



UMPIRE EVALUATION CATEGORY COMPONENTS

PLATE MECHANICS:

- GPA
 - Heal/Toe
 - Middle of outside corner
- Slot
 - Ear Slightly inside the inside corner
 - Same both sides of the plate
 - Step-out/step-in
- Set Position
 - Adjusting Height
 - Time to go set
 - Square to the plate with eyes on pitcher
 - Moving while set
 - Setting straight with slight tilt forward
 - Distance from catcher
 - Position of hands
- Calling Pitches / Timing / Verbalizing balls and strikes
 - Too quick on verbal
 - Too quick on signal
 - Verbal in down position
 - Signal in up position
 - Consistency of strike zone
 - Accuracy of zone
 - Pitcher stepping on pitchers plate with stopping
 - Strike three call with eyes on play
- Tracking the ball
 - With nose and slight head movement
 - From hand to glove or ground
 - Track every pitch
- Proper Signals
 - Strike Signal with correct hammer
 - Third strike signal
 - Fair / Foul / Status when needed
 - Sell when needed
 - Infield Fly / Infield Fly Off
 - Hold up play
 - Illegal Pitch / Catcher Obstruction
 - Calling Time
 - Count
- Pace of Play
 - Calling time to when partners need to rotate
 - Working with players to keep pace of play
 - Hustling teams on and off the field
 - Making changes on lineup card
- Check swings
 - How often
 - Remove mask?
 - Step out and ask
- Trailing the Batter-Runner
 - Left of the catcher
 - Right Distance
 - When
 - Stopping
- Removal of Mask
 - Correct hand
 - When needed
- Movement to 3B
 - From behind the plate
 - Left of catcher
 - Proper distance on tag plays and force plays
 - From the trail position
 - Timing of when to do so
 - Straight across to angle and distance
 - Proper distance on tag plays and force plays
 - Angle and Distance at 3B
 - 3 Umpire stay inside
 - 2 Umpire holding zone and movement inside
 - Hustle
 - Stop see the play make the call
- Movement from behind the catcher
 - Read catcher on pop ups behind the plate
 - Clearing the catcher after reading them
 - Proper calling of fly balls when no one goes out.
 - Correct angle and distance for plays at the plate tag / force
 - Correct movement on pass balls
 - Use of Holding Zone when needed
- Communication with partners
 - Calling out rotations
 - Calling out umpire system
 - Verbal and physical

BASE MECHANICS:

- Starting Position
 - Distance No Runners on / Walk the line
 - With Distance Runners on base
 - Offline at 3B
 - Proper Angle at 2B when rotated in a 3 Umpire system
 - Proper position when counter rotated in 3 Umpire or 2 Umpire system
 - Always square to the plate
 - Set or ready position
- Positioning
 - Plays on the infield
 - Pick Offs
 - Proper Angles and Distance
 - Force Plays 90 degrees to the throw
 - Tag Plays 90 degrees for the tag
 - Move to get an unobstructed view
 - Proper position on tag up responsibilities
- Pre Pitch Preparation
 - Determine level of pre-pitch planning for the umpire
 - Specific instances that could have been handled had their been Pre Pitch Preparation
- Rotations / Movement
 - Proper use of the inside outside theory
 - Proper angles and distance
 - Proper Button Hook
 - Distance inside the diamond
 - Distance from the foul line
 - Movement to 2B and 3B
 - Movement to Home Plate
 - Movement to 2B from 3B and to 1B
 - Parallel movement with runners between bases
 - Proper movement on double plays from behind 2B
 - Proper movement on double plays from behind SS
 - Obtaining proper angle and distance on tag plays and force plays
 - Full understanding of the 2 and 3 umpire systems
 - Hustle between inning
 - Hustle while on field
 - Pick up the ball and glance at the runner
 - Pick up and read partners
 - Does not commit to one runner when had multiple runner responsibility
 - Utilize secondary position when required
- Fly Ball Coverage
 - Movement on Chasing Fly Balls
 - Parallel to the flight of the ball
 - Stop to see the catch / No catch and make the call
 - Fair / Foul / Status when ball close to the line and is touched
 - Turn around and observe plays in the infield
- Timing and Signals
 - On close calls
 - On not close calls
 - Proper USA Softball Hammer
 - Proper USA Softball Safe Signal
 - Know when to sell the call
 - Pulled foot
 - Obstruction
 - Fair / Foul
 - Stop see the play and make the call
 - Identify Illegal Pitches
 - Identify leaving early
 - Has good judgement
 - Works between pitches, moves when catcher is about to receive the ball.
- Communication
 - On rotations
 - With partners
 - With teams when needed
 - Communicate if you get caught on tough play