

PHILOSOPHY ON "GETTING IT TOGETHER" by Jim Evans — Major League Umpire

My personal philosophy has always been to 'control the things you can control' because there certainly will be many things happen to you that you cannot control.

Regardless of the level of baseball you umpire, I believe the following philosophies will enhance your efforts:

1. No Tobacco Usage On the Field

Professional baseball is trying to clean up its image. Many clubs have anti-tobacco policies. The Umpire Development Program (UDP) demands strict adherence. This is something you can control, so control it.

2. Facial Hair

Though the UDP has recently amended its policy on prohibiting facial hair, my personal suggestion would be to refrain from any form of facial hair. The UDP policy allows a neatly trimmed moustache. However, facial hair including moustaches, has often been associated with rebellion and nonconformity. As a young umpire, I feel that you should find ways to cooperate and work within the system.

3. No Hands In Pockets

This is an absolute 'no-no'. Again, to put the issue in perspective, let me say that this bad habit does not have much to do with anyone's judgment. You could be an outstanding umpire with unlimited potential, but by putting your hands in your pockets you send a very strong impression that you are bored, willing to buck the system, or defy your supervisors. It is very simple to control, so control it.

4. No Talking On the Field

Of course there are times between innings that discussion with your partner is essential. Communication is a very important aspect of good umpiring. Most conversations between innings however, are frivolous and unnecessary. Be a professional at all times.

5. No Fraternisation With Players

Most fraternisation is a symptom of insecurity. One feels that if he or she has an amicable, 'palsy-walsy' relationship with the participants, they are less likely to cause problems later. Don't believe it! Not only will you get the reputation of being a 'politician', but you will also lose the respect of stronger partners. Personality is a vital quality of a respected umpire. However, there is a fine distinction in being courteous and professional as opposed to being too solicitous.

6. No Unnecessary Relationships With Club Officials

Your job is on the field, not in the front office. Be courteous and professional with club officials but do not get too close. Officials generally want to get along with umpires. There are going to be times when conflicts and differences of opinion arise. That's part of the job description. You represent the President of the league. His / her actions must be fair for all members of the league and likewise, so must yours. Don't develop any love affairs with the front office. You will regret it!

A CODE OF ETHICS FOR BASEBALL PLAYERS AND COACHES by Jim Evans — Major League Umpire

If benefits are to be derived from the playing of baseball, the highest standards of ethics and sportsmanship must be maintained. The ethics and sportsmanship of the players, coaches, officials and others associated with the game must be exemplary and beyond reproach. Everyone participating must conduct themselves so that they are a credit to the sport.

The following Code of Ethics for baseball prescribes the duties and basic responsibilities of those playing and administering the game:

1. Coaches and players should comply with the meaning and spirit of the playing rules. Purposely ignoring or wilfully violating rules is intolerable. Those who break the rules degrade not only themselves but the game, their team, the association and the community.

Coaches and players should show respect for the decisions of umpires and the efforts of their opponents and they must conduct themselves so as to dignify the game.

3. Coaches should motivate players so they will control themselves at all times, thereby preventing any unsportsmanshiplike act to opponents, officials or spectators.

Coaches should refrain from heckling game officials and from challenging the judgment decision of umpires. Discussing an occasional rule interpretation is permissible if it is done with dignity and sincerity.

5. Coaches with an ethical approach will not tolerate actions by players which are physically dangerous to opponents, such as a pitcher purposely throwing at a batter or a base runner deliberately trying to injure an opponent during a double-play.

6. Coaches, players and umpires should cooperate in eliminating game delays and stalling tactics.

Coaches in the coach's boxes are expected to direct their remarks to their team mates and not use their position in attempting to upset the opposing pitcher.

8. A dedicated coach will instil in his / her players the habit of properly respecting opponents and game officials. Players must not direct unbecoming language or personal remarks to opponents.

