EVALUATION PLATE MECHANICS

REPORT CRITERIA:

1 Pre- & post-game duties	Reference NFHS Umpires Manual	Point Reduction - Scoring Guide	
ARRIVAL - (10)	Page 12 Pregame Responsibilities 45 minutes before game time	00 Late - first 5 minutes25 Late - for each minute after.	. (.25 X min.
UNIFORM - (10)	NHSUA Uniform Code Equipment: Navy blue cap with NH logo	1.00 Not Association approved or s	soiled.
	Mask w/protector or extended frame	1.00 Mask without protector or ext	tended frame.
	Navy undershirt if worn (optional)	1.00 Not navy undershirt.	
	Powder blue pull over shirt-Optional dark blue if both have one (not in tournament play)	1.00 Not powder or optional dark k soiled or wrinkled	olue and/or
	Association jacket or lined navy pull over w/gray/white trim - Optional: navy blue sweater	1.00 Not Association approved and/wrinkled	or soiled or
	Black belt (unadorned buckle)	1.00 Not black belt or w/adorned k	ouckle.
	One or two ball bags - GRAY only	1.00 Not Asociation approved.	
	Heather - medium gray pants	1.00 Cuffed or not heather or medisoiled or wrinkled.	ium gray and/or
	Navy blue or black socks	1.00 Not navy blue or black.	
	Dressed alike	1.00 Not wearing identical color of	combinations.
SHOES - (10)	NHSUA Uniform Code Equipment: Black, hard or soft toe w/black laces	- 2.50 Not solid black. - 2.50 Not polished or dirty.	
PRE-GAME CONFERENCE - (10)	Pages 11 - 13 Umpire to Umpire Communications Date Prior to Game Day Pregame Once at Game Site	- 0.00 Not done due partners late and 10.00 Not done due to late arrival arrival and 10.00 Not done due to late arrival arriva	ew of: a coverage. all missed base edure. /outs & warm-up
FIELD INSPECTION - (10) EQUIPMENT CHECK -	Page 13 Pregame Once at Game Site Page 13	-10.00 Not done 0.00 Done alone due to partners la	ate arrival.
(10)	Prage 13 Pregame Once at Game Site	- 0.00 Not done. - 0.00 Done alone due to partners la - 5.00 Done separately.	ate arrival.

PLATE CONFERENCE -	Pages 13 - 14 & 29		
(10)	Pregame Conference with Head Coaches &		
(10)	Ground Rules		
		E 0	Tales manked as if anothing to add
	Discussion is handled by the Plate Umpire		Asks partner if anything to add.
	Position - behind plate facing outfield		Takes position other than behind home plate.
	Head Coaches on each side of plate		Coach not in position next to plate umpire.
	Introduce self & partner		Does not do it.
	Have Coaches/Players introduce themselves	50	Does not do it.
	Check lineups from each team	50	Does not accept from Home team first. After checking, does not return to Coach requesting verification of written lineup.
	Ask Coaches to verify players are properly equipped	3.00	Does not ask for verification.
	Remind Coaches about sportsmanship	50	Does not do it. Does not ask if there is an Ass't Coach.
	Request home Coach review ground rules	50	Does not advise procedure for lodged or balls that go under or through a fence.
	Ask if there are any questions on rules Remind Coaches if any questions on calls request time before approaching umpire responsible for making the call		Does not ask. Does not do it.
	Remind Coaches to report all changes to Plate umpire Wish teams best of luck	1.00	Does not do it.
LEAVING FIELD & POST	Page 14	- 2.50	Not leaving with partner(s)
GAME CONFERENCE -	End of Game Procedure	- 2.50	Responding to Coaches, players, fans comments
(10)		5.00	when leaving the field. No review of possible rule infractions, incorrect mechanics / coverage's
2 Plate Mechanics			
LINEUP CARDS - (10)	Page 13	1.00	Does not have pen or pencil.
Records Number of Bats & Helmets	Pregame Once at Site	1.00	Does not record.
DP/Flex,	Pages 28 - 29	_ 1 00	Verifies DP/Flex position in batting order.
changes,	Lineup Card Management		Does not record changes/courtesy runners.
-	nineup card rianagement		Accepts projected substitution.
courtesy runners		2.00	Accepts projected substitution.
Off / Def Conferences	Pages 28 - 29 Conferences	1.00	Does not record.
Verbalizes and signals #	Offensive / Defensive'	1.00	Does not verbalize & signal # to Coach.
Storage		1.00	Exposed when stored.
BRUSHING HOME PLATE -	Page 28	2.50	Does not have a brush or cleaning device or
(10)	Cleaning Home Plate		exposed brush
Declares "Time"	(If Needed)	2.50	Does not call time.
Position		2.50	Takes position other than facing backstop.
Clears Away from Batter		2.50	Steps in front of batter.
L	1		1

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PLAY SIGN - (10)	Pages 21 & 56		
At start of game	The Pitch		
Partner Ready	Official NFHS Softball Signals	- 2.50	Does not do it.
Check	_	- 2.00	Does it from behind catcher.
After Dead Ball or	Play Ball	- 2.00	Does not show it at shoulder level.
time out		- 2.50	Does not signal after Dead Ball/Time out.
			With L/R batter, uses wrong hand to indicate
			With E/N Datter, ases wrong hand to indicate
PROPER STANCE - (10)	Pages 19 - 21		
Stance	Calling the Pitch in Fast Pitch	- 1.00	Does not set one foot first behind catcher,
	Stance		square shoulders to outside corner of plate,
			the other closest to batter to achieve heel
	Set Position (Figure 03A & 03B)		
			to toe alignment.
		1.00	Brings feet together when rising to signal
			strike.
		_ 1 50	Does not bend at knees, bends at waist, i.e.
			leans in.
		1.50	To close to or touches catcher.
Head height		- 1.50	Does not set eyes at top of strike zone.
			Head not above catchers helmet.
			licad not above edeciners nermee.
Works Slot		- 2.00	Hides behind catcher.
			nado zonana oaconor.
RECORDS BALLS /	Pages 11 & 16 & 21 - 22 & 56		
STRIKES / OUTS - (10)	Umpire to Umpire Communications		
Uses an Indicator		- 4.00	Did not use one.
Count	Uniform - Equipment		
Verbal	Official NFHS Softball Signals	50	When shown, does not verbalize.
		1 00	
Signals	Count		Does not give from behind catcher
		1.00	Does not signal balls & strikes w/both arms
			raised to eyes level.
		50	Does not rotate hands.
	Outs		Does not show at shoulder level
	Outs		Does not snow at snounder level
Request for		1.00	Does not step out from behind catcher to
			initiate request verbally.
		- 1.00	Uses cap to initiate request.
PITCH / BALL CALL -	Page 21		
(10)	The Pitch		
' '	The Pitch		
Called Ball			
Verbal		- 2 00	Does not verbalize.
			[verbalizes location.
Signal		- 1.00	Signals location.
		1.00	
Ball 4			
		1	December 11 - HDZZZ AN 111
Verbal		2.00	Does not verbalize "BALL 4" with strong
			voice.
Signal		2.00	Signals with point to base.
1			
Stays down on call		- 2.00	Verbalizes/rises up simultaneously and/or to
Stays down on call /timing		2.00	Verbalizes/rises up simultaneously and/or to quickly.

