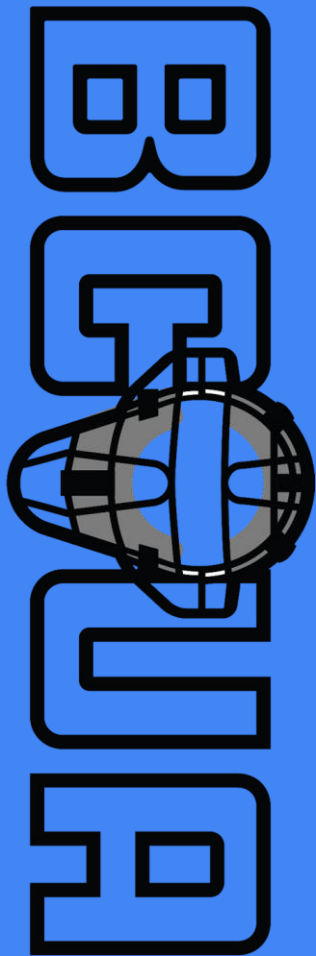


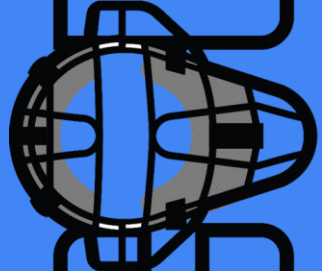
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**Every game
should start
with a solid
pregame**

BCUA

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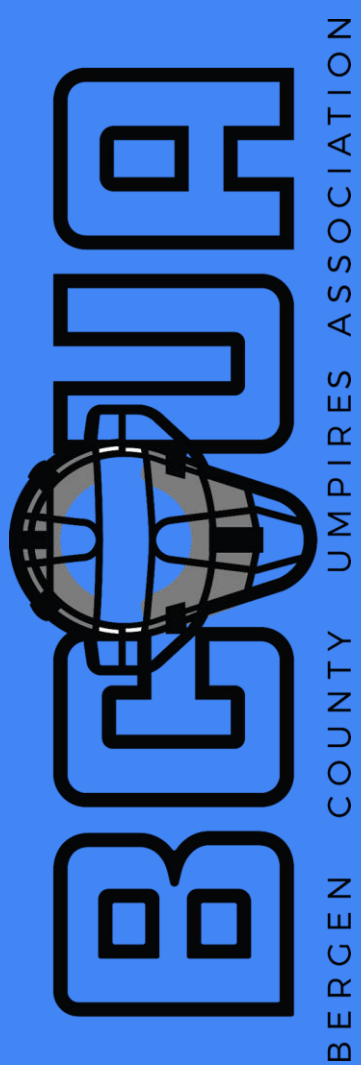
OFFICIALS SPORTSMANSHIP STATEMENT

Officials will read the following statement before every NJSIAA event at all levels (No Paraphrasing)

The NJSIAA requires officials to enforce all rules regarding unsportsmanlike conduct by coaches and players. There will be no tolerance for any negative behavior, such as taunting, trash-talking and verbal, written, or physical conduct related to race, gender, ethnicity, disability, sexual orientation, or religion. Such behavior will result in being ejected from this event. **All participants must respect the game, respect the officials, and respect their opponents.**

PLATE MEETING

- PU behind the plate; U1 on infield side of home plate.
- Coaches and Captains on 1st and 3rd base side of home plate.
- Plate Umpire does the talking
- Confirm with Head Coaches that their teams are legally and properly equipped.



Umpires need to be sure that pitchers are given five (5) pitches between innings.

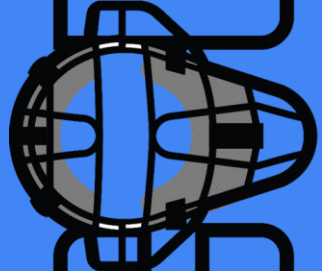
- Umpires should refrain from meeting with their partners between innings.
- Only meet if necessary to discuss a particular play or rotation. Otherwise go to NFHS Umpires Manual position.
- This should not happen more than once or twice a game. If you need to discuss more often, we have a problem in communication.

EJECTION, RESTRICTION TO BENCH

For contentious situations involving the head coach, Umpires have the option to restrict rather than eject.

Whenever an assistant coach is restricted or ejected, The head coach must also be restricted to the bench.





