time or another during a softball game, but use those situations and these keys to continually improve as an umpire, and each time you walk onto the field think of yourself as a professional and your job as an umpire will become one that continually is filled with satisfaction.

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ESSENTIAL UMPIRE COMMUNICATION (SIGNS & SIGNALS)

Develop clear, crisp signals. GSL Umpire development is teaching some sharp "out" calls where the right hand is drawn back to the shoulder area, and the fist is then snapped forward just above the head. Confident signals will go a long way toward helping you sell your call.

Avoid the timid point to foul ground on a close foul ball. Rather, throw both hands overhead and call "Foul!" Follow with a snappy point toward foul territory, while holding your wrist just above your elbow. Eliminate the "Piano Safe" where the elbows are held against the body as the arms are extended weakly, in almost an apologetic manner. Instead, give an impressive signal with the arms outstretched and held parallel to the ground. On fly balls caught near a foul line, indicate the status of the ball with a distinctive point to fair or foul territory.

Don't bellow "OOOUUTTT!" and pump your fist into the air on routine fly ball outs. Save your best "That's a Catch! Or "No Catch!" calls and signals for questionable plays. Be aggressive. Get the calls in your zone. Don't look quizzically at your partner to see what he may have.

If a throw pulls the fielder off the base on a force play or a play at first, give the "Safe" signal and then throw both arms across your body and away from the base to communicate the fielder was off the base.

Don't be afraid to use the "Hold Up" or "Stop Sign" signal to inform your partner(s) that you have everything under control and don't require help on a particular play.

Play – Along with the strike and ball, this is the one call the plate umpire will make most often during a game. Consistently, point at the pitcher (or plate) with the right hand and call "play". The call is essential for the batter and catcher. The gesture is essential for the pitcher, defense, and offense. This call is important for your partner too! They must know the exact moment the ball becomes alive. If they don't, they may not respond correctly.

Strike – Always signaled with the right hand. Each umpire develops a personalized system for signaling the strike. Some do the traditional clenched fist, some with an open hand out to the side, and some with a point to the side. Some umpires face forward and some turn. Some call strike, and then signal, others do it simultaneously. You verbalize "strike" only on called strikes, hence the term called strike.

Swinging strikes will demand a signal, but no verbalization. The only exception to this is a third strike.

Ball – Never signaled. The general preference is that the verbal signal "ball" be loud enough for both dugouts to hear it. Calling "ball" allows you to maintain the rhythm of your calls. **Never indicate why a pitch was a ball.** For example, "High, ball one." This avoids getting into a running dialogue with players, coaches, and fans over the pitch location. If you sense that the catcher thought a pitch was close, let him know where it was, and if it was really close, let him know that as well. Ball four is the one ball count the umpire should announce aloud.

Time – Raising both hands into the air and calling in a loud voice "Time." All umpires on the field will immediately signal the time call. Sometimes, the call must be made several times in order to shut things down. Once time is called, every effort must be made by all umpires to stop any action taking place. It is preferred that umpires maintain the time signal with at least the right arm until play is prepared to resume.

The Count – Balls are signaled using the left hand. Strikes are signaled with the right hand. The count is relayed back to the pitcher after every pitch and a verbal report is made usually after the 2nd or 3rd pitch and from that point on. Always give a verbal report if you have reached at least 3 balls or 2 strikes.

The count is always read aloud as "two balls, two strikes" and not "two and two" or "twenty-two."

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Safe – Both left and right arms are raised together, to shoulder level in front of the body, and then a sweeping motion is performed out, parallel to the ground, palms down. The verbal call of “Safe” may be made. To complete the call, return to your set position. To sell a safe call, you might consider doing it two or three times in rapid succession. It is not always necessary to make a safe call or sign. If the play is obvious do nothing.

Out – The clenched right fist and short hammered motion seem to be favored by most umpires. Again, personal style is acceptable as long as it does not distract you from seeing any further plays taking place. It is advisable to wait a second or two before making this call. Watch that the ball does not come loose and check that the fielder is really in possession of the ball. The call can be made with only a gesture or sold with a loud call of “Out!” **Signal every out.**

Safe (blew the tag) – A “selling it call” that occurs when a runner slides under the tag or the tag is high. You can save some grief by indicating a loud “Safe” and follow it with a tapping motion where the tag was. Everyone will know you saw the tag and most will assume the runner had the bag before the tag was applied.

