

WOA Baseball Umpire

PROFESSIONALISM			
Beginning Umpire	Apprentice Umpire	Varsity Umpire	Postseason Umpire
Uniform: Lacks pieces of a proper uniform.	Uniform: Parts of uniform not proper, incomplete or not in good shape, wrinkled.	Uniform: Full and complete uniform.	Uniform: Full and complete uniform. Fits properly, not baggy, loose or wrinkled. Shoes shined.
Demeanor: Tentative, distracted, unapproachable, lacks confidence and assertiveness.	Demeanor: Tentative, attempting to appear calm, approachable, confident and focused; inconsistent and sometimes loses focus.	Demeanor: Calm and reasonably poised, focused and approachable in most situations.	Demeanor: Calm, approachable, poised and focused, especially in intense situations.
Pre and Post Game: Participation is limited or nonexistent. Acceptance of suggestions for improvement is inconsistent. Does not often understand what is being said.	Pre and Post Game: Contribution is limited in nature. Accepts suggestions for improvement fairly well. Understands most of what is being discussed.	Pre and Post Game: Contributes ideas and has good knowledge of the art of officiating. Accepts suggestions for improvement well. Fully understands what is being discussed.	Pre and Post Game: Leads discussion and has a strong knowledge of what needs to be covered. Is able to give constructive critique clearly and calmly. Recognizes his own failings during the game and uses as a learning experience for all.
Approachability: Overly dictatorial or passive in interacting with coaches.	Approachability: Sometimes dictatorial or passive in interacting with coaches.	Approachability: Usually allows appropriate level of interaction in responding to situations without being too passive or aggressive.	Approachability: Always allows appropriate level of interaction in responding to situations without being too passive or aggressive.
Focus: Has difficulty concentrating on the crucial elements throughout the game. Regularly taken by surprise on pitches and plays, multiple lapses of attention to developing plays and situations.	Focus: Occasional concentration on the crucial elements throughout the entire game. Sometimes taken by surprise on some pitches and plays, and has some lapses of attention to developing plays and situations.	Focus: Regular concentration on the crucial elements throughout the entire game. Prepared for most pitches and play, and attention to developing plays and situations.	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.
Hustle: Rarely moves with a purpose during a play to get into proper position to cover plays. Usually reacts with an inappropriate amount of speed to cover plays.	Hustle: Occasionally moves with a purpose during a play to get into proper position to cover plays. Sometimes reacts with an inappropriate amount of speed to cover plays.	Hustle: Usually moves with a purpose during a play to get into proper position to cover plays. Reacts with an appropriate amount of speed to cover plays.	Hustle: Always moves with a purpose during a play to get into proper position to cover plays. Reacts with the proper amount of speed to cover plays.
Fraternization: Frequently engages in excessive, casual and/or unnecessary conversation with uniformed personnel or spectators during the game.	Fraternization: Sometimes engages in excessive, casual and/or unnecessary conversation with uniformed personnel or spectators during the game.	Fraternization: Usually avoids excessive, casual and/or unnecessary conversation with uniformed personnel or spectators during the game.	Fraternization: Always avoids excessive, casual and/or unnecessary conversation with uniformed personnel or spectators during the game.

COMMUNICATION			
Beginning Umpire	Apprentice Umpire	Varsity Umpire	Postseason Umpire
Crew Communications: Rarely exhibits proper use of verbal and non-verbal communications. Limited or no understanding of what non-verbal communication entails. Little or no eye contact with partners between hitters and during developing plays.	Crew Communications: Occasionally exhibits proper use of verbal and non-verbal communications. Some understanding of what non-verbal communication entails. Sometimes has eye contact with partners between hitters and during developing plays.	Crew Communications: Usually exhibits proper use of verbal and non-verbal communications. Understands what non-verbal communication entails. Frequent eye contact with partners between hitters and during developing plays.	Crew Communications: Always exhibits proper use of verbal and non-verbal communications. Understands what non-verbal communication entails. Good eye contact with partners between hitters and during developing plays.
