

SOUTH CAROLINA DIXIE YOUTH BASEBALL

THE WAY IT SHOULD BE DONE – THE WAY I WANT IT DONE OR HOW TO BE PERFECT EVERY TIME YOU UMPIRE

1. ARRIVE ON TIME AND BE PREPARED
2. ALWAYS HAVE A PREGAME WITH YOUR PARTNER(S)
3. LOOK SHARP AND DRESS THE PART
4. ALWAYS PUT THE BALL BACK INTO PLAY
5. GET YOUR BUTT OUT FROM BEHIND THE PLATE
6. ALWAYS HUSTLE
7. AS THE BASE UMPIRE , WATCH THE RUNNERS
8. AS THE BASE UMPIRE, YOUR RESPONSIBILITIES INCLUDE FAIR/FOUL DOWN THE LINE AND POSSIBLE TROUBLE BALLS FROM THE RIGHT FIELDER TOWARDS THE FOUL LINE WITH NO RUNNERS ON BASE
9. AS THE BASE UMPIRE, STOP MAKING OUT CALLS ON FLY BALLS TO CENTER AND LEFT FIELD WITH NO ONE ON BASE
10. BE HUMBLE – NEVER TRY TO RUN THE GAME, A COACH OR PLAYER
11. BE AWARE – THE STRICT INTERPRETATION OF THE RULE BOOK IS NOT ALWAYS THE SAME
12. USE, GIVE, AND RESPOND TO SIGNALS WITH YOUR PARTNER
13. STOP COMING IN TO TALK WITH YOUR PARTNER BETWEEN EVERY HALF INNING
14. WATCH EVERY TOUCH OF EVERY BASE BY EVERY RUNNER
15. DO NOT SAY “STRIKE THREE YOUR OUT”
16. DO NOT SAY “BALL FOUR TAKE YOUR BASE”
17. DON’T POINT THE RUNNER TO FIRST BASE ON A BASE ON BALLS
18. PLATE UMPIRE – ON AN APPEAL TO BASE UMPIRE FOR A CHECK SWING USE YOUR LEFT HAND
19. DO NOT INDICATE PITCH LOCATION ON CALLED BALLS
20. DO NOT CALL “TIME” EVERY TIME THE DEFENSE ASKS FOR IT
21. SLOW DOWN YOUR TIMING
22. PLATE UMPIRE – WORK IN THE SLOT AND KEEP YOUR CHIN LEVEL WITH THE TOP OF THE CATCHER’S HEAD
23. PLATE UMPIRE - DO NOT MOVE YOUR HEAD
24. NEVER MAKE A CALL ON THE RUN
25. DON’T WEAR A WATCH
26. A FOUL BALL IS NEVER A FOUL TIP
27. A FOUL TIP IS NEVER A FOUL BALL
28. DON’T GET TALKED INTO ASKING FOR HELP ON YOUR CALL AFTER IT HAS BEEN MADE
29. DO NOT PUT YOUR HANDS IN YOUR POCKETS
30. ALWAYS ENTER AND LEAVE THE FIELD WITH YOUR PARTNER(S)
31. LEAVE THE FIELD IMMEDIATELY AT THE CONCLUSION OF THE GAME
32. DON’T LAY YOUR MASK ON THE GROUND BETWEEN INNINGS OR HOLD IT BY THE STRAP

IF THESE ARE NOT YOUR MECHANICS AND NOT THE WAY YOU CONTROL OR WORK A GAME, DO NOT ASK ME WHY YOU NEVER WORK AT A HIGHER LEVEL