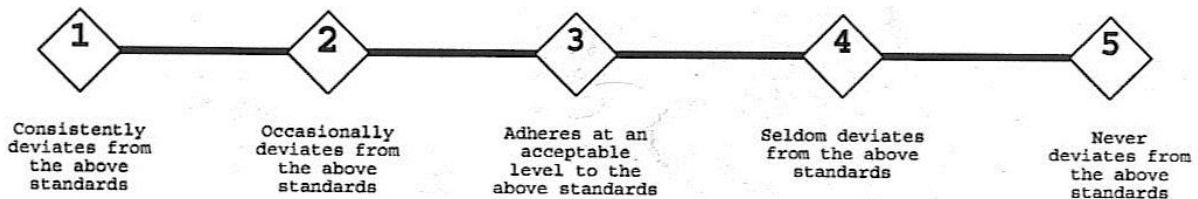


South Jersey Umpire Association Evaluation Standards

Plate Work

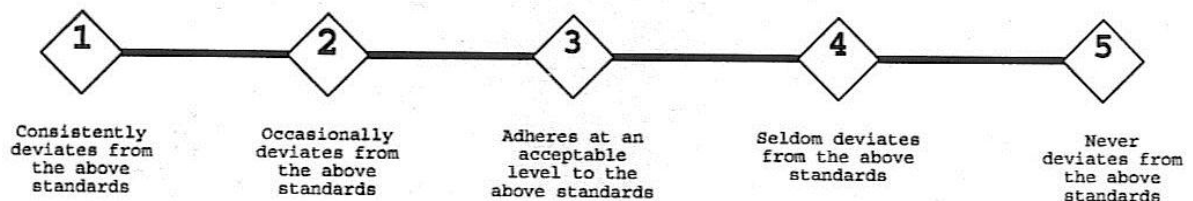
Stability of Head and Body Position:

- Establishes "Locked In" position on every pitch.
- 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 level 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.
- Does not set in an unusually high or deep position that would draw attention or questioning of judgment.



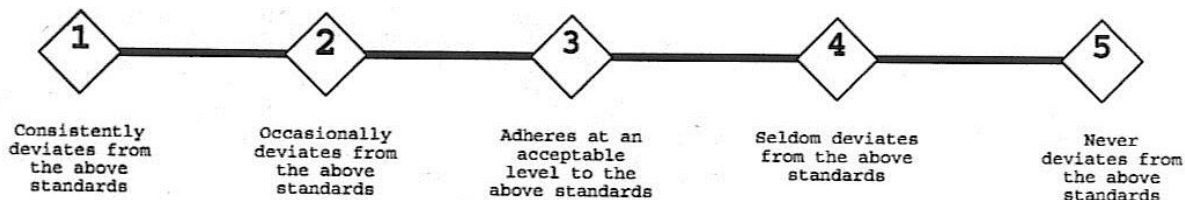
Timing:

- 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.
- Stays down in position to call balls.



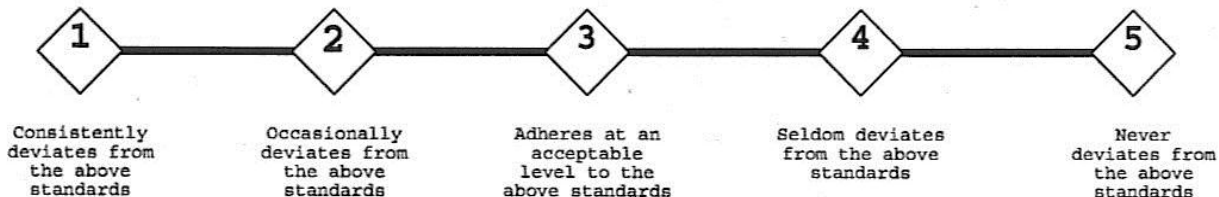
Proper Positioning for Plays:

- Attains the appropriate angle and distance for plays.
- Not too close nor too far from the play.
- Works to get angle over distance when appropriate.
- Adjusts position for poor throws or unusual play.