Interaction with Coaches and Players: Little to no effective communication with coaches and players. Overly dictatorial or passive.	Interaction with Coaches and Players: Some effective communication with coaches and players. Sometimes overly aggressive or passive.	Interaction with Coaches and Players: Usually demonstrates effective communication with coaches and players. Maintains appropriate level of control.	Interaction with Coaches and Players: Always demonstrates effective communication with coaches and players. Maintains proper level of control.
Use of Signals: Signals are typically sloppy, unidentifiable and do not conform to standard mechanics.	Use of Signals: Signals are sometimes indiscernible or not according to standard mechanics.	Use of Signals: Usually displays clear signals to partners and when making calls.	Use of Signals: Always presents clear, crisp signals to partners and when making calls.
Verbalization of Calls: Weak or no voice when verbalizing calls. Does not understand the difference between plays that are routine and those that command emphasis and the voice difference needed between each.	Verbalization of Calls: Moderate use of voice when verbalizing calls. Partially understands the difference between plays that are routine and those that command emphasis and the voice difference needed between each.	Verbalization of Calls: Strong voice when verbalizing calls, calls usually understood. Mostly understands the difference between plays that are routine and those that command emphasis and the voice difference needed between each.	Verbalization of Calls: Always uses strong voice when verbalizing calls. Calls almost always understood. Fully understands the difference between plays that are routine and those that command emphasis and the voice difference needed between each.

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GAME MANAGEMENT			
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<p>Policies & Procedures: Seldom adheres to all policies and procedures as outlined in the WOA Umpire Manual and any addendums. In addition, rarely applies/enforces NFHS/WOA Points of Emphasis as outlined in annual online clinics.</p>	<p>Policies & Procedures: Sometimes adheres to all policies and procedures as outlined in the WOA Umpire Manual and any addendums. In addition, seldom applies/enforces NFHS/WOA Points of Emphasis as outlined in annual online clinics.</p>	<p>Policies & Procedures: Usually adheres to all policies and procedures as outlined in the WOA Umpire Manual and any addendums. In addition, consistently applies/enforces NFHS/WOA Points of Emphasis as outlined in annual online clinics.</p>	<p>Policies & Procedures: Adheres to all policies and procedures as outlined in the WOA Umpire Manual and any addendums. In addition, applies/enforces NFHS/WOA Points of Emphasis as outlined in annual online clinics.</p>
<p>NFHS Playing Rules: Does not have skill set to confidently apply rules, accepted practices, and interpretations detailed in the NFHS Baseball Rule Book, as well as rules adopted by the WIAA/WOA.</p>	<p>NFHS Playing Rules: Mostly adheres to and applies rules, accepted practices, and interpretations detailed in the NFHS Baseball Rule Book, as well as rules adopted by the WIAA/WOA.</p>	<p>NFHS Playing Rules: Consistently adheres to and applies rules, accepted practices, and interpretations detailed in the NFHS Baseball Rule Book, as well as rules adopted by the WIAA/WOA.</p>	<p>NFHS Playing Rules: Consistently adheres to and applies rules, accepted practices, and interpretations detailed in the NFHS Baseball Rule Book, as well as rules adopted by the WIAA/WOA.</p>
<p>Handling Situations: Does not have the ability to handle a situation with any confidence. Does not understand what situations require a response and what should be ignored.</p>	<p>Handling Situations: Umpire begins to develop ability to take responsibility of a situation. Sometimes overreacts to situations and is sometimes over aggressive. Begins to understand which situations require response and which to be ignored. May not be able to respond appropriately.</p>	<p>Handling Situations: Usually takes responsibility of situations. Seldom overreacts to situations or becomes overly aggressive. Most of the time addresses situations that require attention and responds in kind.</p>	<p>Handling Situations: Usually takes responsibility of situations as they develop. Doesn't over react to situations or become overly aggressive. Does not avoid confrontation when necessary, nor seek it when it is not. Doesn't ignore situations that require attention and doesn't proceed in a manner that draws undue attention.</p>
