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Northwest Youth Baseball Umpires Association

Excellence through Training



— NYBUA —
**Northwest Youth Baseball
Umpires Association**

nybua.com

2026 TRAINING HANDBOOK

NYBUA Board

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This training has been developed to cover the entire game.

All games can be broken up into segments or percentages of how a game is worked by a good official.

50% Game Management

35% Proper Mechanics

15% Knowledge of the Rules

Our goal is to train with emphasis on game management.

NYBUA – The Association

NYBUA was officially formed in 2010 to develop and provide umpires of at least 14 years of age, the ability to umpire youth baseball games during the spring, summer and fall.

UMPIRE AWARENESS

- Represent our umpire organization at all times.
(BEFORE → DURING → AFTER THE GAME)
- Your character and demeanor are ever present (be the least emotional person out there, control of your responsibility).
- *** AWARENESS *** In many cases, the game will be video'd using **Game Changer**, or even a parent videoing the actions during any moment of a game. Aftergame use of subsequent video's are not under NYBUA control. SOCIAL MEDIA is a powerful tool (Positively or Negatively)

** Don't let **Game Changer** be your **GAME CHANGER** **

The Making of a Good Umpire

- Anticipate the possibility, not the outcome.
- Angle over distance. Chest to ball - ALWAYS
- Positioning is a function of time. Start, watch play, adjust. See the beginning, middle and end of a play before making a call
- The call is a mental process, the signal is physical.
- Cooperate with your partner, he is your best support on the field
- Umpire responsibly and don't let others influence your decision.
- Work hard to get better. Learn from your mistakes.
- Respect your association – NYBUA.

Registering on REFTOWN

Unless you have already done so, you will need to register with the Northwest Youth Baseball Umpires Association.

You must provide a valid home and email address as well as phone number (cell number), your Social Security number (SSN), and your date of birth (DOB).

Our payroll system will need a valid bank routing number and bank account.

To Register, use website www.nybua.com and select “Reftown Registration”. Once your account is set up in Reftown, you will want to familiarize yourself with the assignment details.

NOTE: We will need TWO (2) phone numbers if you are under the age of 18 years old. The primary number for text messaging is the first number you provide while the second number may belong to a family number or emergency contact. **Two different phone numbers are required.**

Availability

Your availability to work is important. **Reftown Assumes you are always available.** If there are days that you are unavailable to work, you must update your availability. In Reftown. Go to “Schedules” and drop down to “Availability” – you will select the days you cannot work each month by choosing “Edit Availability” and checking the box named “N/A” or “Not Available”. On the days you CAN work, you need to check the box for “Avail”. Be sure to save your changes.

Umpiring Assignments

All assignments will be handled using Reftown, which is designed specifically for official assignments in various sports. Game assignments will be sent out through this website. You will accept or decline assignments here. Games that are accepted by you must be worked by you on that day, location and time. It will be noted if you are the only official for the game. When working with a partner, your names will be on the game schedule as well as who works bases/plate. **Home plate umpire should contact their partner beforehand to discuss where you will meet prior to the game and what color shirt/jacket to wear.** Unless your game is postponed in Reftown, you must show up at the game site.

Payroll

Payroll is now electronic. It is recommended you select Direct Deposit, To set up your account cursor over your name in upper right hand corner. Drop-down select “Profile” - middle of the page is Payment Options – select – Direct Deposit and fill in the routing and bank account information. Payroll is run Sunday night and money should be in your account on Tuesday morning

Locating Unassigned Games

In Reftown go to “schedules” then “game search” - on that page toward the middle of the page find the dropdown called "Location" - select a location you may live close to (search button) and all games for that location will appear, if there are any unassigned get the game number and send an email request. You may also set the “date” (upper left side of the page) to a date you can work and “search” request and all games that day will appear. Pick a location or game you want – write down the game number and email you request to an assigner.

Social Media

Officials should not publicly comment about a player, team, coach, school or another official on any social media platform. You may not use the NYBUA name, brand, or affiliate on your personal social media networks without prior permission.

ORS 164.276

Authority of sports official to expel persons from sport events.

A sports official may order a coach, team player or spectator to leave the premises at which a sports event is taking place and at which the sports official is officiating if the coach, team player or spectator is engaging in inappropriate behavior [2003 c.629 §2].

