

Evaluation Plate Mechanics	Reference NFHS Umpires Manual		Totals	Point Reduction - Scoring Guide
ARRIVAL - (10)	Page 12 Pregame Responsibilities Umpires arriving on time	3.00		Did not contact partner a day or two before game
	Contact Schools	2.00		Did not contact school to verify
	Contact AD or Coach - On arrival	2.00		Umpire did not contact AD or coach after arriving at the field
	Pre-game uniform check	1.00		Plate Umpire verifies both are wearing NHSUA approved uniform(s)
	Fraternizes - Coaches and Players	2.00		Umpires(s) fraternizing with coaches and players prior to start of game
	TOTALS	10.00	10.00	

NHSUA Uniform Code Equipment

UNIFORM - (10)	Navy Blue Cap with Logo	1.00		Not Association approved or soiled.
	Umpire mask w/protector or extended frame	1.00		Mask without protector or extended frame
	Navy undershirt if worn (Optional)	1.00		Not Association approved or soiled.
	Powder blue pull over shirt- Optional dark blue if both have one	1.00		Not powder blue / optional dark blue and/or soiled or wrinkled
	Association jacket or lined navy pull over w/gray/white trim - Optional navy blue sweater	1.00		Not Associated approved and/or soiled or wrinkled
	Black Belt (unadorned buckle)	1.00		Not black belt or w/adorned buckle
	Heather - medium gray pants	1.00		Cuffed or not heather or medium gray and/or soiled or wrinkled
	Navy blue or black socks	1.50		Not navy blue or black
	One or Two ball bags	1.50		Not Association approved
	TOTALS	10.00	10.00	

SHOES - (10)	NHSUA Uniform Code Equipment	3.50		Not solid black
	Black, hard or soft toe w/black laces	6.50		Not polished or cleaned before game
	TOTALS	10.00	10.00	

PRE-GAME CONFERENCE WITH PARTNER - (10)	Prior to Game Day	1.00		Did not confirm Uniform and Site & Time
	Pages 12 - 13 Mechanics Manual	9.00		Did not do with partner
	Pre-Game once at site	0.50		Review new rules
		0.50		Have Rule Book for reference
		1.00		Discuss Foul-line, Fly Ball and Dead Ball Coverage

0.00

		1.00		Illegal pitches and mechanics
		1.00		Tag-Up responsibilities
		0.50		Check Swing mechanics
		0.50		Keeping track of balls strikes, warmup pitches
		1.00		Review communication with partner
		0.50		Review Pre-Game with Coaches
		1.00		Review Field Ground rules
		0.50		Check for proper equipment
		1.00		Late for Plate Conference, 5 mins. Before game start time
	TOTALS	10.00	10.00	
FIELD INSPECTION - (10)	Page 13	10.00		10.00 - Not Done
	Pregame Once at Game Site	0.00		Done alone due to partners late arrival
	TOTALS	10.00	10.00	
PLATE CONFERENCE - (10)	<i>Pages 13 - 14 & 29 Pregame Conference with Head Coaches & Ground Rules</i>			
	Discussion is handled by the Plate Umpire	1.00		Late for Plate Conference, no less than 5 minutes before game time
	Position - behind plate facing outfield	0.50		Takes position other than behind the plate
	Head Coaches on each side of plate	0.50		Coach not in position next to plate umpire
	Introduce self & partner	0.50		Does not introduce self and partner
	Nave Coaches/Players introduce themselves	0.50		Ask coaches and players to introduce each other
	Check lineups from each team	0.50		Does not take Home lineup card first - 2 copies
		0.50		After checking, does not return to coach for verifications of written line-up
	Ask each Coach to verify players are properly equipped under NFHS rules	2.00		Does not ask coaches for verification of proper equipment
	No communications with partner during plate conference	0.50		Ask partner if anything to add
	Remind Coaches about sportmanship	0.50		Does not remind coaches and captains about sportmanship
	Request home Coach review ground rules	0.50		Does not advise teams of proper ground rules
	Remind Coaches if any questions on calls	0.50		Does not ask if any questions
	Coaches Communication - Time Outs	1.00		Review with coaches about questions and asking for Time Out during game(s)
	Remind Coaches to report all changes to Plate umpire.	1.00		Remind coaches to report all changes and wish teams "BEST OF LUCK"