Fair ball – The right hand points into fair territory. There is no call of “Fair” ever made. Fair sounds too much like foul and foul kills the play. **Never say “fair!”**

Foul ball – The same signal as “Time,” but the call becomes “Foul.” Umpires often add a point into foul territory with one hand after giving the time signal.

Dead ball – The same signal as “Time,” but the call becomes “Dead Ball.”

No Pitch – The same signal as “Time,” but the call becomes “No Pitch.”

The Run Counts – Traditionally, the umpire points at the plate as the run scores.

Infield Fly – All umpires point into the air with their right hand. Only the home plate umpire verbalizes loudly “Infield Fly rule (if fair)” while field umpires only echo the gesture.

Homerun or Ground Rule Double – The signal for a homerun is circling the right arm and index finger overhead. Signaling two bases with two fingers held up, usually on the left hand awards the ground rule double.

Awarding Bases – Using the left hand, point clearly at the runner and state, “You – second base” or “You – third base” or “You – home” whatever the case may be. The runner is protected all the way to the base but not beyond.

Catch or No Catch – When signaled, the “catch” resembles the “out” signal. The “no catch” signal resembles the “safe” signal except the call of “No catch” is clearly given. Sometimes, it will be necessary to repeat this several times. An addition to the verbal “No catch” is the juggling routine that indicates the fielder did not have possession. *Juggle* when the fielder is on the base for the force out but not in full possession of the ball. Some crews give the safe signal and then point to the ground announcing aloud, “Ball on the ground” when the ball is dropped. This is because the terms “catch” and “no catch” could be mixed up over the crowd noise. The verbal call needs only to be given on a trouble ball (i.e., a ball caught diving or below the fielder’s knees). If the ball is on a foul line, first signal whether the ball is fair or foul then the catch or no-catch status.



SIGNS FOR THE UMPIRE CREW

How many are out?

There are two signs for making this request:

1. A cutting motion made across the throat or
2. Tapping the right pant leg with a closed right fist.

Responses:

1. The number of outs is relayed by holding the appropriate number of fingers, pointing down, pressed against the right leg or
2. Touching the brim of the hat with the appropriate number of fingers (or a clenched fist if no one is out) or
3. Pointing down to the ground with the right or both hands with the appropriate number of fingers or a clenched fist.

What's the count?

A quick tapping on the top of the head or on the brim of the hat, or a rolling motion between the two index fingers pointing toward each other in front of the body indicates that confirmation of the count is being requested. An alternative sign is placing the palms of both hands horizontally on the umpire's chest. Holding the number of balls in the left hand and the number of strikes in the right hand makes the response. These are held pressed against the shirt just above the belt.

Possible Infield Fly Situation

Some crews signal the number of outs against the brim of their hat while others signal with the right palm placed over the heart, generally with the number of outs signaled before or after this motion. What is important is that play does not resume until all umpires are aware of the pending situation.

"I need help!"

As soon as a manager leaves the dugout, good umpires will move toward the umpire being addressed, but not too close. If the discussion goes beyond a few pleasant words, they will move in closer. If the addressed umpire puts his hands on his hips, particularly if he pumps them, another umpire will step in between the umpire and manager. This request for intervention allows the umpire to immediately walk away from the area. As the intervening umpire, there is only one objective – calmly say to the coach, "Okay coach, let's get back to playing softball. The discussion is over. Let's play the game." Under no circumstances will the intervening umpire discuss the play or become involved in any rules discussion.



PLATE UMPIRE TIPS

There is an 80% chance you are at least one full second too quick on ball and strike calls. Don't read pitches too soon and rise up as the catcher catches the ball. **STAY ON THE PITCH! COUNT ONE THOUSAND ONE AND THEN CALL THE PITCH!** If the batter swings and misses, straighten up, count one thousand one and then give a strike signal. Most top umpires do not verbally call swinging strikes, although a few associations require it or make it optional. Consider using the "Bow and Arrow" signal for a more distinctive strike three call. Keep your head and feet, and everything in between, motionless during the pitch. Work to defeat any temptation to jump, skip, dance, duck, bail out or run from behind the plate during the pitcher's delivery. Don't get caught up in describing, and/or motioning, the location of pitches.

