

**Second Edition with
Updated Mechanics**

Baseball Umpires Manual

**Mechanics for
Two, Three, or Four Umpires**



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TABLE OF CONTENTS

Naming Conventions and Symbols	x
Introduction.....	1
GENERAL INFORMATION	
Umpire Responsibilities.....	2
Contact Your Partner.....	2
Prior to Game Day.....	2
Game Day	
Arrival at the Field	3
Entering the Field	3
Plate Conference.....	4
National Anthem	4
Post-Game	4
Base Umpire Positions.....	5
The Working Area (aka: “Sweet Spot”)	8
Keeping your Chest to the Ball (“Opening the Gate”)	9
Getting Help on a Call (Getting the Call Right)	10
Base Umpire - “Crossing the Dirt”	11
Pause-Read-React	12
Getting in the Right Position (Angle and Distance).....	13
Umpire Stances for Observing Plays and Making Calls.....	14
Rundowns.....	15
Timing Plays	20
Working the Plate	21
Selecting a Plate Stance	21
Getting Into Position for the Pitch.....	21
Plate Stances.....	24
The “Slot”	27
Clearing the Catcher	28
Popups Behind the Plate	28
Making Calls at the Plate	29
Tips for Working the Plate.....	30
Handling the Mask and Indicator	30
Umpire Signals and Communications	31
Umpire Signals for Calls and Plays	
Catch	37
Do Not Pitch	32
Fair.....	35
Foul	35
Foul Tip	36
Giving the Count.....	38
Infield Fly.....	34
No Catch	37
Off The Base (Fielder)	36
Out.....	34
Play Ball / Play	32
Run Does Not Score	40
Safe	34
Score the Run.....	39
Spectator Interference.....	39
Strike	33
Substitution	39
Time	33

Communication Between Umpires

Acknowledging Verbal Communications (during a play)	46
Check Swing (getting help and response)	41
Getting Help on a Call.....	42
Infield Fly situation	43
My Call/Your Call	45
Outs (showing to your partner)	45
Rotating (on a hit)	44
Same Rotation.....	44
Staying Home (no rotation)	44
Timing Play	43
Verbal Communications.....	46
What's the Count?	45

TWO UMPIRE MECHANICS

General Provisions.....	48
Base Umpire Positions.....	49
Fair/Foul Responsibility – No Runners on Base.....	52
Fair/Foul Responsibility – Runners on Base.....	53
Fly Ball Responsibility in the Outfield – No Runners on Base.....	54
Fly Ball Responsibility in the Outfield – Runner on Base	55
Fly Ball & Line Drive Responsibility in the Infield – No Runners on Base.....	56
Fly Ball & Line Drive Responsibility in the Infield – Runner on Base	57
Responsibility for Tag-ups and Touching the Bases.....	58

NO RUNNERS

Umpire Positioning	59
Fly Ball to Left Field – PL's Responsibility	60
Fly Ball to Right Field – U1's Responsibility.....	61
Fly Ball to Right Field – PL's Responsibility.....	62
Base Hit	63
Hit to the Infield	64
Hit to the Infield – Near First Base.....	66
Bunt	67
Popup Beyond First Base in Foul Territory	68
Popup Between First Base and the Outfield	69
Popup Immediately Behind First Base	70
Popup in Foul Territory between First Base and Home.....	71

RUNNER ON 1st

Umpire Positioning	72
Fly Ball to Left Field.....	73
Fly Ball to Right Field	74
Fly Ball in the "V"	75
Base Hit	76
Hit to the Infield (possible double play)	77
Bunt.....	78
Pickoff at First.....	79
Steal of Second	80

RUNNER ON 2nd

Umpire Positioning	81
Fly Ball to Left Field	82
Fly Ball to Right Field	83
Fly Ball in the “V”	84
Base Hit	85
Base Hit with 2 Outs – Timing Play	86
Hit to the Infield	87
Bunt	88
Pickoff at Second	89
Steal of Third	90

RUNNER ON 3rd

Umpire Positioning	91
Fly Ball to Left Field	92
Fly Ball to Right Field	93
Fly Ball in the “V”	94
Base Hit	95
Hit to the Infield	96
Bunt	97
Pickoff at Third	98
Steal of Home (“Squeeze Play”)	99

RUNNERS ON 1st and 2nd

Umpire Positioning	100
Fly Ball to Left Field	101
Fly Ball to Right Field	102
Fly Ball in the “V”	103
Infield Fly	104
Base Hit	105
Base Hit with Two Outs – Timing Play	106
Bunt	107
Hit to the Infield (possible double play)	108
Pickoff at First	109
Pickoff at Second	110
Steal	111

RUNNERS ON 1st and 3rd

Umpire Positioning	112
Fly Ball to Left Field	113
Fly Ball to Right Field	114
Fly Ball in the “V”	115
Base Hit	116
Hit to the Infield (possible double play)	117
Bunt	118
Pickoff at First	119
Pickoff at Third	120
Steal	121

RUNNERS ON 2nd and 3rd

Umpire Positioning	122
Fly Ball to Left Field	123
Fly Ball to Right Field	124
Fly Ball in the “V”	125
Base Hit	126
Hit to the Infield	127

Bunt.....	128
Pickoff at Second.....	129
Pickoff at Third	130
Steal of Home (“Squeeze Play”)	131

RUNNERS ON ALL BASES

Umpire Positioning	132
Fly Ball to Left Field.....	133
Fly Ball to Right Field	134
Fly Ball in the “V”	135
Base Hit	136
Hit to the Infield (possible double play)	137
Bunt.....	138
Pickoff at First	139
Pickoff at Second.....	140
Pickoff at Third	141
Steal of Home (“Squeeze Play”)	142

THREE UMPIRE MECHANICS

General Provisions.....	144
Base Umpire Positions.....	145
Fair/Foul with No Runner on Base.....	149
Fair/Foul with U3 “In”.....	150
Fair/Foul with U1 “In”	151
Fly Ball Responsibility in the Outfield – No Runners on Base.....	152
Fly Ball Responsibility in the Outfield with U3 “In”	153
Fly Ball Responsibility in the Outfield with U1 “In”	154
Fly Ball and Line Drive Responsibility in the Infield – No Runners on Base.....	155
Fly Ball and Line Drive Responsibility in the Infield with U3 “In”	156
Fly Ball and Line Drive Responsibility in the Infield with U1 “In”	157
Responsibility for Tag-ups and Touching the Bases.....	158
Rotations for 3-Umpires.....	159
Rotation to the LEFT.....	160
Rotation to the RIGHT (“Slide” Rotation).....	161
Positions for calling plays at 1st Base	162
Positions for calling plays at 3rd base.....	163

NO RUNNERS

Umpire Positioning	164
Fly Ball – U1’s Responsibility	165
Fly Ball – U3’s Responsibility	166
Base Hit	167
Hit to the Infield	168

RUNNER ON 1st

Umpire Positioning	169
Fly Ball – U1’s Responsibility	170
Fly Ball – U3’s Responsibility	171
Fly Ball – PL’s Responsibility	172
Base Hit	173
Hit to the Infield	174
Pickoff at First	175

RUNNER ON 2nd

Umpire Positioning	179
Fly Ball – Center Field (U1's Responsibility)	178
Fly Ball -- Center Field (U3's Responsibility) Optional with TWO OUTS.....	179
Fly Ball – Left Field (U3's Responsibility).....	180
Fly Ball -- Left Field (PL's Responsibility) Optional with TWO OUTS	181
Fly Ball -- Right Field (PL's Responsibility).....	182
Fly Ball -- Right Field (U1's Responsibility) Optional with TWO OUTS.....	183
Base Hit	184
Base Hit (Optional with TWO OUTS).....	185
Hit to the Infield	186
Hit to the Infield (Optional with TWO OUTS)	187
Pickoff at Second.....	188
Pickoff at Second (Optional with TWO OUTS	189

RUNNER ON 3rd

Umpire Positioning	190
Fly Ball – U1's Responsibility	191
Fly Ball – U3's Responsibility	192
Base Hit	193
Hit to the Infield	194
Pickoff at Third	195

RUNNERS ON 1st and 2nd

Umpire Positioning	196
Fly Ball – U1's Responsibility	197
Fly Ball – U3's Responsibility	198
Fly Ball – PL's Responsibility	199
Base Hit	200
Hit to the Infield (possible double play)	201
Pickoff at First	202
Pickoff at Second.....	203

RUNNERS ON 1st and 3rd

Umpire Positioning	204
Fly Ball – U1's Responsibility	205
Fly Ball – U3's Responsibility).....	206
Fly Ball – (PL's Responsibility).....	207
Base Hit	208
Hit to the Infield (possible double play)	209
Pickoff at First	210
Pickoff at Third	211

RUNNERS ON 2nd and 3rd

Umpire Positioning	213
Fly Ball – Center Field (U1's Responsibility)	214
Fly Ball -- Center Field (U3's Responsibility) Optional with TWO OUTS.....	215
Fly Ball – Left Field (U3's Responsibility).....	216
Fly Ball -- Left Field (PL's Responsibility) Optional with TWO OUTS	217
Fly Ball – Right Field (PL's Responsibility)	218
Fly Ball -- Right Field (U1's Responsibility) Optional with TWO OUTS.....	219
Base Hit	220
Base Hit Optional with TWO OUTS	221
Hit to the Infield	222
Hit to the Infield Optional with TWO OUTS	223