PITCH / STRIKE CALL - (10)	Page 21 The Pitch		
(10) Called Strike	The Pitch		
Signal		2.00	Does not close fist & give hammer like motion to indicate
Verbal		2.00	Verbalizes something other than "STRIKE"
Rises up properly / timing		2.00	Verbalizes/rises up simultaneously and/or to quickly
Rip Out		2.00	Does something other than body, eyes & head facing plate/stepping back with right foot
Dropped 3rd strike		2.00	Does not verbalize "SAFE" or "OUT"
PITCH / SWING - (10)	Pages 19 & 21		
Silent strike Signal	The Pitch - Figures 02 & 04		Gives other than hand high/hammer like signal Does "RIP OUT" on swinging strike (3) and/or "VERBALIZES" swinging strike
Check swing Partner check	Page 11 Umpire to Umpire Communications	2.00	Does not remove mask, step away from catcher, points w/wrong hand to ask partner
Signal/Verbal		1.25	If judged it was a swing, does not point at batter with left hand, does not verbalize "YOU WENT or OFFERED", does not signal strike.
Missed bunt attempt Signal/Verbal		2.00	If judged it was an attempt, does not point at batter with left hand, does not verbalize "YOU WENT or OFFERED", does not signal strike
Foul tip Signal	Page 21 & 56 The Pitch (# 8) Official NFHS Softball Signals Foul Tip	1.25	Does not indicate with arms extended at chest level, a swipe touch of back of right hand fingers, followed by strike signal
PITCH / HIT BY - (10)	Page 25		
Signal	-	5.00	Following verbal call, does not indicate hit
Verbal	Hit by Pitch	5.00	by pitch with point to 1st with LEFT hand Does not verbalize "DEAD BALL"
PITCH / ILLEGAL -	Pages 25 & 56		
(10) When Called	Fast Pitch		
Signal	Illegal Pitches		Not signaled Signaled with wrong arm
Verbal	Official NFHS Softball Signals Delayed Dead Ball	2.00	Not verbalized
Awards			Not advancing base runners Not giving overriding option
FAIR / FOUL BALL - 10	NFHS Umpires Manual		
Fair ball	Page 23		
Signal	Movement (# 10)		Does not remove mask
Verbal			Uses wrong arm to indicate Verbalizes "Fair Ball"

Foul ball		1	
Signal		2.00	Does not raise both arms overhead
Verbal		2.00	Does not verbalize the close ones
MASK - (10) Removal			Hangs on fence or places it on the ground prior to start of & during game. Needs practice to insure hat remains on head
Replacement		4.00	Replaced behind catcher, vs. on back line of batters box opposite the batter
MOVES / CLEARS	Page 22 - 23		
CATCHER - (10) On every hit ball	Movement		Clears on wrong side of catcher Does not remove mask
On passed balls or wild pitches		1.00	Takes eyes off ball
On foul pop-ups in catchers area.			Looks for ball instead of eyeing catcher Does not follow catcher on balls close to fence or backstop
Follows B/R to 1st Batter / Catcher requested "Time"			When required, including base on balls, does not follow BR far enough up foul line With Pitcher in ready to pitch position, if "TIME" is requested by batter or catcher, does not step out from behind catcher, opposite batter, to call it.
FLY BALL - (10)	Page 22 - 23		,
Position		2.50	Does not leave plate area
Catch/No catch Routine Signal	Movement	1.00	Does not indicate with "OUT" signal
Routine Verbal		2.25	Does not verbalize "OUT" or "BATTERS OUT" Verbalizes with word "CATCH"
Difficult Signal		2.00	If ball is caught does not give "OUT" signal
Difficult Verbal		2.25	If ball is not caught, verbalizes "NO CATCH" instead of "ON THE GROUND"
COVERS 3RD BASE - (10)	Page 23 Movement to Third Base		Does not Does not do it properly
PLAYS AT HOME - (10)	Pages 23 - 24 Plays at Home	- 3.00 - 2.00	Not in proper position Not returning to home plate Does not see scoring runners touch plate. Timing play not signaled or verbalized
INFIELD FLY - (10) To partner On Signal Off Signal	Pages 27 & 56 Infield Fly Situation Official NFHS Softball Signals	- 1.50 - 2.00	Fails to recognize need to give it Uses wrong hand to chest Does it from behind catcher Does not remove or uses improper signal

When it happens Signal		- 2.50	Do not raise arm up over head
			_
Verbal		2.50	Does not verbalize
OUT / SAFE - (10)	Pages 31-32		
Out Signal	Figures 06 - 07 - 08	2.50	Does not give proper signal
Verbal		2.50	Does not verbalize
Safe			
Signal		2.50	Does not give proper signal
Verbal		2.50	Does not verbalize
OUT / SAFE POSITION	Pages 5 - 7		Does not stop when making a call
& TIMING - (10)		2.50	Gets to close and/or to far from call
			Too quick with call
		2.50	Does not make a strong call
INTER / OBSTR - (10)	NFHS - Umpires Manual		
When Called	Page 35 & 56		
Interference	Interference / Obstruction Official NFHS Softball Signals	2.00	Does not step forward & give "DEAD BALL" signal
Signal	Dead Ball - Delayed Dead Ball	2.00	Does not point to action, then give "OUT" signal
Verbal		1.00	Does not verbalize
Obstruction			
Signal		2.00	Does not give "DELAYED DEAD BALL" signal w/extend left arm
Verbal		1.00	Does not verbalize word "OBSTRUCTION"
Awards		2.00	Does not make proper base award
REST - (10)	2 00		
Between pitches	Page 22 The Pitch	- 4.00	Does not step back after calls
Between innings	NFHS Umpires Manual		
	Page 54 Between Inning Mechanics (Figure 32)	- 6.00	Does not stand in designated area
3 Game Management, Pr	rofessionalism, Rules Knowledge		
ATTITUDE - (10)	Page 8 Keep a Dignified Attitude		Does not have positive attitude for game. Does not display appreciation for the
			evaluation.
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COMMUNICATION WITH	Page 8	- 2.50	Overbearing.
COACHES / PLAYERS -	Code of Ethics for Umpires - Item 7	- 2.50	
(10)	code of Editos for Ompiles - Item /	- 2.50	
(10)			appeal a call.
			1 * *
		2.50	Does not enforce "Proper Coaching Attire" in
			accordance with NHFS Rule -5-3
COMMUNICATION WITH	Pages 11 & 33	- 5.00	When partner is in "C: position does not
PARTNER - (10)	Umpire to Umpire Communications		assist on Swipe Tag or Pulled Foot.
PARTNER (10)	Swipe tag/Pulled Foot	- 5.00	Releases to return to plate position before
	Swipe tag/Pulled Foot	3.00	partner has reached his position (B or C)
			partner has reached his position (B or C)
GAME GOVERNOT (10)	D 4	2.00	
GAME CONTROL - (10)	Page 4		Bad body language
	Prerequisites for Good Umpiring	2.00	
			Is dictatorial
			Does not cooperate with partner
.		- 2.00	Does not show take charge manner
ENCOURAGES HUSTLE,	Pages 4 & 7 & 15	- 5 00	Does not keep team players moving.
HUSTLE/BODY LANGUAGE -	Prerequisites for Good Umpiring		Does not jog to all positions.
			boes not joy to all positions.
(10)	Keep the Game Moving		
	Helpful Hints for Umpires (Do's (#1)		
		0.50	
MAINTAINS SAFETY -	As instructed at NHSUA Clinics and	3.50	During a live ball situation, does not see
(10)	in Apprentice Program		scoring runners remove helmet prior to
			entering dead ball area.
		3.50	At start of inning, allows batter to take
			position on opponents side of batters box
		3.00	Allows more than one (1) on deck batter
Minimizes Delays -		- 5.00	Does not provide a replacement ball when
(10)			there are wild warm-up pitches.
		- 5.00	For between innings changes does not request
			Coach or scorer provide changes to other
			scorer.
General Knowledge -	Page 15	- 4.50	Misinterprets / applies incorrectly NFHS,
(10)	Helpful hints for Umpires	4.50	NHIAA and/or NHSUA rules
(10)		1 00	Informs new pitcher of status/situation
	Do's & Don'ts		
		50	
			responsibility
		- 4.00	Inconsistant strike zone
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