

## The 10 Commandments of Umpiring

In 1949 Commissioner of Major League Baseball Ford Frick openly spoke about a list of Ten Commandments governing umpires during the game of baseball. In June 1949, *Baseball Digest* published that legendary list and even added that persons other than umpires might accept and put into practice some of Frick's suggestions.

#	Commandment
1	Keep your eye on the ball.
2	Keep all your personalities out of your work. Forget and forgive.
3	Avoid sarcasm. Don't insist on the last word.
4	Never charge a player and, above all, no pointing your finger or yelling.
5	Hear only the things you should hear - be deaf to others.
6	Keep your temper. A decision made in anger is never sound.
7	Watch your language.
8	Take pride in your work at all times. Remember, respect for an umpire is created off the field as well as on.
9	Review your work. You will find, if you are honest, that 90% of the trouble is traceable to loafing.
10	No matter what your opinion of another umpire, never make an adverse comment regarding him. To do so is despicable and ungentlemanly.

## ***TEN COMMANDMENTS OF UMPIRING***

- 1. Thou shall NEVER be late.**
- 2. Thou shall look the part and dress the part of a committed umpire.**
- 3. Honor the integrity of the game.**
- 4. Thou shall never be unfair, take sides or secretly root for any one team.**

5. **Thou shall hustle from the first to the last pitch, from a one run game to a blowout.**
6. **Thou shall never lose control of thyself or speaketh to a coach or player in anger, no matter how seemingly justified it may be.**
7. **Thou shall concentrate, concentrate, concentrate.**
8. **Honor the concept of safety above all else; don't let them play in unsafe conditions or when you believe they are hurt. On that field at that moment you are indeed the doctor, the weather man, the concerned parent and GODLIKE!**
9. **Thou shall know the rules and apply them fairly and consistently.**
10. **Thou shall remember this is a game and only a game. Get over it. Mistakes come with the territory. Take it seriously, but not too seriously that you can't laugh and learn from it.**