

GAME MANAGEMENT



PRESENTERS

Steve Nelson, Deputy Staff

Gene Harrison, Former Reg. 6 UIC

Paul Drake, Ohio UIC

Don Alexander, Oregon UIC

Jimmy Derrick, Region 3 UIC



GOALS FOR PRESENTATION

- INFORM
- ENTERTAIN
- EDUCATE





ASA NATIONAL CHAMPIONSHIP
UMPIRE EVALUATION



Name: [REDACTED] Address: [REDACTED] Association/Region: [REDACTED]
Championship: 2012 MEN'S ARMED FORCES CHAMPIONSHIP Location: Lawton, OK Dates: September 15 - 21, 2012
UIC: Gene Harrison Asst UIC:

Rating Key for sections 1-5: 9-10 = Excellent, 7-8 = Very Good, 5-6 = Good, 3-4 = Satisfactory, 1-2 = Unsatisfactory
Rating Key for sections 6-7: 5 = Excellent, 4 = Very Good, 3 = Good, 2 = Satisfactory, 1 = Unsatisfactory
Over all Rating: 55-60 Excellent, 46-54 Very Good, 36-45 Good, 24-35 Satisfactory, 0-23 Unsatisfactory

1. Leadership/Game Management (reaction to game intensity, game control, difficult situations) 1 2 3 4 5 6 7 8 9 (10)
Showed strong leadership and game management skill on and off the field. Handled coaches and players well. No difficult situations noticed. Handles this level of play very well.

2. Plate Mechanics (GPA, slot/stance, ball/strike, signals, timing, illegal pitches) 1 2 3 4 5 6 7 8 9 (10)
Worked the plate very well with a consistent strike zone. Handles players very well.

3. Plate Movement (trailing BR, away from the plate, to 3B, hustle, angles and distances) 1 2 3 4 5 6 7 8 9 (10)
Moves well around and away from the plate. Always hustled and covered third when needed. Use proper angles and depth on calls at 3rd. Communicates well with crew.

4. Base Mechanics (angles/distance, Timing, signals, hustle, judgment, positioning) 1 2 3 4 5 6 7 8 9 (10)
Always hustled on bases using proper signals, timing and showed excellent judgment. Communicated well with crew on all coverage.

5. Rotations/Fly Ball Coverage (inside/outside theory, angles, systems, hustle) 1 2 3 4 5 6 7 8 9 (10)
Knows the three umpire system. Also with fly ball coverage knows the area of responsibility and covered it well. Overall an outstanding job.

6. Appearance /Mobility (uniform, level of play, conditioning, equipment) 1 2 3 4 (5)
Always in proper uniform on and off the field. Well conditioned for this championship.

7. Championship Behavior (cooperation with UIC, Staff, Crew, punctuality) 1 2 3 4 (5)
Great attitude and very cooperative with crew and staff. Strong asset to this crew. Will invite back. Thank you for great job [REDACTED]

TOTAL POINTS: 60 OVERALL EVALUATION: Excellent RECOMMENDATION: Any Level

UIC: Gene Harrison DATE: 10/14/2012

What is Game Management?

The ability to effectively and professionally communicate with game participants in order to prevent or resolve situations while umpiring a softball game. This definition describes what an umpire must accomplish through their words, actions and skill sets to be able to properly manage their game.



COMPONENTS OF GAME MANAGEMENT

Self Management

Crew Management

Rule Management

Ambiance Management

Participant Management

REDUCE
REUSE
RECYCLE

S 
there will
be a
Tomorrow 

SCRAP

“A small piece of something that is left after the greater piece has been used.”



SCRAP – S = CRAP

**Game Management
Without
Self Management
Will Be
CRAP**



Self Management

Gene Harrison

Self Management

- Attitude
 - Disposition
 - Affects all around you
- Professionalism
 - How you represent yourself and your job
 - The skill, judgment & polite behavior from a person who is doing a job well
- Integrity
 - Strong Moral Principle
 - Honesty

Self Management

- Reliability
 - Are you reliable to do your job
- Display Confidence-Not Arrogance
 - Believe in yourself and your training
- Dress Appropriately
 - Proper uniform
 - Representation of the game

Self Management

- Approachability
 - Learn to Listen
 - Someone to be talked to
- Composure
 - Stay Calm
 - Keep yourself in control no matter what
- Rule Knowledge
 - Study the rules and mechanics
 - Also the intent