<p>Game Management/Pace of Play: No flow to the games play or pace due to lack of knowledge and/or experience and awareness.</p>	<p>Game Management/Pace of Play: Pace of the game runs more smoothly. Better awareness of dead ball situations and putting ball into play.</p>	<p>Game Management/Pace of Play: Good grasp of game flow. Helps ensure game doesn't drag by either team. Is mostly focused throughout the game for possible situations including during deadball periods.</p>	<p>Game Management/Pace of Play: Game flows smoothly from start to finish. Cordial and approachable in all situations and keeps game moving at all times.</p>
<p>Proper Use of Discipline: Unsure of handling situations, warnings, ejections. Can't explain what happened or how/when to end a conversation. Doesn't give warnings or ejections. Responds defensively.</p>	<p>Proper Use of Discipline: Handles few situations, warnings, ejections. Still timid explaining situational awareness. Sometimes responds defensively.</p>	<p>Proper Use of Discipline: Knows the proper use of warnings and ejections. Heads potential situations off before they escalate.</p>	<p>Proper Use of Discipline: Handles situations when needed with confidence and always a calm and cool demeanor. Allows head coaches to be heard but calmly administers proper use of warnings and ejections.</p>

RULES KNOWLEDGE AND ENFORCEMENT			
Beginning Umpire	Apprentice Umpire	Varsity Umpire	Postseason Umpire
<p>Rules Applications: Shows limited rules knowledge and ability to apply rules. Has little grasp of difference between NFHS rules and other codes.</p>	<p>Rules Applications: Understands and identifies rules violations and penalties but with errors and lack of judgment. Has basic grasp of difference between NFHS rules and other codes.</p>	<p>Rules Applications: Exhibits proper rules knowledge and applies consistently throughout game. Has solid grasp of difference between NFHS rules and other codes.</p>	<p>Rules Applications: Exhibits proper rules knowledge and applies consistently throughout game. Able to properly handle complex rules situations. Able to clearly articulate differences between NFHS rules and other codes.</p>
<p>Enforcement: Applies very little rule enforcement beyond ball/strike, fair/foul, safe/out. Relies on partners for details regarding penalty enforcement and live/dead ball status.</p>	<p>Enforcement: Able to identify and apply the most obvious rule situations beyond ball/strike, fair/foul, safe/out. Needs occasional assistance from partners for details regarding penalty enforcement and live/dead ball status.</p>	<p>Enforcement: Able to identify and apply a wide range of rule situations. Can be relied upon to correctly identify live/dead ball status, base awards, and other nuances of rule enforcement. Able to provide assistance to partners who need aid in penalty enforcement.</p>	<p>Enforcement: Able to identify and apply most every range of rule situations, including obscure and unique instances. Consistently able to produce proper verbiage, awards, and ball status. Can be relied upon to provide assistance to partners in administering any type of rule enforcement situation.</p>
<p>Consistency: Has difficulty in maintaining a consistent enforcement. Strike zone is erratic and/or enforcements may vary widely throughout the course of the game.</p>	<p>Consistency: Has occasional challenges maintaining a consistent enforcement. Strike zone and/or other judgments may vary throughout the course of the game.</p>	<p>Consistency: Usually able to maintain a consistent enforcement. Both teams are able to feel confident that few variances in enforcement will be encountered.</p>	<p>Consistency: Able to establish and maintain a consistent enforcement throughout the game. Both teams have high confidence that very few if any variances in enforcement will be encountered.</p>
<p>Judgment of Calls: Shows little capability of translating rules into correct judgment calls. Relies either too heavily on "by the book" enforcement or not enough on basic rule enforcement to apply effective judgment.</p>	<p>Judgment of Calls: Shows basic awareness of translating rules into correct judgment calls. Is able to begin to incorporate the "spirit" and intent of rules as well as their written verbiage in judgments.</p>	<p>Judgment of Calls: Shows high capability of translating rules into correct judgment calls. Has a solid grasp of the nature of the interaction between the rules and the game in applying judgments.</p>	<p>Judgment of Calls: Consistently utilizes baseball knowledge in making the connection between rules and judgments. Is able to articulate the nuances behind rules that go into proper application of judgment calls.</p>

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POSITIONING AND MECHANICS

Beginning Umpire	Apprentice Umpire	Varsity Umpire	Postseason Umpire
<p>WOA Mechanics/Crew Communication: Begins to understand concept of proper mechanics, rarely rotates in the proper situations . Rarely exhibits proper use of verbal and non-verbal communications with partners. Does not make eye contact with partners between hitters and during developing plays.</p>	<p>WOA Mechanics/Crew Communication: Has basic knowledge of proper mechanics, sometimes rotates in the proper situations . Occasionally exhibits proper use of verbal and non-verbal communications with partners. Some eye contact with partners between hitters and during developing plays.</p>	<p>WOA Mechanics/Crew Communication: Has a good knowledge of proper mechanics, usually rotates in the proper situations and may be alert enough to adjust if one of his partners misses coverage. Proper use of verbal and non-verbal communications with partners. Good eye contact with partners between hitters and during developing plays.</p>	<p>WOA Mechanics/Crew Communication: Has excellent knowledge of proper mechanics, always rotates in the proper situations and is alert enough to adjust if one of his partners misses coverage. Proper use of verbal and non-verbal communications with partners. Good eye contact with partners between hitters and during developing plays.</p>
<p>Proper Positioning: Rarely attains the appropriate angle and distance for plays. Unable to apply 90 Degree theory on plays at first base. Does not get proper distance from plays. Rarely hustles to gain distance & direction toward plays. Rarely works to get angle over distance. Unable to recognize/adjust for trouble throws or unusual plays.</p>	<p>Proper Positioning: Sometimes gets appropriate angle and distance for plays. Begins to apply 90 Degree theory on plays at first base. Sometimes is too close or too far from plays. Hustle is inconsistent when gaining distance & direction toward plays. Sometimes works to get angle over distance when appropriate. Begins to adjust position for trouble throws or unusual play & attempts to when needed.</p>	<p>Proper Positioning: Usually attains the appropriate angle and distance for plays. Uses 90 Degree theory on plays at first base. Usually proper distance from plays. Hustles to gain distance & direction toward plays. Usually works to get angle over distance when appropriate. Understands how to adjust position for trouble throws or unusual play & attempts to when needed.</p>	<p>Proper Positioning: Always attains the appropriate angle and distance for plays & uses 90 Degree theory on plays at first base. Proper distance from the play. Always hustles to gain distance & direction toward plays, and works to get angle over distance when appropriate. Consistently adjusts position for trouble throws or unusual play.</p>
<p>Stability of Head and Body Position: Doesn't establish "Locked In" position, usually drifts side to side or up and down with pitch. Often flinches on swings or foul tips; Feet don't remain stable throughout, doesn't obtain a solid base; does' maintain proper spacing from catcher and frequently becomes entangled if catcher moves quickly and unexpectedly; Eyes aren't horizontal with ground at the start of the game and head dips as game wears on; Head is rarely at proper height to allow unobstructed view of entire plate but not always. Doesn't work in the "slot" or doesn't understand what the "slot" is.</p>	<p>Stability of Head and Body Position: Sometimes able to get "Locked In" position, sometimes drifts side to side or up and down with pitch. Sometimes flinches on swings or foul tips; Feet begin to remain stable throughout, providing solid base; Inconsistently maintains proper spacing from catcher and sometimes become entangled if catcher moves quickly and unexpectedly; Eyes are horizontal with ground at the start of the game but dip as game wears on; Head is sometimes at proper height to allow unobstructed view of entire plate but not always. Begins to understand and apply concept of the slot and is sometimes blocked out.</p>	<p>Stability of Head and Body Position: Establishes "Locked In" position, does not drift side to side or up and down with pitch. Rarely flinches on swings or foul tips; Feet remain stable throughout, providing solid base. Usually is correct distance from catcher and may get entangled if catcher moves quickly and unexpectedly; Eyes remain 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.</p>	<p>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 horizontal with ground and do not dip as game wears on; Maintains proper head height throughout game to allow unobstructed view of entire plate. Works in the "slot", not over the top of the catcher or to the outside. Consistently makes adjustments to be in best position to see pitch.</p>