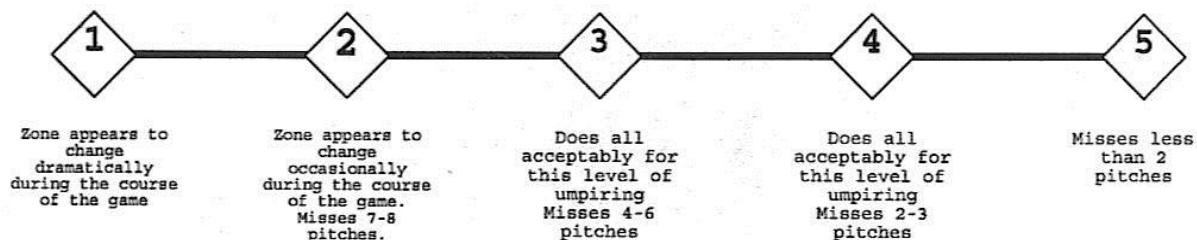
Style / Mechanics of call:

- Gives clear authoritative signals.
- Possesses smooth, relaxed styles that projects confidence.
- Coordinates voice and signals to give a professional appearance. Voice is loud enough to be heard but does not draw undue attention.
- Does not showboat or change the mechanics of his call during the course of a game.



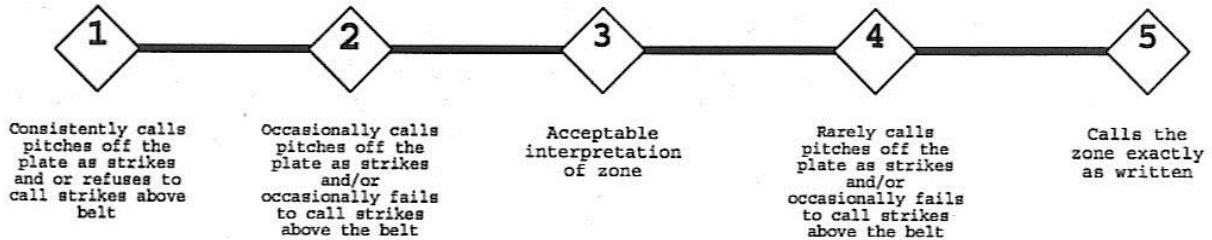
Judgment and consistency of strike zone throughout the game:

- Maintains the same zone throughout the game.
- 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.
- Does not intentionally make incorrect calls in an attempt to show authority.



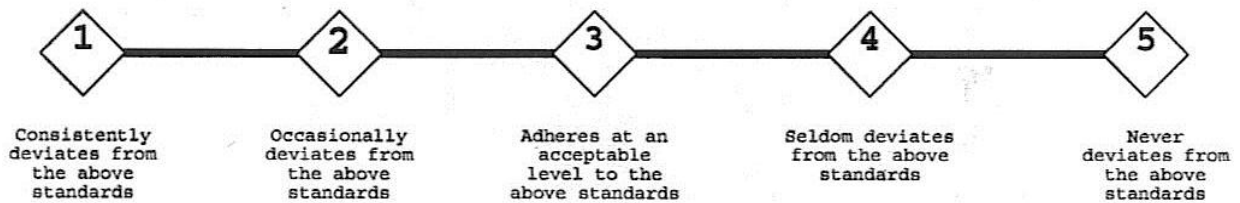
Interpretation of strike zone:

- Interprets and calls the zone to its written limits.
- Does not call “unhittable” pitch strikes nor does he have a zone that is too small.
- Makes concerted effort to call pitches above the belt as strikes.



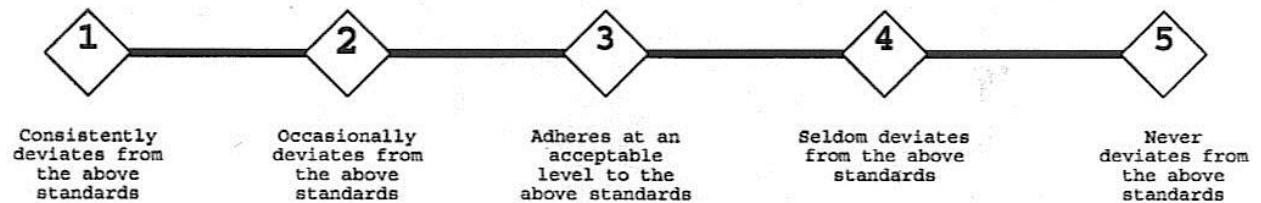
Crew Mechanics:

- Follows prescribed umpire mechanics.
- Has a good knowledge of proper mechanics and rotations.
- Rotates to first or third base as needed.



