UMPIRE WILL IMPACT MORE YOUNG PEOPLE IN A YEAR THAN THE AVERAGE PERSON DOES IN A LIFETIME."

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Different personalities

Chapter 1 of the Umpire Manual

Interactive session

No side-bar discussions

GAME MANAGEMENT

MANAGING THE GAME

THE ACT OF MANAGING THE GAME.

WAYS TO MANAGE THE GAME

LET'S LOOK AT THE GAME FROM OUTSIDE THAT OF AN UMPIRE.

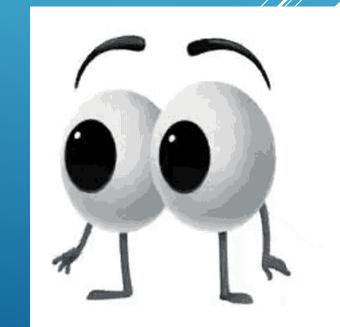
Observations by:

Spectators

League Officials

Participants

Fellow Umpires



To successfully manage anything, you must first manage yourself.

Remember, you are in a "glass house" before, during and after the game.

Give respect to get respect regardless of level of play.

Non-verbal actions speak louder than words.



Constantly work on perfecting your communication skills and your umpiring skills.





- 1. Do the umpires look like they want to be on the field?
- 2. Do the umpires look professional?
- 3. Organized?
- 4. In control but not arrogant?



Umpire's attitude:

Issues outside of the game, weather, field prep, etc.

Game Awareness:

Different levels of play:

10U FP Rec vs. Championships

Adult SP Rec up to Championships

Understand the team's strategy and possible tactics they may use.

Are you a student of the game?

WHAT DO YOU SEE?

Fun Factor!





>Safe?

>Out?

DEFINE "SAFE" OR "OUT".

UMPIRE MANUAL –
SECTION A. GENERAL RESPONSIBILITIES
ITEM 4. POINTS GOVERNING DECISIONS ON THE BASES:

UMPIRES SHOULD SAY "SAFE" WHILE GIVING THE SAFE SIGNAL WHEN A RUNNER BEATS THE BALL TO A BASE ON A FORCE OUT ATTEMPT...

...AND LIKEWISE SAY "OUT" WHILE GIVING AN OUT SIGNAL WHEN THE BALL BEATS THE RUNNER TO THE BASE.



This photo is why the umpire is a neutral 3rd party and why our decisions go in the scorebook.

What skill sets will the umpire need to sell this call?

When did the umpire begin to prepare for this type of call?

Best way to control the call is with a strong call, then move to your next position.



The 3rd Team on the Field

Umpire Crew is the "3rd Team" on the field without interest as to the outcome of the game.

Players communicate with teammates, and you should verbally communicate with your partner(s).

Remember positive and negative things for the postgame.

Before the game:

Did you discuss the rules, level of play, check your equipment and uniforms?

Go over your mechanics: one-umpire, two-umpire, three-umpire?

Arrive in time to walk the field? Any special field rule/issues? Pump up your partner(s) Pre-game?

Plate meeting:

Short, to the point and not a rules clinic.

Ensure the game starts on time! Happy coaches and parents.

Show you are controlling the game in the established manner.

Rules Help Manage the Game!





Body Language

How you physically present yourself to others.

It can be either positive or negative.

Body Language

People can see if you are confident or lost.

Ensure "one on one" discussion (player/coaches)

Do not go to partner(s) for "help" but for "Information"

Do not make iron clad statements:

- I know
- Always
- Never
- Don't

Make conditional statements:

- In my judgment
- The rule does not allow
- By rule
- According to rule

Almost all stress related reactions can be controlled by breath control.

You must consciously breathe.

When you see or feel a confrontational situation beginning to develop, immediately take 1 or 2 deep breaths and relax.





Listen to Learn, Not React!

Listen, not just hear, but to understand.

Mentally ask why this conversation?

Listen with your right ear (REA).

The right ear responds more to speech and logic. Speech is heard better with the right ear.

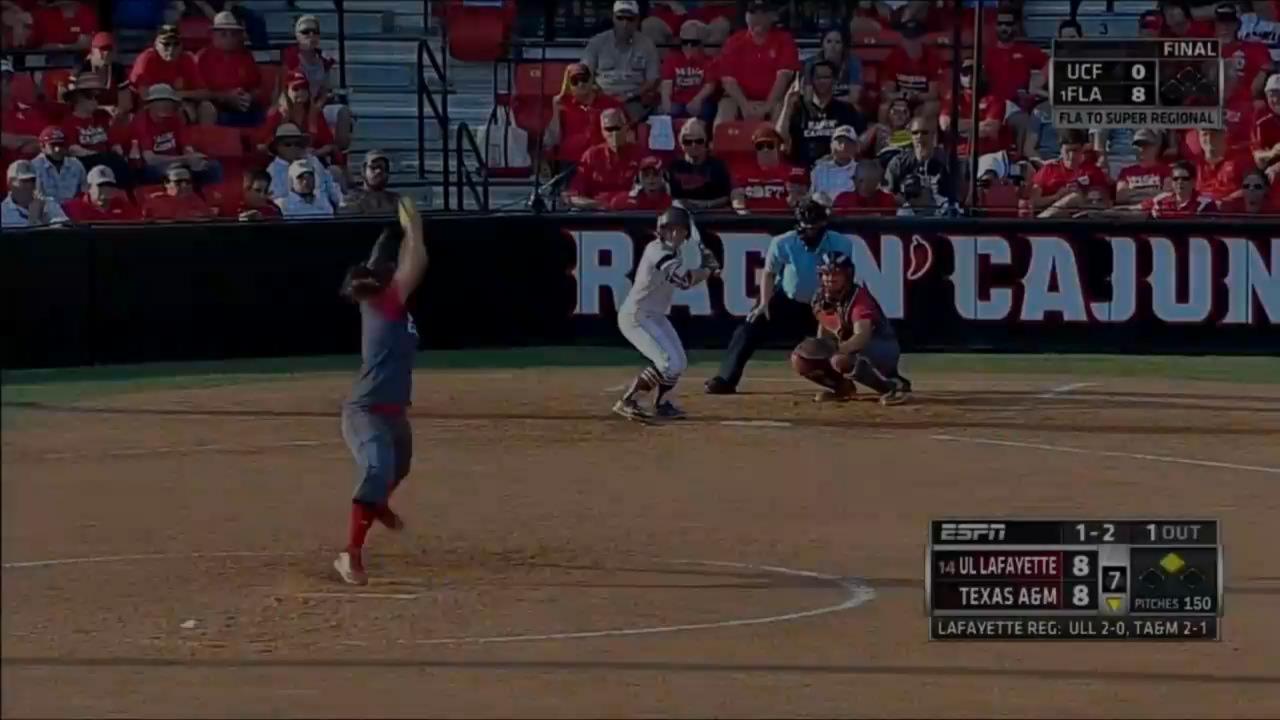


While the left ear is more tuned into music. Background noise.



Listening is active, hearing is passive.

Listening requires paying attention, whereas hearing requires no concentration or attention skills.



Even if you make the right call are you selling it?

Do you exhibit confidence in your call?

If not, you are causing things to go sideways!



If something happens:

- 1. See it, address it and move on
- 2. Conversation vs. confrontation
- 3. Listen, explain and disengage

Wrap Up

Remember to have fun!