Pickoff at Second.....	224
Pickoff at Second Optional with TWO OUTS.....	225
Pickoff at Third	226
Pickoff at Third Optional with TWO OUTS	227

RUNNERS ON ALL BASES

Umpire Positioning	228
Fly Ball – U1’s Responsibility	229
Fly Ball – U3’s Responsibility	230
Fly Ball – PL’s Responsibility	231
Base Hit	232
Hit to the Infield	233
Pickoff at First	234
Pickoff at Second.....	235
Pickoff at Third	236

FOUR UMPIRE MECHANICS

General Provisions.....	238
Base Umpire Positions.....	239
Fair/Foul Responsibility	243
Fly Ball Responsibility in the Outfield – (U2 is “Out”)	244
Fly Ball Responsibility in the Outfield – (U2 is “In”).....	245
Fly Ball and Line Drive Responsibility in the Infield – (U2 is “Out”)	246
Fly Ball and Line Drive Responsibility in the Infield – (U2 is “In”)	247
Responsibility for Tag-ups and Touching the Bases.....	248
Rotations for 4-Umpires.....	249
Rotation to the LEFT.....	250
Rotation to the RIGHT (“Slide” rotation)	251
Positioning for plays at 1st base	252
Positioning for plays at 3rd base	253

NO RUNNERS

Umpire Positioning	254
Fly Ball – U1’s Responsibility	255
Fly Ball – U2’s Responsibility	256
Fly Ball – U3’s Responsibility	257
Base Hit	258
Hit to the Infield	259

RUNNER ON 1st

Umpire Positioning	260
Fly Ball – U1’s Responsibility	261
Fly Ball – U3’s Responsibility	262
Base Hit	263
Hit to the Infield	264

RUNNER ON 2nd


















Umpire Positioning	265
Fly Ball – U1’s Responsibility	266
Fly Ball – U3’s Responsibility	267
Base Hit	268
Hit to the Infield	269

RUNNER ON 3 rd	
Umpire Positioning	270
Fly Ball – U1’s Responsibility	271
Fly Ball – U2’s Responsibility	272
Fly ball – U3’s Responsibility.....	273
Base Hit	274
Hit to the Infield	275
RUNNERS ON 1 st and 2 nd	
Umpire Positioning	276
Fly Ball – U1’s Responsibility	277
Fly Ball – U3’s Responsibility	278
Base Hit	279
Hit to the Infield	280
RUNNERS ON 1 st and 3 rd	
Umpire Positioning	281
Fly Ball – U1’s Responsibility	282
Fly Ball – U3’s Responsibility	283
Base Hit	284
Hit to the Infield	285
RUNNERS ON 2 nd and 3 rd	
Umpire Positioning	286
Fly Ball – U1’s Responsibility	287
Fly Ball – U3’s Responsibility	288
Base Hit	289
Hit to the Infield	290
RUNNERS ON ALL BASES	
Umpire Positioning	291
Fly Ball – U1’s Responsibility	292
Fly Ball – U3’s Responsibility	293
Base Hit	294
Hit to the Infield	295

NOTES and CHANGES

Notes and Changes.....	296
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NAMING CONVENTIONS and SYMBOLS USED IN THIS MANUAL

	NAME	SYMBOL	DESCRIPTION
UMPIRES			
	PL		The umpire working behind the plate
	U1		The umpire working the bases in a 2-umpire system or The umpire working first base in a 3 or 4 umpire system
	U2		The umpire working second base in 4-umpire system
	U3		The umpire working third base in a 3 or 4 umpire system
BATTER & RUNNERS			
	BR		The Batter/Runner
	R1		The first runner on base (Lead Runner)
	R2		The second runner on base (after/behind R1)
	R3		The third runner on base (after/behind R2)
FIELDERS			
	F1		Pitcher
	F2		Catcher
	F3		First baseman
	F4		Second baseman
	F5		Third baseman
	F6		Shortstop
	F7		Left fielder
	F8		Center fielder
	F9		Right Fielder

The use of the terms 'he,' 'him' or 'his' are not intended to be gender specific and shall be deemed to be a reference to 'she,' 'her' or 'hers'" where applicable.

INTRODUCTION

Ask anyone familiar with baseball how many teams are on the field during a baseball game and they will quickly tell you there are two teams: the home team and the visiting team. Nothing could be further from the truth. In reality, it takes three teams for a baseball game to be played. Yes, you have the home team and visiting team, but you also have the umpires.

Umpires assigned to a baseball game, regardless of how many there are, must be a team. They are not simply a group of individuals who just happen to be on the same field at the same time. They must work together in concert to ensure that all aspects of the game are appropriately covered. They must make a ruling on each pitch, checked swing, batted ball, and play. To do this, they must work together in a coordinated effort and each must understand his, and his partner's, responsibility in each situation.

If you are an umpire and you and your partner are not working together as a team, with each understanding his role on each play, then you are doing a disservice to yourself, your partner, the fans, and, most importantly, the teams playing the game.

The techniques and guiding principles of umpires working together as a team are called "mechanics". The purpose of this manual is to provide the umpire with an understanding of the mechanics as employed by a team of umpires.

The mechanics in this manual are the basic fundamentals and provide a foundation from which an umpire can begin to learn the business of being an arbiter of the game of baseball. The techniques shown in this manual are not "hard and fast" rules that must be followed rigidly each and every time. These techniques are intended to be guidelines that will assist the reader in learning how and where to move in order to obtain the best position to make the call. There will certainly be circumstances where a slight variation may be required in order to get the best angle to observe the play.

As an umpire gains experience, there will be some subtle differences and some advanced techniques that will be learned or developed. In fact, as you work with more experienced umpires, you may notice some of them using mechanics that are not shown in this manual. This does not mean that they are doing something wrong, only that they have learned or developed something that works for them in certain situations. ***But for the beginning umpire, it is imperative that he or she master the techniques in this manual before trying to learn and utilize more advanced practices.***

The two-umpire system is the basis upon which the three-umpire and four-umpire systems are developed. Without a clear understanding of two-umpire mechanics, no umpire can hope to learn and be proficient in a three or four umpire crew. It will take years of study, practice, and use of the two-umpire system in order to become truly proficient in its use. But proficiency is a necessity if one hopes to advance to the next level of baseball umpiring.

UMPIRE RESPONSIBILITIES

(Which have nothing to do with calling the game)

*Your responsibilities as an umpire do not start when you first walk on the field of play.
They begin when you accept a game assignment.*

CONTACT YOUR PARTNER !!

Your **first** responsibility is to CONTACT YOUR PARTNER. It doesn't matter if this is done in person, by phone, or by e-mail. This contact should be made at least three to five days before the game. If you have not heard from your partner by at least three days before game time, or you receive a game assignment less than 72 hours before game time, then it is imperative that you call your partner immediately!! Don't use e-mail as there is not enough time. There is no magic "protocol" as to who is responsible for calling whom. Each umpire assigned to a game has equal responsibility for contacting his/her partner before the game.

The important thing is that you and your partner get together to discuss the assignment. There are a number of things that should be covered in this initial contact. This should include things such as:

- Is your partner still in the game or did he have to decline the game for some reason?
- How are you going to get there? Are you going to ride together or is each going to take his/her own car?
- If you are riding together, when and where will you meet?
- If you are each taking your own cars, where are you going to park? There is nothing more embarrassing than each umpire parking on different sides of the field and thinking his/her partner did not show up, and then both walk onto the field, from different directions, and both are ready to work the plate.
- Who is going to work the plate/bases? If it is a double header, who is working what in which game?
- What shirt(s) are you going to wear? There are several colors available and umpires working a game must wear the same shirt and/or jacket.
- Are there any known difficulties for either you or your partner, such as having to drive across town in rush-hour traffic, or having a difficult time getting off work and thus going to be rushed getting to the field?

If there are changes after you have contacted your partner, such as giving a game back, then you should immediately contact your partner so that he/she knows that you will no longer be in that particular game.

PRIOR TO GAME DAY

Prior to date of the game, there are a number of things that need to be done. Remember that many coaches will form an opinion of you as an umpire by your appearance when you first walk on the field.

- All uniforms should be clean and neat.
- Uniforms should be kept on hangers or folded neatly in a case. They shouldn't be just thrown in the back seat or trunk where they will get wrinkled and/or dirty.
- Shoes should be cleaned and shined. Yes, they are going to get dirty, especially in wet weather, but it is important that when you first walk on the field that your shoes are clean and polished.
- Ball bags, like your uniforms, should be clean and in good repair
- All your gear should be loaded up. Even if you are going for just one game and your partner says he is doing the plate, take everything. Something may happen to your partner and you may end up working the plate anyway.
 - » Uniforms
 - » Plate/Base gear
 - » Cold/Wet weather gear

ARRIVAL AT THE FIELD

On game day, if there is inclement weather, don't assume the game has been cancelled. Just because it is raining where you are located does not mean it is raining where the field is located. If you haven't received a call from the assigner or coach cancelling or delaying the game----GO!!!

Two words are important for arrival at the field – BE EARLY!! Coaches and players have routines that they go through to get ready for a game, one of which is warming up the pitcher. No coach wants to start warming up his pitcher while he is wondering if the umpires are going to show up.

