



West Coast Umpires Association Universal Umpire Evaluation Form

Umpire: _____

Site: _____

Evaluator: _____

Date: / / _____

Evaluator Signature: _____

Criteria

Please evaluate based on the "Umpire Evaluation Standards"

Rating Scale

1 (high) – 5 (low)

PLATE WORK:

Stability of head and body position	1	2	3	4	5
Timing – At the plate	1	2	3	4	5
Style / Mechanics of calls	1	2	3	4	5
Consistency of strike zone throughout the game	1	2	3	4	5
Judgement and interpretation of strike zone	1	2	3	4	5
Crew Mechanics	1	2	3	4	5
Crew Communication	1	2	3	4	5
Reaction to the development of plays	1	2	3	4	5

BASE WORK:

Stability of body and angular positioning	1	2	3	4	5
Style / Mechanics of calls	1	2	3	4	5
Timing – On bases	1	2	3	4	5
Judgement calls	1	2	3	4	5
Crew Mechanics	1	2	3	4	5
Crew Communications	1	2	3	4	5
Reaction to the development of plays	1	2	3	4	5

GAME MANAGEMENT:

WCUA / FHSAA Policies and Procedures	1	2	3	4	5
Knowledge of rules & Rules interpretation/implementation	1	2	3	4	5
Situational Management	1	2	3	4	5

EFFORT & PROFESSIONALISM:

Focus	1	2	3	4	5
Hustle	1	2	3	4	5
Demeanor	1	2	3	4	5
Appearance	1	2	3	4	5
Mobility	1	2	3	4	5
Fraternization	1	2	3	4	5
Off-field (pre/post game) character	1	2	3	4	5

Comments

PLATE WORK:

BASE WORK:

GAME & SITUATIONAL MANAGEMENT:

EFFORT & PROFESSIONALISM:

OFF & ON FIELD DEMEANOR:

EVALUATION SCORE (total number of ratings points / total number of scored categories): _____

UMPIRE EVALUATION STANDARDS

PLATE WORK

Stability of Head and Body Position – Establishes “locked in” position, does not drift side to side or up and down with pitch. Does not flinch on swings or foul tips; Feet remain stable throughout, providing solid base; Maintains proper spacing from catcher so as not to become entangled if catcher moves quickly and unexpectedly; Eyes remain at horizontal with ground and do not dip as game wears on; Head at proper height to allow unobstructed view of entire plate. Works in the “slot”, not over the top of the catcher or to the outside.

Timing – Does not anticipate pitch; Allows everything that can happen, to happen, before making DECISION, then makes a call. Does not make a call as the ball is approaching the plate or crossing but, after the catcher has caught the ball.

Style/Mechanics of Call – Gives clear authoritative signals; possesses smooth, relaxed style that projects confidence; coordinates voice and signals to give a professional appearance. Does not showboat or change the mechanics of his call during a game. Voice is loud enough to be heard but does not draw undue attention.

Consistency of Strike Zone throughout the Game – Maintains the same zone throughout the game and is the same for both teams from inning 1 to inning 9. Has a grasp of how the zone can be adjusted in lopsided game. Note: Umpires “miss” pitches occasionally, just because an umpire calls a pitch that bounces a strike once does not mean that he should continue to call that pitch a strike in the name of consistency.

Judgment and Interpretation of Strike Zone – Interprets and calls the zone to its written limits. Does not call “unhittable” pitches nor does he have a zone that is too small.

Crew Mechanics – Has a good knowledge of proper mechanics and rotates in the proper situations and is alert enough to adjust if one of his partners misses coverage.

Crew Communications – Demonstrates proper use of verbal and non-verbal communications. Good eye contact with partners between hitters and during developing plays.

Reaction to Developing Plays – Exhibits knowledge and perception of how play will develop through correctly anticipating where, how and the speed at which the play will occur.

BASE WORK

Stability of body and angular positioning – Pauses, reads the play and reacts with the proper call with stable body, works to gain the proper/most efficient angle to correctly read the entire play, is not moving when a call is being made.

Style/Mechanics of Call – Gives clear authoritative signals; possesses smooth, relaxed style that projects confidence; coordinates voice and signals to give a professional appearance. Does not showboat or change the mechanics of his call during a game. Voice is loud enough to be heard but does not draw undue attention.