Note: See note under [164.274 \(Definitions for ORS 164.276 and 164.278\)](#).

Independent Contractor Agreement

You are working as an independent contractor, and you are responsible for tax withholding. NYBUA will provide secondary insurance for all officials. 1099's will be issued for persons making over \$600.00 per year as required by law. You will see this agreement when registering with the NYBUA on Reftown.

Uniforms

When in doubt, the shirt/jacket color will always be black.

1. HAT - Association approved hat including NYBUA, or all black.
2. SHIRT - Association approved shirt including Delta Blue and Black. No logos allowed. Shirt must be cleaned and ironed and matched with partner.
3. SLACKS - Association approved slacks including Heather Gray and Charcoal Gray. No logos allowed. Slacks must be cleaned and ironed. If working the plate, slacks must be loose enough in the leg to fit over shin guards, and in the seat to accommodate plate stance.
4. SHOES - Shoes must be BLACK. Some white is allowed. They must be clean.
5. SOCKS - Socks must be BLACK. They must be clean.
6. JACKET - Jackets must be Navy Blue or Black. You must match your partner.

Equipment

1. MASK - Must be in good working order.
2. CHEST PROTECTOR - Must be worn UNDER shirt or jacket.
3. SHIN GUARDS - Must be worn UNDER slacks.
4. BALL BAG - Must be Black, Navy or Grey. Must be cleaned and ironed (if needed). You may use one or two ball bags.
5. BRUSH and INDICATOR - Both must be in good working order.
6. Uniforms and equipment needed for umpiring may be purchased at a few locations in the Portland metro area. Used gear is also available. We want to make sure that everyone has the proper attire for umpiring available to them.
7. Game REPORT CARD and pencil.
8. Protective cup / chest protector - male/female.

Bashors Team Athletics

4812 N. Interstate Ave Portland, OR 97217
503-226-3696 Julia or Christina

Note – If you want to use our payroll deduct plan
to pay for your gear contact Tom Carlisle or Dave

SHIRTS

- Navy Light Blue, Black, Red or Gray Umpire shirts \$30
- MLB Style Umpire Shirts, Black/Grey, or Col Blue/Black \$45

PANTS

- Grey Dalco Combo pants \$70

ACCESSORIES

- Umpire Caps (black or navy, plate, field, or combo) \$15
- Ball Bags (grey, black, navy) \$12
- Plate Brush (plastic or wood) \$5
- Indicators (3/4 wheel, plastic or metal) \$5
- Patent Belts \$18

PROTECTIVE

- Champro Lightweight mask CM72..... \$56.96
- Champro Entry Level CP9 MVP chest protector..... \$50.00
- Champro Varsity Level CP135 chest protector..... \$90.00
- Champro abdomen extension for CP135..... \$15.00
- Champro Varsity Level AMT chest protector.....\$119.95
- Champro Leg Guards CG108 lightweight single knee..... \$46.95
- Champro Leg Guards CG370 heavy duty double knee..... \$86.95

Code of Conduct

Look, dress, and act like you want to umpire the game. Address each coach with a smile and firm handshake. Try and prepare yourself for the game by being ready for the plate meeting. Plate meetings do not need to be long; they just need to be informative.

“If you are early you’re on time, if you’re on time you are late”

NFHS Rule Book – Snapshot

Rule 1 – Players, Field & Equipment

Section 1. 9 players required to start the game (exception JBO National teams can start a game with 8 players; forfeit if below 8).

Section 2. The field must be safe to play.

Section 3. Balls, Bats & Gloves. Bats that are legal – minus (-3) must be BBCOR. All others shall be BPF 1.15 certified, USABat or wood. Helmets must meet the NOCSAE standard and catcher’s helmet must cover the ears. **If gloves are legal, they may be used anywhere and any position.**

Section 5. Any player equipment judged by the umpire to dangerous is illegal.

Section 5. Players must be properly equipped, and all equipment must be legal.

Section 6. Catchers may wear a one-way communication device

Rule 2 – Playing Terms & Definitions

Section 3. Balk – an illegal act by the pitcher with runners on.

Section 4. Base on Balls – batter is awarded first base.

Section 9. A catch in the air must be held onto.

Section 11. Dead Ball – remember to put back in play!