Vitally included in the promotion and control of baseball throughout Australia is the most important aspect of promotion and training of umpires to the required standard. Umpires are responsible for the 'enforcement of the rules'. It is obligatory for umpires to 'impose the penalty when the rules are broken'.

Umpiring is a responsibility that demands the highest performance of properly qualified officials. The umpire must be a person of unimpeachable integrity, be absolutely fair and impartial, capable and efficient and with a strong sense of justice and a desire to help the game.

Exact and exacting umpiring, free from officiousness is excellent umpiring. Strict application of the rules will benefit the game. The rules are made for baseball as a whole and not for any individual. Use commonsense allied with good judgment in all situations.

FITNESS, EXERCISE AND DIET

FITNESS AND EXERCISE

This is an age in which, even in the country, more and more people go everywhere on wheels. Keeping fit has become a universal problem.

Research has shown that the physically fit person is able to withstand fatigue for longer periods than the unfit; that the physically fit person has a stronger, more efficient heart and that there is a relationship between good mental alertness, absence of nervous tension, and physical fitness.

There are many misconceptions about exercise and its effect upon the heart. "Exercise is harmful" nonsense! There is no evidence to support this contention.

Exercise, appropriate to age and physical condition, continued through your life span will help to reduce the possibility of heart and blood disease. Exercise, in mild form of course, is recommended as part of the recuperative phase in cases of heart and coronary disease. Exercise is beneficial to the function of the cardiovascular system.

The human body contains some 639 different muscles, accounting for some 45 percent of body weight. Each of these muscles has four distinct and measurable qualities which are of interest to us:

- (1) They can produce force - measured as strength of muscle.
- (2) They can store energy which permits them to work for extended periods of time independent of circulation - measured as muscular endurance.
- (3) They can shorten at varying rates - speed of contraction.
- (4) They can be stretched and will recoil - elasticity of muscle. The combination of these four qualities of muscle is referred to as "muscular power".

If muscles are to function efficiently, they must be continually supplied with energy fuel. This is accomplished by the blood which carries the energy fuel from lungs and digestive system to the muscles. The combined capacity will supply you with muscular and organic power to perform with the highest possible efficiency.

All umpires have an obligation to the game of baseball as well as to themselves to have a reasonable standard of fitness. No one can call a good game if they are not "fit".

A reasonable standard of fitness can be obtained, depending on age, by a sample set of exercises and / or a planned programme of training.

Physical fitness is only half of being fit for umpiring. You must also be mentally fit. A game lasts for a long period of time without any rest periods. Concentration in a full game, not to mention a double-header, can tire you just as much as prolonged physical activity. Relaxation is an important part of umpiring. You need to relax without losing concentration. Personal hang-ups need to be discarded, they must not be taken onto the field with you.

If you have been following a programme of fitness training, you have prepared yourself physically and mentally for your umpiring.

Before commencing a programme of fitness training, you must look at yourself objectively. Decide what your capabilities would be and begin a programme that fits your body and even then, start quietly yet giving a reasonable effort.

To work out your recommended daily calory intake requirement, use the following:

Your weight in kilograms

(1) x 2 4 h r s (2) B I M

(2) X % a c t i v i t y (3) A c t i v i t y

(2) + (3) = x . 1 0 (4) S D E

_____ (2)

(4)

Total Calories Needed Per Day.

REMEMBER: To lose .5 kilograms per week, cut calories down by 500.

Don't try to lose too much too quickly. Lose it slowly over a long period and it will be harder for it to come back.

3. SAFE SIGNAL

Start in Set Position (t above).

Stand up with feet should width apart while extending both arms straight out in front of the body, approximately chest high (Photo 3). Then fully extend both arms to each side (Photo 4), holding the signal for a moment, then returning to Set Position. This will be done in one fluid motion.



During this action the umpire will say in a firm, loud voice, "He's safe!"

During the drills the umpire will return to Set Position.

In a game after the signal the umpire will turn and jog back to position without returning to Set Position.



