

PRE-GAME OUTLINE

Day/Night Before

- Email AD to confirm game and provide contact information if any changes.
- Contact your partner via phone/email/text. Confirm game location, time, who is doing the plate, what uniform you are wearing, and anticipated time of arrival.

Game Day

- Arrive no later than 30 minutes to game time to designated parking area and park next to your partner
- **Discussion Topics**
 - o Rule Book – should be in your vehicle
 - o Uniforms – Clean and neat, shoes cleaned and shined
 - o Points of emphasis
- **Check swing responsibilities and mechanics**
 - o Plate umpire point to field umpires with Left Hand. Field umpire with mechanics, “Yes he did” or “No he didn’t”
- Swipe Tag and pulled foot mechanics
- Fair/Foul Responsibilities
- Outfield coverages with no runners on and runners on
- **Nonverbal signals**
 - o Infield fly
 - o Rotations
 - o Field umpire going out
 - o Appeal plays – whose call and ruling
 - o Time Play
 - o Outs and count
 - o Eye contact
- Review any situations you are unsure of
- **Handling Dugouts**
 - o Arguing balls and strikes
 - o Bench Jockeying
- **Arguments**
 - o One on one
 - o When to step in and when to leave alone
 - o After an ejection umpire should walk away, other umpire “rodeo clown” and get the coach off the field. Once ejected no more discussion.
- **Fights**
 - o Prevent at all cost and stop before they happen
 - o If you can’t stop them, step away and take numbers of participants who enter the field

Closing

- Rule mechanics or questions
- Hustle at all time
- Good communication with partner
- Good eye contact and timing
- GET THE PLAYS RIGHT...EVEN IF YOU ARE WRONG!

Pregame Conference

- Positioning – Plate umpire stands at Point of Plate, Field umpire(s) stand in front of plate. Plate umpire will run the pregame conference.
- Introduce yourself to the coaches with your name and ask for their name.
- Take home team lineup cards, then visiting team lineup cards. Confirm that lineups are legal and are acceptable by both coaches. Ask Home Team Head Coach to go over ground rules.
- National Anthem – Plate umpire stands in RH batters' box in the back, field umpires stands in LH batters' box in the back. At completion of anthem, no “standoffs” between teams. Field umpire jogs to shallow right field.
 - o Plate Umpire – Allow 8 warmups from pitcher and work on seeing pitches and timing.
 - o Field Umpire – Watch throws from infielders and work on timing of calls.

Post-game with Partner

- Decide exit strategy when last out is made (Should be done in your pregame!)
- You and your partner need to stay together when walking back to your vehicles
- Do not entertain any unruly spectators and keep walking to your vehicles
- Discuss any unusual plays or scenarios that unfolded during your game (every game has something)
- Give feedback to each other on what they did well, might have messed up, or what they could improve on
- Discuss any rule interpretations that you have questions on
- Make sure your partner's vehicle starts up and you both can leave the site safely

RESTRICTED TO DUGOUT OR EJECTIONS

If either of these happen in your game you will need to contact our assigners immediately by phone before leaving the site. If they do not answer leave a voicemail that this happened and you will be following up with an email to them. Both you and your partner need to stay for this conversation if they are available to talk. If you leave a voicemail and send an email you will need to include your partner on the email to the assigner.

This will give our assigners a heads up that they will most likely be receiving a phone call from the coach or AD that an incident occurred. The sooner we can relay this information to assigners ahead of the coaches and AD's the better heads up they will have when they reach out to them. Our assigners will direct you on what actions will need to take place. MSHSAA does require a Special Report to be filled out through your MSHSAA Portal.