Section 16. Foul Tip – a strike, live ball and not a foul ball.

Section 19. Infield Fly.

Section 21. Interference – Offense.

Section 22. Obstruction – Defense (blocking a base, fake tag).

Section 32. A slide must be legal – runner does not need to slide.

Section 35. The strike zone is a judgement call.

Rule 3 – Substituting, Coaching, Bench & Field Conduct, Conferences

Section 1. Substitutions – JBO does not allow substitutions on offense.

Section 2. Coaching – Coaches cannot physically assist players.

Section 3. Bench Conduct during the game applies to both.

Section 4. **Charged Conference**

**A charged conference constitutes a coach’s visit to the pitcher’s mound without making a pitching change. The offense can have one conference per inning.*

Rule 4 – Starting & Ending the Game

If the game has a time limit make sure both coaches know. You must also allow time for an open inning at the end of the game in which there will be no run limit.

Enforce the time limit between innings. 1 Minute !

Section 1. Before the game has officially started, it is the responsibility of the home team to prepare a safe playing field.

Section 3. Called Game – weather, lightning, etc.

Section 4. Both teams must have nine players to start the game, eight to finish. The exception is a national team may start with eight.

Rule 5 – Dead Ball & Suspension of Play

Section 1. Dead Ball – when do balls become dead (see table page 36, 37)

Section 2. Suspension of Play – play can be suspended because of weather or when a player or coach requests time.

Expanded Rule Discussion on Rule 5

The ball becomes DEAD IMMEDIATELY when:

- A pitched ball hits the batter
- A foul ball is not caught
- A balk by the pitcher
- A batter is awarded first base by the coach or catcher
- A hit ball touches a runner
- A runner interferes with double play
- A runner interferes with a fielder making a play OR malicious contact is made

It is a DELAYED DEAD BALL when:

- A batter interferes with a play by the catcher
- A batter hits the catcher's glove
- There is follow-through interference
- There is obstruction (i.e., the batter/runner is obstructed by the first baseman)

Rule 6 – Pitching

Section 1. The pitcher shall pitch while facing the batter, either from the windup or set position

Section 2. Pace of play is of utmost importance.

Expanded Rule Discussion on Rule 6 – Pitching

The most common error by the pitcher is a balk and the most common balks are: Not stopping when coming set, a feint to first while on the rubber, and turning the shoulders after coming to set position.

Rule 7 – Batting

Section 1. Batting order – JBO bats the roster

Section 2. Strikes, Balls and Hits – definition of each

Section 3. Batting Infractions – what a batter can/cannot do

Section 4. The batter is out when...

Expanded Discussion on Rule 7 – Batting

- A strike is charged to the batter when a pitch enters the strike zone in flight.
- A foul tip caught by the catcher is a live ball.
- If a pitched ball hits the batter who is swinging at the pitch, the ball is dead immediately and the batter remains in the batter's box and a strike is called.
- If a pitched ball hits the ground and then hits the batter, the ball is dead immediately and the batter gets first base.
- The ball is always live on strike three if it hits the ground and there are two outs. The ball is live on strike three if it hits the ground and first base is unoccupied with less than two outs.

Rule 8 – Base Running

Section 1. When a batter becomes a runner.

Section 2. Touching, occupying, and returning to a base.

Section 3. Base running awards.

Section 4. The runner is out when...

With runners on base, if a pitched ball goes out of play, the award is one base. A ball thrown by the outfield or the second throw from the infield that goes out of play, would be a two-base award.

Rule 9 – Scoring & Record Keeping

Section 1. How a team scores...

Rule 10 – Umpiring

Section 1. General rules of umpires.

- Judgement is = fair/foul; safe/out; ball/strike.
- Judgement cannot be argued.
- Umpire cannot eject a fan, must go through coach.

Section 2. Umpire in chief.

Section 3. The field umpire in a two-man game.

Official NFHS Baseball Signals

Strike, ball, time, foul ball, call foul ball down the line, fair ball, foul tip (see page 69).

Appendix B – Concussion Guidelines / NFHS Policy

Rule 3.1.5 Any player who exhibits signs, symptoms, or behaviors consistent with a concussion.(examples)..shall be immediately removed from the game and shall not return to play until cleared by an appropriate health-care professional.