TOTALS		10.00	10.00	
LEAVING FIELD & POST GAME	Page 14	2.50		Not leaving with partners
	End of Game Procedure Page 14	2.50		Responding to Coaches, players, fans comments when leaving the field
	Page 14	5.00		Not done, No review with partner
TOTALS		10.00	10.00	
2 Plate Mechanics				
LINEUP CARDS - (10) Records	Page 13 Pregame Once at Site	1.00		Does not have pen or pencil
		1.00		Does not use Line-Up card holder
DP/Flex, Changes, courtesy runners	Pages 28 - 29 Lineup Card Management	1.00		Verifies DP/Flex position in batting order.
		2.00		Does not record changes
		2.00		Accepts projected subs
Off / Def Conferences	Pages 28 - 29 Conferences Offensive / Defensive	1.00		Does not record.
Verbalizes to Coach #		1.00		Does not verbalize # to Coach.
Storage		1.00		Exposed when stored.
TOTALS		10.00	10.00	
BRUSHING HOME PLATE - (10)	Page 27 Cleaning Home Plate (If Needed)	2.50		Does not have a brush or cleaning device
Declares "Time"		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.
TOTALS		10.00	10.00	
PLAY SIGN - (10) At start of game Partner Read Check	Pages 21 & 66 The Pitch Official NFHS Softball Signals	2.50		Does not do it
		2.50		Does from behind catcher
After Dead Ball	Play Ball	2.50		Does not show it at shoulder level.
Time Out		2.50		Does not signal after every dead Ball and/or Time out
TOTALS		10.00	10.00	
Proper Stance - (10) Stance	Pages 19 - 21 Calling the Pitch in Fast Pitch Stance Set Position (Figure 03A & 03B)	2.00		Does not set one foot first behind the catcher, square shoulders to outside corner of the plate, the other closest to batter to achieve heel to toe alignment

		1.50		Does not bend at knees, bends at waist, i.e.leans in
		1.50		Touches catcher
Head height		1.50		Does not set eyes at top of strike zone
		1.50		Head not above catchers helmet
Work Slot		2.00		Hides behind catcher
	TOTALS	10.00	10.00	
RECORDS BALLS / STRIKES / OUTS - (10) Uses an Indicator	Pages 11 & 16 & 21 - 22 & 66 Umpire to Umpire Communications	2.00		Did not use one
Count Verbal	Uniform - Equipment Official NFHS Softball Signals	0.50		When shown, does not verbalize
Signals	Page 66 Count	1.00		Does not give from behind catcher
		1.00		Does not signal balls & strikes w/both arms high and in front of the body
		0.50		Does not rotate hands
	Outs Association Mechanics	1.00		Does not show at shoulder level
Request for		1.00		Does not step out from behind catcher to initiate request verbally
<input type="checkbox"/>		1.00		Uses cap to initiate request
		2.00		Before going behind plate give partner number of outs at shoulder height
	TOTALS	10.00	10.00	
PITCH / BALL CALL - (10)	Page 21 - The Pitch			
Called Ball Verbal		2.00		Does not verbalize
		1.00		Verbalizes location
Signal		1.00		Signals location
Ball 4 Verbal		2.00		Does not verbalize "Ball 4" with strong voice
Signal		2.00		Signals with point to base
Stays down on call/timing		2.00		Verbalizes/rises up simultaneously and/or to quickly
	TOTALS	10.00	10.00	
PITCH / STRIKE CALL - (10)	Page 21 - The Pitch			

Called Strike 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	Runner on first	2.00		Does not verbalize "OUT"
	TOTALS	10.00	10.00	
PITCH / SWING - (0)	Pages 19 & 21 The Pitch - Figures 02 & 04			
Silent strike Signal		2.25		Gives other than hand high/hammer like signal
		1.25		Does "RIP OUT" on swinging strike (3) and/or "VERBALIZES" SWING 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 an attempt, 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	Pages 21 & 66 - 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
	TOTALS	10.00	10.00	
PITCH / HIT BY - (10)	Page 25			
Signal		5.00		Following verbal call, does not indicate hit by pitch with point to 1st with left hand
Verbal	Hit by Pitch	5.00		Does not verbalize "DEAD BALL"
	TOTALS	10.00	10.00	
PITCH / ILLEGAL - (10) When Called	Pages 25 & 66 - Fast Pitch			
Signal	Illegal Pitches	2.00		Not signaled
		2.00		Signaled with wrong arm
Verbal	Official NFHS Softball Signals Delayed Dead Ball	2.00		Not verbalized
		2.00		Does not give proper count after an illegal pitch
		2.00		Not giving overriding option

	TOTALS	10.00	10.00	
FAIR /FOUL BALL - (10)	NFHS Umpires Manual Page 23			
Fair ball	Movement (# 10)	2.00		Does not remove mask
Signal		2.00		Uses wrong arm to indicate
		2.00		Verbalizes "Fair Ball"
Foul ball - Signal		2.00		Does not remove mask and does not raise both arms overhead
Verbal		2.00		Does not verbalize the close call
	TOTALS	10.00	10.00	
MASK - (10)		4.00		Places it on the ground prior to start of & during game
Removal		2.00		Needs practice to insure hat remains on head
Replacement		4.00		Replaced behind catcher, vs on back line of batters box opposite the batter
	TOTALS	10.00	10.00	
MOVES / CLEARS CATCHER - (10)	Page 22 - 23 Movement			
On every hit ball		2.25		Clears on wrong side of catcher
		2.25		Does not remove mask
On passed balls or wild pitches		1.00		Takes eyes off ball or follow catcher back to the fence
On foul pop-ups in catcher area		1.25		Looks for ball instead of eyeing catcher
Follows B/R to 1st		2.25		When required, does not follow BR far enough up foul line
Batter / Catcher requested "Time"		1.00		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
	TOTALS	10.00	10.00	
FLY BALL - (10)	Page 22 - 23			
Position		2.50		Does not leave plate area
Catch/No catch	Movement			
Routine Signal		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" not "ON THE GROUND"