Between innings mechanics

After the third out of each half inning, hustle to the outfield and take a position in short right field. Far too many amateur umpires carry on meaningless conversations with their partners on the first base line. This practice often irritates managers and coaches, especially if one of you had a close call the previous half inning.

Trips to the mound

It is the plate umpire's job to break up manager/pitcher conferences at the mound. Allow them a minute or so and then stride confidently to the mound. Be ready in case the manager wants to criticize your strike zone. Don't expect your base umpire to do your job.

Using an indicator

If you use an indicator, use it as a tool and not as a crutch. Avoid looking at your indicator after every pitch. Practice so you can turn the wheels without checking the numbers. Never hold your indicator in front of your eyes as you read it, especially if you are working the plate and have just called a batter out on strikes. To help you concentrate, try working a few batters with your indicator in your pocket.

Exiting the field

Meet your fellow official(s) at a designated spot and leave the field together. If you must return balls to one team or the other, do so quickly and without fanfare. I have seen more than one "good guy" umpire get blasted by a losing manager while attempting to hand him the balls. Do not shake hands with your partner(s) on the field, lest the losing team may misconstrue this.



FIELD UMPIRE TIPS

Once an umpire acquires a certain level of proficiency, his improvement is predicated on his ability to adjust. You see it just isn't good enough to perform like a trained seal and execute on cue. You have to be able to anticipate plays (NOT DECISIONS) and adjust to them.

So much instruction today preaches against anticipation that some umpires get the idea that they should wait for a wake-up call before moving into position. Softball sense, moxie, instincts, call it what you want, it all boils down to getting to where you need to be BEFORE the play happens, so you have time to adjust if necessary.

Getting to the initial position is fairly simple. Most people with positive IQ's can be taught proper positioning. What far too many umpires fail to realize, however, is that proper positioning at the beginning of a play may turn out to be terrible positioning for the completion of the play. And, as you probably deduced your first day on the job, the completion of the play is where you earn your bread and butter.

The ability to adjust is an underrated talent in umpiring. Yet, so much of one's success is based on that subtle skill. Quarterbacks call audibles, pitchers change speeds and golfers make minute adjustments in their grips. Umpires must also be aware of changes they can make to increase their chances for success.

Starting Position

As a base umpire, do not underestimate the importance of your starting position. With no one on base you should be about 15 to 20 feet behind the first baseman, in foul territory. That provides the first baseman unimpeded freedom to field a batted ball on the line or in foul territory. It also provides a workable starting point for establishing the proper distance for plays at first base. Originating from that distance, it is much easier for you to advance forward to get the proper distance (12 to 17 feet) for the routine play at first.

If the first baseman is playing more shallow than normal, however, you must adjust. You do not want to get too close to the base while keying off the fielder. Therefore, your 15-20 foot guideline needs to be modified and you should never be closer than 10 feet from the base.

Working too close to the base in your starting position creates an inherent problem for you when you proceed into fair territory to position yourself for the routine ground-ball-throw-to-first play. You will be too close to that play unless you've moved away from the base as the play is developing. That is a difficult, unnatural act for most umpires. (The natural instinct is to move closer to the play, not further from it.)

If the first baseman is playing much further back than normal, again you must adjust. Cut the distance in half and stand about five to six feet behind the first baseman. Never stand even with him unless he is playing extremely deep and shaded heavily toward second base. Remember that when you begin from that deeper starting position, you will have to hustle a little faster and further on a hard-hit ball in order to get your proper distance for the play at first (12-17 feet). That's the only way to compensate for the longer distance you must travel. Also, on a hit to the outfield, you must alter your pivot point to insure that you do not trail the runner into second.

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Throws to First Base

The proper initial position for throws coming from the left side of the infield is a 90-degree angle to the line of the throw, at a point about 12 to 17 feet from the base. In the two-umpire system, throws coming from the right side of the infield require an adjustment of the 90-degree theory. That adjustment will be explained later.

Every play requires unique positioning by the umpire. Simply going to a pre-established spot and making all decisions from there makes one a "spot umpire". Umpires who are unable to adapt and make adjustments may be "good" umpires, but they will never be "really good" umpires. Unique positioning is accomplished only if the umpire learns to properly PAUSE, READ and REACT to the play:

Pause . . . As soon as the ball is hit, you hesitate momentarily, actually taking your eyes off the ball. Looking away gives you time to decide which fielder may handle the ball and a first impression of whether it will be a "routine" play.

