

## **Definitions for NCAA Umpire Evaluation Form**

### **GENERAL**

#### **Physical Appearance and Condition**

Looks good in uniform & equipment. Is in good physical condition. Looks athletic like he/she belongs on the field. Hair, including beard & mustache, is trimmed, neat & controlled. Good posture.

#### **Uniform and Equipment**

Proper uniform. Uniform is clean & pressed. Shoes are clean & polished. Hat is clean & blocked. Equipment fits inconspicuously under uniform. Little or no visible advertising on equipment. No part of uniform is sufficiently different from partners to be noticeable or make the umpire stand out.

#### **Presence**

Projects an aura of confidence, not arrogance. Commands respect through stature and demeanor rather than demands respect. Comfortable, fluid mannerisms. Positive body language. Movement is brisk and purposeful - not overly deliberate. Keeps head up. Composed.

#### **Game Management**

Establishes a tone for the game and maintains it throughout. Ability to be assertive yet not overbearing. Takes charge when necessary. Alert to potential problems and addresses them in a timely, efficient and professional manner.

#### **Difficult Situations**

Handles touchy situations with poise and diplomacy. Resolves conflict correctly and quickly. Uses techniques of body language, voice and deportment to defuse potential or existing trouble. Remains calm and under control.

#### **Professionalism**

Pleasant and courteous to coaches, players and game personnel. Does not encourage, initiate or invite non-job related conversations with coaches or players. Is respectful, receptive and politely efficient when approached by a coach. Conveys loyalty to partners. Does nothing outside of duty to draw attention to self. Does not offer opinion on partner or non-job related topics. Removes self from suspect or compromising situations.

#### **Rule Knowledge**

Applies rules correctly and decisively.

#### **Hustle**

Brisk, purposeful and appropriate movement at all times - during plays, between plays and between innings.

#### **Signals**

Consistent use, throughout the game, of correct, strong, clear, dignified, distinct and complete signals with appropriate emphasis of voice and mechanic. Does not overuse, use unnecessarily or use inappropriately.

#### **Alertness/Awareness**

Reads the game. Anticipates plays appropriately. Is alert to potential problems. Sustains concentration and focus throughout the game.

#### **Judgment**

Is correct on all or nearly all calls because of reaction to play, choice of positioning and timing of the call.

#### **Works to Get Best Angle (primary position)**

Demonstrates an understanding of the 90°-angle concept and its relationship to distance. Chooses a position as the play is developing from which he/she makes appropriate adjustments, as the play becomes imminent.

#### **Adjust as Plays Changes (secondary position)**

As the play changes or concludes, the umpire is cognizant of their next responsibility or required positioning and adjusts accordingly.

#### **Working with UIC**

Does nothing to disrupt or undermine the authority of the UIC. Is respectful and cooperative. Makes every effort to be a team player on the crew and abide by the guidance and instruction of the UIC.

#### **Crew Mechanics**

Has a good knowledge of proper mechanics. Is continually aware of the movement and position of his/her partners and responds/reacts appropriately. Uses proper verbal and non-verbal communications with partners. Establishes eye contact with partners between hitters and during developing plays. Is cooperative and supportive of partners in all areas.

**Off Field Conduct**

Conducts him or herself in a manner that reflects positively and favorably on umpires and the NCAA. Does nothing to diminish the integrity or tarnish the perception of umpires. Is tastefully attired. Uses good judgment with voice, mannerisms and comments. Removes self from potentially compromising situations.

**Receptiveness to Suggestion**

Listens attentively. Shows a willingness to learn and improve. Displays a non-defensive attitude and a genuine interest. Does not feign interest, give lip service or become overly defensive.

**PLATE****Stance/Set**

Establishes a solid, wide heel/toe or box foundation reasonably close to the catcher and relatively squared to the plate. Drops to set by bending at the knees rather than the waist. Head is at proper height to allow unobstructed view of entire plate. Is completely set when the pitch is released and remains motionless as pitch is delivered. The position must be mirrored on both sides of the plate. The position must be balanced and comfortable but not relaxed. Relaxes between pitches.

**Slot**

The slot is the area between the catcher and batter. The chin is approximately even with the top of the catcher's head, eyes at the top of the strike zone and the inside ear lined up with the inside edge of home plate allowing an unobstructed view of entire zone. Follows flight of pitch with eyes or nose with minimum head movement.

**Timing**

Takes time to accurately assess the merits of each pitch by ensuring the ball has completely passed over the plate and into the catcher glove before making a decision. Makes the decision first then makes call. The verbal call is in the down position and signal is in the "up" or "going to the up" position. The hammer is strong with angles 90° or greater and the signal is held long enough to convey the decision with conviction. The feet do not move until signal is complete.

**Rhythm**

Consistent timing that sets the tempo and reflects control of the game. Works the game pitch by pitch - ready, focus, relax, and repeat. Consistently uses the same stance and set position for every pitch. Verbal and tone are constant and emphasis changes as required by the call. The impact of the call determines the emphasis, not the location of the pitch.

**Accurate Strike Zone**

Interprets and calls a zone as defined in the NCAA rules book.

**Consistent Strike Zone**

The same pitch must be ruled a ball or strike from either side of the plate. Zone is the same for both teams from the first until the last inning. Calls strikes aggressively. If an umpire 'misses' a pitch that pitch should not be missed again intentionally in the name of consistency.

**Movement away from plate**

Recognizes required initial movement on any batted ball as dictated by the situation. Choices of movement may be: trail, front of the circle or a holding area. Umpire may not get to initial position before he/she has responsibilities elsewhere. The holding zone is never a calling zone.

**BASES****Distance**

Starting position is at desired calling depth - 15 to 18 feet on force, 8 to 12 on tag. Understands the value of angle over distance. Moves in on play when best angle is not achievable.

**Set to Render Decision**

The umpire should be set to see the play and make the call. If, as the play develops, adjustment from the primary position to a calling position is necessary, the umpire should be stopped and set when signaling the decision.

**Timing**

Reads the play, chooses a primary position, allows the play to be completed (adjusting if needed), locates the ball, makes a decision and only then signals the decision. The signal is held long enough to communicate complete understanding and strength of the message.