### 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

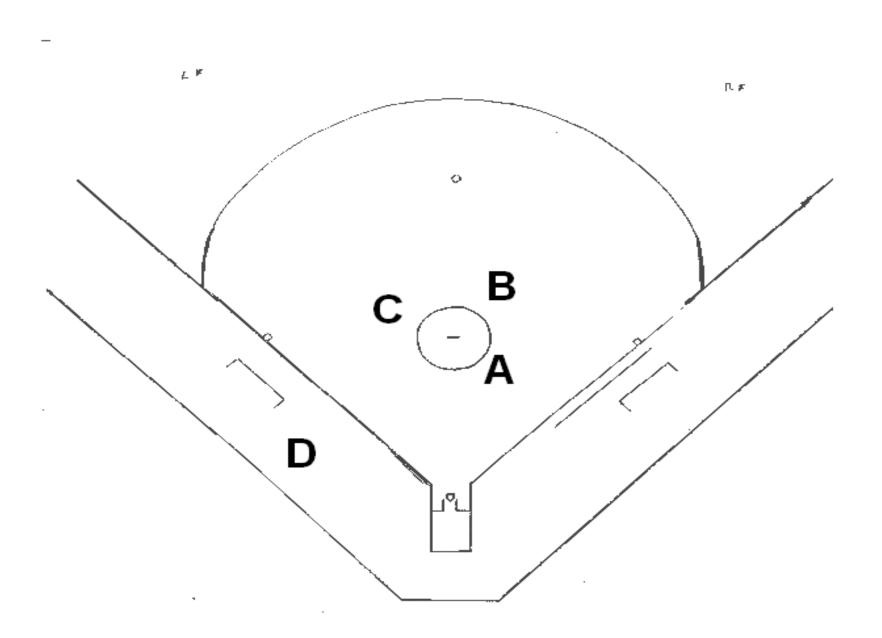
Get Angles on force plays.

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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