Appendix D – A Player Who is Bleeding

Stop the bleeding; judgement on whether the player continues to play. Work with coaches to prevent lengthy injury delays.

Appendix E – Thunder & Lightning

30-minute delay from the last sight and/or sound.

Rule Differences – JBO Website (www.juniorbaseballorg.com)

This website has a copy of JBO rules which can be printed /read. Make sure you cover any major rule(s) differences at the plate meeting with head coaches.

JBO Rules

1. Bat the roster.
2. Verify run rules at the plate conference.
3. Address the dropped third strike rule.
4. Minor National, the runner on third cannot lead off or steal home plate.
5. If a player is injured while on offense, she/he must be replaced by the player furthest from batting that is not on base.
6. The on-deck batter should be behind the batter for safety reasons.
7. Missing a base by the runner is an appeal play by the defense (NFHS).
8. Games which end in a tie can be continuation (same as high school) unless a time limit and innings played has already been met.
9. At the national level, game may start with eight players. If they drop below eight, the game is forfeited.
10. Pitching move feinting or throwing to third base is legal. (31 move)
11. Once a pitcher is removed from the game he cannot return to pitch.

Little League Rules

1. The on-deck batter should not be on the field before his/her turn at bat. They shall remain in the dugout.
2. Warming up the pitcher will be done by another player and not a coach or assistant coach.
3. The base runners cannot leave the base until the ball reaches the catcher.

Babe Ruth Rules

1. If a balk is called, the ball remains live and in play.
2. Second visit to same pitcher in same inning constitutes removal of the pitcher.

Cal Ripken Rules

1. If coaches use a line-up with substitutions, once a substitute is removed, they may not re-enter.
2. Two mound visits per inning: if a pitcher is removed, he cannot return to pitch.

GAME REPORT CARD

Must always be carried by the plate umpire for recording visits by the defense and any ejections/injuries where players or coaches are removed from the game. Use the card for written warnings to coaches as well.

You should write the name of each head coach on the HOME and VISITOR side of the card. Make a note what the head coach looks like if you get confused. The numbers are there to help you keep track of each inning. If you need help tracking the pitching, you may enter the pitcher's number. That way each inning you will know if that pitcher gets five warmup pitches or eight. On the back of the card is the plate conference information to serve as a reminder of the essentials.

Plate Meeting Conference Items

- Starts approximately five minutes prior to game time.
- 60 seconds between innings.
- Are all your players legally and properly equipped?
- How are we handling a balk?
- How are we handling a dropped third strike?
- Is there a run and/or time limit?
- Only head coaches will talk to the umpire (or whoever attends the plate meeting).
- Will not argue balls/strikes and other judgment calls.

Umpiring a One-Man Game

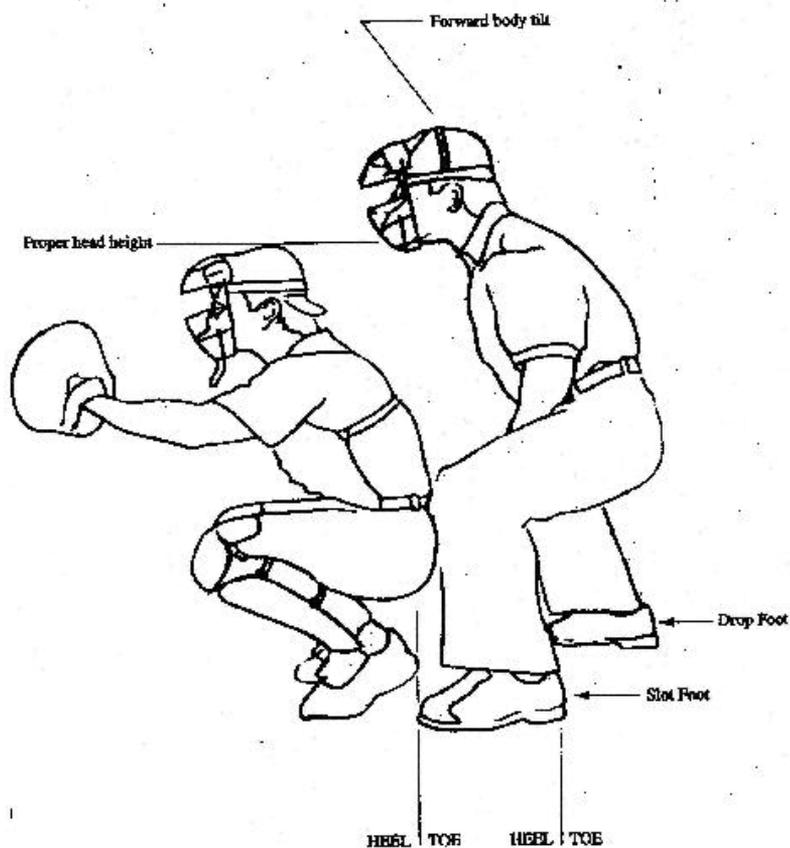
1. You are there to properly manage the game. Arrive 15 minutes before game time.
2. Introduce yourself to the home team coach.
3. Check equipment for both teams – helmets and bats.
4. Make sure coaches approve of the lineups & note latecomers/injured players.
5. Plate Meeting. Ask each coach if their players are all “legally and properly” equipped, and their equipment is legal and in order. Discuss the game situation- run limit, time limit, dropped third strike. Have the home team coach go over the ground rules. Advise both coaches that you will only talk to them, and sportsmanship starts with the three of us.

