

East Carolina Baseball Umpires Association
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Five Phases of Umpiring

1. Philosophy – (Officiating Principles, Thoughts and Ideas)
 - A. Spirit and intent of the rules.
 - B. Letter of the law or rule book concept
 - C. Good play vs. bad play
 - D. Making calls when in doubt
 - E. Make calls that are accepted
 - F. When you know you missed the call
 - G. Changing calls (basically four
- II. Communication and Interpersonal skills: (Dealing with people)
 - A. Dealing with Argumentative and Controversial Situations
 - B. Facial and Body Language
 - C. Keeping People in the Game vs. Ejection
- III. Judgment – (Visual – Angle – Timing)
 - A. Proper Position
 - B. Visual Picture
 - C. Good Timing
- IV. Mechanics – (Positions & Signals)
 - A. Arrive on time for games
 - B. Look the part of an official – (Dress and Uniform)
 - C. Have a good field presence – (Relaxed look – look of confidence)
 - D. Give good sharp and precise signals
 - E. Practice good timing and position
- V. Rules – (Knowledge)
 - A. Requires constant study
 - B. Knowledge of rules is only objective evaluation
 - C. Don't make the rules fit the play
 - D. Apply rules according to how the game accepts them