Self Management

- Personal Fitness
 - Can you get where you need to be
 - If you don't like your personal fitness, do something about it
- Field Presence
 - Appearance
 - Mannerisms
- Must be Organized
 - Are you equipped to do your job?
 - Are you mentally organized for the game?
- Most Importantly –Communication Skills
 - Learn to listen to understand what is being said
 - Be careful of the language used

CREW Management

Paul Drake, III

Crew Management

Combining Two or More People, all with individual responsibilities, into a cohesive team with

ONE SIGNAL

And

ONE VOICE



Establishing a Crew

- Begins with the Acceptance of the Assignment
 - Individuals Accept and Prepare for the Assignment as Individuals
- Individuals Come Together as a Group
 - Pre-Game Builds Confidence, a Crew and a Game Plan
- Group goes to the Field and Functions as a Crew
 - One Call, One Voice

Pre Game Responsibilities

- Plate Umpire serves as the Crew Leader

GOAL

Every Umpire Develops the Skills to be a Crew Leader



Qualities of a Good Crew Leader

- Confident
- Good Communicator
- Good Listener
- Credible

Pre Game Conference with Crew

Led by Plate Umpire

- Rules
- Mechanics
- Special Situations



Plate Conference

Conducted by Plate Umpire

- Clear, Confident and Concise
- Complete Check List of Responsibilities
 - Introduce Partners
 - Confirm Line Ups are Correct
 - Ground Rules (Unique to that Facility)
 - Book Rules (Unique to that Game)



In Game Crew Management

COMMUNICATE with Each Other

- Verbal, Eye Contact, Signals (Discrete)

Communicate when necessary with the Teams

When a Crew Discussion and Decision is Necessary

- Come Together as a Crew
- Calling Official Lead the Discussion
- Calling Official Give the Ruling of the Crew

Use Time Between Innings to Clear Up Mechanical Issues when Necessary

Post Game Conference

Conducted by Plate Umpire

Topics:

- Rules – Look them up while they are fresh on the minds
- Mechanics – Talk them out and look them up
- Participant Issues – Discuss thoroughly
- Special Circumstances – Discuss

A Time for Honesty, Self and Crew Evaluation
and Not a Time for Ego



Suggestions for Developing a Crew and Crew Leader Skills

- Role Playing – Practice Pre Game, Plate Conferences and Post Game with Critique
- Diagramming Plays as a Crew – Discussion and Presentation builds Crew and Communication Skills

Emphasize Developing Communication Skills by Using Language and Terminology from the Rule Book and Manual in Discussions

CREW MANAGEMENT

Crew Management: It's about the Crew, Not
about You

Rule Management

Steve Nelson

Rule Management

- Rule Knowledge
- Rule Application
- Communicate the Rule

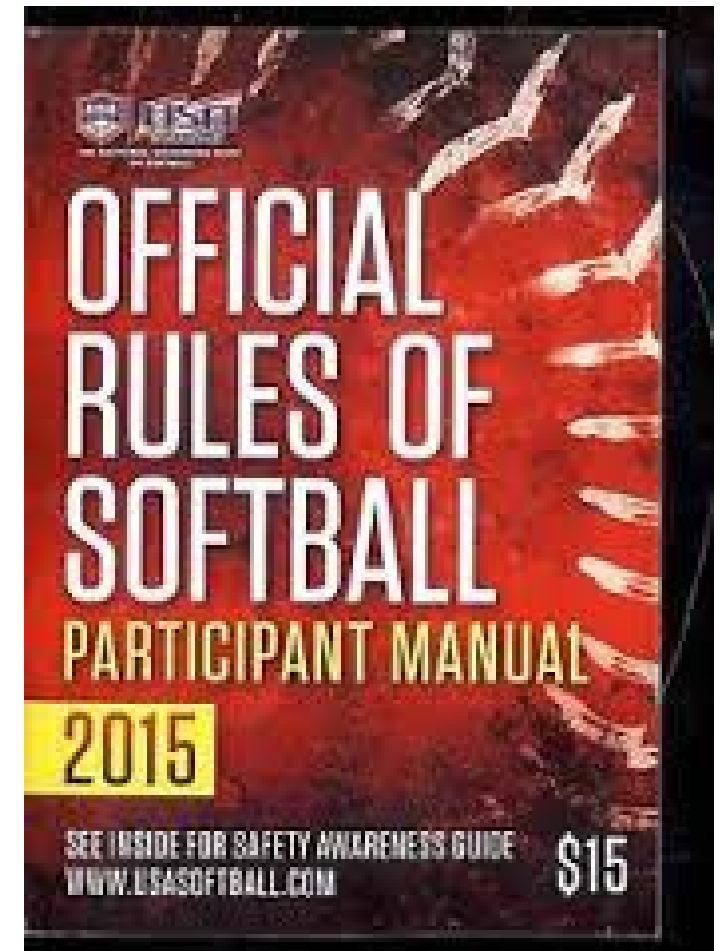


Rule Knowledge

- Know the Rule
- Know the Basis/Intent/Purpose of the Rule
- Know How to Apply the Rule

