

POLICIES AND PROCEDURES OF THE PENINSULA UMPIRES ASSOCIATION

Tenure - have a minimum of five (5) years documented experience AND three (3) calendar year as an active member of this association.

State High School Test – Minimum score of 85% (on line test).

PUA Test – Attend the Association’s Rules, Field Mechanic and Plate Mechanic Clinics once a year. Minimum score of 85% on the Association closed book test.

Field Evaluation - two (2) each Plate and Base evaluations with an overall average score of four (4), on a scale of one (1) to five (5), for this level of classification on each position evaluation.

Game Accumulation - Accumulation of a minimum of 200 games worked as a Journeyman (CC) for promotion. .

Advanced Training - Attendance and successful graduation from a one (1) week Advanced Umpire Training Clinic (Western States Combined, Desert Classic, Florida Classic, Arizona Umpiring Academy or similar) is preferred. Umpires are encouraged to attend a Professional Umpire Training Course at this level of classification (Academy of Professional Umpiring or Wendelstedt's Umpire School).

Successfully meeting all of the above criteria does not automatically guarantee promotion to the next level. Though classification levels Journeyman (CC) and below are normally limited only by the number of qualified members, the Executive Committee may, from time to time, consider it in the best interest of the Association to limit the number of available positions at a given level.

All promotions must be recommended by the Training Officer, concurred in by the Evaluations Officer and approved by a majority vote of the Executive Committee. If there is a disagreement between an Association member and the Training Officer or Evaluations Officer about a recommendation for or against promotion, that member may petition the Executive Committee directly. This petition must be in writing.

SECTION X UNIFORMS

Section 10.1 – General Policy

All umpires of the Association, while serving in the capacity as a baseball or softball umpire, as assigned by and under the direction of this Association, shall adhere to the following uniform policy.

Section 10.2 - Approved Uniform Items

SHIRT: Major League Style Shirt – default color is Navy.
Otherwise all Umpires shall match in color.
Honig's Model #HMLS or equivalent; Short or Long Sleeve

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- PANTS:** Major League Style Pants – Any Gray shade is acceptable;
Whenever possible, same color will be worn.
Honig's Model #B1, B1P, B2, B2P, B1A, B2A, B7 or equivalent.
- JACKET:** Major League Style Jacket – Default color is Navy.
Optional Color is Black body with White Stripes.
Honig's Model # K18A (2009 Catalog) Navy Body with red/white/blue trim.
- HAT:** Major League Style Hat – Default color is Navy.
Optional Color is Black. (Fitted Hats Recommended)
Honig's Model #K01, K02, K03, K04, K05 or equivalent
- UNDERSHIRT:** T-shirt or Turtleneck. Navy with Navy Shirt.
Otherwise all umpires shall match in color. White when wearing Light Blue or Black for Softball. Long Sleeved undershirt shall only be worn with a jacket or long sleeved shirt, not be worn under a short sleeve shirt with sleeves exposed.
- BALL BAG:** Black, Navy, or Gray
- GLOVES:** Primarily Black
- SHOES:** Primarily Black
- SOCKS:** Navy or Black
- BELT:** Black with simple buckle
- SHORTS:** Black, Navy, or Gray;
Honig's Model #K60 or equivalent
(Optional for Slow-pitch Softball contest only)

Section 10.3 - General Guidelines for Uniform Wear

Uniforms shall be kept clean, pressed (where appropriate) and in good condition. Shoes shall be shined and kept clean of dirt, mud and grass. Hats shall be clean and free of visible sweat stains.

If the **PLATE UMPIRE** wears a short sleeve shirt, the **BASE UMPIRE (S)** may wear either a short sleeve shirt or a jacket.

If the **PLATE UMPIRE** wears a long sleeve shirt, the **BASE UMPIRE (S)** may wear either a short sleeve shirt or a jacket. The Plate Umpire is the only Umpire who may wear a long sleeve shirt.

If the **PLATE UMPIRE** wears a plate coat or jacket, all **BASE UMPIRES** shall wear a jacket.

At no time shall the **PLATE UMPIRE** or a **BASE UMPIRE** wear a long sleeve undershirt or sweatshirt (even if color matched) under a short sleeve shirt, unless a jacket is worn to cover up the sleeves. The sleeves of long sleeve undershirts or sweatshirts shall not be visible on the field.

