

Oregon School Activities Association

Baseball SRI Bulletin – #3

March 19, 2013

BASEBALL UMPIRE DO'S AND DON'TS

Here are some suggestions that I hope will improve your umpiring. Every game we should be getting better, and that comes from learning from your partners, rough games, getting rid of old habits and wanting to become better. Below are some tips I picked up watching and listening to veteran umpires, and having them share some things that we all can add to our game.

- Set high expectations! Work to please yourself and demonstrate confidence in your abilities.
- Critique yourself after every game, not after every call!
- Everyone makes mistakes, choose to learn from those mistakes and not have them repeat themselves.
- Dead heats at first base are outs. Close does not mean safe. The runner must beat the ball to a base when forced and avoid being tagged. Outs are good for the game, and you.
- If a coach or spectator gets in your head, you cannot do your job to the best of your ability. Deal with the situation if necessary. The sooner the better.
- Have straightforward answers for players and coaches who question your calls. Use rulebook language whenever possible, keep it simple and direct.
- Coaches and players and fans don't care about the last game you called, just the one you are about to.
- Have good solid fundamentals, this will prepare you for the difficult games and the most challenging game situations.
- If you ask to see the ball on a tag play, you'd better be calling an **OUT**.
- Slow down on fly ball reads... the crack of the bat does not dictate going out, take more time and get good reads.
- **KEEP THE BALL ALIVE!!** Baseball is the greatest of the ball sports because the ball is alive during times of little action. Don't call time unless you have to. Could you have kept the ball live and accomplished what you did by not calling time?
- Be aware of obstruction and interference, and know how to rule on them appropriately.
- DO NOT bring attention to yourself.
- DO NOT take your eyes off the pitcher when he has the ball.
- DO NOT use your plate shoes as a plate brush, do it right.
- DO NOT point to first when a batter gets ball four. They always find it, just say "BALL FOUR".

- DO NOT react to a fan's comments verbally or physically. This is not easy. Use the rulebook, or site administration to remove the crazed fans/ parent(s).
- DO NOT be too quick to rule on a hit batter, let it develop. A lot of times we don't see it hit the batter; a pause will generally always give us more information. This goes for both the plate and base umpire.
- DO NOT look at your indicator after every pitch!! Learn the proper use of the indicator, and proper use of the eyes. **"YOU JUST MISSED SOMETHING"**.
- The single most important thing to remember...DO NOT UMPIRE IF YOUR NOT HAVING FUN!! Nobody likes the *OLD GROUCH*.

SOCIAL NETWORKING DO's and DONT'S FOR CONTEST OFFICIAL

Social networking sites can be wonderful communications tools. But there can be unintended consequences if they are used improperly. Because of their unique standing, officials need to be particularly careful when using those sites. Here is a link to some reminders and guidelines for contest officials that are posted to the Arbiter Central Hub:

<https://osaabaseball.arbitersports.com/Groups/105989/Library/files/socialnet.pdf>.

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