

Things to Remember



1. **Look** and act like an umpire who deserves respect. Your hard work, rule knowledge, and commitment will command respect.
2. **Have** “slow timing” that allows for you to witness the play in a relaxed manner, briefly run it again in your mind, and make the call. **PAUSE - READ - REACT**
3. **Watch** the ball and glance at the runners. It’s about concentration and focus.
4. **When** there is one runner, stay with the runner; two or more runners split the difference. Sometimes you should be close, other times you cannot be close. Know the difference!
5. **Be ready** to move. Just like a defensive player, have the weight on the balls of your feet when action may be about to occur.
6. **Doing nothing** casts doubt on your abilities. When required, make your calls audible and your mechanics sharp. Remember when to verbalize and when only to signal.
7. **Don’t** take any call for granted. A surprise of any kind will mess up your timing and you are capable of kicking the play.
8. **NEVER** forget that you are part of an umpiring crew. **NEVER** express negative remarks about your partner to game participants. Support (moral & active) for your fellow umpire will help him and the game in general.
9. **Have** a quality and thorough pre-game conference. Know how your team is going to carry out its duties.
10. **Do your job** and only your job. You have enough to do without getting involved in other people’s business.
11. **Evaluate** your own performance after each game. Were you ever out of position? Have poor timing? Your judgment and mechanics will not improve unless you reflect on your work.
12. **Learn from** your partners’ mistakes. Be a good partner and offer “food for thought” as appropriate.
13. **Be a positive** role model for players, coaches, and fellow umpires.
14. **Have fun!** Have the desire to be a great umpire. Take advantage of the opportunity to exercise and interact with tomorrow’s leaders.
15. **Don’t** look for trouble, it will find you without help. Sports’ officiating is a very humbling activity! As soon as you think you can do it all, you will be brought back to Earth.
16. Be confident, use crisp/proper mechanics, hustle and keep the game moving. The rulebook requires it.