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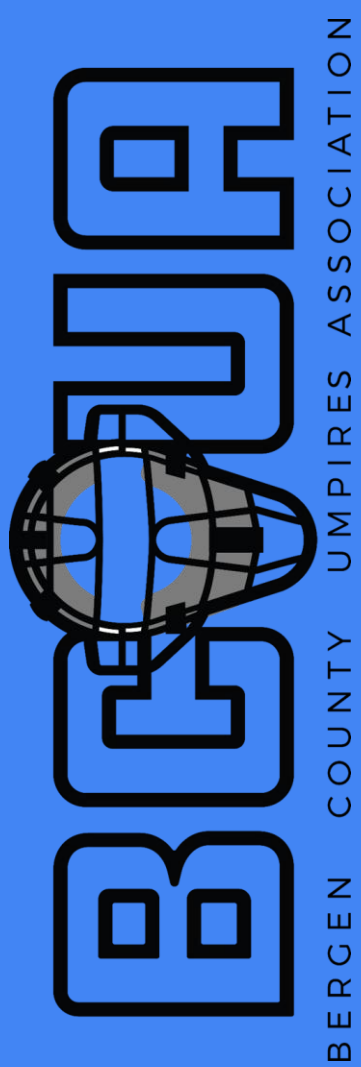
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PROCEDURE IN THE EVENT OF LIGHTNING

Termination, or temporary suspension, must always take place when an electrical storm is imminent. The decision to terminate or suspend a game/meet/event when an electrical storm is imminent may be made by either the host school or the official. As noted previously, a chain of command and designated decision-maker should be established for each organized practice and competition. Recognition: Coaches, certified athletic trainers, athletes and administrators must be educated regarding the signs indicating thunderstorm development. Since the average distance between successive lightning flashes is approximately 2-3 miles, any time that lightning can be seen or thunder heard, the risk is already present. Weather can be monitored using the following methods:

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Once lightning has been recognized or thunder heard, by an official, a coach, the host site management personnel, or by a lightning detection system, the game must be suspended immediately with all players, coaches, spectators, and officials directed to appropriate shelters. After the suspension, the plan should include strict, documented criteria for the resumption of activities. It is mandatory to wait at least 30 minutes after the last flash of lightning is witnessed or thunder is heard. Any subsequent lightning or thunder after the beginning of the 30-minute count must reset the clock and another count must begin. Once the contest has been suspended, the 30-minute mandatory suspension in play is in effect. If the lightning detection system gives an “all clear signal” prior to the end of the 30-minute suspension time, the contest shall not be resumed until the 30-minute suspension time limit has elapsed, per the NJSIAA and NFHS policy. However, if a member school has a Board policy that states no play/no activity may resume until the lightning detection system gives the “all clear signal” even though the 30-minute suspension time has elapsed per NJSIAA/NFHS rule, that Board policy shall supersede NJSIAA/NFHS policy.

Management:

1. Evacuation - If lightning is imminent or a thunderstorm is approaching, all personnel, athletes and spectators must evacuate to available safe structures or shelters. A list of the closest safe structures must be announced and displayed on placards at all athletic venues.
2. Thirty-minute rule - Once lightning/thunder has been recognized, it is mandatory to wait at least 30 minutes after the last flash of lightning is witnessed or thunder is heard. Given the average rates of thunderstorm travel, the storm should move 10-12 miles away from the area. This significantly reduces the risk of local lightning flashes. Any subsequent lightning or thunder after the beginning of the 30 minute count must reset the clock and another count must begin.
3. When one contest is suspended on a site due to thunder being heard and/or lightning being observed, all contests/activities on that site must be suspended.

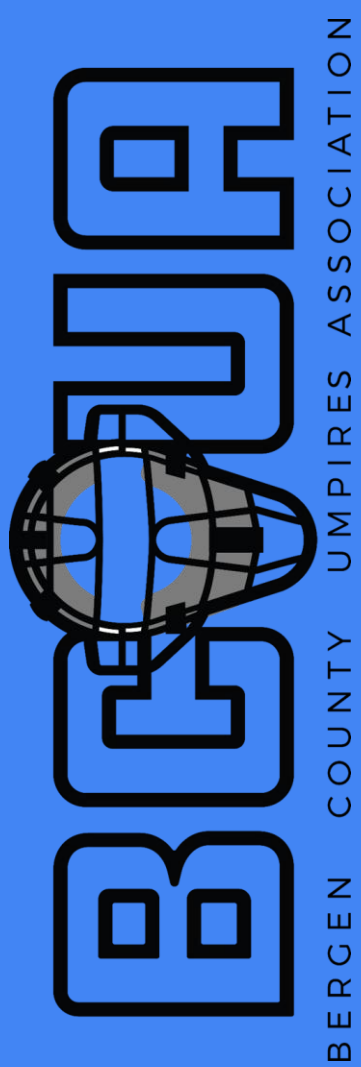
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THE FIRST BASE PIVOT

