

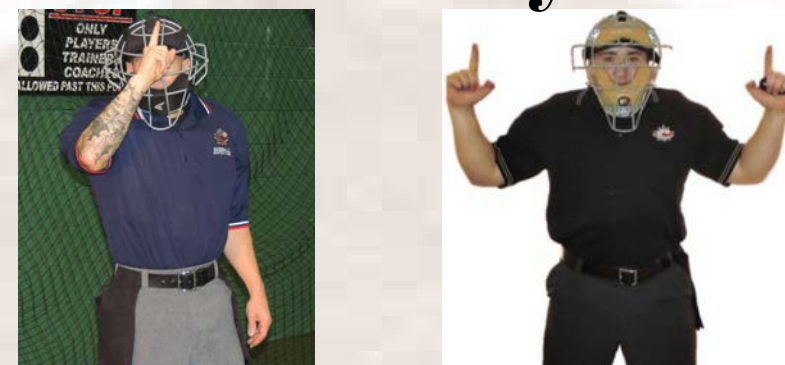


Umpire Signals & Communication

Umpire Communication

Good communication skills are essential to the success of individual umpires and umpire crews. Non-verbal communication (i.e., body language, signals, mechanics, etc.) is **just** as important as verbal communication. Umpires should always strive to establish, maintain, and foster a *positive and professional* communication style.

Infield Fly



Umpires should **both** signal to each other before each batter where the infield fly rule is in effect. Reminder: the infield fly applies in situations where there are less than 2 outs and runners at 1st and 2nd (R1/R2) or bases loaded (R1/R2/R3).

1st to 3rd Rotation



Pre-pitch signal applies when there is a runner on 1st base (R1), or runners on 1st base and 3rd base (R1/R3) with a base hit that **leaves the infield**. The plate umpire rotates to 3rd base, yelling "I've got 3rd if they come" and is responsible for all plays at 3rd **and** home plate!

Giving The Count



Umpires should show balls (left hand) and strikes (right hand) **at the same time** when giving the count. To show full count, umpires should show (and say) 3 balls and 2 strikes. Pro Tip: try to give the count every 2 or 3 pitches!

Timing Play



A timing play occurs when you could have a run crossing the plate as the last out of the inning is made. Use this signal as a reminder to both umpires to be ready.

Staying at the Plate



This is the signal plate umpires should give to their base partner(s) **before the pitch** to indicate that they will be staying at the plate, regardless of the play.

I'm Going!



If the base umpire is "going out" to rule on a fair/foul ball or catch/no-catch (or for any other reason), they should signal **and** shout "I'm Going" to notify their partner(s).

Crew Consults



If an umpire(s) decides a crew consultation is necessary, **each** umpire in the crew should meet. Consultations should serve a *purpose* and should be led by the crew chief. The goal of the consultation is to review the situation, share information, and make the best decision possible.



Body Language



VS



Establishing confident, assertive, and respectful body language helps umpires more effectively manage games and situations. Umpires should always model good behavior and set the standard that will be expected of all game participants. See below for some body language tips:

- Remain calm and in control - take deep breaths during conflict(s)
- Open body language: hands at your sides/behind your back, having discussions side-by-side rather than face-to-face
- Escalate body language signs, depending on the situation: hands on the hips or crossing your arms can often send a message
- Movements/signals should be crisp, purposeful & confident (HUSTLE!)
- **Never** make (or permit) physical contact with game participants

Confidence



Confidence is arguably the most critical skill to any umpires' success at any level of baseball. Carrying yourself with confidence (e.g., head up, maintaining eye contact, etc.) establishes presence, control, and authority. Not only is confidence (or lack thereof) apparent in body language, but it is also critical in mechanic execution and arguments/discussions.