Understand that the pause is momentary, almost instantaneous. It simply enables you to determine your proper "initial" position of where you want to be for a good throw. You move into that position based on the conventional "angle and distance" theories.

Read . . . As you move toward your initial position, "zero in" on the infielder in position to field the ball. You see him either field the ball or miss it. If he fields it, watch his release to first base as you arrive in your initial (set) position square to the base.

At that point you are in the final chapter of your "read". You must now ascertain two critical elements that are going to determine the type of play you'll have at first base: Is the throw on-line or is it off-target? And, is the throw high or low?

React . . . If you are lucky, the throw is on-target and handled cleanly by the first baseman. Your job has been made simple. From your perfect position, you see the entire play develop. With good timing, you should be right on 99% of plays at first.

All too often, however, that's not the scenario. Errant throws create "broken plays", which mandate quick adjustments to improve your chances of making correct calls. Knowing what adjustments to make is critical.

Throws in the Dirt

Watch carefully the first baseman's rear foot and listen for the ball in the glove. Don't be fooled by the sound of the ball hitting the dirt. Extra slow timing is your best adjustment. Often the ball will beat the runner, but the first baseman doesn't secure possession as he scoops it up. After reading an on-target throw in the dirt, think "slow...slow...slow!" You're aware of the potential problem and must properly use your eyes to prevent fast timing.

A common error at first base is for umpires to prematurely determine if the ball beat the runner, then call plays too quickly. Don't make an out call until you ascertain secure possession. That's done by properly using your eyes while switching them from the base to the glove.

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High Throws

Watch the bag and listen for the sound of the ball. You must determine when the ball arrives (before or after the runner) and if the first baseman makes a proper tag of the base or the batter-runner. When high throws are on-target, your routine positioning is the most practical. Generally, those plays won't involve an attempted tag; therefore, a position adjustment is unnecessary.

However, when the high throw is off-target on the home-plate side, you are likely to have a "swipe-tag" attempt, which does require a position adjustment. The proper adjustment is to take a quick step toward the foul line. Often there will be no time for the step; you will only be able to lean your upper body toward the line to get a better view of the tag attempt down the line. To do that, focus on the first baseman's glove and insure secure possession before making the call.

On high throws to the outfield side, your 90-degree angle has disintegrated. What began as a perfect angle to the throw becomes the worst possible view, a 180-degree straight-on shot. In that situation, your best alternative is to adjust similar to the way you did for the swipe-tag attempt. Move toward the line, but keep your head low and your eyes parallel to the ground. If you determine that the fielder had contact with the base when the ball reached his mitt, shift your eyes to the mitt to insure he has secure possession before rendering the "out" call.

By utilizing the **Pause**, **Read** and **React** principle, you should be able to make the adjustments necessary for dealing with broken plays. Umpiring can really be fun when you start accepting problem plays as challenges instead of negative experiences.

LOOKING THE PART

If you truly want to advance to the next level of umpiring, try to adopt the modern mechanics, techniques, and mannerisms utilized by professional umpires. Given the choice of looking like a professional umpire or an amateur umpire, why not go for the professional look? Many amateur games are now played on beautiful facilities. The players emulate their professional counterparts. However, I sometimes wonder if amateur umpires ever really observe professional officials. More often than not, amateur umpires who have been, or look like they have been, professionally trained, receive the big game assignments. Give yourself, and your association, a boost by looking like a professional umpire.



PRE-GAME MANAGER'S MEETING

It is imperative that the following rules are reviewed at EVERY PRE-GAME MEETING. As sanctioned GSL umpires, consistency amongst all umpires adhering to this is crucial. This pre-game meeting establishes positive communication between the umpires and coaches as well as allows reassurance to the coaches that the umpires are knowledgeable of the rules. From the first game of the regular season to the final game of GSL Worlds, these must be discussed before EVERY game:

1. The home plate umpire introduces himself and his partner.
2. If multiple coaches come from a team, ask who will be the designated coach for this game for future communications. Make this clear that this is the only person who may approach the umpire.
3. Discuss any local rules.
4. Ask each team who their Designated Homerun Hitter (DHH) is and what number the player is.
5. Remind each coach that anytime the DHH is walked, the team has a free home run to hit until the DHH bats again.
6. Remind each coach the pitching arc requirements are 5 to 10 feet from the ground. Simply put, the pitch must have a "clearly identifiable hump."
7. Illegal pitches will NOT be verbally or visually called by the umpires.
8. Excessive pitch speed will be warned once then removed from the pitching position for the remainder of the game.
9. No crow hopping.
10. The pitcher must be in contact with the rubber if he pitches from in front of it.
11. Juking is allowed – 5 second delivery.
12. Pitcher is allowed up to 6 feet directly behind the rubber but must deliver the ball with one foot inside the rubber width.
13. Remind each coach about the GSL Profanity rule and warn them at this time. It is suggested that you remind the coach that the loudness of the offense has a great deal to do with it being enforced (swearing to oneself while walking away from a play versus shouting profanity on the field, in the dugout, etc.). This will be enforced!
14. **GSL Softball will implement a "double-flip" to determine home team (when applicable). The home plate umpire will designate each team as either "heads" or "tails" prior to the initial coin flip. This flip will determine which team will have choice of "heads" or "tails" to determine who the home team will be (if applicable).**

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ADDITIONAL UMPIRE INFORMATION

The Three Facts of Umpiring!

1. The best umpires don't always get the best games.
2. You can't please everyone.
3. It's not how good at umpiring you think you are; it's how good other people think you are that counts.

What Do Coaches Want?

1. Get the call right.
2. Get the pitch right.

What Separates the Top Umpires?

1. They are good at successfully handling conflicts.

Biggest Complaints from Coaches

1. Umpire is Arrogant
2. Won't talk to me
3. Talking to players and coaches too much
4. Acts like he is doing us a favor
5. Acts bored
6. A know-it-all
7. A wise guy
8. Doesn't hustle
9. Wants to make the big call

Why Coaches Come out

1. Thinks you missed the play
2. Thinks you misinterpreted a rule
3. To protect or support a player
4. Wants the umpire to bail his team out
5. Pressure from the dugout
6. Pressure from the fans

Handling the Coach

1. Call "Time" and allow him on the field
2. Meet him half way if you can
3. Turn so your back is to the coach's fans and he is facing them
4. Be careful of your body language
5. Calm him down
6. Listen to him without interruption and keep eye contact
7. Do not let him demonstrate
8. Tell him what you say

Good Sayings When Handling the Coach

1. Coach, what did you see?
2. Do you really think that player did that intentionally?
3. And your point is?
4. What rule(s) applies to this play?
5. Coach, we're not going to be yelling today.

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Bullet Proof Answers

1. Coach, he's ok for me.
2. I didn't like the pitch! Throw another one and let's see what happens.
3. It was a tough call and I did the best I could. (Don't say "I didn't see it")
4. OK coach, you had your say.... let's play ball!
5. Coach, if you don't return to your dugout you are going to get ejected for delaying the game.

Worst Things You Can Say

1. Coach, you can't come out here. It was a judgment call.
2. I didn't see it.

Random Coach Handling Tips

1. Keep your poise.
2. Be aware of your body language.
3. It's ok to make them THINK you're mad, just don't actually BE mad.
4. Let the coach have his say (in normal tone and volume).
5. Don't be hardnosed; be reasonable.
6. Have good spirit and intent.
7. Let them play the game!

Handling Sniper Fire

1. "This is your warning for the rest of the game on balls and strikes."
2. Don't go after a key player unless you're sure.
3. Use your partner to help determine who the sniper is.
4. Deal with it between innings

10 Commandments of Umpiring

1. Keep your eye on the ball.
2. Keep all personalities out of your work . . . Forgive and Forget!
3. Try to avoid sarcasm. Don't insist on the last word.
4. Never charge a player; and, above all, no pointing your finger or yelling.
5. Hear only things you should hear.
6. Keep your temper. A decision made in anger is never sound.
7. Watch your language.
8. Take pride in your work at all times. Remember, respect for an umpire is created off the field as well as on the field.
9. Review your work. You will find if you are honest, that 90% of the trouble is traceable to loafing.
10. No matter what your opinion of another umpire, never make an adverse comment regarding him. **To do so is despicable and ungentlemanly.**