<p>Timing/Judgment (Base): Needs to work on timing and is not able to apply concept. Usually anticipates the play; doesn't allow everything that can happen, to happen, before making a decision, sometimes has proper use of eyes and rarely checks for firm/secure possession and voluntary release. Is correct a good percentage of their calls. Generally gets calls correct.</p>	<p>Timing/Judgment (Base): Begins to apply concept of timing. Sometimes anticipates the play; usually allows everything that can happen, to happen, before making a decision, sometimes has proper use of eyes and checks for firm/secure possession and voluntary release. Is correct a good percentage of the calls.</p>	<p>Timing/Judgment (Base): Does not anticipate the play; allows everything that can happen, to happen, before making a decision. Generally exhibits proper use of eyes and usually checks for firm/secure possession and voluntary release. Is correct on the majority of calls. Gets the call right most of the time.</p>	<p>Timing/Judgment (Base): Never anticipates the play; allows everything that can happen, to happen, before making a decision. Always exhibits proper use of eyes and checks for firm/secure possession and voluntary release. Is correct the vast majority of calls. Gets the call right.</p>
<p>Timing/Judgment (Plate): Needs to work on good timing (proper use of eyes). Anticipates the pitch; Doesn't allow everything that can happen, to happen, before making decision, then makes a call. Makes a decision as the ball is approaching the plate or crossing. Often verbalizes his decision as or before the catcher has caught the ball.</p>	<p>Timing/Judgment (Plate): Needs to work on good timing (proper use of eyes). Anticipates the pitch; Doesn't allow everything that can happen, to happen, before making decision, then makes a call. Makes a decision as the ball is approaching the plate or crossing. Sometimes verbalizes his decision as or before the catcher has caught the ball.</p>	<p>Timing/Judgment (Plate): Has and shows good timing (proper use of eyes). 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.</p>	<p>Timing/Judgment (Plate): Exhibits excellent timing, tracking release from pitchers hand, flight of ball through zone and into the catchers glove. Does not anticipate pitch; Allows everything that can happen, to happen, before making mental call and physical signal after the catcher has caught the ball.</p>
<p>Style/Mechanics of Call: Signals are not clear or authoritative. Mechanics do not project well to stands. Rarely coordinates voice and signals to give a professional appearance on appropriate plays. Mechanics bring undue attention to the umpire.</p>	<p>Style/Mechanics of Call: Signals are beginning to become clear and can be more authoritative. Still working on style. Generally mechanics project well and are visible to stands. Inconsistent appearance of mechanics on appropriate plays. Is not overly demonstrative, but may change the mechanics of his call during the course of a game. For the most part, voice is loud enough to be heard but does not draw undue attention.</p>	<p>Style/Mechanics of Call: Gives clear authoritative signals; Possesses smooth, relaxed style that projects confidence; coordinates voice and signals to give a professional appearance on appropriate plays. Is not overly demonstrative nor changes the mechanics of his call during the course of a game. Voice is loud enough to be heard but does not draw undue attention.</p>	<p>Style/Mechanics of Call: Gives clear authoritative signals; Possesses smooth, relaxed style that projects confidence; Coordinates voice and signals to give a professional appearance on appropriate plays. Is not overly demonstrative nor changes the mechanics of his call during the course of a game. Voice is loud enough to be heard but does not draw undue attention.</p>
<p>Reactions to Developing Plays: Shows no knowledge and perception of how play will develop through. Usually is pursuing where, how, and the speed at which the play will occur.</p>	<p>Reactions to Developing Plays: Shows little to no knowledge and perception of how play will develop through. Often is pursuing where, how, and the speed at which the play will occur.</p>	<p>Reactions to Developing Plays: Exhibits good knowledge and perception of how play will develop through correctly anticipating where, how, and the speed at which the play will occur. Generally is completely set for all plays.</p>	<p>Reactions to Developing Plays: Exhibits excellent knowledge and perception of how play will develop through correctly anticipating where, how, and the speed at which the play will occur. Always completely set for all plays.</p>