



GAME MANAGEMENT



- 1 Pre-game**
 - A. Check equipment
 - B. Check field
 - C. Be professional, not overbearing, nor over friendly
- 2 Meeting with coaches**
 - A. Look the part (first impressions make a big impact)
 - B. Exchange lineups, cover substitutions
 - C. Stress sportsmanship, hustle
 - D. Cover ground rules, bench decorum
- 3 Catchers**
 - A. Get on a first name basis
 - B. Count warm-up pitches (8 in the first or for a new pitcher, 5 after that)
 - C. If catcher is gearing up between innings, get someone else to warm up pitcher
 - D. Compliment catcher for blocking balls in the dirt (He's protecting you)
 - E. Use the catcher to communicate with the pitcher (preventative officiating)
- 4 Batters**
 - A. Get them in the box, keep them in the box
 - B. Don't call time for the batter to get set, don't allow pitcher to quick pitch
 - C. Don't grant time to batter if pitcher has started to pitch
 - D. Put dead balls back into play (batter in box, pitcher on rubber)
- 5 Conferences**
 - A. Three defensive per game, one offensive per inning (write them down)
 - B. Give time according to situation (nobody on, runners on, pitcher in bull pen)
 - C. When breaking up a conference, don't let coach use it as chance to discuss balls and strikes or other calls
- 6 Substitutions**
 - A. Get numbers rather than names
 - B. Let opposing team know changes (unless you have an official scorer and announcer
 - C. Ask coaches to give you changes early between innings
 - D. Write them down (in case there is a question about an illegal substitution)
- 7 Game Tempo**
 - A. Don't stop the game if you don't have to (close gates, pick up equipment, etc)
 - B. Keep your head out of the dugouts
 - C. Hustle (set the example for the players)
 - D. Be firm, but courteous, be nice
 - E. Remember that, the people aren't there to watch you.