

# PSUA Umpire Evaluation Criteria



## PSUA Rating Scale & Criteria

- 5/OUTSTANDING** - Used only for those considered the best in the association  
**4/ABOVE AVERAGE** - A higher standard than average, but not the best in the association  
**3/AVERAGE** - Usual quality of work expected of an umpire at this level  
**2/BELOW AVERAGE** - Less than the usual quality expected in the association, yet at or above the minimum requirements  
**1/SUBSTANDARD** - Below the minimum quality of work, not an acceptable rating for continuation at this level

<b>PLATE</b>	<b>BASES</b>
<b>Judgment of strike zone</b> <b>Consistency of strike zone</b> <b>Mechanics/style/form</b> <b>Use of voice</b> <b>Feet, body, head positioning</b> <b>Timing behind the plate</b> <b>Hustle/mobility/coordination</b> <b>Reaction to development of plays</b> <b>Communication with partner(s)</b> <b>General demeanor behind the plate</b> <b>Appearance</b>	<b>Judgment of plays</b> <b>Positioning for plays</b> <b>Mechanics/style/form</b> <b>Use of voice</b> <b>Timing for plays</b> <b>Hustle/mobility/coordination</b> <b>Reaction to development of plays</b> <b>Communication with partner</b> <b>General demeanor on the bases</b> <b>Appearance</b>

### Consistency of Attitude

- Focus on the game
- Game intensity/alertness
- Enthusiasm
- Projection of confidence
- Body language
- Fraternization
- Eagerness to learn and improve
- Willingness to accept constructive criticism
- Relationship with crew and others
- Professionalism on and off the field

### Handling of Non-Routine Situations

- Knowledge/application of rules and interpretations
- Demeanor/poise during situations
- Overall ability in handling situations

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## EVLAUATION CRITERIA

The following is a list of criteria that evaluators should consider when conducting an evaluation. It certainly does not cover all areas that may arise or should be addressed during an evaluation. The listed standards are intended to assist evaluators in completing effective and quality evaluations on our members

### 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 a decision/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 first inning to end of game; Has a grasp of how the zone can be adjusted in a 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 its written limits; Does not call "unhittable" pitches strikes nor does he/she have a zone that is too small.

#### **Crew Mechanics**

Has a good knowledge of proper mechanics and rotates in the proper situations; 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.

Engages in pre and post game discussions with partner; reviewing game mechanics and situations that may/did arise.

### 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

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far away (6 to 12 feet is ideal); set and steady for play, not just the call. Not running when the play happens or while making the call.

## **Timing**

Does not anticipate the play; allows everything that can happen, to happen, before making DECISION and then a call.

## **Judgment of calls**

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

## **Crew Mechanics**

Has a good knowledge of proper mechanics and rotates in the proper situations; Is alert enough to adjust if one of his partners misses coverage; Reads partners and fly balls well on outfield coverage and goes out as needed.

## **Crew Communications**

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

# **GENERAL**

## **Appearance/Presence**

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

## **Hustle**

Gets into position to make all calls; Have good agility, coordination and fluidity of movement; Does not over hustle to draw attention to him or herself; 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 assertive to keep control of a situation; Is not eager to eject players or coaches but will do so when necessary; Demonstrates sound line-up card management and understanding of substitution, DP/Flex rules. Capable of minimizing time used to address changes and ability to keep game moving in a timely fashion.

## **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 by 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 PSUA favorably at all times.

## **Receptiveness to Criticism**

Possesses a willingness to learn and improve no matter how many years he/she has worked; Always striving to improve his/her umpiring.