As an example; for a high school varsity game, you and your partner should be at the field one hour before game time. That means being AT the field, not en route. Once there, you and your partner should contact the coaches to let them know you are there and take care of any preliminary duties, such as:

- Verifying the number and start times of the games
- Determining any time limits on the games, particularly if it is a JV or Freshman game followed by a Varsity game
- Any special presentations or ceremonies that will take place before the game
- Ask for, or confirm, a location for the officials to change clothes (other than the parking lot)

Once the coaches have been contacted, survey the field for any issues that may need to be fixed before game time or that may cause issues with calls made during the game. If you have time, walk the field looking for things that could cause issue during the game (holes in or under the fence, loose fencing, overhanging trees/wires, etc.)

Upon leaving the field after this initial contact, the officials should begin preparing for the game. In addition to getting dressed, they should conduct a pre-game conference. The pre-game conference is an important part of the umpires' responsibility and helps ensure that they will be working together as a team. This conference may cover rules or rule changes, mechanics, and/or any issues that may be particular to this field or the teams.

If your partner has not arrived and it is getting close to game time, be prepared to work the plate and start the game by yourself. ***Notify the coaches as soon as you know your partner will be late.*** It is THEIR decision to delay the game if they want to start with just one umpire.

Regardless, get the game started on time!! THE GAME NEVER WAITS ON THE UMPIRES!

ENTERING THE FIELD

For a varsity game, the umpires should enter the field approximately ten (10) minutes prior to the start of the game. This will give them time to fulfill all of their responsibilities and get the game started on time.

Remember, umpire jurisdiction begins when the umpires enter the field, in uniform, ready for the game. There may be certain rules that need to be enforced prior to the start of the game, such as:

- Use of tobacco or tobacco-like products
- A player warming up the pitcher without a face mask and protective cup
- Team interaction during infield practice

The first thing the umpires should do is to make a quick visual check of the field. Look for equipment (hoses, rakes, etc.) player's gear bags, open gates or other items that need to be removed or secured before the game begins. Then, if required or requested, perform any other necessary pre-game duties.

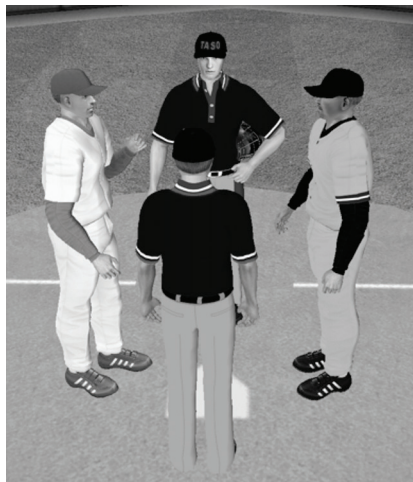
Once that is completed, the plate umpire should obtain at least three baseballs from the home team, or whoever is providing the baseballs for that game, and ensure that they are ready for play.

If you are working a game and have not yet met or identified the game administrator, make every effort to do so before the game starts. The game administrator can be critical to controlling fans, providing security for the officials, or to assist in removing a coach/player who has been ejected.

PLATE CONFERENCE

The plate conference should be held approximately five minutes before game time. The plate conference should be held at the plate with the plate umpire at the point of the plate facing the outfield. The base umpire(s) will stand across the plate from the plate umpire and will be facing the backstop. Put each coach in the appropriate batter's box on either side of the plate.

The plate conference should be short, but must still cover at least all of the following items:



- Introductions between officials and coaches
- If you don't already know, make SURE you know what rules are being used for the game (NFHS, NCAA, OBR). Many youth and adult leagues use the OBR as the basis for their rules, but have a variety of league or local rule "amendments" that are used for their games, and it may be different for each age group
- Obtain, review, and accept the lineups of both teams
- Ensure that all players are properly equipped
- Cover the ground rules
- Any points of emphasis from the officials (e.g.: sportsmanship, rule changes)

Once the plate conference is finished, the home team may begin its warm-up.

If the teams are announced, the officials should step back toward the backstop so it does not interfere with the presentation of the teams. Otherwise, the base umpire(s) should jog (not run) to their positions.

NATIONAL ANTHEM

If the national anthem is played, the officials should remain at home plate. It is permissible for the catcher to stand in between the umpires for the anthem.

Officials should be standing at the back edge of the batter's box with their toes on the back line of the batter's box and their heels together. Their caps should be placed over the heart with the right hand. If the plate umpire is wearing the hockey style helmet and no cap, the helmet should be held under the left arm and his right hand should be placed over his heart. The left arm should be extended straight down along the left leg. The head should be held up and be facing the flag. Active military and veterans may render the military salute, if they so desire.

When the anthem is completed (i.e.; all music has stopped playing), the umpires should break from the plate and jog (not run) to their positions.

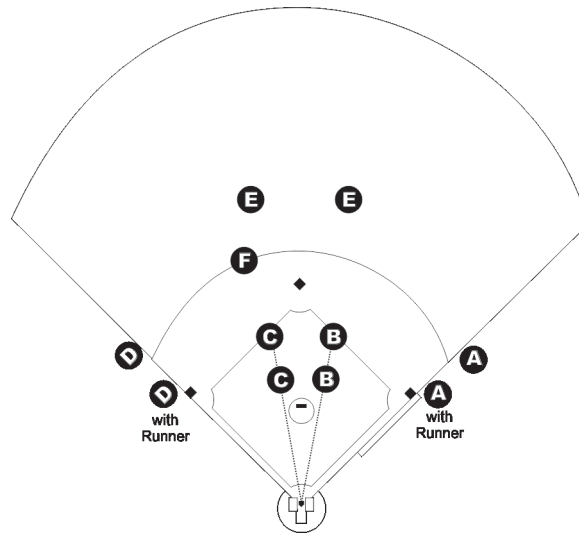
POST-GAME

If there are any problems or unusual situations during the game, such as ejections or a called game, the chapter assigner should be notified as soon as possible, preferably that night. That way the assigner can be prepared when the coach calls early the next morning.

If there is an ejection or other incident that requires a written report, it should be prepared as soon as possible, preferably the next day. If you did not take notes at the time of the incident, take some time immediately after the game to do so. It will help when you are ready to write the report.

NOTE: It is highly advisable for every official to take a pen and something to write on, such as a small notepad, onto the field with them in case there is a need to write notes in case something unusual happens (ejection, serious injury, lightning strike, etc.) before, during, or after the game.

BASE UMPIRE POSITIONS



There are several locations where umpires will station themselves as the pitcher readies to deliver the ball. Where the umpire is located depends on a number of factors including how many umpires there are in the crew, the number of runners on base, and which bases the runners are occupying. A more detailed explanation of which positions are used in which situations is included in each section for 2, 3, and 4 umpire crews.

The base umpire has several responsibilities while in any of these positions

- The pitcher (balks, illegal actions, etc.)
- Check swing by the batter
- Batter hit by batted ball (in either fair or foul territory)
- Pickoff by the pitcher at any base
- Return throw to any base by the catcher

It is critical that the base umpire be squared up to the plate in order to assist the plate umpire with these calls. If the base umpire observes something, such as a batter struck by a batted ball, that would cause the ball to become dead, he should give the plate umpire time to make the call. If the plate umpire does not do so, then the base umpire should, emphatically and loudly, call TIME. Do not call it a foul ball or anything else. Simply call TIME and then get together with your partner, explain what you saw, and sort out what happened. The plate umpire may have seen something in addition to what the base umpire saw, such as catcher interference or the batter being in fair territory, which may impact the play/call.

When in position “Deep A” and “Deep D”, umpires should learn and use a technique known as *stepping into the pitch*. As the pitcher prepares to pitch, the umpire should take one or two steps forward and then come to a set position facing the plate before the pitch is made. This movement helps keep the base umpire “in the game” and ensures that he is concentrating on the pitch, the swing by the batter, and the subsequent play, if any. This technique takes some practice to get the timing down and is a bit different with each pitcher.

When the pitch is made, the base umpire should shift his focus from the pitcher to the batter. The focus should be on the bat, not the pitch itself. The plate umpire will call the pitch a strike or a ball. The base umpire, by focusing on the bat, will be in a position to more readily assist on a check swing, see the batter being hit by the batted ball, and be able to more easily see the ball if it is hit. Don’t allow yourself to get tunnel vision by focusing solely on the bat. The bat is the primary focal point, but you must still be able to observe the entire area of the plate in order to fulfill all of your responsibilities as a base umpire. Don’t lose your focus once the pitch is completed, especially if there are runners on base. A catcher may very well throw back to an occupied base and you need to be ready to move appropriately to make the call.

On a third strike, the base umpire should be observant as to whether or not the ball was caught by the catcher or whether it hit the ground first. Umpires should, in their pre-game conference, make sure they know how this will be handled between them. A subtle signal, such as an open hand or a single finger pointing to the ground for no-catch or a fist for a catch, can be given by the base umpire for the plate umpire's reference if he needs it. The base umpire should not make a call in this instance, but should, if possible, indicate what he saw so the plate umpire can quickly look at him if he is unsure if the pitch was caught or bounced first. This signal should be given very subtly so that only you and your partner are aware of its use. The best method is to simply extend the arm down along the side of the leg and display the appropriate signal without any additional movement.