THE PROPER
MECHANICS ON
A CLEAN BASE HIT

BEGIN WITH PROPER POSITION

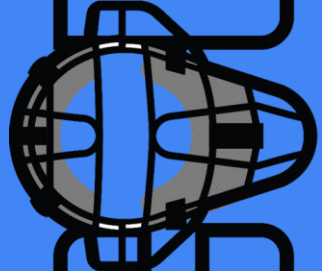
- “A” POSITION
 - In foul territory approximately 6 inches off the foul line.
 - Roughly 10 feet behind the first baseman unless he is playing at the edge of the outfield grass, then simply behind him.

PIVOT

- From the “A” position, move toward the 1st base cutout, get approximately 5 feet inside the infield grass.
- Get to the position before the runner reaches 1st base.
- Your last 3 steps are, LEFT, RIGHT, LEFT.
- Pivot toward the 1st base line on your left foot
- Observe the runner touching the bag
- Crossover step, right over left to move toward 2nd base.

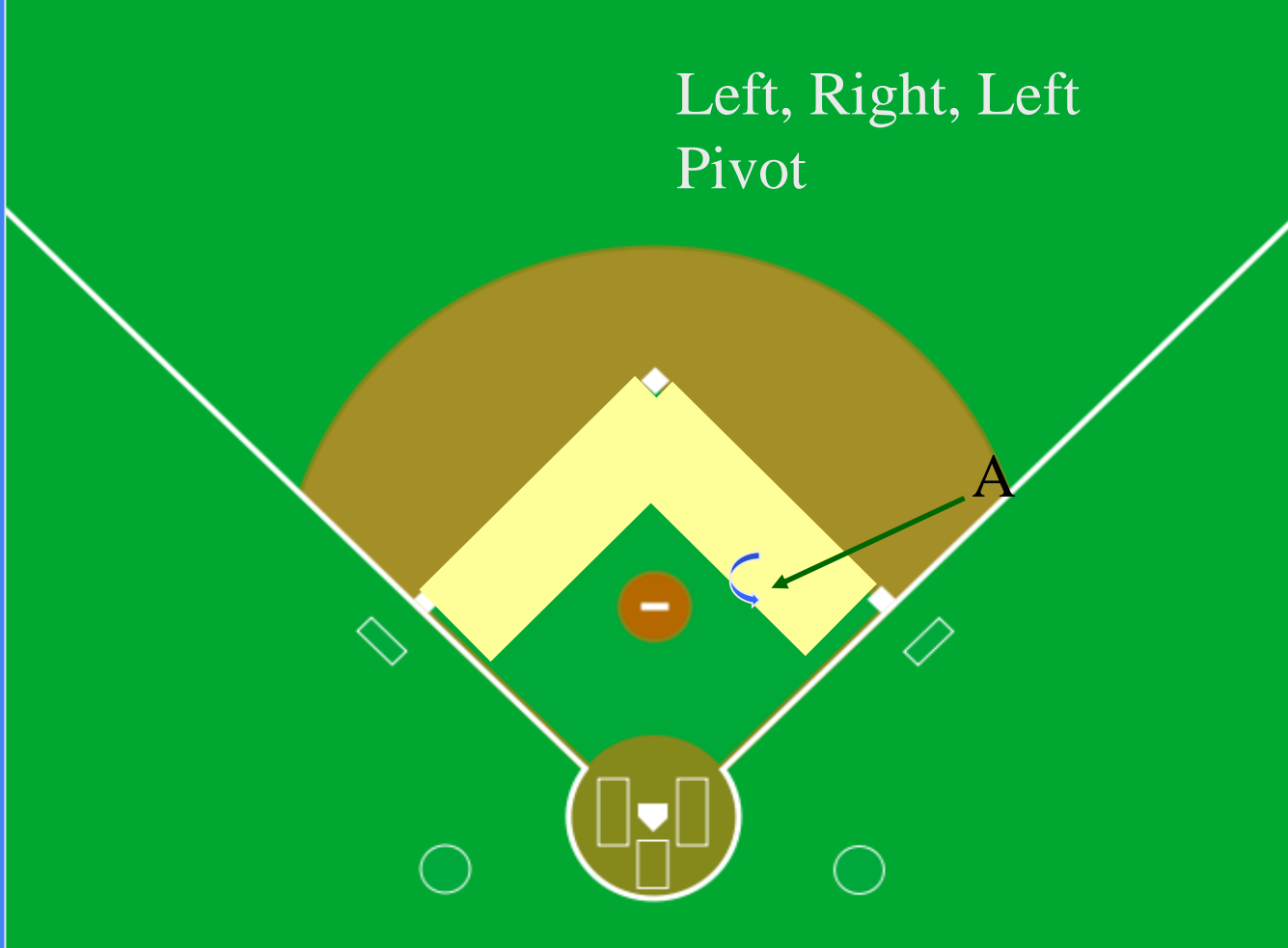
REACT TO THE RUNNER

- Let the runner “push” you to second base
 - Lead the runner in your 6’ to 10’ umpiring run
- Let the runner “pull” you back to first
 - Take a 45° angle to the first base line back to 1st.
- Be aware of throws to 1st base



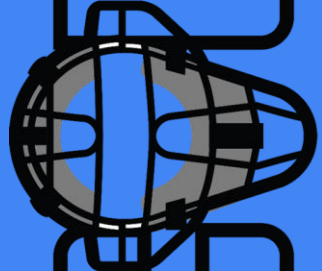
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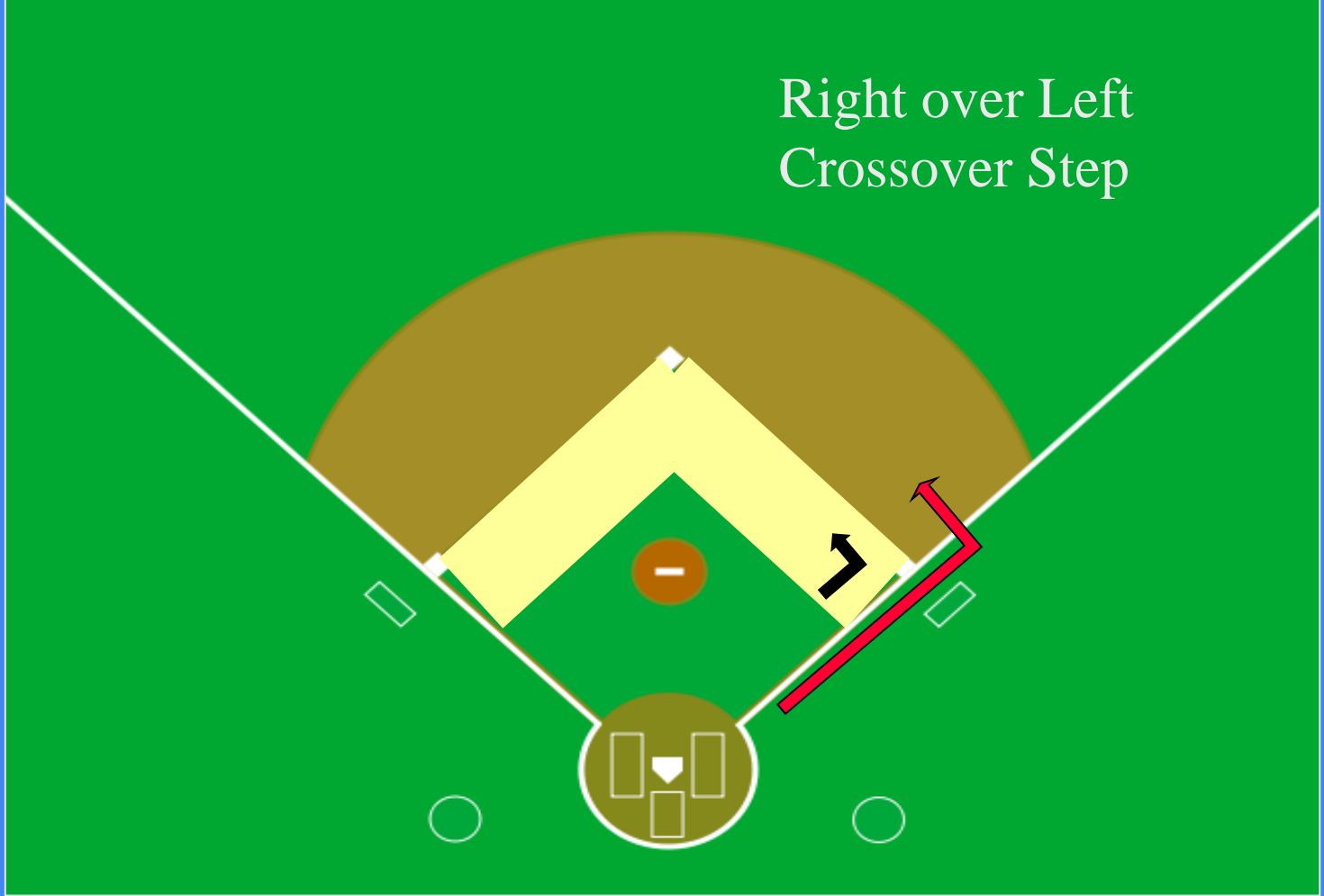
Left, Right, Left
Pivot