6. After the plate meeting get the home team out on the field and have the pitcher begin his warm-up pitches. Eight pitches and then five.
7. Make sure the two batters are out and ready to bat.
8. Start the game and not the time limit is there is a time limit in effect.
9. Don't be afraid to call strikes (open up strike zone) and be fair both ways.
10. Be ready to move from behind the plate on any play including a hit ball.
11. Know where the ball is at all times.
12. Get to the working area when making calls, other than fair/foul calls.
13. Wait a little longer when making calls - foul/out-of-play/dead/etc. Once you kill the play there is no going back! On long distance calls, the general rule is, "if the ball is down and the tag is down, call the runner out."
14. Call time and allow yourself time to get back to the plate, put on mask, check the count, outs, etc.
15. Rule interpretations which might come up should be handled in this manner. **Get the rule right. It is not a judgment call. If you are unsure, make a note and look the rule up after the game.** This is how you learn and become better!
16. As long as you are hustling, do not allow complaining from the coaches and players about positioning. The best response to a complaining coach is to just say "Coach, I'm working as hard as I can for you." and walk away. If you need to say "Coach, this is your warning. By rule if you continue to argue balls and strikes or (list minor offense here), you will be restricted to the dugout or ejected." Coaches who are restricted to the dugout cannot come out or talk to you and they may only come out to assist an injured player. If they need to talk to their pitcher, the pitcher will come to the dugout.
17. At the conclusion of the game, give the remaining game balls to the head coach and leave the field.
18. Make any notes of situations post-game which may have happened during the game. The Reftown website has forms which can be filled out for game reports, ejections, and rule questions. Learn from the game you just finished. Were there complaints? Were they valid? What can be improved?
19. Avoid commenting on social media about your game.

Avoiding Time Wasters

1. BATTER
 - a. Taking too long to get set
 - b. Stepping out to get a sign or adjust gloves
2. PITCHER
 - a. Walking halfway to home to receive balls from catcher
 - b. Counting warmup pitches between innings (reduce number of warmups if any delay)
 - c. Coach warming up pitcher while catcher puts on gear
3. CATCHER
 - a. Handing the ball to umpire instead of tossing
 - b. Getting signs in from coach
4. COACHES
 - a. Taking too long to get signs to catcher/batter
 - b. Talking to team between innings
 - c. Taking too long to get players assigned and out to positions
5. RUNNERS
 - a. Asking for time after a stolen base or pick-off attempt (have the fielder throw the ball back to the pitcher and the runner get up)
6. FOUL BALLS
 - a. Don't watch the flight of the ball. Once you determine the foul, hand another ball to the catcher, or throw it to the pitcher yourself.
 - b. Avoid fielders chasing foul balls if a bench player can get it
 - c. Wait for the on-deck batter to come to the plate to give you the ball
7. BASEBALLS
 - a. When you get down to one ball in your bag, ask the home coach for another. *"Coach, can I get another baseball, please?"*
 - b. If out of balls, ask the home coach. *"Coach, I need two baseballs, please, two baseballs."*
8. CONFERENCES
 - a. Silently count to twenty from the time the coach gets to the dirt circle or mound area
 - b. Note the conference on your game report card as you count
 - c. If time, dust off home late while you count
 - d. At 20 seconds, walk purposefully towards the mound
 - e. Position yourself so the coach can see you
 - f. If coach delays in breaking up the meeting, ask him if he is going to make a change. If not, tell him that it's time to play. *"Let's go then."*
 - g. Hustle back to the plate. You should beat the catcher.