Timing – Does not anticipate the play; allows everything that can happen, to happen, before making DECISION and verbalizing call. Allows play to sell itself.

Judgment of Calls – Is correct the vast majority of calls. Just plain gets the call right.

Mechanics – Has a good knowledge of proper mechanics and rotates in the proper situations and is alert enough to adjust if one of his partners misses coverage. Read partners and fly balls well on outfield coverage and goes out as needed.

Crew Communications – Uses proper verbal and nonverbal communications. Establishes eye contact with partners between hitters and during developing plays.

Reaction to Developing Plays – Exhibits knowledge and perception of how play will develop through correctly anticipating where, how and the speed at which the play will occur.

GAME AND SITUATION MANAGEMENT

Policies and Procedures – Adheres to all policies and procedures as outlined by WCUA / FHSAA.

Rules – Adheres to and applies rules, accepted practices and interpretations detailed in the (applicable) Official Rules Book. Does not confuse Little League/Park Rules, HS Federation and Official Baseball Rules.

Situation Management – Is Umpire able to remain calm and handle irritated coaches as well as hostile fans?

EFFORT AND PROFESSIONALISM

Focus – Consistent concentration on the crucial elements throughout the entire game. Includes being prepared for every pitch and play, and attention to developing plays and situations. Must possess an awareness of all that is going on within a game.

Hustle – Movement with a purpose during a play to get into proper position to cover plays. The distance to be covered by the umpire will often dictate the speed or method the umpire uses to get into position (i.e., running vs. jogging). Walking on the field is not an acceptable technique unless the distance is so short that running is not practical (e.g., moving into position for a force play or steal play; going out on a short fly ball or line drive; etc.).

Demeanor – Displays a conscientious and earnest desire to carry out on-field duties. Exhibits posture that reflects interest in the game. It is taken for granted that during certain times in the game (between innings, pitching change, etc.) an umpire's posture can be more relaxed, but not to the extent that a complete disinterest in the game is exhibited.

Appearance – Proper display of uniform and fit or athletic appearance within the uniform. Shoes polished; pants clean & pressed; shirt & hat clean (no sweat stains).

Mobility – Possesses physical ability to move into proper position on field.

Fraternization – Avoids excessive, casual and/or unnecessary conversation with uniformed personnel or spectators during the game but is approachable when coaches/players have situational questions.

Off Field Character – Is the individual a pleasure to be associated with? Does individual create problems or potential problems with off-field demeanor?

West Coast Umpires Association:
Explanations of Rankings in Conjunction with Evaluations

<u>Ranking</u>	<u>Consistent Evaluation Grade Range</u>
1	1.00 – 1.50
<p>A “1” ranked umpire with WCUA is expected to <i>consistently</i> score between a 1.00 – 1.50 on every evaluation. This means <i>minimal to zero</i> penalties in ratings within the rubric. This is an umpire WCUA would generally feel comfortable putting on any assignment, at any time, with any partner.</p> <hr/>	
2	1.51 – 2.25
<p>A “2” ranked umpire with WCUA is an umpire who <i>consistently</i> scores between a 1.5 – 2.25 on every evaluation. This means <i>few to minimal</i> penalties in ratings within the rubric. This is an umpire WCUA would generally feel comfortable putting on <i>almost</i> any assignment and would also be capable of “crew chief” duties within certain assignments.</p> <hr/>	
3	2.26 – 3.00
<p>A “3” ranked umpire with WCUA is an umpire who <i>consistently</i> scores between a 2.25 – 3.00 on every evaluation. This means <i>moderate to few</i> penalties in ratings within the rubric. This is an umpire WCUA would generally not consider to be a regular “crew chief” for assignments but would feel comfortable putting on <i>select</i> varsity assignments with a “1” or a “2” as a partner.</p> <hr/>	
4	3.01 – 4.25
<p>A “4” ranked umpire with WCUA is an umpire who <i>consistently</i> scores between a 3.01 – 4.25 on every evaluation. This means <i>significant to moderate</i> penalties in ratings within the rubric. This is an umpire WCUA would not consider for a high school varsity assignment. This is an umpire who will mainly be used within our youth assignments.</p> <hr/>	
5	N/A
<p>A “5” ranked umpire with WCUA is an umpire who has just signed up with the association with no prior umpiring experience.</p>	