SAFE OFF THE BAG SIGNAL 4. S

Start in Set Position (1. above).

Use the same mechanics as for the Safe Signal (3. above), then use a swiping motion with both arms off to one side of the body to signal that indeed the first baseman was off the bag.

The umpire will say in a loud, assertive voice "Safe!" whilst making the Safe Signal. While making the swiping motion, the umpire will say "He's off the bag!" All these actions should be coordinated into one fluid motion.



5. FOUL BALL SIGNAL

Base Umpire Facing Infield and Outfield

Start in Set Position (1. above).

The base umpire will call a foul ball while facing the infield. Note in Photos 7 and 8 that the base umpire is standing in foul territory when facing the infield.

8. FAIR BALL SIGNAL

Plate Umpire

Start in Set Position (1. above) straddling the foul line when making your decision.

Stand up pointing to fair territory with the arm closest to fair territory.



On first base line use left arm, keep mask in left hand and point, avoid switching the mask to the right hand. The right hand must be free to signal an out, obstruction, interference, etc.

On the third base line point with the right arm.

Remember to keep the arm you are pointing parallel to the ground.

Base Umpire

Start in Set Position (1. above).

Note in Photo 13 the umpire is positioned in foul territory with his right foot up against but not in fair territory. Reasons for this are to avoid being hit by a live batted ball in fair territory.



Stand up and point to fair territory while facing home plate keeping the arm parallel to the ground.

Fair / foul responsibility for the base umpire when positioned on the line is any ball that completely passes first base.

Photo 13

10. CATCH SIGNAL

The Catch Signal is the same mechanic used for the Out Signal (2. above).

After having made the decision that it is a catch (voluntary release) the umpire will give the Out Signal and yell "That's a catch!"

This signal is used on fly-balls, pop-ups, traps, etc.



14. INFIELD FLY SIGNAL

Refer to the Official Rule Book for criteria on infield fly - Rule 2.00.

Point straight up in the air while at the same time yelling "Infield fly, the batter is out!" If the fly ball is close to the foul line the umpire will yell "Infield fly, the batter is out, if fair!"



15. GROUND RULE DOUBLE SIGNAL

L As the ball goes out of play signal Time Out (7. above) while yelling "Time out!"

- Turn back to the infield and raise two fingers into the air yelling "Two bases!"

With no runners on base the base umpire will go out into the outfield to get a better look at the ball going out of play.



16. HOME RUN SIGNAL

t Raise the right arm pointing the index finger into the air making a clockwise circling motion with the index finger and upper arm while yelling "Home run!"



The No Swing Signal shall be made in one fluid motion.

21. SUBSTITUTION SIGNALS

When making substitutions the proper change is given to the umpire by the field manager. Once the umpire locates this player on the line-up card he / she then waves to the press box to get the scorers attention. The umpire will then point to the substituted player on the field wherever his / her position may be.



Photo 29



Photo 30

22. GAME TERMINATED SIGNAL



Photo 31

This signal is used to signal to the fans and the press box that the game has been called (ie, because of rain, forfeit, etc).

Turn to the press box and signal by using the Time Out Signal (7. above)

23. RUNNER INTERFERENCE SIGNAL.

At the time of the interference the umpire shall signal Time Out yelling "Time Out", then point to the interference yelling "That's interference!" The umpire will then give the Out Signal (2. above) yelling "He's out!"



Photo 32

24. OBSTRUCTION SIGNAL



Photo 33

When Play Made On Obstructed Runner

With a play being made on the obstructed runner the umpire shall signal Time Out, then point to the obstruction and yell "That's obstruction!". The umpire will then award bases by pointing to the awarded base according to the rule while yelling "You, second base!"

27. MULTIPLE SUBSTITUTION SIGNAL

The umpire signals to the press box changes in the line-up.

There are various ways to make these signals but these are standard signals used by most umpires.

Waves to get the attention of the official scorer.