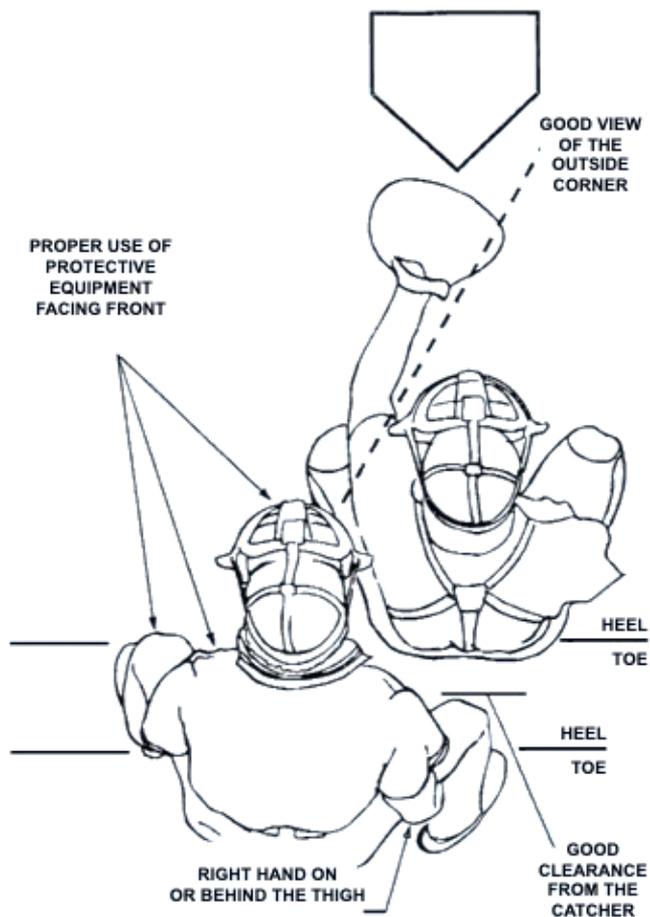
THE SLOT (SIDE VIEW)



"It's What You Learn After You Know It All That Counts."

THE SLOT

(TOP VIEW)



General Softball Rules

- Runners must remain on base until the pitcher releases the ball on a pitch to the batter
- Once the pitcher has the ball and is inside the circle, runners must advance immediately or return to the base. If they advance they cannot return to the base they were at (unless they are in a rundown) or they would be out.
- If the pitcher remains in the circle area with the ball no runners can advance
- If the pitcher were to leave the circle – runners can advance
- Safe base at first base – player/runner – application and restrictions may differ

Clackamas County Girls Softball Rules

- Game is 6 innings
- 1:30 minutes No New Inning for 12/14U – 1:20 minutes for 10U
- 5 run limit per inning – no open inning
- Mercy rule – 15 after 3, 12 after 4, 8 after 5 innings
- Game may start with 8 players (If they drop below game is forfeited)
- Bat the roster free substitution (pitcher may not leave and then reenter)
- Pitchers are required to have a face guard
- Protests are allowed (Before the next pitch)
- Casual profanity rule directed at the umpire – player is ejected

One Man & Two Man Mechanics Review

Games Requiring One Umpire

The baseball field layout on the following page shows the primary working area of an umpire in a one-man game; that area is between home plate and the pitcher's mound. Any hit ball with no runners on base requires the umpire to clear the catcher to the left – remove the face mask with the left hand, get out and watch the play, and make the call at first base. If the ball is hit to the outfield, see the catch, and make the call or if the ball is on the ground, watch the runner as he advances. Did he touch first base and was there obstruction by the first baseman? With runners on base, the umpire needs to be alert as to where the ball is hit and where the play will be. Is it a forced play or does the runner need to be tagged?

