# **Genesee Valley Umpires Association**

Ryan Raftery President 2437 Griffin Rd. Churchville, 14428 president@gvua.com

**Brian Newville** Vice President 2002 Rainbow lane Lima, NY 14485

David A. Leight Secretary/Treasurer 17 Saint Marks St. LeRoy, NY 14482 vicepresident@gvua.com secretary@gvua.com

**Bob Young** Rules Interpreter 1165 Hon-Fal 5 PtRd Honeoye Falls 14472 interpreter@gvua.com membership@gvua.com

Dave Roome Membership 5328 Pickets Cove 585-704-1800

# **Umpire Evaluation Criteria**

Updated February 1, 2012

### Plate Umpire Criteria

# **Plate - Positioning**

Establishes "Locked In" position.	Position doesn't drift side/side or up/down
Head height allows unobstructed view of plate.	Eyes remain horizontal w/ ground
Does not flinch on swings or foul tips	Head does not dip down as game progresses
Feet remain stable, providing solid base	Works the "slot", not over the top the catcher
Maintains proper spacing from catcher	Doesn't entangled catcher moves very quickly

# Plate - Strike Zone

Consistent Strike Zone throughout game	Judgment and Interpretation of Strike Zone
Maintains the same zone throughout the game	Interprets & calls the zone to it's written limits
The same for both teams from inning 1 - 7	Timing - Does not anticipate pitch
Has a grasp of how the zone can be adjusted	Does not call "unhittable" pitch strikes nor does
in lopsided game	he have a zone that is too small.
Note: Umpires "miss" pitches occasionally, just	Allows everything that can happen, to happen,
because a pitch that bounces a strike once	before making DECISION, then makes a call.
does not mean that he should continue to call	Doesn't make a call as the ball is approaching
that pitch a strike because of consistency.	the plate but, after the catcher has caught it.

#### **Plate - Mechanics**

Mechanics Crew Communications	Plate – Understanding the "V"
Has a good knowledge of proper mechanics	Fly Ball Coverage
Proper Signals – Strike, Tip, Time, Dead Ball	Track the ball & sprint out from "A" position
Rotates in the proper situations	Pivot & reposition on fly balls to the "V"
Alert enough to adjust if partner misses cover	Base Coverage - Don't cross your feet & pivot
Proper verbal & non-verbal communications	Develop a solid base (stop) making calls
Eye contact with partner between hitters/plays.	Hustle to your position & make a call

#### NEW YORK STATE BASEBALL UMPIRES ASSOCIATION, INC.

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Dave Roome Membership

# **Umpire Evaluation Criteria**

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### Field Umpire Criteria

### Base – Positioning

- Proper Angle / Stable Position as Play Occurs
- Two/three steps off the foul line for plays at first
- 90 degrees to angle of throw on force plays or
- 90 degrees to angle of runner on tag plays;
- Not too close or too far away (6 to 12 feet is ideal)
- Set and steady for play, not just the call.
- Not running when the play happens.

### **Base – Mechanics**

#### "A" Position

- All calls at 1st base
- Fly ball coverage from CF to RF Line
- Rotation to home after no catch
- Base coverage fly balls CF to LF line

#### B" Position

- All calls at 1<sup>st</sup> & 2<sup>nd</sup> base
- Both ends of the standard double play
- Fly ball coverage from LF to RF know as the "V"

#### "C" Position

- All calls at 1<sup>st</sup> & 2<sup>nd</sup> base
- Both ends of the standard double play
- Fly ball coverage from LF to RF know as the "V"

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# **Umpire Evaluation Criteria**

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### General Umpire Criteria

# Appearance / Hustle

Appearance / Presence	Hustle
Looks good in the uniform.	Gets into position to make all his calls.
Is athletic looking and in good physical shape.	Agility, coordination & fluidity of movement.
Uniform clean and pressed and shoes shined.	Does not over hustle to draw attention to him.
Looks confident, not arrogant.	Moves to proper position quickly after plays.
Good posture and professional mannerisms	Demonstrates positive body language.

# **Confidence/Communication**

Confidence & Demeanor	Communication
In control of game, calm, firm and assertive.	Alert to adjust if partners misses coverage
Not overly aggressive in disputes but knows	Has a good knowledge of proper mechanics
when to be aggressive & control of a situation.	and rotates in the proper situations
Is not eager to eject players or coaches but will	Read partners and fly balls well on outfield
do so when necessary.	coverage and goes out as needed.

# **Out / Safe Calls**

Use of Voice	Timing of Calls
Voice inflection changes dependent on play	Allows plays to develop before making a call
Use of simple words & calls	Concentrates on action & anticipates problems
Field Presence	Selling Close Calls
Are you noticed when the situation dictates	Demonstrate mechanics & confidence in calls
Do you demonstrate a strong confidence	Anticipate & don't look in stands during play.