

7 LAWS OF UMPIRING

By Jim Evans

1. ANTICIPATE ALL PLAY POSSIBILITIES BUT NOT THE OUTCOME

Anticipating possible play situations will enhance your efforts to acquire the most advantageous positioning. Anticipating the results will cause you to miss plays.

2. PROPER ANGLE AND DISTANCE DEFINE PROPER POSITIONING

There is a perfect position for every play. The umpire's first priority is to identify it and get there.

3. ANGLE IS PRIMARY TO DISTANCE

In establishing proper positioning for a play, the umpire must hustle to the proper angle and then strive to reach the optimal distance. Get as close to the perfect distance as the play will allow while being completely set for the ensuing action.

4. POSITIONING IS A FUNCTION OF TIME

The harder a ball is batted or thrown and the lower its trajectory, the less time you have to get into proper position.

5. THERE ARE 3 POSSIBLE POSITIONS FOR EVERY PLAY

1. **Starting Position**...is established at the time of pitch.
2. **Play Position**...by properly reading the play as it develops, the umpire moves into the optimal angle and distance.
3. **Adjusted Position**...if necessary, alter the angle and the distance for proper view.

6. THE CALL IS A MENTAL PROCESS AND THE SIGNAL PHYSICAL

By **properly using your eyes**, you are able to send the information you need to make the proper decision to your brain. The signal is a physical response to that decision and simply a method for communicating your thought to others.

7. NO PLAY CAN BE CONSIDERED ROUTINE UNTIL IT IS OVER

Every play has its own unique variables. Do not pre-judge the outcome of any play before the final element is completed. (Example: Flight of an airplane. Until you land and are at the terminal, stopped and off the plane, your flight is not completed).