Games Requiring Two Umpires

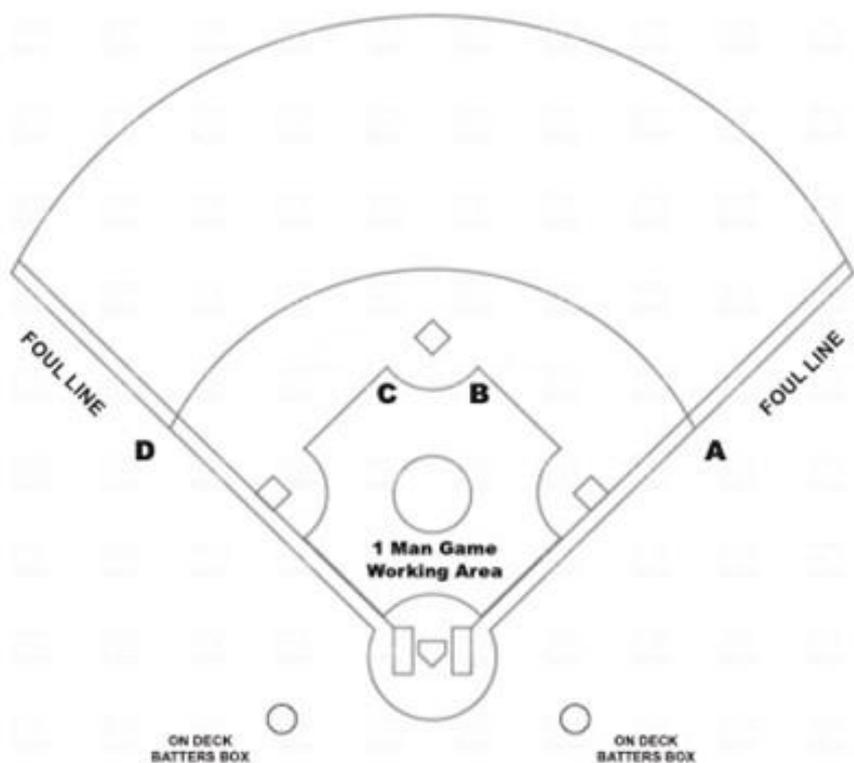
The baseball field layout on the following page also shows the primary working area for two umpires working in a game. Position A next to first base is where the base umpire will start. Any hit ball – the umpire in the A position will move into the playing area to his right to make the call at first base or watch the runner. The plate umpire will watch for swipe tag or pulled foot at first base or make the call on any fly ball to the outfield.

A base umpire will be in position B when there is a runner at first base only or first base and third base. A ball hit to the outfield (base hit) will require the plate umpire to watch the runner touch home plate (if there was a runner at third) and move down the third baseline to make a call at third if the runner at first advances there.

A base umpire will be in the C position when runners are on first and second base; first, second and third base (bases loaded); or second or third base only.

A base umpire while in B or C position will have all fly balls to the outfield except for balls down the first and third foul line – those calls will be made by the plate umpire. Fly balls to the outfield require the base umpire to get in a position to see the catch and watch base runners. If they tag up and advance, it must be legal. Appeal plays are generally made on players tagging up improperly. The base umpire will always be responsible for the first play in the infield as well.

