

TIPS FOR UMPIRES

- Always keep your eye on the ball - remember, a play cannot be made without the ball.
- Strive to get in front of all plays and obtain the best angle possible.
- Make sure all plays are finished before making your call - avoid a common pitfall of "Young Umpires" of making calls too soon.
- In calling force plays, do not get too close. The angle is all-important and you must see between the bag and the foot.
- Don't turn your head or take your eye off the ball for even a split instant after making the call.
- Make sure the fielder has the ball under control - get as close to the tag play as you can without interfering. You must get an angle where you can see between the base runner's foot or hand and the bag.
- On all plays, get down low and support your "close" calls with a strong voice.
- Indicate your "Out" calls with a brisk move of the right arm outward.
- Indicate your "Safe" calls with both arms, stretched outward and apart - palms of hand downward.
- On wide open plays just indicate "Safe" or "Out" with a mild gesture.
- Never call a play on the run unless it can't be avoided - it is better to be further away from the play and call it in a still position.
- The base Umpire calls all trapped balls in the outfield and should make every attempt to get as close to the outfielder as possible and obtain the proper angle to see the entire play.
- Be alert to avoid being hit by batted or thrown balls. Being in an upright position and moving a step forward or backward on each pitch will enable you to keep from being hit.
- Do not turn your head too quickly on the first part of a possible double-play or any other play. Follow the ball.
- Make sure that the bases are secure and in proper position.
- Be ready to assist the Plate Umpire with half-swings and batted balls that hit off a batter's foot.
- Remember, being out of position is inexcusable, and never forget that hustle, common sense and mental readiness are always important in good umpiring.