Particular Rules Where All Factors of Rule Knowledge Are Essential

- Definitions – Rule 1
- Pitching
- Interference
- Obstruction
- Infield Fly
- Running Lane
- Look Back
- Batting Order
- Substitution
- Base Running
- Scoring



Rule Application

- Did a Rule or a Violation of a Rule Occur?
- Does the Rule Apply to this Game and this Level of Play?
- Is the Infraction not only a Violation of the Rule, but also a Violation of the Intent of the Rule?
- What are the Consequences of Applying this Rule?

Communicating the Rule

- Clear, Concise and Confident
- Use the Terminology of the Rule Book (Definitions when possible)
- Don't offer Anecdotes or Opinions

TIP

Try to Steer all Conversation with Coaches Toward Judgment Rather than Rules

Suggestions for Rule Training for Better Management

- USA Softball Plays and Clarifications – Monthly
- KAHOTS!
- Quizzes and Tests

Daily (Rule of the Day) *Gets More People Involved

Periodically

Use Email Groups, Facebook Groups, Facebook Pages, Twitter

- Diagram Plays with an Emphasis on the Rules (Improves Communication)
- Use as much Video as Possible *Visual is a better reinforcement
- Be Sure to Keep the Rules Straight for Either Game and Different Codes

Ambiance Management

Don Alexander

Ambiance, A Definition

Sleeping Pill?



In North Carolina



Ambiance

- Noun meaning a particular environment or surrounding influence
- (<http://www.synonym.com/synonyms/ambiance>)

What Would You Do?



What Is The Call?



Did You Check?

- Base distance
- Pitcher's plate
- The game balls
- Bats
- Helmets
- Outfield Fences
- Playing hazards







What Do You Do When It Is Hot?



What to drink

Dr. Lacy Alexander Says

- Before, during, and after practice & games
- Drink to minimize weight loss
- Continue thru the evening hours



New Research on Cheese

Hello,

One of our NDC sponsored researchers, Lacy Alexander from Penn State, recently published an article on cheese and vascular health which suggests that when sodium is consumed in the form of cheese it does not have the same negative effects on vascular function as other sodium-rich foods. There is an excellent blog post that went live today which translates the results of this study on Penn State's website (<http://news.psu.edu/story/434732/2016/10/31/research/eating-dairy-cheese-may-protect-against-sodium-related-health-risks>).

When You Sweat Through Your Hat

- On heavy sweat days

- Big sweat days
- 2-a-days
- Heavy sweaters
- Salty sweaters



- That night on the food and drink water



After A Game



Conclusions

- ✓ Don't wait for thirst
- ✓ Drink before, during, and after
- ✓ If you lose weight, drink more
- ✓ Add salt to food
- ✓ Heat-cramps: more salt
- ✓ Choose sports drinks when possible
- ✓ Keep an eye on the guy next to you

Participant Management

Jimmy Derrick

Participant Management

noun par·tic·i·pant \pär-'ti-sə-pənt, pər-\

“a person who is involved in an activity or event : a person who participates in an activity or event”



Source: Merriam-Webster Dictionary

Difficult people



Who are the Participants

- Players
- Coaches
- Umpires
- Fans
- Parents
- Park Staff
- Security
- Everybody at the Park.....



We must all....

- Respect the game and those who participate
- Learn to listen before speaking
- Focus on the game
- Prevent escalations and issues by using preventive umpiring
- Be aware and engaged
- Know the game
- Control and consistency
- Do not look for trouble; it will find you



Let's watch some plays...What are your thoughts?

- [Play at Plate](#)
- [What would you do](#)
- [How bad can it be...](#)
- [Base Umpire Takes Charge](#)
- [Ejected](#)
- [Strike Out](#)
- [Game Management](#)

If You Haven't Got

S C R A P



You Will Have A SCRAP

