



Proper Uniforms and Appearance

A professional appearance is invaluable to an umpire. A poorly dressed umpire suffers a loss of credibility the moment he walks on the field. The proper uniform for our association is as follows:

Plate Uniform

Shirt: MLB style pullover style, short or long sleeve: Navy Blue, Powder Blue (with navy or black trim), Black, or Cream in color

Undershirt: Navy or Red with Navy shirt, Navy with Powder Blue/Navy Trim, Black or White with others

Pants (Plate or Combo): Charcoal Gray, no cuff, legs should be roomy enough to allow shin guards to be worn underneath. Plate style recommended

Hat: Fitted short or medium bill (2 or 4 stitch), Black/Navy to match shirt trim (not required for Hockey style mask)

Belt: Black 1 ½"

Ball Bags: Black/Navy to match Hat

Socks: Black

Shoes: Black, Plate, Safety, Clean and Shined

Jacket: Plate Coat or MLB Style; Black or Navy to match Hat

Base Uniform

Shirt: MLB style pullover style, short or long sleeve: Navy Blue, Powder Blue (with navy or black trim), Black, or Cream in color

Undershirt: Navy or Red with Navy shirt, Navy with Powder Blue/Navy Trim, Black or White with others

Pants (Base or Combo Pants): Charcoal Gray, no cuff. Base style recommended

Hat: Fitted medium or long bill (6 or 8 stitch), Black/Navy to match shirt

Belt: Black 1 ½"

Ball Bags: Black/Navy to match Hat

Socks: Black

Shoes: Black, Base, Clean, and Shined

Jacket: Plate Coat or MLB Style; Black or Navy to match Hat

One umpire games-Color is umpire's choice

Multiple umpire games-Color is Plate umpire's choice. All umpires to be in the same color uniform. Discuss before the game to find a color that works.

Your uniform should always be clean and unwrinkled. Caps need to be fitted, clean and not faded. The cap of the plate umpire may have a short or medium bill length. The cap of he

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base umpire may have a longer length. Shoes should be cleaned and shined. The plate umpire's shoes shall be of a safety variety with a steel toe and metatarsal plate. The base umpire is required to use an indicator. The plate umpire is required to use an indicator and carry a plate brush, pen, writing surface (lineup card holder recommended), flipping coin (if needed), and timing device (if needed). Plate umpire protective gear includes protective supporter and cup, chest protector, shin guards, and protective mask (we highly recommend a throat protector extension be included and/or added to the mask. If using a watch, do not wear on the field.

Tips:

- Be Professional
 - Be on time and reliable. Plan to be at the game 20-30 minutes early
 - Partners
 - Choose uniform color and discuss signals and mechanics
 - Walk on the field together, walk off the field together-You are a team!
 - Fans
 - Fans are not your problem-your responsibilities lie in the area of the playing field, dugouts and warm up areas. Generally; the fans, coaches and players are the manager's responsibility. Don't have rabbit ears!
 - Coaches
 - Be courteous
 - Listen, but stay calm and professional
 - Get help if needed
 - Be brief in your explanation, then firmly get play resumed
- Mask
 - Take your mask off with only your left hand, tip it away at the bottom and rotate up so that it doesn't pull your hat off. Practice at home so it becomes natural.
 - Carry your mask in your left hand or under your left arm-don't set it on the ground, put it on top of your head, or hang it on the fence
 - Hats are worn facing forward
- Indicator
 - Carry your indicator in your left hand
 - Try to avoid constantly looking-keep the count in your head
 - Notch the wheels at the zeros so you can feel them with your finger
- Calls
 - Take your time. Pause-Read-React
 - **Be authoritative on close plays**
 - Plate
 - See the pitch from the pitcher's hand to the Catcher's glove
 - Call balls while you are down in your stance
 - Signal/call strikes while standing
- Mechanics
 - Situations
 - Know the count, outs and where the runners are
 - Know where you should be looking pre-pitch, during the pitch, after the pitch/play
 - Plan for any special circumstances: IFF, balls potentially going into dead ball territory, Interference/Obstruction, Tag ups on fly balls, etc...
 - HUSTLE, HUSTLE, HUSTLE!
 - Know where you need to be on every pitch/play **and get there!**