

# West El Paso Baseball 2011 Umpire Ethics, Etiquette and Dress Code Standards

## Appearance/Presence

Looks good in the uniform. Is athletic looking and in good physical shape. Has uniform clean and pressed and shoes shined. Has good posture and professional mannerisms and body language. Looks confident, not arrogant.

Shirts: Umpires may wear the golf style or the polo type powder blue or the navy blue, as long as umpires are all wearing the same color shirt.

Ball bags may be Black or Navy blue. Base umpires shall not wear a ball bag on the field.

Slacks: shall be gray or Navy blue shorts of any style shall not be worn. Shoes: shall be black and/or MLB umpire shoes and shined, preferably umpires should wear plate shoes when working the plate.

Socks shall be black or dark in color. Belts: should be black in color.

Caps: may be navy blue or black. Caps shall not be worn backwards under the mask or anywhere on the field.

Jewelry: With the exception of medical ID bracelet, NO jewelry shall be displayed in plain sight while on the field. This includes watches.

Miscellaneous: NO BEEPERS shall be worn on the playing field; **NO CELL PHONES/TX** shall be carried on the field. Umpire shall not carry keys, change or anything that rattles onto the playing field.

Equipment: shall be kept in good shape and shall be worn underneath (shin guards and chest protectors).

Umpires shall not chew, dip or smoke in the vicinity of a playing field.

Before, during or after a game the umpire shall not sit in the stands, dugout or near the playing field in uniform.

## PLATE

### **Stability of Head and Body Position during the pitch**

Establishes "Locked In" position, 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 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.

### **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.

### **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. Voice is loud enough to be heard but does not draw undue attention.

### **Consistency of Strike Zone throughout the game**

Maintains the same zone throughout the game. Is the same for both teams from inning 1 to the last inning. 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.

## **Judgment and Interpretation of Strike Zone**

Interprets and calls the zone to it's written limits. Does not call "unhittable" pitch strikes nor does he have a zone that is too small.

## **BASES**

### **Proper Angle / Stable Position as Play Occurs**

Is either 90 degrees to angle of throw on force plays or two to three steps off the foul line for plays at first base, and 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.

### **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.

## **Hustle, Demeanor, Focus, Intensity**

**Hustle:** Gets into position to make all his calls. Have good agility, coordination and fluidity of movement. Does not over-hustle to draw attention to him. Moves back to proper position quickly after plays.

**Game Control / Demeanor:** Is in control of the game while being calm, firm and assertive. Not overly aggressive in arguments but knows when to be aggressive to keep control of a situation. Is not eager to eject players or coaches but will do so when necessary.

**Relations with Game Personnel:** Maintains a courteous and authoritative manner in dealing with all people involved with the contest. Does not try to impress others with his position or power. Does not take advantage of this position either in asking for favors.

**Focus / Alertness / Intensity:** Concentrates on the action and is able to anticipate where plays or problems may arise. Does not daydream or look into the stands during play.

**Off-Field Conduct:** Always maintains proper decorum and professional manners while in any public situation. Represents West El Paso Baseball favorably at all times.

**Receptiveness to Criticism:** Possesses a willingness to learn and improve no matter how many years he has worked. Always striving to improve his umpiring.

**Print Name:** \_\_\_\_\_

**Signature:** \_\_\_\_\_ **Date:** \_\_\_\_\_