A

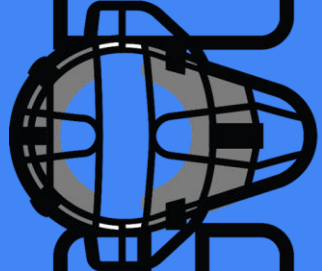


BEEVA

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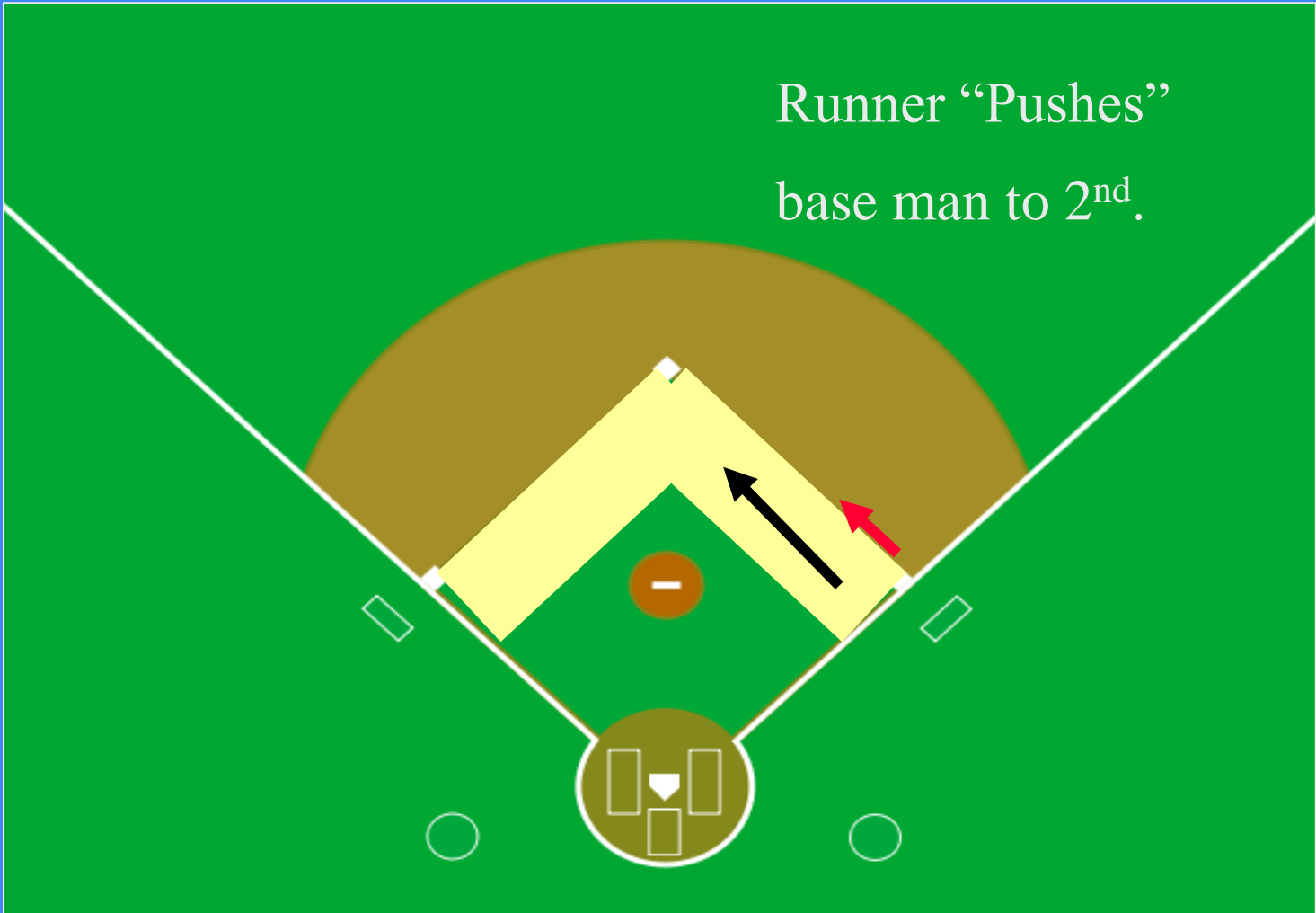