When it is a straight sub (one player for another) the umpire will signal by holding both arms shoulder width apart and move them up and down (Photo 39).

When there is a multiple substitution and a switch in the batting order the umpire will signal to the press box by crossing the arms in a folding motion (Photo 40).



Photo 39



Photo 40

28. FIRST TO THIRD SIGNAL

Subtly point to first and third bases with the fingers of each hand (number of outs at the present time) about belt high at the hip.

This reminds the plate umpire that he / she is responsible for the play at third base should the runner on first base go to third on the upcoming play.

The plate umpire will acknowledge in the same manner.

29. INFIELD FLY SIGNAL



Photo 41



Photo 42

This signal is given subtly to remind partners of the number of outs and if it is an infield fly situation.

k Place the right hand across the chest area while giving the number of outs (at that time) with the left hand around the belt area.

30. PLATE UMPIRE STAYING AT HOME SIGNAL

This signal (usually given with two outs) is given to remind the base umpire that the plate umpire is staying at home on the upcoming play and that the base umpire is responsible for all calls on the bases.

The plate umpire will signal by placing the index and middle fingers of the right hand on the left shoulder (Photo 42).

The base umpire will acknowledge the plate umpire with the same signal.



Photo 43

34. HANDLING THE INDICATOR



It is mandatory that the plate umpire carries an indicator and that it is used. The indicator serves as a reminder to keep the count on outs straight during the game.

Hold the indicator in the left palm with the little finger and ring finger leaving the index, middle finger, and the thumb free to handle the mask.

35. HANDLING THE MASK

The mask is **always** handled with the **left hand**. The right hand must be free to signal out, interference / obstruction, etc.

With the indicator in the left hand, the mask is grasped with the thumb, index and middle fingers of the left hand on the padding on the left side of the mask just below the ear bar.



The plate umpire should get accustomed to removing and handling the mask in this fashion as it has been proven most efficient.

36. TAKING THE MASK OFF

t> Grasp the mask as demonstrated in Photo 51.

t' Pull the mask forward (straight out away from your face) (Photo 52)

Pull the mask up and away from your head clearing the bill of your cap so that your cap doesn't come off (Photo 53).



The plate cap must fit tight or it will constantly fall off. A sized cap is recommended, adjustable caps will make this skill difficult to perform.

Slot — Foot Location



Photo 59

In a square stance the slot foot is positioned just behind a straight line with the catcher's heel.

In a slot stance the slot foot is positioned on a straight line across from the catcher's heel.

NOTE: When setting in any stance the slot foot is set first. The umpire then goes into the stance. This is a gauge to assure the umpire proper placement of the body to see the outside corner

Width of Stance

The width of the square and slot stances are the same with only the foot placement varying. The width of the feet in the square and slot stances is approximately shoulder width apart



Photo 60

Shoulders Square to the Mound and Parallel to the Ground



Photo 61

The shoulders in both stances should remain square to the mound (facing the mound) and parallel to the ground (not tilting).

Torso

In the square and slot stances, the back should remain relatively straight up and down with a slight lean forward. Leaning too far forward is a common mistake in this stance as initially it is less stressful on the legs to lean forward.

Note how the eyes are parallel with the ground in all photos. If the umpire leans too far forward it forces the eyes to look down taking the eyes away from focusing correctly on the true flight of the pitch making judgment more difficult.

Head Height

Head height in both stances is the same.

NOTE: Proper head height - Umpire's chin on a horizontal line across the top of the catcher's head.

As the pitcher is delivering the pitch, squat down low enough so that your chin is level with the top of the catcher's head. Rest the forearms on the thighs for support with the arms inside the legs for safety, balance and comfort. Resting the forearms either higher or lower on the thighs directly affects torso lean. The hands can be tucked into the crotch, joined together or left loose, whatever is most comfortable.

