

NHBUA Evaluation Rubric

Field Presence and Professionalism:

- Appearance: 1. Clean, professional uniform and plate gear
- Hustle/Mobility = 1. Moves with purpose – gets in to position using good first steps, and taking efficient routes
2. Alert to next play and effective getting to next angle
3. Set and balanced to observe play and make call
- Attitude Toward Players/Coaches = 1. Confident body language and posture
2. Approachable but assertive demeanor
3. Calm presence in heated moments
- Attitude Toward Partners = 1. Communicates day before and of game
2. Conducts efficient, effective pre-game conference
3. Uses post-game to debrief and seek feedback

Plate Work:

- Proper Slot Location = 1. Nose on the inside corner
2. Aggressive toward catcher
3. Set and locked before delivery of pitch with proper head height
4. Adjusts correctly for batter stance
- Tracking/Timing = 1. Sees the pitch all the way into the glove with eyes forward
2. Pauses, sees, decides after all action is complete
- Movement At/From Plate = 1. Trails batter runner to 1b
2. Drop steps to “open the gate” and keep lane open for the catcher on foul pops/passed balls/wild pitches
3. Gets out from behind plate quickly when needed
4. Rotates quickly and correctly to 3b/1b
5. Sets up on the line to make fair/foul calls
- Proper Signals = 1. Clearly signals strikes and balls with loud, confident verbal on called strikes
2. Clearly and crisply signals time/foul, foul tips, checked swings, uncaught 3rd strikes

Base Work:

Proper Initial Starting Position/Alignment = 1. A Position – 10-12 feet from 1b or as close to 1b as F3 allows
2. B/C Positions – Midway between 2b/back of pitching circle and along the tangent of the circle

Remains Chest to Ball = 1. Faces up to all batted balls
2. Moves with purpose - uses drop and crossover steps to keep eyes on to the play and gain the proper angle/get “in the window”

Reads Fielders/Partners = 1. Slashes inside from A position on all fly balls not in coverage area
2. Goes out on trouble balls to RF from A position and moves to edge of grass on trouble balls in the V from B/C positions
3. Checks PU rotating to 3b and holds him up if play allows

Proper Signals = 1. Clearly and crisply signals catch/no catch on trouble balls to the OF/ line drives in the INF, Fair/Foul when in A position, infield fly, obstruction/interference, etc.

Play Positioning – Tag Plays:

Adjusts with Fielder/Moves to Proper Angle = 1. B position - Drop steps and crosses over for steals pick-offs at 2b,
2. C position - Moves toward foul line at 45 ft mark for tag plays at 3b

Controlled Movements to Be in Window = 1. Moves with purpose - uses read steps to get eyes “in the window” between fielder and runner

Timing/Proper Use of Eyes = 1. Sees all elements of the play before making a call – eyes to glove to confirm possession after tag, obstruction, runner pushed off or slides past/off base, etc.

Judgement = 1. Accurate safe/out calls
2. Reads developing plays effectively and sees whole play before deciding

Play Positioning – Force Plays

Moves to Proper Angle =

1. A position – takes 2 steps into fair territory at greater than 90 degrees for plays at 1b
2. B position – gets chest to ball for throw to 2b then drop steps to for play at 2b and again at 1b
3. C position – gets chest to ball then uses crossover steps to drift to midline for play at 2b and drop steps for play at 1b

Gets Set with Eyes Ahead of Throw =

1. Moves eyes to base as fielder begins to throw
2. Gets stopped and set when making the call
3. Maintains appropriate distance

Timing/Proper Use of Eyes =

1. Sees all elements of the play before making the call
2. Eyes to glove to confirm possession, interference, foot off the base, swipe tag, etc.

Game Management

Communicates with Players/Coaches =

1. Controls batter, catcher, dugout behavior
2. Handles substitutions crisply and confidently
3. Enforces equipment and safety rules (bats, helmets, HBP)
4. Addresses players/coaches professionally
5. Makes calls on close plays with calm confidence

Communicates w/ Partners =

1. Uses correct pre-pitch signals for rotations, IFF, time plays, etc.
2. Stays aware of runners, situations and responsibilities
3. Communicates and manages rotations
4. Supports partner's calls and engages in crew consultations appropriately
5. Makes eye contact with partner between innings

Pace of Play/Handling Situations =

1. Manages pace of play between pitches/innings
2. Addresses unnecessary chirping promptly
3. Handles obstruction, interference, malicious contact correctly