Let's Get the Angle

One-Umpire System



Metro Detroit STAFF

Why one Umpire??

Cost
Availability
Lower Levels of Play
No Shows
Lack of Officials

Keys to Success

Hustle Alertness Anticipation Compromise Priorities Ball Location- Never more than a glance away. Consistency- Solid Plate Work Game Control

Umpire by Priority

Legal or Illegal pitch Ball or Strike Fair or Foul Catch or no catch Obstruction or Interference Out or Safe Appeals- Closest runner to plate first.

Special Keys to Remember

Timing
 Get to best possible position.

Get set!!! (Most Frequent Error)

See the play a second time in your mind.
Take your time and make the call.

Toughest Plays

Steals/ Leaving too soon on pitch Double Plays Time Plays Catch and Carry/ out of play line issues. Swipe Tags Appeal Plays- Multiple Runners Obstruction

Angles

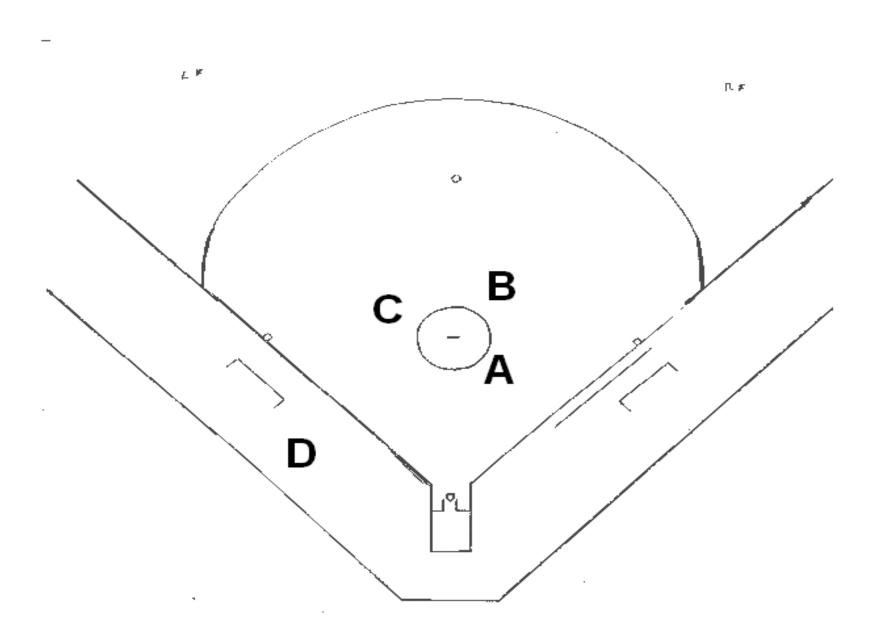
Get Angles on force plays.

Distance is less important.

Get closer on tag or slide plays

Priorities on multiple runners

Anticipation- look for the NEXT play.



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