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Link to Arbiter

http://sup.arbitersports.com/Groups/104484/Library/files/NCAA_Approved_Softball_Bat_List.pdf

Contact Us

CCSUA information
Training questions
Newsletter suggestions
Rules questions

CAMPS:

Below is a list of Camps that are still open for the Fall:

1. California College Umpires Softball Development Camp

**October 13-14, 2012, Newark, California Cost: \$200.00
Tournament Observation Fees: \$50.00 (optional)**

Contact: Dimas Resendez at dimasresendez@sbcglobal.net or at (510) 909-8553.

2. COLLEGIATE UMPIRE FASTPITCH CAMP

November 16-18, 2012, Irvine, California Cost: \$325.00

Contact: Dani Carson-Newman (949) 874-5891 or Willie Newman (541) 520-5781.

Additional information for both the above CAMPS is posted on the SUP Central Hub.

FALL BALL OBSERVATION GAMES, Reminder:

There are a lot of opportunities in Fall to improve your game. Here is a list of the Fall Ball dates. Some of these are by invitation only. Contact John Bennett if you are interested.

GOLDEN WEST COLLEGE

Sept. 29, Oct. 27, Nov. 10

Cal State Fullerton

Oct. 19th 2 pm @ CSF – 7 inn. (vs. Cerritos College)

Oct. 23rd 2:30 pm @ CSF - 7 inn. (vs. Cypress College)

Oct. 26th 11:30 (Mt. Sac vs. Hope) & 2 pm – CSF vs. Mt. Sac

Nov. 3 10/12/2/& 4 – 4 games all @ CSF and 7 inn. Teams are: CSF, MT. Sac, Fullerton JC and APU

Possible game vs. Concordia on Nov. 8th or 9th.

Cal State Northridge

Oct. 20, Saturday - 5 games; 90 minute time limit

Oct 21, Sunday – 4 games; 90 minute time limit

UCSan Diego

October 17 3pm Palomar @ UCSD 10 innings

November 10 11am Cerritos @ UCSD 10 innings

MESSAGE FROM: Greg Schmidt, CCSUA Chairman, SUP Regional Advisor

BAT PROTOCOL:

What you need to know and what you need to do.

Upon arrival at the game site and during the meeting with the on-site administrator, ask if barrel compression testing (BCT) will occur. If it will, ask to see a sample of the identifying sticker/mark should be available to the crew. In the pregame meeting with the crew, review the bat protocol and the steps to follow for inspecting the bats.

Upon entering the field, ask the coaches to provide all bats for inspection that are intended to be used during the game. This includes all bats on the field and in the dugout.

Each coach shall provide their team's copy of the current NCAA Approved Softball Bat List. The list should have the following information recorded prior to the bat check by the umpires; team name, date and game time. Teams should also highlight and record a count of each make and model of bat that will be entered into the game. All illegal, non-approved or altered bats shall be removed from the dugout at this time or they are in jeopardy of being inspected and surrendered to game administration. This includes fungo bats. The only

exception is approved warm-up bats.

BAT INSPECTION:

Listed on the Central Hub (main page, under general umpiring information, articles and instructions) umpires are able to view the current bat inspection procedures.

FOCUS AND PREPARATION

As we all enter into the Fall season, we should use this time to FOCUS AND PREPARE on the 2013 season. When umpiring during the Fall, whether it is travel ball or observation games, our main objective should be to work on those areas that need improvement in your officiating game.

Here are some tips to help you FOCUS and PREPARE during this upcoming Fall season, as well as Spring Season of 2013:

1. Acknowledge your WEAKNESSES by writing them down. Every umpire has weaknesses, whether they would like to admit it or not. But not admitting your weaknesses is a sign of arrogance and sometimes complacency, which will cause your own self-destruction in umpiring at any level.
2. When umpiring a game tell your Partner(s) and/or your Observer TWO things that you are working on so that they will be able to give you feedback.
3. ACCEPT the feedback and do not become defensive verbally or by your body language, which speaks volumes when someone is giving a person constructive criticism.
4. Write down the comments GOOD or BAD, as they will help you gauge if you have improved in those areas. Through each game if the comments remain consistently good then it's time to move on to another weakness in your officiating game.
5. **Note to SELF: There may be one weakness in your game that although you have improved, you will still need to work on throughout your officiating career, for example: CREWNESS. You may have become a better crewmate, but there is always going to be room for improvement.**
6. STUDY THE RULES!!!!!! Studying the rules does not begin in November or December, it is constant. Every week you should set aside at least an hour to study a section of the rules. Have at least two people you can discuss the rules with at anytime and ASK or research an interpretation of a rule if you are unsure. On the SUP Central Hub under the title "Touching Base with Dee" there is a PDF file that contains 70 pages of Rules Interpretation. If you are unable to locate the interpretation of a rule throughout this document then ASK your question to John Bennett or Dee Abrahamson.