	TOTALS	10.00	10.00	
COVERS 3RD BASE - (10)	Page 23			
	Movement to Third Base	6.00		Does not
		4.00		Does not do it properly
	TOTALS	10.00	10.00	
PLAYS AT HOME - (10)	Pages 23 - 24	4.00		Not in proper position
	Plays at home	3.00		Not returning to home plate
		3.00		Timing play not signaled or verbalized
	TOTALS	10.00	10.00	
INFIELD FLY - (10) To partner	Pages 27 & 67 Infield Fly Situation			
On Signal	Official NFHS Softball Signals	2.00		Fail to recognize need to give it
		1.00		Uses wrong hand to chest
		2.00		Does it from behind catcher
Off Signal		0.50		Does not take it off
When it happens - Signal	Page 67 - Umpire Manual	2.00		Do not raise arm up over head
Verbal		2.50		Does not verbalize
	TOTALS	10.00	10.00	
OUT / SAFE - (10) Out	Pages 31-32 Figures 06 - 07 - 08			
Signal	Page 67 - Umpire Manual	2.50		Does not give proper signal
Verbal		2.50		Does not verbalize every out
Safe	Page 67 - Umpire Manual			
Signal		2.50		Does not give proper signal
Verbal		2.50		Does not verbalize every safe
	TOTALS	10.00	10.00	
OUT / SAFE POSITION & TIMING -	Pages 5 - 7	2.50		Does not stop when making a call
		2.50		Gets to close and/or to far from call
		2.50		Too quick with call
		2.50		Does not make a strong call

	TOTALS	10.00	10.00	
INTER / OBSTR - (10) When Called	NFHS - Umpire Manual Page 35 & 36			
Interference	Interference / Obstruction	2.00		Does not step forward & give "DEAD BALL" signal
Signal	Official NFHS Softball Signals1			
	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
	TOTALS	10.00	10.00	
REST - (10) Between pitches	Page 22			
	The Pitch	4.00		Does not step back after calls
Between Innings	NFHS Umpires Manual - Page 51			
	Between Innings Mechanics (Figure 22)	6.00		Does not stand in designated area
	TOTALS	10.00	10.00	
3 Game Management, Professionalism, Rules Knowledge				
ATTITUDE - (10)	Page 8	5.00		Does not have positive attitude for game.
	Keep a Dignified Attitude	5.00		Does not display appreciation for the evaluation.
	TOTALS	10.00	10.00	
COMMUNICATION WITH COACHES / PLAYERS - (10)	Page 8	5.00		Overbearing.
	Code of Ethics for Umpires - Item 7	5.00		Does not keep players moving if necessary
	TOTALS	10.00	10.00	
COMMUNICATION WITH PARTNER - (10)	11 & 23	5.00		When partner is in "C: position does not assist on Swipe Tag or Pulled Foot.
	Umpire to Umpire Communications - Swipe tag/Pulled Foot	5.00		Releases to return to plate position before partner has reached his positon (B or C)
	TOTALS	10.00	10.00	
GAME CONTROL - (10)	Page 4	2.00		Bad body language
	Prerequisites for Good Umpiring	2.00		Not courteous to Coaches/Players
		2.00		Is dictatorial

		2.00		Does not cooperate with partner
		2.00		Does not show take charge manner
	TOTALS	10.00	10.00	
MAINTAINS SAFETY - (10)	As instructed at NHSUA Clinics and in Apprentice Program	5.00		During a live ball situation, does not see scoring runners remove helmet prior to entering dead ball area
		5.00		At start of inning, allows batter to take position on opponents side of batters box
	TOTALS	10.00	10.00	
Minimizes Delays - (10)		5.00		Does not hustle to proper position during and after play(s) that occur in the game
		2.50		Does not provide a replacement ball when there are wild warmup pitches.
		2.50		For between innings changes does not request Coach or scorer provide changes to other scorer.
	TOTALS	10.00	10.00	
General Knowledge - (10)	Page 15 - Helpful hints for Umpires - Do's & Don't's	4.50		Misinterprets / applies incorrectly NFHS, NHIAA and/or NHSUA rules.
		1.00		Informs new pitcher of status/situation
		0.50		incorrectly applied call responsibility
		4.00		inconsistent strike zone (high/low)
	TOTALS	10.00	10.00	
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