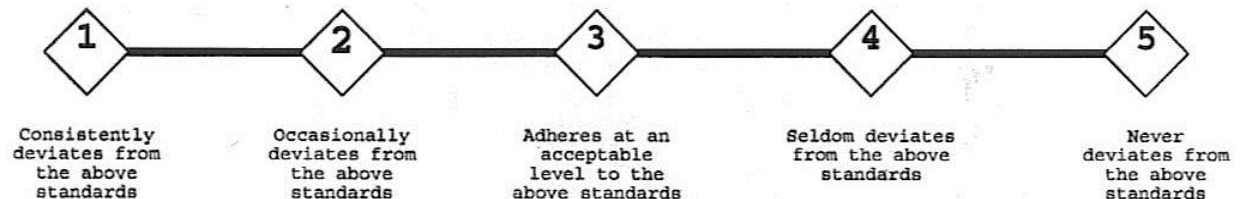
Crew Communications:

- Uses proper verbal and non-verbal communications.
- Makes good eye contact with partners between hitters and during developing plays.



Incorporates Points of Emphasis

- Proper application of the current years Points of Emphasis to include Rules as well as Mechanics.



Base Work

Proper Positioning for Plays:

- Attains the appropriate angle and distance for plays.
- Not too close nor too far from the play.
- Works to get angle over distance when appropriate.
- Adjusts position for poor throws or unusual play.

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.
- Uses a voice that is loud enough to be heard but does not draw undue attention.

Timing:

- Does not anticipate the play.
- Allows everything that can happen, to happen, before making DECISION, not call.

Judgment of calls:

- Is correct the vast majority of calls. Just plain gets the call right.

Crew 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 partner(s) and fly balls well on outfield coverage and goes out as needed.

Crew Communications:

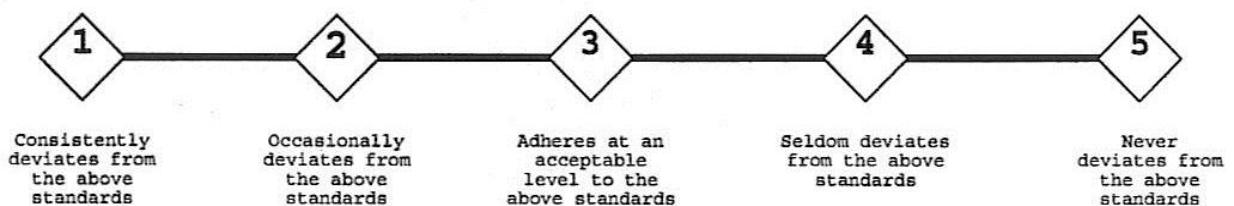
- Uses proper verbal and non-verbal communications.
- Establishes eye contact with partner(s) between hitters and during developing plays.

Reactions 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.

Incorporates Points of Emphasis

- Proper application of the current years Points of Emphasis to include Rules as well as Mechanics.



Game & Situation Management

Policies & Procedures:

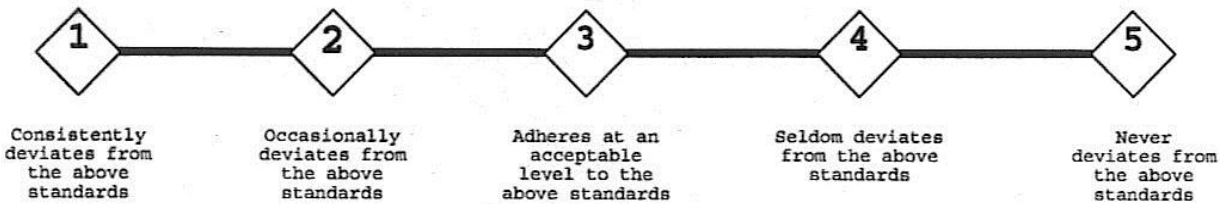
- Adheres to all policies and procedures as outlined in the NJISAA Handbook for Umpires.

Playing Rules:

- Adheres to and applies rules, accepted practices, and interpretations detailed in the NJSIAA or Official Baseball Rule Books, as applicable.

Situation Management/Ejections:

- Handle all situation in a respectful and professional manner toward all players, coaches, ,fans and other umpires



Effort & Professionalism

Focus:

- Concentrates consistently on the crucial elements throughout the entire game.
- Is prepared for every pitch and play, developing plays and situations.
- Is aware of all that is going on within a game including dugout situations and inter-team developments.

Hustle:

- Moves with 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, or going out on a short fly ball or line drive, etc.).
- Does not over hustle or draw attention to themselves in this area.

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.
- Runs athletically and is able to keep pace with the athletes.

Fraternization:

- Avoids excessive, casual, and/or unnecessary conversation with uniformed personnel or spectators during the game.

