



Western Region Umpire School

Little League - Intermediate League - Junior League - Senior League - Big League - Challenger Division
Saturday AM 2-9-13



Guidelines For One-Umpire Mechanics

1. **REMEMBER!** You can't possibly cover everything that happens on the field. When it comes between watching someone touch a base and knowing where the ball is, **ALWAYS** keep your eyes on the ball.
2. Tell coaches at the pre-game meeting you'll **WORK THE GAME AS HARD AS YOU CAN.**
3. Whenever you brush off home plate, **ALWAYS CALL TIME** (the same as in 2, 3, 4, or 6 man mechanics). Be sure all play has stopped before you brush off home plate.
4. Anytime the ball is hit in fair territory, you **MUST** move out toward the center of the infield. If the ball is hit down the line, you **MUST** stay on the line to make a fair/foul call. After you making a fair call, you should move out toward the center of the infield.
5. On **LONG DISTANCE** calls, the general guideline is, if the ball beats the runner and the tag is down, call the runner out.
6. **ALWAYS** know where the ball is and who has it.
7. When a ball appears to be going out of play, **WAIT** before making your call. Be sure it's out of play. Once you call time and stop play, there is no going back.
8. If you have a rules interpretation problem, **DON'T** be influenced by a coach who tells you how some other umpire handled the same play. If a coach wants to protest, explain the situation to the other coach and see what he thinks about whatever the ruling is. If he knows the rule, it's to his advantage to have you get it right. Do this **ONLY** after the other coach announces he is protesting the game. In any event, if you are stumped, do whatever you think is fair, and then get the game moving. Don't allow the game to get bogged down with long discussions.
9. **DON'T** allow complaining from the coaches and players about your positioning, etc. As long as you are **HUSTLING!!!** The best response is usually, "Coach, I'm working as **HARD** as I can for you" Then walk away.
10. **HUSTLE, HUSTLE, and HUSTLE.**
11. **GOOD LUCK!** (In a one-man game, you'll probable need a lot of it!)

"It's What You Learn After You Know It All That Counts."