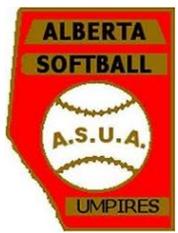


SOFTBALL ALBERTA UMPIRES

FASTPITCH

EVALUATION FORM



Umpire Name:

Dates:

GAMES

Plates:

Bases:

Total:

WORKED:

Supervisor:

Location:

Championship:

1. Pre-Game, Dress, Post Game Conduct

Appearance (uniform/grooming). Pre-Tournament Responsibilities (forms, communication, meeting, prepared. Pre-Game Duties (crew discussion, field, bat and helmet check, manager's meeting). Off field conduct (personal presentation, team work)

2. Game Control - attitude, approachability, confidence, pressure

Attitude (with teams, fellow officials, fans). Confidence (situations handled calmly and efficiently, under control or visibly frustrated).

3. Hustle - into position, players

Hustles players on and off the field in a firm but courteous manner. Alert and anticipates what play could occur without predicting play. Gets into position, ahead of play (base and fly ball coverage). Mental/physical reaction and position (overthrows, dead ball situations, pick-off, etc.)

4. Judgement - fair/foul, safe/out, infield fly, obstruction, interference

Judgement and enforcement on fair/foul, safe/out, catch/no catch, check swing appeal. Judgement and enforcement of infield fly, obstruction, interference, pitching rule.

5. Mechanics - visible signals, audible signals, reaction, rotation

Umpire to Umpire signals (acknowledgements, requests, verbal communication, team work). Visible signals (proper delay or timing, decisive call, steps into call using body language). Audible calls (tonal voice control to fit closeness of play). Proper words used in unusual situations (i.e. "Tag - Out!" Umpire rotation - two, three or four system (communication, corrective movement).

Plate

Comfortable, wide, square to lightly staggered stance.
Working inside slot area between batters and catcher with eyes to top of zone
(Stays down on call) Strike zone is consistent with calibre of ball and for both teams.
Following batter-runner to first.
Follows catcher to ball on pop up close to plate or screen.
Tracks ball into catcher's glove and slight head turn.

Base

Fundamental principal of ball out/umpire in, ball in/umpire out.
Angle, distance and position (90 degree angle) for play.
Opening up to the play keeping ball, runners and defensive players in front.
Position (start in proper position with runners on base)
Delay between play and call/signal.
Set position for play, proper timing - not too quick or overly delayed.
Selling close plays with extra flare using stronger mechanic.
Use leading edge position.

6. Rules

Basic knowledge of the rules (immediately explain option plays to coach). Enforces rules and applies proper penalty in all situations (without hesitation or confusion).

Please Select:

7. Umpire Needs to Work on:

Umpire Comments:

GENERAL COMMENT: