

MROS
Early Season Reminders

1- We need to be on the field 20 minutes prior to the first pitch. That allows you time to make sure the equipment is displayed properly and to take care of your pre-game duties.
(Equipment MUST be displayed outside the dugout area. We should not go into the dugout).

2- We must enforce the uniform rule. Black, White, Gray or a school color are the "ONLY" legal colors.

No exceptions.

Upper and lower garments may differ. Upper garments must be the same and lower garments must be the same.

Example: players may wear white tee shirts under their uniform top and black compression shorts.

Caps, visors, headbands and ribbons may be mixed. However they must meet the color restrictions.

*Anything worn on the arm or leg is a sleeve, EXCEPT A BRACE and shall meet the color restrictions.

* Plastic visors, bandannas and hair beads are prohibited.

3-Tarp Rule. A player is not allowed to elevate. No knee, foot or feet on the tarp. Dead ball is the call.

(The player may place their hand on the tarp for balance).

4- The "end result" of every call is to "get it right".

The NFHS/MROS mechanics are a guideline.

Be-Slow.....See-Sell

* Be in position

* Slow down

* See the entire play

* Sell your call.

(Dont be over dramatic on routine calls).

5- If an umpire comes to another umpire for help on a play and information is given that results in the initial decision being changed, the umpire responsible for the initial call shall be responsible for making the change, NOT the umpire that provided information.

* Anticipate the play, not the call.

* It's about what's right not who's right.

* If you don't know, ask for help.

* Keep the discussion time to a minimum.

* Once the decision is made, inform the coach or coaches based on the rule and move on.

* When discussing a rule decision with a coach, have a witness. Your partner.

* If you aren't sure of a rule, don't try to explain it.

6- Answer questions not comments.

Reacting to comments, more often than not, "results in a no win situation" for an umpire.

- * Don't have rabbit ears.
- * Don't allow a coach to embarrass you or the crew.
- * When addressing a coach, keep your emotions under control. Two things happen when you allow a coach to "get to you".
- * The coach has accomplished their goal.
- * It's becomes more difficult to focus on the task at hand.

Use the ARE philosophy.

A-ADDRESS

R-RESTRICT

E-EJECT

7- Pace of play.

- * Keep the game moving.
- * Don't allow players to control the pace of the game. * Give signals to your partner in a timely manner.
- * Having 2 ball bags can prevent the possibility of the game coming to a stand still.

8- Obstruction-A defensive player "NOT in possession of the ball" may "NOT" impede the progress" of a runner or batter runner who are legally running the bases."

Signal is a delayed dead ball.

Enforce the rule. 8-4-3b and penalty.

9- Tag up situations.

- * Cover the responsibilities in your pre-game game conference.
- * Have a plan for communicating "that you didn't see the play".
- * Plate umpire, make every attempt to "always have an opinion".

10- Don't leave the field if there are pending situations that may effect the outcome of the game.

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