

The Changing Times in College Baseball

College Baseball Umpiring has changed drastically over the years from a low key, recreational event to today's top quality program with strong reviews and exposure. Tim McGraw, a well-known country singer, gave us a unique approach to looking at the past and comparing it to the present.

"BACK WHEN"

**"Back when a coke was a coke,
And crack's what you were doing
When you were cracking jokes,
Back when a screw was a screw,
The wind was all that blew,
And when you said I'm down with that,
Well it meant you had the flu,
I miss back when.**

"Back When" by Tim McGraw truly depicts the major changes in college baseball umpiring. Over the past forty years, there have been many changes to the makeup of a top quality college umpire from salaries, expectations, and especially exposure.

Back when the average per game salary ranged from \$50.00 to \$75.00 with no "extras" such as mileage, post-game meals, or locker rooms (usually went to game in uniform and dressed in the back of your pickup truck sitting on the tailgate in the parking lot). Times have surely changed!

Today's salaries and other monetary benefits have changed in a very positive manner over the years since "Back When". Financially, an average per game salary ranges from \$235.00 to \$425.00 with additional "extras" for airplane flights, airport parking, per diem, and a crew car that brings the per game salary to approximately between \$435.00 to \$625.00 per umpire, plus air or vehicle transportation. Today's umpire is also generally provided a very nice dressing facility that includes a post-game meal.

These financial advances are a very positive outcome of national exposure from national television and the media. Umpires have gained national respect over the years and deserve any and all increases to their benefit packages. Due to the outstanding support of college administrators, conference coordinators, and the national program staff, college baseball umpiring continues to be on the rise and the future is bright.