40. POSITIONING FOR PLAYS AT HOME PLATE

Position is approximately 10 to 15 feet from the plate on the left side of home plate (first base line extended). This will put the plate umpire in a position to see the ball and the tag. A greater percentage of plays that happen at home plate occur on the third base side of home plate.

Catchers blocking home plate and tags applied by them usually happen in front of home plate on the third base line. The first base line extended position puts the umpire in position to see the tag, blocking of the runner off home plate and the dropping of the ball by the catcher.

In the event of a bad throw and swipe tag or a hook slide which requires a different position to see these plays, the plate umpire must then use instinct and react to the play as it develops moving either to right or left to get the best look at that particular play.



Photo 63



Photo 64

When the pitcher is off the rubber, assume a relaxed position while keeping your eye on the ball. As the pitcher steps onto the rubber, move into ready position - your feet are not in their set position tracks but can instantly be established there. As the pitcher gets the sign and the catcher makes final adjustments, transition your feet into the exact location for set position. As the pitcher starts the wind-up or stretch, you instantly squat into set position. Remain set during the flight of the pitch, tracking the ball with your eyes only as your body remains still.

Mechanics

After tracking the pitch into the mitt with your eyes, it is time to make a decision. You must call either a ball or strike. If your timing is good, you are much more likely to call more pitches consistently correct.

Balls are to be called while still down in set position. At this stage you will always call all balls by the number, eg, "Ball 1 (2, 3 or 4)." A strong voice that can be heard at both dugouts should be used. No visual signal is given.

Strikes are to be called while coming up from the set position and also called by the number, eg, "Strike 1 (2 or 3)". The right arm is used to visually indicate a strike. The strike call and the out call are identical. A strong voice that can be heard in the nearby stands should be used.

Step back and relax until the pitcher assumes position back on the rubber. You then repeat your plate procedures.

Important Tips

When returning to foul territory, keep your eyes everlasting on the baseball. Do not turn your back on it. Lots of things can happen, including the hidden ball trick.

Do not automatically grant time when requested. Some players are insecure about throwing the ball back to the pitcher and will request it every play. Use sound judgement.

On fair / foul decisions down the third base line, go out as far as possible but **never** beyond the third base bag. Establish a rock solid standing set position to see the striking point of the ball.

4' As plate umpire in the two-umpire system, you **will always** advance towards the centre of the diamond in the direction of the ball on all pop-ups to the infield and fly balls to the outfield with no one on.

Use the line connecting first and third bases as the limit for how far you should go.

On bunts and other batted balls that the catcher will attempt to field near the line, make sure not to run into the catcher as you start for your position. You should initially start in the opposite direction of the ball. This will give you your angle first, then go for the distance.

CLEARING THE CATCHER

On passed balls, wild pitches, and pop-ups it will be necessary to 'clear' the catcher so that you do not inhibit his / her ability to field the ball. The basic step involves pivoting away from the direction of the catcher's pursuit of the ball. Keep the ball of one foot on the ground as you pivot on it by swinging the other foot back. You, in effect, are opening the gate of the catcher's box and letting the catcher exit uninhibited. If the catcher's pursuit will be to the right, you pivot on your left foot by swinging your right foot back and vice versa.

Take your mask off and locate the ball. Advance parallel to the catcher if possible and be alert for a thrown mask, fan interference, and catch / no catch.

BASE UMPIRE PROFESSIONAL TECHNIQUES

THE PIVOT

This is a three-part move that enables the base umpire to change direction 90 degrees. Initially, the left foot hits the ground followed by the right foot, then the right foot turns counter clockwise to put the base umpire parallel to the base path.

The base umpire shall pivot on all base hits through or over the infield. He / she shall time the pivot so that the counterclockwise turn is made as the base runner is approaching / touching the bag. This is the only time the base umpire will have his / her back to the ball. He / she will watch for the touch and any obstruction around the base.

The pivot will enable the base umpire to stay ahead of the base runner if the base runner advances to second base. When the base runner retreats to first base, the base umpire retreats also but not beyond an imaginary line from the first base edge of the pitcher's mound parallel to the first base line.