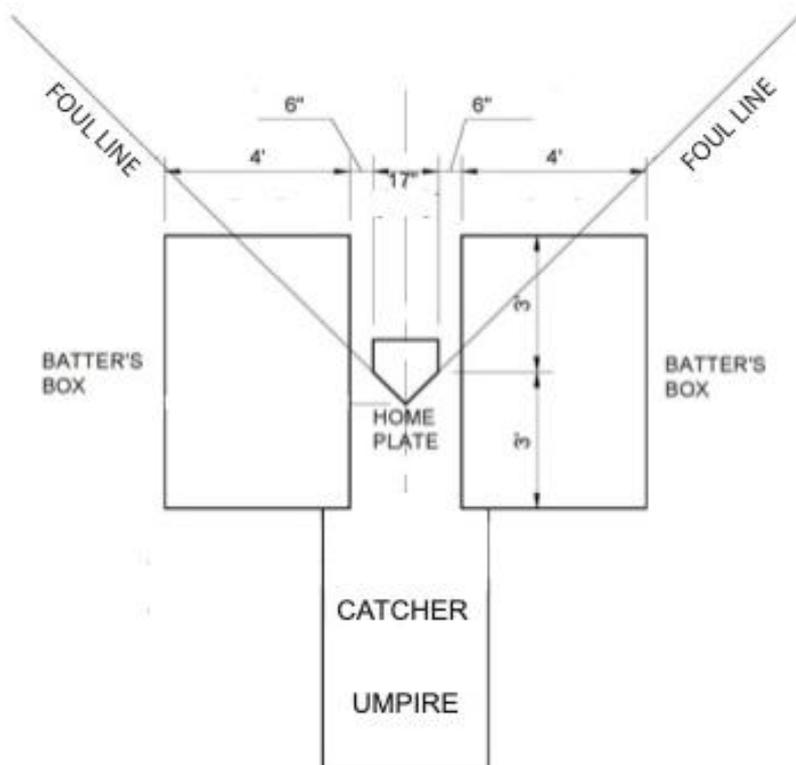
BASEBALL FIELD



** A baseball field must be the most beautiful thing in the world.
It's so honest and precise. And we play on it.
Every star gets humbled. Every mediocre player has a great moment.**

Jim LeFebvre, Seattle Mariners

BATTERS BOX



*"When you step into the Umpire Position,
have nothing on your mind except baseball."*

Coaches Points of Emphasis

1. **Head Coach must attend the plate meeting.** Plate meeting attendee is the head coach for that game, however, if replacement during the game is necessary, the originally designated head coach must leave the game, dugout and facility. **A New Replacing head coach requires umpire(s) to briefly repeat plate meeting specifics with the newly designated head coach.**
2. Head Coach is the only designated person to address issues or get clarifications from the Umpire(s).
3. Umpires should, 1) **ignore**, 2) **Acknowledge**, 3) **warn**, 4) **restrict**, 5) **eject** as needed, any coach, player or person disrupting the game. First offense can result in ejection if deemed severe by the umpire(s).
4. **Runners are not required to slide.** When sliding it must be legal, not sliding still requires avoiding (interference). Player can slide head first into any base.
5. A pitcher's glove cannot be white or gray, pitchers' compression sleeve (**NFHS 2016**) must be a dark color (Black/Blue).
6. A pitcher may wear sunglasses as long as a reflection, if there is any (?), does not bother the batter **or Umpire(s)**.
7. Players gloves can be used at **ANY** position.
8. A missed base is an appeal play, whether during live ball or immediately after play has stopped and time has been called. (example - tell the umpire the runner at third left early).
9. A batted ball that hits a runner is immediate dead ball, runner is out, and all other runners return to the base they were on at the time of the pitch. **YOU MAY ALSO HAVE TWO OUTS?**
10. Defense has the right to a batted ball to make a play, runner interference results in immediate dead ball, all runners return to base occupied at the time of pitch. **YOU MAY ALSO HAVE TWO OUTS?**
11. Defense cannot block home plate, or base without the ball. Runners may be safe and awarded extra bases.
12. Portable recording device (video camera/phone) can be used in the dugout area, not on the field of play. Video/pictures can be reviewed with coaches and players in the dugout. No use of these devices can be used to discuss calls with the umpire.
13. If a catcher is on base when the third out is made, have another coach or player warm up the pitcher.
14. New pitchers get a maximum of 8 pitches, and 5 pitches every inning after (can be less).

15. Three Defensive Conferences. A conference is counted if you leave the pitcher in the game. If the game goes extra innings, you have one defensive conference per inning.
16. Teams have **1 minute between each half inning. Be Ready!** Keep the game moving.
17. EMPHASIZE BATTERS BOX AWARENESS. Especially the younger and lower skill teams. SAFETY FIRST.
18. Any coach, player or person who is directed to leave the game/dugout/facility (**by an Umpire**), can result in a forfeited game if said individual refuses. Excessive verbal or physical abuse by a coach, player or person can result in contacting local law enforcement.
19. Jewelry is allowed, be sure to understand the exceptions. Jewelry can be removed if for player safety.

*We held an umpire clinic a few weeks ago for thirty baseball players who wanted to umpire and make some money. After the clinic I wanted to schedule them to umpire games – they were all playing baseball [...] find time to give back.” ~
Dave Kuhns*



— NYBUA —
**Northwest Youth Baseball
Umpires Association**