The same holds true for a pitch that is fouled by the batter. The base umpire should be observant as to whether the ball goes directly to the catcher's glove if it is a possible foul tip.

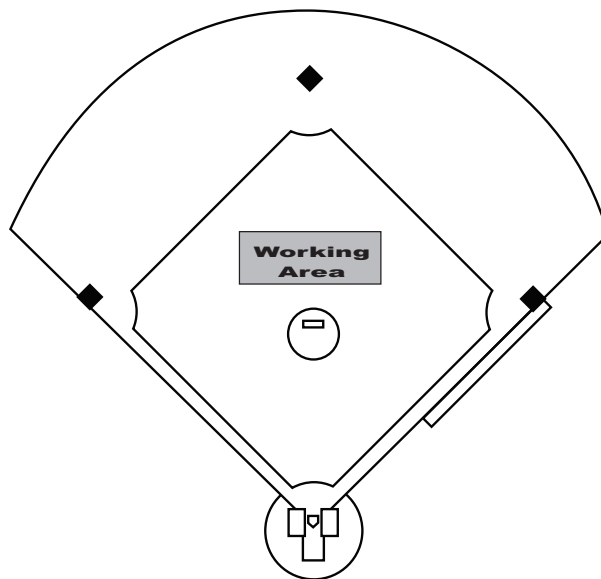
There are a number of other observations that the base umpire must be prepared for which, while unusual, do happen on occasion. This includes a pitch that gets caught in the catcher's gear (usually behind the chest protector) and a ball either getting lodged in the backstop fence or bounding over the backstop.

Some fields have unusual configurations behind the plate, such as overhanging nets, which may require that the base umpire watch for contact in the event of a popup behind the plate. These items should be covered in the pre-game conference so all umpires know who is going to do what in those circumstances.

Position A	<p>The umpire will be in foul territory with his right foot adjacent to, but not on, the foul line. He should be about ten (10) feet behind the first baseman and will be squared up facing the plate.</p> <p>If the first baseman is playing "deep", then this distance can be reduced. However, the umpire should always remain behind the first baseman at least 3-6 feet to avoid interfering with a play by the first baseman. You must position yourself so that you can make sure you are out of the way if the first baseman has to take a step or dive for a ball.</p> <p>Stepping into the pitch: <i>As the pitcher prepares to pitch, the umpire should take one or two steps forward and then come to a set position facing the plate. This movement helps keep the base umpire "in the game" and ensures that he is concentrating on the pitch, the swing by the batter, and subsequent play, if any.</i></p>
Position Shallow A	This position is used ONLY for 3 and 4 umpire systems. The umpire will be in foul territory with his right foot near to the foul line. He should be about ten (10) to fifteen (15) feet behind first base in a position that provides him with a good angle for the pickoff at first and will allow him to observe the pitcher.
Position Deep B	The umpire will be at the edge of the grass on the first base side of the mound straddling a line running from the plate through the edge of the pitcher's mound.
Position B	The umpire will be halfway between the pitcher's mound and second base on the first base side of the mound straddling a line running from the plate through the edge of the pitcher's mound.
Position Deep C	The umpire will be at the edge of the grass on the third base side of the mound straddling a line running from the plate through the edge of the pitcher's mound.
Position C	The umpire will be halfway between the pitcher's mound and second base on the third base side of the mound straddling a line running from the plate through the edge of the pitcher's mound.

Position D	<p>This position is used ONLY for 3 and 4 umpire systems. The umpire will be in foul territory with his left foot adjacent to, but no on, the foul line. He should be about ten (10) behind the third baseman and will be squared up facing the plate.</p> <p>If the third baseman is playing “deep”, then this distance can be reduced. However, the umpire should always remain behind the third baseman at least a 3-6 feet to avoid interfering with a play by the third baseman. You must position yourself so that you can make sure you are out of the way if the third baseman has to take a step or dive for a ball.</p> <p>Stepping into the pitch: <i>As the pitcher prepares to pitch, the umpire should take one or two steps forward and then come to a set position facing the plate. This movement helps keep the base umpire “in the game” and ensures that he is concentrating on the pitch, the swing by the batter, and subsequent play, if any.</i></p>
Position Shallow D	<p>This position is used ONLY for 3 and 4 umpire systems. The umpire will be in foul territory with his left foot near to the foul line. He should be about ten (10) to twelve (12) feet behind third base in a position that provides him with a good angle for the pickoff at third and will allow him to observe the pitcher.</p>
Position E	<p>This position is used ONLY for 4 umpire systems. The umpire will be in fair territory in the outfield, approximately 10-15 yards from the back edge of the dirt. (Be certain you do not get too deep in the outfield and are not directly behind second base.) The umpire can be on the third base side or the first base side of second base.</p>
Position F	<p>This position is used ONLY for 4 umpire systems. The umpire will be on the third base side of the infield at the back edge of the infield dirt.</p> <p>This position is used ONLY when</p> <ul style="list-style-type: none"> • there are less than two outs, AND • there is a runner on third base ONLY.

THE “WORKING AREA” (aka: the “Sweet Spot”)



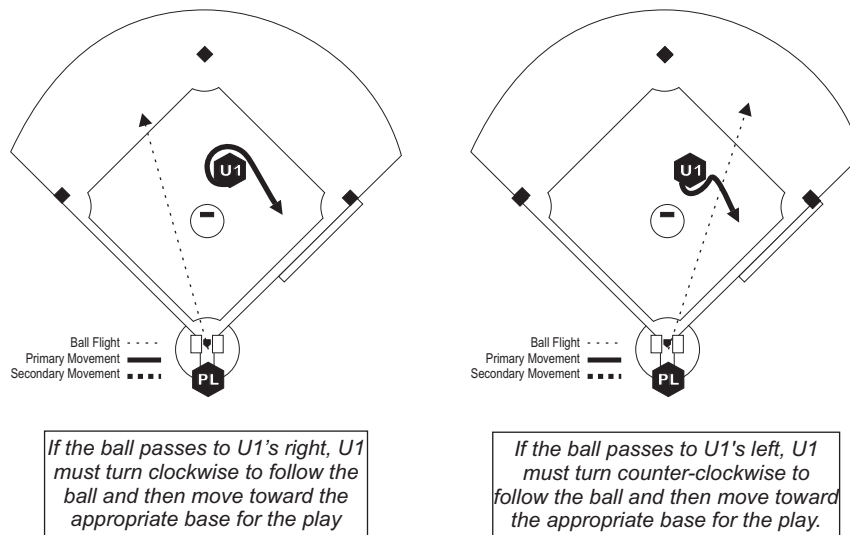
Besides the two “inside” positions of B and C, another important area for the umpire is the working area around the mound. Also known as the “sweet spot”, this area provides an operational base from which the umpire will be able to move toward any base to make a call. There are numerous times during a game when the base umpire will move to this area, but most often when there is a base hit to the outfield with runners on base.

When moving into the working area, the base umpire should be aware of the situation, number of runners on base, and the possible plays that might evolve. He may need to move accordingly to favor either the first base or third base side of the working area in order to be in the best position for the impending play.

When in the working area, the umpire should ensure that all runners touch their bases as they advance. The umpire should also keep an eye on the ball and know where it is at all times. This will allow the umpire to move as necessary to avoid interfering with a fielder or being hit with a throw.

Once the ball is thrown, let the ball direct your movement and take you into the play. You may find that the play is going to the plate, but the way the runners are moving may require an adjustment of where you are in the working area to better accommodate a follow-up play at another base.

KEEPING YOUR CHEST TO THE BALL (aka: “Opening the Gate”)



For a base umpire, it is critical that he keep his chest to the ball as it passes and is fielded or pursued by the defensive team. Failure to do this can cause any number of problems, including missing a catch/no catch call or getting hit in the back with the fielder's throw.

It takes a good deal of practice to perfect this technique, but it is not that difficult. As the ball passes, simply turn with the ball (“open the gate”), keeping an eye on the resulting play, and then move in whatever direction you need in order to get into position for a play on the runner or batter-runner.

GETTING HELP ON A CALL

(Getting the Call Right)

There are times when an umpire may need assistance from his partner on a call. Such instances should be minimized during a game as each umpire has the responsibility to get the proper angle and distance from a play and make the call. The ultimate goal of getting help from your partner is to **get the call right**.

There are two methods of getting help from your partner.

Immediate assistance

The first method is to ask directly and immediately. In this case, the umpire needing assistance will immediately point to his partner with his LEFT hand (see Umpire Signals for details) and verbally request the appropriate assistance. This type of assistance can ONLY be requested by an umpire. Do NOT respond to requests from coaches or players to provide help for your partner on a call.

Instances where an umpire may request immediate assistance include:

- Check swings by the batter
- Pulled foot by the first baseman
- Swipe tag on the BR on a throw to first base that is off-line

Talking with your partner about a call or rule

The other method of getting assistance is when the umpire crew gets together to talk about a situation, rule or call. This is done only at the request of the umpire who made the call or who requests the assistance. Do NOT respond to requests from coaches or players to help your partner on a call.

The first rule of discussing a call is that your partner cannot overrule your call. The umpire that made the call is responsible for the final decision on the call. The assisting umpire will only provide information to assist the requesting umpire to make a final decision.

