

Let's Get the Angle

One-Umpire System



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.

