One of the incorrect theories about officiating is that a good official is never noticed. DO the JOB CORRECTLY and YOU WILL BE NOTICED. There are many actions, beginning with the umpire arrival on the field and extending to their performance during the game, that result in favorable impressions.

**UMPIRES THAT RECEIVE HIGH RATINGS:**

- Wear the proper uniform and present themselves to be neat and professional in appearance. Shoes are shined and without white markings/logos.
- Arrive on time and walk the fence to inspect a field they have not worked on before.
- Take the proper position, with good posture, during the conference at home plate, the National Anthem, and the time between innings and pitches.
- Present their calls with a clear voice in a crisp manner with proper emphasis for the situation.
- Use clear and proper signals, with proper emphasis, as illustrated in the umpires manual.
- Keep the game moving by avoiding unnecessary delays, hustling the players, and controlling the conferences.
- Communicate with their partner(s) and mirror signals given by the plate umpire.
- Cover the bases properly by hustling from the correct starting position to a good set position to view the play from the proper angle and avoid being straight-lined.
- Cover the outfield properly by moving away from the plate or, as the base umpire, going out after pausing, reading and reacting.
- Handle fair/foul calls properly. Dead ball signal only on a foul ball. Point with no voice on a fair ball.
- Use proper timing when making a call. Not too quick with the voice or the signal.
UMPIRES THAT RECEIVE HIGH RATINGS (cont’d):

- Watch the pitcher and call the obvious balks.
- Have knowledge of the rules and how to apply them with correct and consistent rulings.
- Have knowledge of the game and do not look for trouble.
- Handle situations and warnings properly with brief and courteous actions.
- Display proper judgement by calling plays and pitches correctly and asking for help when necessary.
- Keep control of the game with limited polite conversations, and by expecting proper bench decorum.
- Make the call before asking for help.
- Are not eager to eject players or coaches, but will do so when necessary.

IN ADDITION THE PLATE UMPIRE SHOULD:

- Not flinch on swings, foul tips or balls in the dirt.
- Call the strike zone to its written limits.
- Have a consistent strike zone.
- Call the curve ball properly by making sure part of the ball hits the front and back of the strike zone.
- Make the strike three call with proper emphasis, without embarrassing the hitter
- Initiate all crew communication signals.
- Use proper ball rotation techniques.

The Mechanics and Performance Standards mentioned above are items to keep in mind when working a game or when evaluating a crew of umpires.
100 PITCH COUNT

INTERPRETATIONS:

No pitcher may throw more than 100 pitches in a game. The limitation of 100 pitches in a game is applied to stand-alone contests that are completed on the same calendar day. Games played as part of a double-header on the same day or a suspended contest picked up on a subsequent day, shall be treated as follows:

- **Double–Header:** A player is limited to 100 pitches in a calendar day. If a player does not reach the 100 pitch limit in the first contest of a double-header, the player would be eligible to pitch in the second game of the double-header until such time they reach 100 pitches that same calendar day.

- **Suspended Contest:** A player may pitch in the suspended contest subject to NFHS Baseball Rule 3-1, the required days of rest, and the maximum pitch count per Calendar Week (200 pitches). If a player is eligible to pitch the day the suspended contest is to be picked up, that player is eligible to throw 100 pitches that calendar day, regardless of the number of pitches thrown prior to the point of suspension on a previous day.

**EXAMPLE:** Player throws 60 pitches and is the pitcher of record at the point of suspension. The game is resumed four days later so the pitcher has had the required days of rest to be eligible to pitch in the continued game. That player may pitch 100 pitches in the resumed game, if necessary, before being removed from the game having reached the calendar day limit.

The pitching restriction is a health and safety rule intended to limit the maximum number of pitches thrown in a calendar day and week. It is not intended to be used as playing rule limitation.