Right over Left
Crossover Step

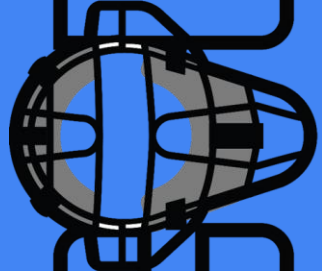


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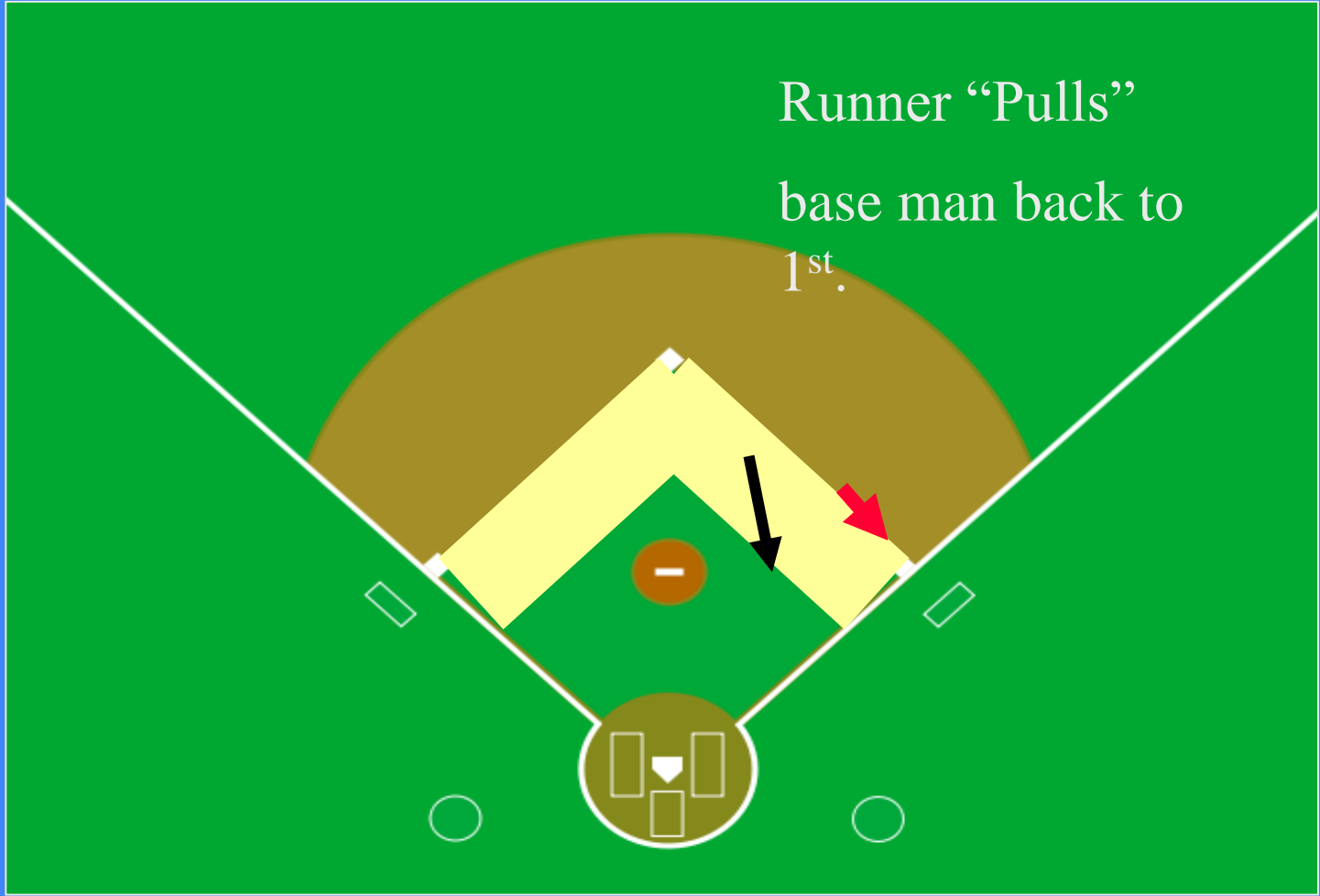