If the ball has been hit to right field, there is a greater chance of a throw behind the base runner. In this case, the base umpire may retreat a little farther back toward first base but **never all** the way back to the base.

On a definite extra base hit, the base umpire will pivot deeper toward second base to get a head start on a faster runner advancing beyond first base.

GOING OUT FROM INSIDE

When working inside the diamond with a runner(s) on, the base umpire is responsible for the catch / no catch in the outfield (with exception of ball near foul lines). If you anticipate a tough play developing, you must go out from your initial position between the mound and second base "Going out" means going no further than the line connecting the bases. The base umpire still has total responsibility for all plays on the bases except those taken by the plate umpire at third base.

Try to anticipate plays that may develop into difficult chances, eg, balls that take outfielders to the wall, balls that cause infielders and outfielders to converge and balls that require diving or shoestring attempts.

Remember, plays made by infielders and outfielders near and going toward the foul lines belong to the plate umpire.

DECLARING INFIELD FLY

As a general rule, the plate umpire will initiate the infield fly and signal when the ball is in front of the base umpire. If the ball turns the base umpire, the base umpire should initiate the call as he / she is closer. In any event, once either umpire has signalled, the other umpire should make the signal also.

The infield fly should not be called until the ball has reached its apex and started down.

Proper verbiage for this call is "Infield fly, the batter is out!" On possible infield flies near the lines, the plate umpire shall call "Infield fly, if fair!" The base umpire only calls "Infield fly!" From inside the diamond, the base umpire has no position to determine fair or foul.

Another benefit of reading the throw is evident on the 'ball in the dirt'. Your brain should instinctively instruct you to slow your timing way down. 'Balls in the dirt' are tough to handle and you want to make sure of firm and secure possession before making your call.

On a sure double, the pivot should be further in towards second base to eliminate a foot race between you and the base runner.

When you anticipate the base runner going to third base, cut the corner at second base. This will help you stay ahead of the base runner.

Remember, angle is primary to distance. It's great to get close to tough plays, but it is virtually impossible to do in a two-umpire system. Additionally, it is very dangerous to over-commit to one base when you have multiple runners. The base umpire is responsible for all follow-up plays.

Make quick, clean, brisk steps to get to your position. Don't drag your feet.

Generally, you will be able to take only two steps before turning to square yourself to the play —right, left, turn, set, call.

On steal plays at second base, make sure that you keep the throwing lane from the catcher to second base open. You should never cross this lane to get into position. This applies to taking the throw into second base when you are positioned on either the first base side or the third base side. However, you may need to make an adjustment on an overslide, an errant throw, or a dropped ball. Keep your eye everlasting on the ball.

Read the catcher's throw to the base. Do not take your eye off the ball until it has been released and you are assured that it is on target.

RAIN SITUATIONS

1. Locate a phone number of the nearest airport and get the projected forecast for that evening before leaving for the ball park. A recording is not acceptable.
2. Meet with the general manager upon arrival at the park and discuss his / her knowledge of the present field conditions and potential grounds crew availability for that evening.

Introduce yourself to the head grounds keeper and identify where he / she will be should you need him / her during the game. Also advise him / her that if it rains and the field becomes greasy they will need to be ready between innings with quick dry and a rake to spread it quickly to avoid a delay.

4. Know if the park has a full field tarp and enough people to pull it out or no tarp or a partial tarp.

NOTE: Handling a rain situation will vary accordingly if there is a complete field tarp, a partial tarp or no tarp at all. With a full tarp, as soon as it starts to rain hard the umpire will cover the field in an effort to save it. Without a full field tarp or a partial tarp the umpire will keep playing as long as the field is playable as it does no good to partially cover a field as it will only deteriorate during the delay.

After calling for the tarp stay on the field and make sure that the tarp is put on efficiently and fairly. Have your partner monitor the time of the delay. Avoid talking with players about what you will do, avoid speculation.

