

Copper State Evaluation Form

Instructor: Type Your Name
 Umpire's Name: Type Umpire's Name

Date: / /

Time: : AM Of Game

PLATE UMPIRE

Check the appropriate box for each category, 1 = Poor, 2 = Below Average, 3 = Average, 4 = Above Average, 5 = Excellent

On Field Evaluation Off Field Evaluation

Scissors

Squared

Knee

Slot

1 2 3 4 5

1 2 3 4 5

1. Appearance
 (Body build/Weight, Uniform, Posture, Body Movement, Mannerism)

9. Judgment

A. Plays at the Plate

2. Professionalism
 (Attitude, Focus of Game, Game Integrity, Fraternalization, Game Alertness)

B. Consistence of Strike Zone

3. Hustle
 (Speed of Reaction, Agility, Coordination)

C. Check Swings

4. Feet & Body Position

D. Catch/No Catch

A. Working the Slot

E. Fair/Foul

B. Feet Position

F. Rules Infractions
 (Interference, Balks, Obstruction, Appeal Play etc...)

C. Width of Stance

10. Instincts / Reactions to Plays
 (Ability to Move to Proper Position as the Play Develops)

D. Shoulders Squared

11. Mechanics / Style
 (Smoothness, Assertiveness, Crisp, Snappy, Strong)

E. Torso Lean

12. Handling Situations

F. Head Position

G. Set for Pitch

A. Demeanor
 (Calm, In Control, Serious)

H. (Position) Plays at the Plate

B. Verbal Communication
 (Language used, says too much, expresses idea clearly)

I. Adjustments

C. Taking Action
 (Assertive, but not over aggressive)

5. Timing

A. Strike

D. After Situation
 (Able to stay focused on the game, and not rattled)

B. Strike Three

C. Balls

13. Knowledge/ Application of Rules

6. Voice
 (Loud, Authority, Assertiveness, Tone)

A. General concepts of rules

7. Communication with Partner

B. Application
 (Common sense, and not over Technical)

8. Rotation Mechanics
 (2-nam or 3-man)

14. Trainee Coachable
 (Ability to accept constructive criticism)

OVERALL EVALUATION	1	2	3	4	5
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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Enter Text as Comments