Runner "Pushes"
base man to 2nd.



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Runner "Pulls"
base man back to
1st.

When does Plate Umpire take responsibility for plays at 3rd base?

- R1 on first base advancing to 3rd on a base hit to the outfield.
- With R2 on second and R1 on first, a batted ball to the outfield that is caught and R2 is advancing to 3rd.
- With runners on first and third, batter hits a base hit to the outfield. Plate Umpire must be ready to cover 3rd base on a play there or retreat to home plate if R1 attempts to score.

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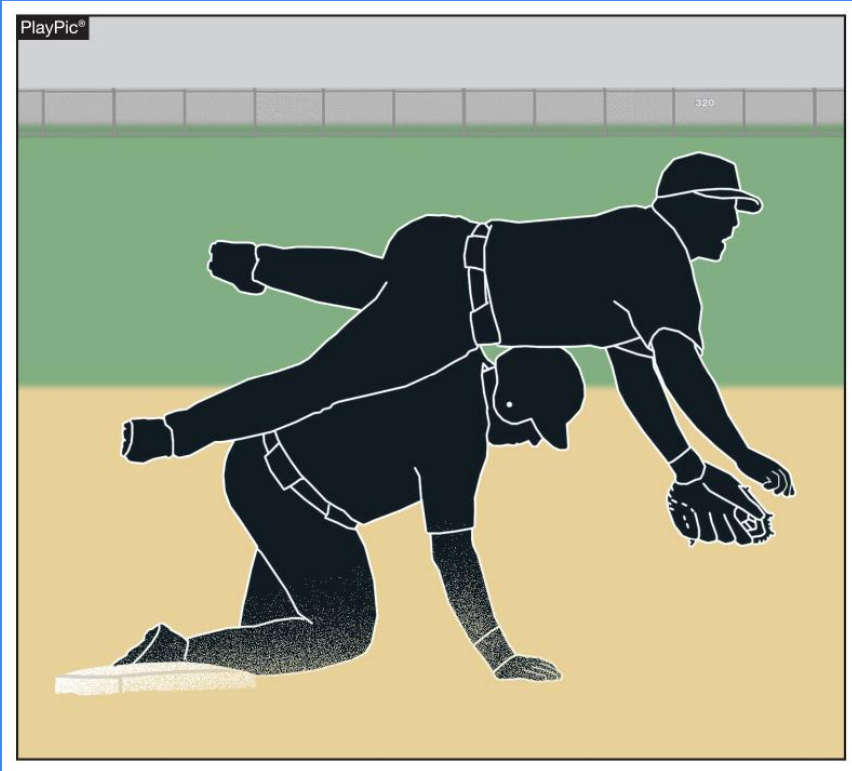
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FORCE PLAY SLIDES



With a runner at 1st base only, the Plate Umpire should be prepared to assist the base umpire on illegal slides at 2nd base in a double play situation where U1 must direct his attention to the play at first base.

