

GEORGIA ASA

UMPIRE CODE OF ETHICS

1. Honor all accepted assignments regardless of possible inconvenience or financial reward.
2. Study the rules of the game diligently, observe the work of other good umpires, and attempt to improve at all times.
3. Attend as many rule clinics, training camps and other training opportunities as possible.
4. Remember that, while your work as an umpire is important, you **must** conduct yourself in such a way that spectator attention is directed to the players during the game and not you.
5. Dress and maintain your appearance in a manner befitting the dignity and importance of the umpire.
6. Be fair and unbiased in your decisions, rendering them without regard to the score or the quality of the play on the field.
7. Be firm but not overbearing; positive but never rude. Remember the good umpire doesn't have to have the last word.
8. Be prepared both physically and mentally to administer the game.
9. Do not give information that might be used by a team's future opponent.
10. Cooperate and be professional in your associations with your fellow umpires and do nothing to cause them public embarrassment.
11. Do not make comments or give opinions concerning any umpire, ruling, play, team, coach, etc. in any form of media including verbal or written communication.
12. Do not use **tobacco products** on or in the vicinity of the playing field or the athletic facility.
13. Do not use (including opening) any **alcoholic beverages** before; during, or after the games you are assigned to work in the vicinity of the playing field or athletic facility (including the parking lot).
14. Adhere to all Federal, State and County Rules, Laws and Ordinances at any and all ASA functions to include **you** as an umpire, as a representative of ASA or as a spectator.

A violation of any of the above written ethics can result in the violator being brought in front of the Georgia ASA Disciplinary Committee and disciplinary action could follow for the violator from probation up to suspension from ASA.