Whenever an umpire crew comes together to discuss something during a game, it is imperative that no coaches are in the immediate vicinity. This is a private conversation between umpires. If the coaches or players are too close, ask them to step back so the crew can have a private conversation. Send the coaches back to the dugout or coaching boxes before you discuss anything with your partner(s). Let the coaches know that once you get together, there is no more room for discussion after you make a decision. Talk in low voices so that only the umpiring crew can hear the conversation. It is sometimes advantageous to place your hand in front of your mouth to disrupt anyone from trying to lip-read during the conversation.

There are times when a coach may come to an umpire on a call and ask you get help from your partner. It is up to you if you wish to do so. You are NOT obligated to get help on a call. If you are certain of your call, stick with it. If you feel that you may not have seen something accurately, such as a pulled foot by the fielder at first base, then you can get together with your partner and discuss it.

Instances where an umpire may request assistance from his partner(s) through a crew meeting include:

- Questions about a rule or the application of a rule
- Questions about base awards or penalties
- Getting help on a call after a coach has come out to talk to you about a call or play
 - » *Don't let this happen too often during a game or the coaches will see you as being unsure of yourself and they will start to question every call.*

BASE UMPIRE “CROSSING THE DIRT”

In the two-umpire system, the base umpire (U1) should generally never “cross the dirt” to go into the outfield whenever he is B or C position. The reason for this is that, in order to go into the outfield, he must abandon all runners on base and leave his partner (PL) to cover plays at all bases by himself. U1 must, therefore, remain in the infield in order to be in position to make decisions on plays, observe touches of the bases by runners, etc.

There are, however, a few instances where it may be desirable, or even necessary, for the base umpire to “cross the dirt” and move into the outfield. Such instances are rare, but they do occur. The decision by the base umpire to abandon his responsibilities in the infield should not be done lightly as it places a tremendous burden on the plate umpire. A couple of examples of situations where U1 might opt to move into the outfield are shown below.

BATTED BALL MAY HAVE GONE INTO A DEAD BALL AREA

In this circumstance, a batted ball may have gone into a dead ball area and under a fence and the outfielder has thrown his hands up indicating the ball is out of play. If U1 is uncertain if the ball has actually gone out of play or is still in play, he should go out and check.

If U1 goes out, he should advise his partner (loudly) that he is “GOING OUT” and then quickly move to check on the status of the ball. Time should NOT be called. Let the runners continue advancing if they so desire. PL should make a mental note of where the runners were located at the time of the pitch so that bases can be awarded if the ball did go into a dead ball area. *(NOTE: It is much easier to bring runners back to the appropriate bases after you determine that the ball is indeed out of play than it is to try to award bases based on your “judgment” of where they would have advanced if you hadn’t called the ball dead.)*

Once U1 has determined the status of the ball, he should make the appropriate signal (TIME if the ball is dead and the SAFE and/or FAIR BALL signal if the ball is still live).

FLY BALL IS CAUGHT BUT FIELDER MAY BE INJURED OR UNCONSCIOUS

In this circumstance, a fielder has apparently caught a fly ball. However, the action associated with the catch (falling down, collision with a fence/player) has resulted in a possible injury to that fielder and it is uncertain if the ball is securely held by the player or if it could roll out of the glove if the fielder moves.

If U1 goes out, he should advise his partner (loudly) that he is “GOING OUT” and then quickly move to check on the status of the ball. Time should NOT be called. Let the runners continue advancing if they so desire. PL and U1 should make mental notes of whether runners tagged up when the possible “catch” was made and be ready to make appropriate decisions on any appeals of a runner leaving the base too early once the status of the ball is determined.

U1 should go directly to the area of the ball to determine its status. If the fielder is injured or incapacitated, no call should be made until U1 is certain that the ball is securely held by a fielder. This may involve another fielder retrieving the ball from the injured player’s glove. If this happens, U1 must be vigilant and make sure the ball does not touch the ground prior to being secured by another player.

PAUSE – READ – REACT

The concept of Pause-Read-React is an important one for any umpire to master. It is the basis from which decisions are made as to which mechanic to use in a given situation. It is something that can be explained, but is best learned by doing it.

PAUSE – Once the ball is batted, thrown, or a play is otherwise initiated, the umpire must stop for just a moment to take into account all of the variables that exist for that play and to get ready to move to the best vantage point to make a call.

READ – The umpire must “read” the ball or impending play. The focus here is not so much on the ball, but rather on the reaction of the fielders. There are a great many options that must be considered in a very short period of time including:

- Fair/Foul considerations
 - » Could a fair/foul call be needed?
 - » Whose call is it?
- Fly ball
 - » Is it a possible “trouble ball” or is it a routine catch?
 - » Could a fair/foul call be needed?
 - » Are there obstructions or dead ball areas that may come into play?
 - » How many fielders are headed toward the ball?
 - » Is the fielder sprinting toward the ball?
 - » Is the fielder running toward the outfield fence?
- Ground ball
 - » Can it be handled easily or is going to maybe allow for extra bases?
- Thrown ball
 - » Is the ball thrown accurately or is it off-line?
 - » Where is the play going to be?
 - » Where is any follow-up play likely to be?

REACT – Once the umpire has “read” the play, then it is time to move into position to make the call. The mechanics prescribed in this manual will assist the umpire in getting to the best possible position to make that call, whether it is a fly ball in the outfield, a double play, or a close play (“banger”) at the plate.

GETTING IN THE RIGHT POSITION (Angle and Distance)

Angle and distance are the two most important aspects of getting into a position to make a call. If you can't get both of them, get the angle. It is much better to have a good angle and be farther away, than to be close to the play with a bad angle.

This is especially true for the two-umpire system, which requires a series of compromises in order to make the calls. In a two-umpire system, you will often find that you are farther away from a play than you would like. The only way to compensate is to get the best angle possible so that you can see what happens.

The umpire must establish an angle to the play that allows him to see what occurs. The only question that arises is "an angle to WHAT?" Should it be the base, the runner, the fielder, or something else? In reality, it just depends on the situation.

- On a tag play, the angle should be relative to the outstretched arm of the fielder so you can see if the tag is made on the runner.
- On a slide play, the angle should be relative to the runner's path so you can see both the runner's approach to the base and the play made by the fielder.
- On a diving catch, the angle should be relative to the fielder's outstretched arm. That way you can see the ball and the glove to determine if the ball hits the ground before it is gloved by the fielder.
- On a collision play at the plate, or any base, the angle should be relative to the runner's path so you can see if there is malicious contact or if the fielder drops the ball.



One important consideration is to not overrun your angle. When you overrun an angle, you have lost your best view of the play and may be blocked out by a fielder or runner.

While angle is more important than distance, you must never lose sight of the fact that distance is still a crucial part of the equation. If you get too close to the play, it will "explode" in your view. If something unusual happens, you will not see it because you are simply too close to see everything that is occurring.

The optimal distance, if you can get it, is about ten to twelve feet from the play. This keeps you close enough to observe the play, but still far enough back that you can see all of the action on the periphery of the play. Although your focus is on the play itself, you must also be alert for such things as interference, obstruction, or malicious/excessive contact by either the fielder or runner.



Above all, be sure that you are STOPPED and SET before the play happens. Get the best angle and distance you can get, but you be STOPPED and focused on the play that is about to happen, well before the runner, ball, and defensive player all come together.

UMPIRE STANCES FOR OBSERVING PLAYING ACTION AND/OR MAKING CALLS



There are two basic stances used for observing plays and/or making calls:

- Standing set
- Hands on the knees set (Full set)
 - » There is also a modified or “half-set” that is used in some cases, generally when in positions “A” or “D”.


STANDING SET

 <p>Standing Set 1</p>	 <p>Standing Set 2</p>	<ul style="list-style-type: none"> • There are two versions of this stance. The first is used when making calls after a play (safe/out, fair/foul, catch/no catch, etc.) The second is when you have to come to a quick stop (such as when going out on a “trouble ball” to right field. • Your feet should be about a shoulder width apart • Your feet should be in a comfortable position that will give you a sturdy base for good balance • Your head and shoulders should always be square to the play (if necessary, turn at the waist to square your shoulders up) • Your head and eyes should be level and looking at the play
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FULL SET

		<ul style="list-style-type: none"> • Feet slightly more than shoulder width apart • Get a good sturdy base for balance • Lean forward at the waist while putting your hands just above the knees with your arms locked straight • The fingers of each hand should be touching each other and should be on the sides of the leg • Settle into a comfortable stance • Keep your shoulders and head square to the play
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MODIFIED OR “HALF” SET

	<ul style="list-style-type: none"> • Feet slightly more than shoulder width apart • Right foot slightly back • Get a good sturdy base for balance • Lean forward at the waist while putting your hands just below the waist
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RUNDOWNS

Rundowns are presented here in terms of the 2-umpire system for purposes of discussion.

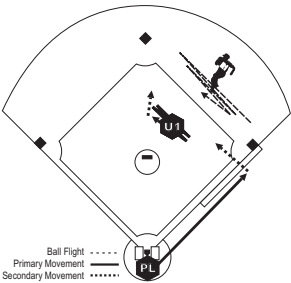
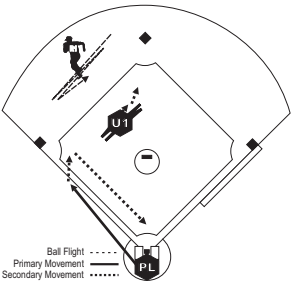
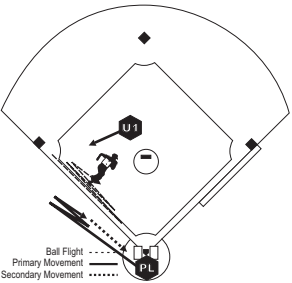
The same principles apply to the 3-umpire and 4-umpire systems.