6. Go to the dugout or locker room but be in a position to monitor the field and always be ready to go. **Never** go on the field partially dressed during a rain delay. Look professional **at all times**.
7. Call the weather service number that you obtained earlier in the day. Confer with grounds crew and the general manager about your intended course of action. You must wait a minimum of 30 minutes before calling a game. See Rule 3.10 (c).
8. Act accordingly after talking with the weather man, either waiting or pulling the tarp. Keep in constant communication with the managers and general manager to inform them of your upcoming intentions, especially before calling a game.

After pulling the tarp ask the grounds keeper approximately how long it will take to get the field playable, then set a starting time and inform both managers and the general manager of it so they can get their pitchers loose to avoid further delays, then make an announcement to the fans.

10. Walk the entire field looking for unplayable areas to help the grounds crew prepare them acceptably.
11. When the field is ready to your satisfaction, start the game.

Points to Remember

Keep good communication with managers and general managers. ⁴¹

Study weather before going to the park if rain is threatening.

Avoid speculating to players about your course of action. Tell them when it is time to play — not what ifs.

BASIC COVERAGE THEORY

TWO-UMPIRE SYSTEM

General Fundamentals

Communication is a key prerequisite in umpiring successfully in the two-umpire system.

Verbal and visual signals must be used extremely well for this system to work.

Hustle is the motivation that gets you into position to properly see the play. There is no substitute for hustle. Over-hustle is simply the failure to pace your hustle to your best advantage.

Angle and distance will be emphasised throughout your training. Getting the proper angle is more important than getting more distance. You will always strive to get the best possible angle first and then distance.

You should always be in a set position to see the play. Too much instruction mistakenly advises you to be set when you make your call. The point is to be set so that you can see the play completely, not just render your decision from a set position.

There are two types of set position:

- (1) Hands on the knees; and
- (2) standing set.

Timing is secondary only to position.

Assuming you are in the proper position to see the entire play, timing becomes paramount. You must allow the ensuing action to be completed before rendering your decision in an authoritative manner.

Fast timing is a major problem in umpiring.

Situation	Si. nal	Verbal Call
Foul Tip	Signal the Strike call as above then brush the open right hand against the left hand above the head.	Nil
Fair Ball	While moving along the foul line, extend the appropriate arm (not across the body) from the shoulder inwards to fair territory and not to the ground. Hold the signal	Nil
Infield Fly	After the ball has reached the top of its arc, point high to the ball with the right hand.	"Infield fly, batter out!" If near the foul line add "... if fair!" and delay calling the batter out.
Balk	Point at the pitcher. If the ball is to become dead signal Time. Point at the runner and move the pointed hand to the base awarded. Repeat for each runner — closest runner to home plate first.	"That's a balk!" "Time!" Eg, "Runner home (second base, etc)!"
Overthrown and / or Ball Out of Play	Time signal as above. Point at the runner and move the pointed hand to the base awarded. Repeat for each runner — closest runner to home plate first.	"Time!" "Runner home (second base, etc)!"
Interference	Raise both arms vertically above the head and hold. Then point at the interference. If the ball is to initially remain in play, call "That's interference!" first and only call "Time!" if necessary. Example: Catcher's interference on a batter's fair hit or batter interferes with th e catcher's throw, etc.	"Time, that's interference!", plus subsequent "He's out!" or placing runners using verbal directions
Obstruction	Point at the obstruction.	"That's obstruction!" "Time!" if and when appropriate, plus subsequent placing of runners by verbal direction.
Half Swing is a Strike	The plate umpire is to point at the batter with the nearest hand, use the Strike call and signal. This call cannot be questioned.	"Yes, he did!" "Strike one (two, etc)!"