The above tips are just some steps that you can begin to implement into your game. In future

newsletters we will continue to address other ways on how to **FOCUS** and **PREPARE** for every game, throughout the game and during the entirety of the season.

REALITY vs. PERCEPTION

There is always a Reality and Perception that is formed in each persons mind when it comes to officiating decorum. During the next several newsletters we will address different topics of Reality vs. Perception from an assigner, umpire and coaches standpoint of view. Several statements will be taken from an article published in Referee Magazine to enhance are knowledge in the difference between Reality and Perception.

OFFICIATING ISN'T FAIR

“Assigners, conference commissioners and association leaders simply cannot be “fair” to all officials all the time. There are more factors involved in assigning officials to plum games or matches than just the individual or crew’s performance. That includes concocting a healthy blend of gender, minorities, younger officials and experienced officials from various associations, cities or regions of a state that have performed at a high level and are capable of handling that plum assignment. Does that mean that officials working a state or conference tournament are the best available officials in that particular sport? In some cases, no, but it is an effort and opportunity for officiating to progress as a whole. While they may not be fair to every individual each season, it is the REALITY of officiating.”

RULES CORNER

There is an old saying, “The **TIE** goes to the runner.” Okay, but what does this really mean by the definition of the Force Play Rule:

RULE 12.9

When, on a force play, a fielder:

12.9.1.1 Contacts the base while having and maintaining possession of of the ball:

12.9.1.2 Touches the ball to the base; OR

12.9.1.3 Tags the base runner BEFORE she reaches the base.

It means BY RULE if the runner and the fielder touch the base at the same time the runner is safe. The rule states that any-one of the above scenarios must occur BEFORE the runner reaches the base in order for her to be called out on a Force Play. That is why you will often here coaches, commentators and fans say “The Tie goes to the runner.”

MECHANICS

Below are three overlooked Plate mechanics that are a must in every game:

- Write down all Conferences and Warnings.
Why Conferences? Because the penalty for a second conference is__?____
Without proper documentation you can not enforce the penalty.
(See Rules: 6.11.3 and 6.11.4 penalty under the EFFECT section for the answer).

Why Warnings? Because there are some rules which warrant a warning be issued before an ejection; therefore, when completing your Ejection report you will need to note the inning, the person who was being warned and the reason for the warning.

- Give the count after steals, pick-off attempts, checked swing request, time-outs and some foul balls.

Why? Giving the count after these situations helps ensure that your partners, coaches and players are aware of the game situation and will help avoid any problems or confusion that may occur after any of the above actions have taken place.

- When returning to home plate, this is NOT the time to be clearing your indicator. Keep your head up and eyes alert to the activity on the field.

All of the above Plate mechanics and MORE can be found on page 62 and 63 of the Manual.

GAME MANAGEMENT

“Game management is a difficult tool to master. You need to be approachable without being overly friendly. You need to be confident without being arrogant. You need to know when to step up and take charge and when to signal you have nothing and move on. Game control starts with controlling yourself.”

Ask yourself how well is your Game Management skills according to the above statement? Have you ever had a game and felt like you had no idea how it all fell apart?

If the answer is “YES” here is a suggestion that may help you in the future or that you can help someone else, who may come to you for advice:

Dissect the game from the beginning and write down the areas that you felt were “key” moments in when a situation could have been handled differently. After dissecting the game, discuss it with a fellow-umpire, who you feel will give you honest feedback or an Observer. Research the Rules and Mechanic books to find out what tools are available to help you in the future avoid any of the situations that occurred.

Knowledge is Power and Experience is the best teacher.

The Four Pillars of Umpiring

One way to try to get your arms around the entirety of umpiring is to break it down into four main categories. Consider them the four pillars on which you build your entire umpire experience. Read the following and then try to put anything and everything that encompasses your umpiring experience into one of these categories. Note that this Newsletter has at least one section on each of these pillars.

- Protocols
- Game Management
- Rules
- Mechanics

Two of the pillars are self-evident – Rules and Mechanics. What do we mean by the Protocol and Game Management pillars?

Protocols

This is the area of our umpiring experience which sometimes does not get as much attention as the other three, but is equally important. For this Newsletter we will give you the general idea of what is included in this pillar. The next few Newsletters will expand on these topics.

- Appearance and uniforms
- Ethics and philosophies of officials
- Fitness
- Off-season training
- Standards for umpiring
- Paperwork – payments, schedules and evaluations

Note: this issue's sections "Focus and Preparation" and "Reality and Perception" are good examples of having a firm grasp about protocols.

Game Management

This is the area of our umpiring experience that separates the top officials from the average officials. It's almost a cliché to state that officials who are excellent in rules knowledge and mechanics might find themselves struggling to be a top official because of their lack of good game management skills. Here are some major topics for Game Management that we will expand on in future Newsletters.

- Pregame and end-of-game activities
- Field and equipment management
- Communication between partners
- Handling difficult situations
- Working with coaches and team personnel
- Going for help

