



American Legion Baseball

Umpire Evaluation Standards

EVALUATIONS

Tournament directors, crew chiefs and local chairmen, as well as anyone designated by the national program coordinator will complete an evaluation form for each member of the crew (excluding himself). Immediately upon completion of the tournament, these evaluations must be sent to the national coordinator. It is recommended that the crew chief meet with each member of the crew to discuss his overall evaluations and any problem areas. It is not the policy of the UIP to forward copies of evaluations to umpires; however, any umpire may contact the national coordinator to discuss his evaluations.

STANDARDS FOR EVALUATIONS

PLATE WORK

Stability of Head and Body Position

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 and is the same for both teams from inning 1 to inning 9. 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" pitches nor does he have a zone that is too small.

Crew Mechanics

Has a good knowledge of proper mechanics and rotates in the proper situations and is alert enough to adjust if one of his partners misses coverage.

Crew Communications

Demonstrates proper use of verbal and non-verbal communications. Good eye contact with partners between hitters and during developing plays.

BASE WORK

Style / Mechanics of Call

Gives clear authoritative signals; possesses smooth, relaxed styles that project 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.

Timing

Does not anticipate the play; allows everything that can happen, to happen, before making DECISION, not call. Allows play to sell itself.

Judgment of Calls

Is correct the vast majority of calls. Just plain gets the call right.

Legion Mechanics

Has a good knowledge of proper mechanics and rotates in the proper situations and is alert enough to adjust if one of his partners misses coverage. Read partners and fly balls well on out-field coverage and goes out as needed.

Crew Communications

Uses proper verbal and nonverbal communications. Establishes eye contact with partners between hitters and during developing plays.

Reaction to Developing Plays

Exhibits knowledge and perception of how play will develop through correctly anticipating where, how and the speed at which the play will occur.

GAME AND SITUATION MANAGEMENT

Policies and Procedures

Adheres to all policies and procedures as outlined in the American Legion Baseball Umpire's Manual.

Understands and applies Official Baseball Playing Rules

Adheres to and applies rules, accepted practices and interpretations detailed in the Official Baseball Rules Book. Does not confuse NCAA, HS Federation and Official Baseball Rules.

Situation Management

Is Umpire able to remain calm and handle irritated coaches as well as hostile fans?

EFFORT AND PROFESSIONALISM

Focus

Consistent concentration on the crucial elements throughout the entire game. Includes being prepared for every pitch and play, and attention to developing plays and situations. Must possess an awareness of all that is going on within a game.

Hustle

Movement with a purpose during a play to get into *proper position* to cover plays. The distance to be covered by the umpire will often dictate the speed or method the umpire uses to get into position (i.e., running vs.. jogging). Walking on the field is not an acceptable technique unless the distance is so short that running is not practical (e.g., moving into position for a force play or steal play; going out on a short fly ball or line drive; etc.).

Temperament

Displays a conscientious and earnest desire to carry out on-field duties. Exhibits posture that reflects interest in the game. It is taken for granted that during certain times in the game (between innings, pitching change, etc.) an umpire's posture can be more relaxed, but not to the extent that a complete disinterest in the game is exhibited.

Appearance

Proper display of uniform and fit or athletic appearance within the uniform.

Mobility

Possesses physical ability to move into proper position on field.

Fraternization

Avoids excessive, casual and/or unnecessary conversation with uniformed personnel or spectators during the game.

Off Field Character

It individual pleasure to be associated?" Does individual create problems or potential problems with off duty demeanor?

UMPIRE EVALUATION FORM

Umpire

Site

Date

Evaluator

5 Outstanding
4 Above Standards
3 Meets Standards
2 Below Standards **
1 Unacceptable **
 ** Ratings of 2 or lower must be accompanied by comments on reverse side.

Stability of Head and Body Position	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
Timing	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
Style / Mechanics of calls	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
Consistency of Strike Zone throughout the game	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
Judgment and Interpretation of Legion Strike Zone	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
Crew Mechanics	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
Crew Communications	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
Style / Mechanics of calls	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
Judgment calls	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
Mobility	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
Reaction to development of Plays	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
Legion Policies & Procedures	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
Understand Legion "OBR": Playing Rules	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
Situation Management / Ejections	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
Focus	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
Hustle	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
Demeanor	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
Appearance	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
Fraternization with fans	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5



UMPIRE EVALUATION FORM



ALB Form #96-250

Umpire

Site

Date

Evaluator

5 Outstanding
4 Above Standards
3 Meets Standards
2 Below Standards **
1 Unacceptable **

** Ratings of 2 or lower must be accompanied by comments on reverse side.

Comments: Plate Work

Comments: Base Work

Comments: Game & Situation Management

Comments: Effort & Professionalism

Comments: Off the Field Demeanor.