Rundowns present special considerations for umpires in a two-umpire system depending upon how many runners are on base. With a single runner, it is fairly straightforward. Both umpires move to work the rundown. If more than one runner is on base, then it depends on which runner is in the rundown. If the lead runner is involved, then both umpires will work the rundown. If the trailing runner is involved, then PL will not get involved. PL must stay ahead of the lead runner in case he tries to advance. The following pages provide additional information for managing rundowns and runners.

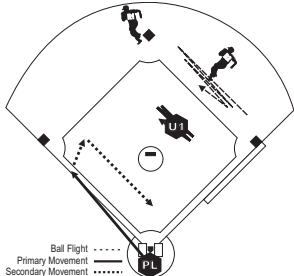
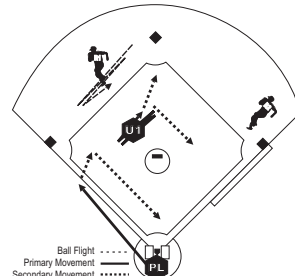
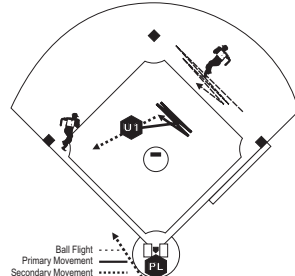
There are, however, some general rules (and a few absolutes) that govern how umpires deal with rundowns.

- PL - Never abandons a leading runner who is not in the rundown
- U1 – Never abandons a trailing runner to rotate ahead of PL to cover the plate
- PL has primary responsibility for the leading runner not in the rundown
- U1 has primary responsibility for the trailing runner(s) not in the rundown
- If a trailing runner is in a rundown, PL must move to a position to make a call on the leading runner if he attempts to advance during the rundown
- If a leading runner is in a rundown, U1 should move to assist PL, but always be ready to retreat to make a call on a trailing runner who attempts to advance.
- Let the ball take you to the play
- Be aware of where the ball actually IS. Is it in the glove or in the hand? This is critical in the event of a tag! Tagging the runner with the glove while the ball is held in the hand is NOT a tag.
- If involved in a rundown alone, do not over commit to one end or the other. Remain in the middle of the rundown and get a little further back so you can see everything, especially something that happens right in front of you. Do NOT get too close to the rundown itself, then you have to try and keep up with runner. Get far enough back (about 15 feet) so that you only have to take a few steps one way or the other to see everything.
- If a rundown occurs with multiple runners on base, do not over commit to one end of the rundown. Be in a position so you can react to plays at other bases.
- Be aware of possible obstruction by the defense, interference by the offense, or the runner running out of his base path to avoid a tag. Remember, the runner establishes a new base path every time he turns around to go in the opposite direction.
- If you move into a position to help with a rundown, do NOT step into the rundown until the action is going AWAY from you. If you have not already stepped in and announced to your partner that you are there, he has the call, even if it happens right in front of you.
- When becoming involved in the rundown let your partner know you are in position by telling him, “I’ve got this end.”
- When both umpires are involved in the rundown, the umpire that the runner is moving toward when he is tagged will make the call. If you are blocked out on the play, ask for help from your partner. (This is most likely to occur when a tag is made on the runner’s back.)

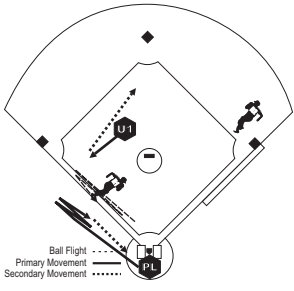
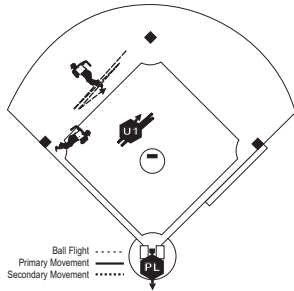
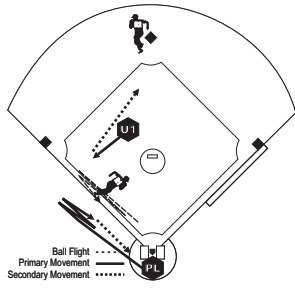
RUNDOWNS

Runner on 1 st only	Runner on 2 nd only	Runner on 3 rd only
		
<p>As the rundown begins, U1 will turn and stay about halfway between the mound and the edge of the grass between first and second base. U1 will move as necessary to stay with the play. When PL steps in to take the first base end, U1 will move to a position nearer second base to watch that half of the rundown.</p> <p>PL will clear the catcher and move up to first base in FOUL territory. As PL gets near the base, PL will wait until the playing action is moving AWAY from him before stepping into position in FAIR territory. As PL steps into position, he should announce LOUDLY that “I have this end” to his partner. PL will retreat back home if the runner gets to second.</p>	<p>As the rundown begins, U1 will turn and stay about halfway between the mound and the edge of the grass between second and third base. U1 will move as necessary to stay with the play. When PL steps in to take the third base end, U1 will move to a position nearer second base to watch that half of the rundown.</p> <p>PL will clear the catcher and move up to third base in FOUL territory. As PL gets near the base, PL will wait until the playing action is moving AWAY from him before stepping into position in FAIR territory. As PL steps into position, he should announce LOUDLY that “I have this end” to his partner.</p> <p>On an overthrow at third, PL will move in FAIR territory to cover a play at the plate if R1 tries to score.</p>	<p>As the rundown begins, PL will move about halfway between third and home in FOUL territory. PL will move as necessary to stay with the play. When U1 steps in to take the third base end, PL will move to a position nearer the plate to watch that half of the rundown.</p> <p>U1 will move up toward third base in FAIR territory. As U1 gets near the base, U1 will wait until the playing action is moving AWAY from him before stepping into position in FAIR territory. As U1 steps into position, he should announce LOUDLY that “I have this end” to his partner.</p>

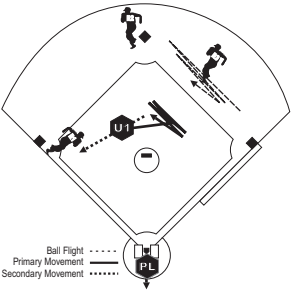
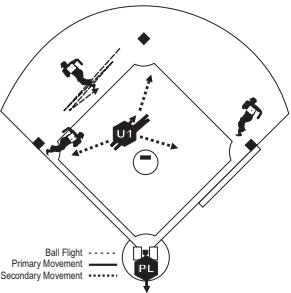
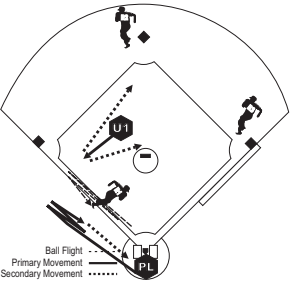
RUNDOWNS

Runners on 1st & 2nd Rundown between 1st and 2nd	Runners on 1st & 2nd Rundown between 2nd and 3rd	Runners on 1st & 3rd Rundown between 1st and 2nd
		
<p>As the rundown begins, U1 will turn and move to a point about halfway between the mound and the edge of the grass between first and second base. U1 will move as necessary to stay with the play.</p> <p>PL will clear the catcher and batter and move toward third base in FOUL territory. As PL gets near the base, PL will observe R1 and be ready to step into the cutout to make any call at third base.</p> <p>If R1 advances to third and there is an overthrow, PL will move in FAIR territory to cover any play at the plate if R1 tries to score.</p>	<p>As the rundown begins, U1 will turn and stay about halfway between the mound and the edge of the grass between second and third base. U1 will move as necessary to stay with the play. When PL steps in to take the third base end, U1 will move to a position nearer second base to watch that half of the rundown.</p> <p>PL will clear the catcher and move up to third base in FOUL territory. As PL gets near the base, PL will wait until the playing action is moving AWAY from him before stepping into position in FAIR territory. As PL steps into position, he should announce LOUDLY that "I have this end" to his partner.</p> <p>On an overthrow at third, PL will move in FAIR territory to cover a play at the plate if R1 tries to score.</p> <p>U1 must remain aware of R2 at 1st base and be ready to move to second base for a play there or for R2 retreating to first and a possible play there.</p>	<p>As the rundown begins, U1 will turn and move to a point about halfway between the mound and the edge of the grass between first and second base. U1 will move as necessary to stay with the play.</p> <p>PL will move to the point-of-the-plate extended and observe the playing action. PL will move as needed to call a play at the plate if R1 tries to score from third. PL must be prepared to move into position to cover a rundown on R1 if that occurs.</p> <p>If R1 attempts to score, U1 must be prepared to rule on any play at 3rd if R1 attempts to return to that base or to assist in a rundown involving R1.</p>

RUNDOWNS

Runners on 1 st & 3 rd Rundown between 3 rd and Home	Runners on 2 nd & 3 rd Rundown between 2 nd and 3 rd	Runners on 2 nd & 3 rd Rundown between 3 rd and Home
		