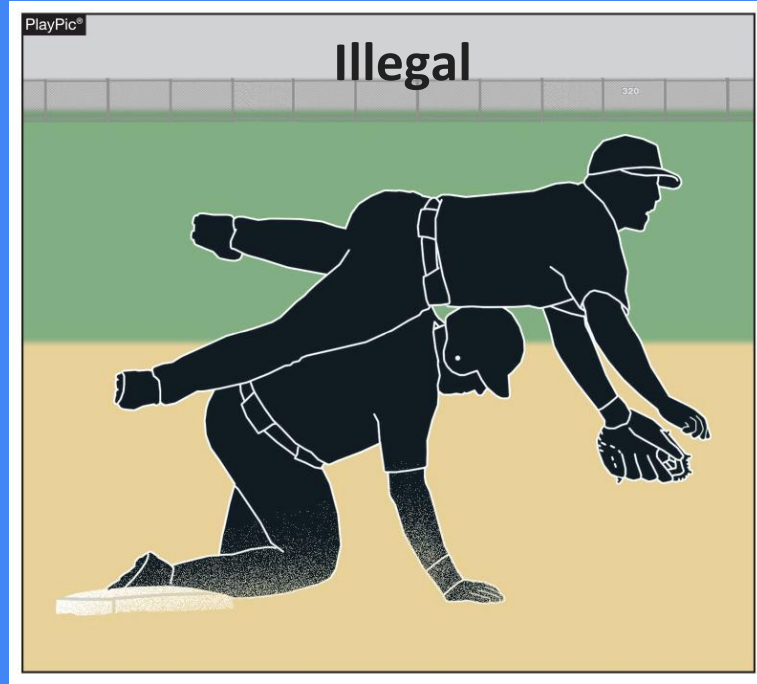
Baserunners responsibilities

Runners are never required to slide, but if a runner elects to slide, it must be legal. A legal slide can either be feet first or head first. If a runner slides feet first, at least one leg and buttock shall be on the ground.



Baserunners responsibilities

Runners may not pop-up into the fielder.



Baserunners responsibilities

Runners may not have a leg raised higher than the fielder's knee.



Baserunners responsibilities

Except at home plate, runners may not slide through or beyond the base.



Baserunners responsibilities

Runners may not slide away from a base in the direction of the fielder. But a runner may slide in a direction away from the fielder to avoid making contact or altering the play of the fielder.



Baserunner's responsibilities

The runner is out when he illegally slides and affects the play. On a force play, the runner is also guilty of interference. The batter-runner is also declared out and all runners must return to the base occupied at the time of the pitch.



FLY BALL COVERAGE

Base Umpire(s) in a 2-man or 3-man crew shall use the Pause-Read-and-react technique to determine whether a batted ball to the outfield is a “trouble ball” which requires a base umpire to “go out” to the outfield or whether it is a routine fly ball or clean base hit which does not require an umpire to leave the infield.

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PAUSE

- To observe the ball and the action
 - Is this a play that is in my coverage area?
 - Is this a play that is in my partner's coverage area?

READ

- Is it a trouble ball in my area ?
 - A foul line threatened
 - A ground rule boundary threatened
 - Two or more players coming together
 - An outfielder turns his back to home plate
 - An outfielder sprints hard directly in toward home plate
- Is it a routine play?
 - A ground ball in the infield
 - A clean base hit
 - A “can of corn” fly ball

READ



- Is it a trouble ball for my partner?
 - A foul line threatened
 - A ground rule boundary threatened
 - Two or more players coming together
 - An outfielder turns his back to home plate
 - An outfielder sprints hard toward a foul line

REACT

- A routine play from “A” position
 - A ground ball in the infield
 - Move into fair territory, get an angle to make the call at 1st base.
 - A clean base hit
 - Move toward 1st base cutout and pivot
 - A “can of corn” fly ball
 - Move toward 1st base cutout and pivot

REACT

- A trouble ball in my area from “A” position
 - Go to the area and get a good angle to see the play, stop, make the proper call and signal.
 - Allow fielders to make the play, stay out of their way, particularly on fair/foul balls around first base.

REACT

- A trouble ball in your partner's area
 - Be aware of his situation
 - Be prepared to switch responsibilities if necessary
 - Umpire your responsibilities

REACT

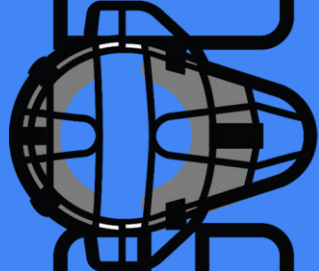
- Routine play from “B” or “C” position
 - A ground ball in the infield
 - Avoid ball if necessary, watch to see where the play is going, get a good angle, make the proper call and signal.
 - A clean base hit
 - Move toward the working area, see the action, get in position to make the next call.
 - A “can of corn” fly ball
 - No signal necessary
 - Know tag up responsibilities
 - Position for next possible play

REACT



- A trouble ball in your area from “B” or “C” position
 - DO NOT CROSS THE BASELINE
 - Get an angle to see the play
 - Stop, make the proper call and signal

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APPLAUSE

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