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BOTH UMPIRES in a two-umpire crew will dress in like COLORS.

All **BASE UMPIRES** assigned to a three or four umpire crew will dress in like COLOR and STYLE. They will wear the same color jackets or short sleeve shirts.

The **PLATE UMPIRE** in a multi-person crew may wear the complementary color of the **BASE UMPIRES**.

NAVY is the Association default color. It will not be mixed with other colors. When **NAVY** is worn, all umpires in the crew will wear **NAVY**.

All umpires shall enter the field together and will be completely dressed when entering the ball field; this includes the plate umpire and all of his/her protective equipment.

The umpire crew will enter the ball field and proceed directly to home plate five minutes before the scheduled start time for the contest and meet with the team managers / coaches for the exchange of batting line-ups and explanation of ground rules unique to that ball field.

The ball field arrival time may be adjusted for pre-game responsibilities that may exist at certain contests. Conduct of pre-game responsibilities shall begin early enough so as to allow the umpire crew sufficient time to arrive at home plate five minutes before the scheduled start time for the contest. When those pre-game responsibilities are complete, the umpire crew will proceed directly to home plate and meet with the team managers / coaches for the exchange of batting line-ups and explanation of ground rules unique to that ball field.

Uniforms and equipment bearing the ASA logo may only be worn in tournaments sanctioned by that organization.

Section 10.4 - Uniform Numbers

Umpires in good standing with the Association, may wear a uniform number(s) provided that number(s) is/are not already assigned to an Association umpire. The Association Assigner will maintain a listing of assigned uniform numbers.

Number(s) shall be worn on the right sleeve of a coat, jacket or shirt and shall be Honig's Model #MLT or equivalent.

Section 10.5 - Association Logo

The Association logo will be present on an umpire's hat, not on the uniform. New umpires will be issued one cap, gratis, at the start of the season. All established members can purchase caps with embroidered logos through the Assigner at the start of the season or through Team Sports Northwest in Bremerton. This requirement will exist for all regularly scheduled games during a season and may be amended as necessary to comply with WIAA / WOA requirements during post-season tournaments.

Section 10.6 - Collegiate (D-1) Level Umpire Uniforms

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The Collegiate (D-1) Level umpires of this Association have adopted the uniform standard of the NCAA, Black shirts and jackets (Navy, Light Blue or Cream shirt as alternate), Black hats, Black or Gray ball bags. The long sleeve plate shirt is an approved option. Numbers for umpire uniforms will be optional, but are **highly recommended**.

SECTION XI DISCIPLINARY PENALTY GUIDANCE POLICY

Section 11.1 – General Policy

The following penalty guidelines are established for this Association. All are subject to review by and/or appeal to the Executive Committee on a case-by-case basis.

Section 11.2 - Disciplinary Penalties.

1. First (1st) Occurrence Missed Game Assignment - A fine equal to the game fee for that contest. The Association's Assigner will charge this fee to the umpire's account.
2. Second (2nd) Occurrence Missed Game Assignment - No further game assignments will be allocated for the remainder of the season. Official will not be eligible for assignments until the next calendar year. No refund of dues will be issued.
3. First (1st) Occurrence Late to an Assignment - A fine equal to one-half (1/2) of the game fee for that contest. The Association's Assigner will charge this fee to the umpire's account.

Note: "Late to an Assignment" is defined as not being at home plate five (5) minutes before the scheduled game start time in full uniform and protective equipment (as appropriate) ready to start the game and conduct the contracted work.

4. Second (2nd) Occurrence Late to an Assignment - A fine equal to the game fee for that contest. The Association's Assigner will charge this fee to the umpire's account. Official will not be eligible for assignments to post season contest.
5. Third (3rd) Occurrence Late to an Assignment - No further game assignments will be allocated for the remainder of the season. Official will not be eligible for assignments until the next calendar year. No refund of dues will be issued.
6. Giving and Trading Assignments - An official may not trade or give away any assignment. An official who trades or gives away any assignment will have no further game assignments allocated for the remainder of the season. Official will not be eligible for assignments until the next calendar year. No refund of dues will be issued.
7. Turning Back a Game to the Assignor - If the game is one that the official has ALREADY ACCEPTED, there will be a \$5.00 charge assessed to that official for any game turned back in **and a full game fee penalty for any game turned back without justifiable cause**. This fee