<p>As the rundown begins, U1 will move about halfway between third and home in FAIR territory and will have initial responsibility for the rundown.</p> <p>PL will move to a position about halfway between third and home in FOUL territory to take over responsibility for the rundown. Once in place, PL will tell U1 “<i>I have it all</i>”.</p> <p>U1 will then move into position to observe the trailing runner and be prepared for any subsequent play on that runner.</p>	<p>As the rundown begins, U1 will turn and stay about halfway between the mound and the edge of the grass. U1 will move as necessary to stay with the play.</p> <p>PL will move to the point-of-the-plate extended and observe the playing action. PL will move as needed to call a play at the plate if R1 tries to score from third.</p> <p>If R1 attempts to score, U1 must be prepared to rule on any play at 3rd if R1 attempts to return to that base.</p>	<p>As the rundown begins, U1 will move about halfway between third and home in FAIR territory and will have initial responsibility for the rundown.</p> <p>PL will move to a position about halfway between third and home in FOUL territory to take over responsibility for the rundown. Once in place, PL will tell U1 “<i>I have it all</i>”.</p> <p>U1 will then move into position to observe the trailing runner and be prepared for any subsequent play on that runner.</p>

RUNDOWNS

Runners on all bases Rundown between 1st and 2nd	Runners on all bases Rundown between 2nd and 3rd	Runners on all bases Rundown between 3rd and Home
		
<p>As the rundown begins, U1 will turn and move to a point about halfway between the mound and the edge of the grass between first and second base. U1 will move as necessary to stay with the play.</p> <p>PL will move to the point-of-the-plate extended and observe the playing action. PL will move as needed to call a play at the plate if R1 tries to score from third.</p> <p>U1 must remain prepared to call any subsequent plays in the infield if R3 is put out or if R1 attempts to score and there is a play there.</p>	<p>As the rundown begins, U1 will turn and stay about halfway between the mound and the edge of the grass between second and third base. U1 will move as necessary to stay with the play.</p> <p>PL will move to the point-of-the-plate extended and observe the playing action. PL will move as needed to call a play at the plate if R1 tries to score from third.</p> <p>U1 must remain prepared to call any subsequent plays in the infield if R3 is put out or if R1 attempts to score and there is a play there.</p>	<p>As the rundown begins, U1 will move about halfway between third and home in FAIR territory and will have initial responsibility for the rundown.</p> <p>PL will move to a position about halfway between third and home in FOUL territory to take over responsibility for the rundown. Once in place, PL will tell U1 “<i>I have it all</i>”.</p> <p>U1 will then move into position to observe the trailing runners and be prepared for any subsequent play on those runners.</p>

TIMING PLAYS

“Timing” plays occur when there are two outs and a non-force play occurs for the third out as another runner scores. There are several scenarios where this situation is likely to occur and every umpire on the field, but particularly the umpire making calls at the plate, must be aware that a “timing play” is in effect.

It is important to understand exactly what is and, more importantly, what is NOT a force play. A force play is defined, under all rules, as a play in which a runner is forced to advance because a trailing runner has acquired the right to occupy his base by virtue of a hit by the batter. A “force” is only applicable for one base in advance of the base currently occupied.

If a runner is put out, there is no longer a “force” on any runners advancing ahead of him. For example, with R1 on second and R2 on first, the batter gets a hit. If the fielder throws to first base to retire the BR, R1 and R2 must be tagged in order to be put out since the “force” is no longer in effect once the BR (the trailing runner) is put out.

There is another instance which sometimes causes great confusion. This is when a runner leaves a base too soon on a fly ball that is caught. If a fielder holding the ball touches the base which the runner left too soon before the runner can return, the runner is out. This is NOT a force play. Yes, the runner is out and does not have to be tagged. However, the runner is not advancing, but is returning to the base which he legally occupies. The touch of the base by the fielder in this scenario is treated just like a tag in terms of determining whether or not a run scores.

A “timing play” is likely to occur under several scenarios, as shown below:

- Anytime there is a runner on second base with two outs, regardless of how many other runners may be on base
- Anytime there are at least two runners on base with one out and the batter hits a fly ball. Once the fly ball is caught, a “timing play” situation is in effect. This is the scenario that is most often missed by the umpires.

Whenever a “timing play” occurs, the umpire making calls at the plate (PL in a 2-umpire system, PL or U1 in the 3 or 4 umpire systems) must recognize the fact that the timing situation is in effect and be prepared to react to any attempt made by the fielders to put a runner out on the bases as another runner scores.

The umpire at the plate must get into a position that allows him to be able to observe both the tag on the base runner and the touch of the plate by the runner at home. The umpire must make a decision as to which occurred first. If the runner touched the plate before the tag, the run is scored. If the tag occurs first, then the run does not score.

The base umpire can assist the plate umpire with this by pointing at the play when the tag occurs and stating “That’s a tag”. The base umpire should not call the runner safe or out until all playing action is over and the umpire has ensured that the fielder did not drop the ball. The purpose of pointing and giving a verbal indication is to let the plate umpire know exactly when the play was made to assist him determining whether the run should score.

Once the plate umpire determines if the run should or should not score, he should clearly and loudly announce that fact using the appropriate signal with a verbal call. Once playing action is over, PL may need to ensure that the official scorekeeper has the scorebook correct.

WORKING THE PLATE

(Plate Mechanics)

Working the plate is a critical aspect of umpiring. When working the plate, the umpire must make a decision on every pitch of the game. He doesn't have the luxury of saying "Oh, I missed that one, let's do it over." He has to make the call, and coaches expect him to call it correctly. An umpire's concentration during the entire game must be constant and focused.

Developing a consistent strike zone at any level takes time and practice. There are a number of techniques, such as those outlined below, that can assist you in developing that consistency.

SELECTING A PLATE STANCE

There are two basic plate stances, each of which has a couple of variations that are used by umpires. These are referred to as the "box" and the "scissor". Which one of these is best for you is a matter of preference. For some, one style will work much better than the other. The best advice for umpires just starting out is to start with the box. It is easier to learn and helps develop the stability that is required for plate work.

You may see some umpires work from the knee. This is generally not advised for several reasons. It is hard on the knees and back since you have to get up after every pitch. It slows you down if you need to move to another place on the field to make a call. The requirement to move on almost every hit ball or play in the infield requires that the plate umpire be able to move quickly. Working from a knee severely hampers the plate umpire's ability to effectively work in a two-umpire system.

GETTING INTO POSITION FOR THE PITCH

Once you have selected a plate stance, you have to learn how to use it behind the plate. There is a preferred method of getting into the stance that keeps the umpire alert from the time the pitcher steps onto the mound until the pitch is over. The steps are as follows:

- On the Rubber
- Set
- Watch it
- Pause
- Call it

On the Rubber

As the pitcher steps onto the pitcher's plate (the rubber), step up behind the catcher and get ready to get into your stance. Do not get into your stance yet, but be prepared to do so.

Set

As the pitcher starts his pitching motion from the windup or comes to the set position, immediately drop from your ready position to your plate stance. This should be done quickly and is known as going from "A to B", where A is your ready stance and B is your plate stance. Do NOT ease into your stance. If you do, you are very likely to still be moving when the pitch comes.

Do not get in a hurry to get into your plate stance. Throwing a pitch is not the only thing a pitcher does from the mound. With runners on base, he may attempt a pickoff. He may step off the rubber for any number of reasons. Wait until he has started his motion (windup) or come set, then DROP from A to B. Remember, you must be set and not moving by the time the pitcher releases the ball.

Watch It

As the pitch comes in, you must watch the pitch all the way to the catcher's glove. If you played baseball, then you learned as a batter to judge a pitch as soon as it left the pitcher's hand. As an umpire, you must learn an entirely new technique.

Consider this: The mound is 60' 6" from the plate. If a pitcher is throwing at 80 mph, then the ball is traveling at about 120 feet per second. From the time it leaves the pitcher's hand until it gets to the catcher's glove is only about ½ second. The ball is in the strike zone for only about 0.0125 seconds. If you blink, you will miss it. That means that you have to develop an appropriate technique for watching the ball the entire time it is in flight.

As the pitcher begins the pitch, get a comfortable breath, and then hold it. This is very much like shooting a rifle or pistol. You don't want to be tense. You want to steady, relaxed, and focused.

Keep your head still. Do NOT follow the ball with your head. Instead, track the ball from the pitcher's hand to the glove with your eyes. Think of your head as being like a camera. If you move the camera just as you press the shutter, what happens? You get a blurred photograph. The same thing happens with your eyes if you move your head. Moving your head changes the focal point of your eyes and they have to readjust. They do that very quickly, but by then, the ball is through the strike zone and you are making your call based on where the ball was when you last saw it, which is generally somewhere around the edge of grass in front of the plate. That is fine for a batter, but not for an umpire. By learning to track the ball with only your eyes, you will be able to see the ball throughout its entire flight path. With enough practice, you will even be able to see the seams of the ball as it comes in to the plate.

As the ball comes in, don't get tunnel vision. Newer umpires often get so focused on the ball that they forget to watch what the batter or catcher does when the ball gets to the plate. As the plate umpire you also have responsibility for check swings, hit batters, foul balls, foul tips, etc. You have to watch the ball, but still keep everything else in your vision as well.

