

# St. Louis Fast Pitch Umpires – Things To Consider Working On – As Seen From Evaluations

## Uniform:

- ❖ Clean/Pressed/Presentable – Take Pride In What You Are Wearing!
  - Pants: Heather Gray – Un-faded!                      Ball Bags, Caps, & Shirts: Purchased from ASA

## Approachability:

- ❖ Be A Good Listener / Communicate Using Verbiage From Rule Book / Confidence vs. Arrogance

## Hustle:

- ❖ Appropriate – Be Where You Are Supposed To Be – ON TIME!
  - Brisk Walk – *Just A Few Steps*
  - Jog – *Across The Diamond*
  - Run – *To Get To Your Next Play*

## Plate:

- ❖ Stance/Set Position/The Pitch: Page 237-238 Umpire’s Manual
  - Establish A “Footwork” Routine – Practice It At Home – Should Be Able To Do It Without Thinking!
    - Make Sure You Have A Strong Wide Stance – More Comfortable & Easier To Move From
  - Work on making yourself the exact same on both sides of the plate (mirror image).
  - Tracking The Pitch – Use Your Nose!
  - Use correct verbiage: “Ball” vs. “No or Not Saying Anything” - **Or** - “Strike” vs. “One, Two, Yes, Etc.”
- ❖ Movement From The Plate: Page 239-241 Umpire’s Manual
  - Practice Clearing the Catcher – Watch Catcher’s Shoulders – NOT the ball! The Defense Will Take You To The Ball.
    - Obvious Foul Balls – Directly Back To Fence, or Way Over The Fence Down The Line – No Call/Signal Is Needed
  - Trailing A Runner – Left Of Catcher – How Far?
  - Fair/Foul Responsibilities
  - Fly Balls – Near the line / Away from line / Near Home Run Fence
  - Movement to 3<sup>rd</sup> Base

## Bases:

- ❖ Starting Positions: Page 247, 257-262, 266-274 Umpire’s Manual
  - Know where you start – What’s your distance? Force Play? Plays at First? Tag Play?
  - Walking The Line vs. Set Position
- ❖ Pre Pitch Preparation: Page 247-252 Umpire’s Manual
  - Think About All These Things BEFORE EVERY Pitch!
    - “Students Of The Game” – Read The Situations/Runners/Defense – Listen To What Is Happening Around - Where are the players going to make their play?
    - Where are the outfielders? Do They Move Once The Batter Has Two Strikes?
    - Where are your chase responsibilities? YES – You CAN GO OUT WITH RUNNERS ON BASE – Know WHEN! (Pg 248 UM)
    - Who Has The Runner Leaving Early?
    - Are The Pitcher’s Feet Legal When They Deliver The Pitch?
    - Where Are You Going On A Steal/Passed Ball/Base Hit/Fly Ball?
- ❖ Your Play – Four Elements: Ball, Base, Offense, & Defense
  - Appropriate Hustle To Get Yourself in the BEST position possible to make the call. Angles are the key!
  - Watch The Ball – A play cannot happen without the ball.
    - Let the throw turn your head/body to the play. Change focus to the other elements.
- ❖ Inside/Outside Theory:
  - If YOUR play comes from Inside the diamond, make the call from Outside the diamond.
    - Force Plays vs. Tag Plays – Angles!
  - If YOUR play comes from Outside the diamond, make the call from Inside the diamond.
    - Buttonhook – allows for efficient movement to the inside of the diamond to keep the four elements in view.
- ❖ Fly Ball Coverage: To Chase or Not To Chase ~ (Pre Pitch) ~ You Can Go Out In The 2U or 3U System
  - Near The Line – Priority is Fair/Foul, then Catch/No Catch – ASA – Point To Indicate On First Touch.
  - Away From Line – Chase Parallel To The Flight Of The Ball
- ❖ Signals: ASA’s signals are distinct, meaningful, and different than other codes!
  - When working ASA – Use ASA Signals!
  - Read The Umpire Manual – Page 225-231 (Read The Verbiage & Practice at Home)

### DP/FLEX Information

- A. The DP Position (1-9) / Flex Position (10) must be listed on the starting line-up prior to the game starting.
- DP starts on offense. If not playing offense, they have left the game.
  - FLEX starts on defense. If not playing defense, they have left the game
- B. Any/All changes must be reported to the plate umpire
- C. The batting order cannot change for any of the starting players.
- D. The FLEX player can only play offense (bat/run) in the DP slot
- DP has left the game – Lineup goes from 10 to 9 players
  - DP uses their reentry once they return
  - DP/FLEX players cannot be in the batting order / playing offense at the same time
- E. The DP can play defense at any time in any position
- DP/FLEX can both be playing defense at the same time
  - The starter not playing defense still bats in original batting order
- F. The DP can play defense for the FLEX
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- G. Non-starters can substitute at any time for either the DP/FLEX
- Non-starters then take on the role of the position.

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“BO” stands for batting only & “DO” stands for defense only.

When the line-ups are presented the DP (designated player) starts the game BO in any of the 9 batting slots. If you have a DP you must use a Flex. The Flex who is always listed in the 10<sup>th</sup> slot on the line-up starts DO. Once the line-ups are accepted changes may occur. During the game any legal sub may enter for the DP or Flex and take over their roles and privileges.

As far as subs are concerned for the DP/Flex: 1) If the DP is not playing offense it counts as a sub for the DP 2) If the Flex is not playing defense it counts as a sub for the Flex

On offense the DP & Flex are tied to the same batting SLOT for the entire game and therefore they may not play offense at the same time. If the Flex enters and plays offense it is in the DP SLOT and would count as a sub for DP because they are now not playing offense. You are now using 9 players as there is no one DO. This does not count as a sub for the Flex as they are still playing defense. The Flex may return later to the 10<sup>th</sup> SLOT without it counting as a sub because they never left defensively.

The DP may play defense once the line-ups are accepted. If the DP enters defensively for the Flex this would count as a sub for the Flex because they are now NOT playing defense. You are now using 9 players because no one in the line-up is BO. The DP & Flex may both play defense at the same time. When the DP enters defensively for any of the other 8 players in the batting line-up the player who is now NOT playing defense is BO. This DOES NOT count as a sub. In ASA & NFHS ALL players may reenter once. In NCAA, only starters may reenter once.