

## Baseball Umpiring 101

Dan Deshaies-State Interpreter-Rules Clinic 2014

This year we wanted to go way back and give all umpires

A refresher on the simplest/little things that it takes to make a

Good umpire, so here they are:

- Have a good pre-game, it's amazing how these topics will come up.
- Line-up cards; must be kept accurately and for 2 weeks, by MPA rules
- Professionalism; before, during, after the games. Set a presence (perception)
- Take 5 pitches from each pitcher before he throws his first game pitch.
- Check pitcher before first pitch for illegal equipment; glove/t-shirts/jewelry.
- Get on deck hitters chasing, hustling, for balls behind you.
- Never walk; a steady jog will make you and your partner look like \$100.
- Be up the 1B line at 45-foot line on ground balls to infield.
- Timing:
  - Bases: Force plays; find and follow ball, look at feet, listen for ball hitting glove, then find ball before making call!
    - \* Don't pull head out of play on calls; freeze a split second.
  - Plate Ump: Watch ball leave pitchers hand, get set, let ball hit mitt, take a picture, and make the call.
    - \* Don't flinch on pitches/ foul balls/ balls in dirt.
  - \*Positioning/mechanic; Standing upright, get set on pitcher getting on rubber, check over shoulder if stealing situation. Drift on ground balls, find and follow ball, get set for call.
  - Plate ump; be set on pitches so you can see outside corner.
    - Use the same timing for balls as strikes! Very important.
    - Check swings; timing, barrel ahead of hands.

Foul Balls; ONE ump makes call, other mirrors signal not voice if needed.

- Both umps should have plate gear with them; injury/forget something.
- Double plays; drift on ground ball, watch throw, turn and freeze, make call.
- One ump lining up all tag situations; covered in pre- game.
- Arguments; don't allow any two on ones, if an ejection get in to help partner, help with dugouts.
- Collisions above shoulder; flagrant.

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