

UMPIRE EVALUATION INSTRUCTIONS

Umpires are to be rated in four categories—plate work, base work, people/situation management, and effort/enthusiasm. The evaluation form requires a grade of 1-5 (with 5 being the highest) in each of the four categories.

Adding comments is always encouraged. A grade of 2 should be accompanied by an explanation and a grade of 1 must be accompanied by an explanation. There is also room to note any concern about rules knowledge or interpretation.

The final section requires answering three simple questions about recommendations for future assignments within the league and for post-season play.

Since coaches, independent evaluators, and crew chiefs all bring various levels of expertise to the evaluation process, below are a few helpful hints:

****Make sure your scores are based ONLY on the umpire's performance during the game or games you are evaluating.** Try not to let past history (good or bad) influence your grades. We want the evaluation to reflect what that umpire did in that game. Just because an umpire has been around a long time does not automatically justify high grades; likewise, just because you may not know a new/young umpire does not mean you should grade them lower and that they can only earn good grades after years of service. Base your grades solely on what you see during that game or series.

****Comments are always helpful and are encouraged.** If there are specific on-field issues that you feel need to be addressed with an individual umpire or if you are aware of inappropriate off-field behavior, it should be noted.

****Please submit your evaluations by mail or email within FIVE days of the completion of a game.** Coaches—please complete a post-game cool-down period (12-24 hours) before completing evaluations.

Some things to think about when determining grades (1-5) in each of the four categories: **Every umpire starts out as a 3 in each category.** Their performance determines upgrades or downgrades from that start point. The bolded areas are primary.

*Plate Work—**interpretation and consistency of strike zone**, style and timing, positioning and individual mechanics, rotations and crew mechanics.

*Base Work—**judgment**, style and timing, positioning and individual mechanics, reaction to plays, rotations and crew mechanics.

*People/Situation Management—**communication skills with players and coaches**, inappropriate fraternization, handling of unusual situations, handling pressure.

*Effort/Enthusiasm—**focus, intensity, hustle**, mobility, appearance.