Situation	Si • nal	Verbal Call
"I've got the ball!"	As the base umpire turns to take the fly ball to the outfield, point one arm high.	"I'm going out!" or similar
Time Plays	Eg: Two out and runner(s) on base but not third only. Following the Two Out signal, if given, both hands in front of the body pointing to the ground Initiated by the plate umpire — base umpire acknowledges with the same signal. First base umpire acknowledges with pivot turn to second base gesture.	"I'm staying in!" if necessary
"I can help!"	Umpire offering to help stands with arms Nil folded then waits to be asked.	

The signals, when given, are with a snappy action and always with correct timing after the action indicated. Adopt the verbal calls as listed.

Describe the Situation(s) that Led Up To this Incident

This space is used for a detailed written description of the facts that led up to and thereby caused the situation to develop. As an example, consider the following situation:

A batter complains about a called third strike and is warned to stop. Batter continues arguing on the way to the dugout and is warned again. After entering the dugout, batter persists in complaining about the call and is then ejected.

In this example, all of the information prior to the ejection would be reported in detail in this space of the report form.

The actual ejection and what occurred after the ejection took place would be reported in items 2 and 3 of the umpire's report form.

Make certain to include **all** details that occurred before the ejection in this space. It is essential that facts and only facts are reported in all sections of the report form. There shall be no opinions or personal viewpoints expressed in the report. The sole purpose is to objectively report the facts which occurred to the league president.

Describe the reasons for the action taken by you and mention any unusual circumstances associated with this incident

In this space you would describe the incident continuing from the point the offender was ejected from the game. You must be sure to include specific language used by the offender, using exact quotes when possible. All details related to the ejection must be included such as gestures used, throwing of equipment, specific language used and any other actions made by the offender. It is essential that the league president gains a clear picture as to exactly what happened during the incident. Again, your written report **must** contain **only** facts, without regard for your personal opinion concerning this incident. For example, if a player was ejected from the dugout after persistently complaining about a called third strike, the umpire should write:

"At that point Rick Jones was removed from the game because he refused to stop arguing about a called third strike."

AND NOT

"At that point Rick Jones was thrown out because his manager was unable to control him."

AND NOT

"At that point Rick Jones was ejected from the game for showing me up."

AND NOT

"I gunned Rick Jones because he wouldn't stop popping off"

Describe any after-effects that took place

This space is used for reporting the facts of what happened after the ejection. For example, if the manager, after being ejected, kicked dirt on the umpire's pants or buried home plate with dirt, such facts would be reported here.

IMPORTANT NOTES

The league president may or may not wish this form to be used for protested games, fraternisation violations or any other out-of-the-ordinary problem. Contact the league president concerning this information.

Umpire reports do not need to be typed but it is absolutely essential that the report is clear and legible. Take extreme care in writing the report. **Write clearly!** making sure spelling and punctuation are correct. Again, the writing must be legible and the report prepared in a neat and orderly fashion. Many umpires find it convenient to prepare a rough draft of the report before writing the final version on the report form.

Always keep a copy of the report for your own records.

When referring to an ejection, do not use words such as "run", "dumped", "gunned" or "chased"; instead use "removed" or "ejected", etc.

"Showing me up" is not considered sufficient grounds for an ejection. Although the umpire may use a phrase such as "Don't show me up" during an argument, if the offender is removed from the game, the reason for ejection should not be shown as "Because he showed me up". Other reasons such as "He cursed me directly"; "He refused to stop arguing"; "He threw his cap in the air in disgust of my call"; etc, can be used instead.

Umpire reports are extremely important. The report is usually the only written document that the league president has on which to base his / her decision. The report is actually a legal document and others may be privileged to examine it. Care must be used when writing the report.

In case of a violent nature (bumping, assault on an umpire, serious confrontation off the field, etc), a copy of the umpire's report is also to be sent within 24 hours to the National Umpire Development Manager of the ABF head office.

After an ejection, it is permissible - in fact, advisable - to make notation on the line-up cards concerning details of the incident. However, do not delay the game by writing these notes; wait until between innings, or during a pitching change, etc.