As the ball gets to the catcher, don't quit watching it. Watch what the catcher does after he gets the ball. Does he move his glove several inches trying to make it look like a strike? Does he "stick" the pitch so you can see where it was? Did he have to dive for the pitch, either inside or outside? All of these things can assist you in determining whether a pitch is a strike or a ball.

Pause

Once the pitch is over, pause for a couple of seconds before you make the call. One helpful technique is to silently count to three and then call the pitch. Another useful technique is to mentally say to yourself "That pitch is a _____", then make the call of a ball or strike.

Pausing before you call the pitch, especially on obvious pitches, provides several benefits. It sets your "timing". Timing is a critical part of plate work. If you are too quick to call a pitch, you will be inconsistent throughout the game. By pausing before you call it, you also have time to take a quick mental look at the pitch on those that may or may not be a strike. If you pause after every pitch, when you need to think about one, no one will know it but you because you have been doing it that way all game.

Call It

Once you have decided what the call is going to be (ball, strike, foul, foul tip, etc.) then you are ready to call it. If the pitch is a ball, the call should be made verbally only from the plate stance position. Do not stand up to call a pitch a ball.

All other calls should be made from a standing position. If it is a strike, stand up and give a visual signal for a strike. If it was a swinging strike, no verbal call is necessary. A called strike that was not swung at should also have a verbal call. The verbal call should be synchronized with the visual signal.

But balls and strikes are not the only things for which the plate umpire is responsible. There are a great many other things that can occur on any given pitch, and the umpire must be alert for every one of them, every time. A list of some of those responsibilities, one or more of which could occur on any given pitch, is shown below:




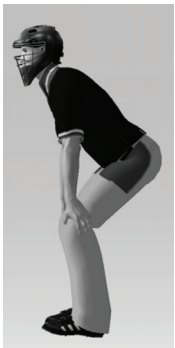
<ul style="list-style-type: none">• Balks by the pitcher• Swing/Check Swing• Foul ball/Foul tip• Batter hit by a pitch• Batter not avoiding pitch• Batter ducks to avoid pitch, but ball hits the bat• Batter is out of the box when he hits the ball	<ul style="list-style-type: none">• Batter swinging at a pitch and hit by the pitch• Did the pitch hit the bat or the batter?• Catcher obstruction• Batter interference• Squeeze play/Steal of Home• Passed ball• Dropped third strike
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PLATE STANCES

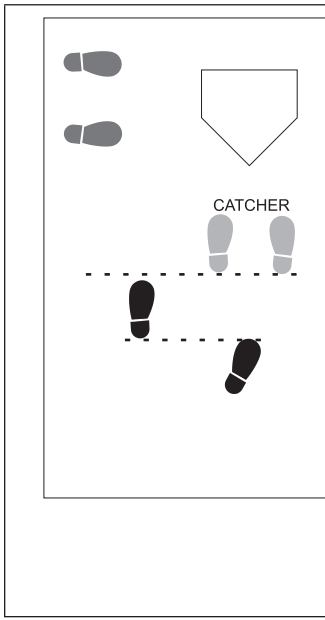
There are two basic stances which are used for working behind the plate. There is no one “best” style. You should use whichever stance works best for YOU.

- The “Box”
 - There are several variations of the “box” stance depending on how the feet are aligned. Find which one works best for you.
 - The “Box” is highly recommended for umpires who are just getting started. It is easier to learn since it is a much more natural stance, particularly the “balanced” stance.
- The “Scissor”
 - The scissor stance is somewhat more difficult to master than the box. Learning to keep your balance and how to move quickly from this stance takes some practice.

BOX STANCE

		<ul style="list-style-type: none"> • Feet are slightly more than shoulder width. <ul style="list-style-type: none"> ○ Changing the width of the stance can be used to move your head to the left or right if the catcher moves after you come set, or to adjust your head height • The feet can be aligned in either the classic “heel-toe” or “balanced” configuration, as shown on the next page. • If using the heel-toe stance, the arm behind the catcher should be “locked” onto the leg/knee. The other arm can be bent across the abdomen to provide protection from a foul ball and to keep the arm from being overly exposed to an inside pitch. • If using the “balanced” stance, both hands should be placed on the knees/legs in a manner similar to the “full set” position used on the bases. • Lean forward from the waist and keep the back straight. • The shoulders, knees (front knee if using heel-toe), and toes should be in a straight line. • The chin should be no lower than the top of the catcher’s head, with the eyes at the top of the strike zone. • The nose should be aligned with the inside edge of the plate.
		

BOX STANCE - Heel-Toe configuration



In the “heel-toe” configuration, the umpire’s feet are a little more than shoulder width apart and are offset from front-to-back.

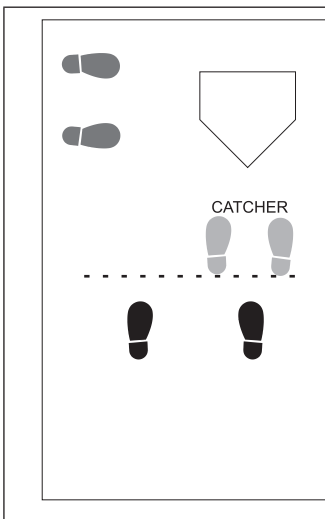
The foot closest to the batter is aligned with the heel of the catcher’s foot. The other foot is placed directly behind the catcher and the toe of that foot is aligned with the umpire’s other foot. (See diagram to the left)

When first starting out as an umpire, the foot that is behind the catcher should be aligned with the point of the plate. This puts the umpire in the correct position to be in the “slot” and to be able to see the outside corner.

The other foot should be placed so that the umpire has a wide stance that provides stability and a proper head height.

The umpire’s head should be lined up so that his nose is on the inside edge of the plate with his eyes at the top of the strike zone. The bottom of the chin should be no lower than the top of the catcher’s head. If the head is any lower than that, the umpire will not be able to see the outside corner of the plate.

BOX STANCE - Balanced configuration



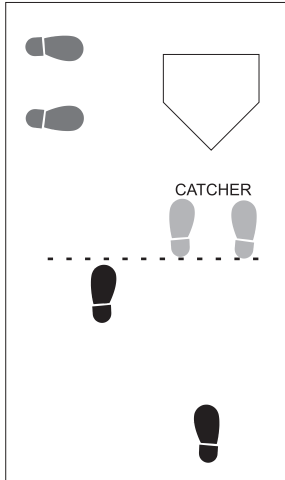
In the “balanced” configuration, the umpire’s feet are a little more than shoulder width apart and are aligned with each other. Both feet should be far enough back from the catcher so that you do not touch him with your knees or body.

When first starting out as an umpire, the foot that is behind the catcher should be aligned with the point of the plate. This puts the umpire in the correct position to be in the “slot” and to be able to see the outside corner.

The other foot should be placed so that the umpire has a wide stance that provides stability and a proper head height.

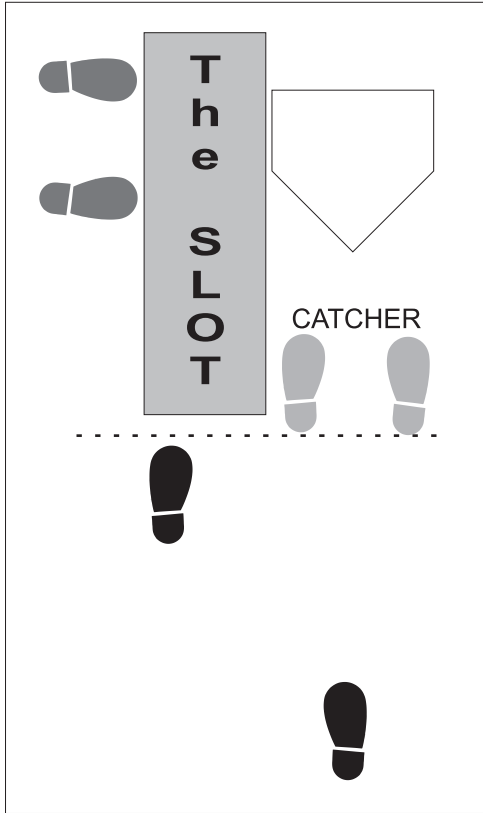
The umpire’s head should be lined up so that his nose is on the inside edge of the plate with his eyes at the top of the strike zone. The bottom of the chin should be no lower than the top of the catcher’s head. If the head is any lower than that, the umpire will not be able to see the outside corner of the plate.

SCISSOR STANCE



- Feet are about a shoulder width apart
 - *Changing the wide of the stance can be used to move your head to left or right if the catcher moves after you come set, or to adjust your head height.*
- The front leg is bent so that the knee is over the toes.
- The rear leg is extended and kept straight. It is not necessary that the rear foot be flat on the ground. Keeping the heel off the ground is acceptable and will often provide better balance when you first start learning this stance. It is, however, critical that you keep the extended leg straight. If you allow the knee to bend, your balance will be compromised.
- The hands should be placed on the forward, bent leg (at the knee or some other location) so that the shoulders are aligned with the knee and toes.
- The back should be kept straight and in alignment with the extended leg.
- The chin should be no lower than the top of the catcher's head, with the eyes at the top of the strike zone.
- The nose should be aligned with the inside edge of the plate.

THE “SLOT”



The “slot” is generally defined as that area between the plate and batter. In some cases, it may be defined as the area between the catcher and the batter. Regardless of how you define it, the “slot” is an area that the umpires *must* be able to see.

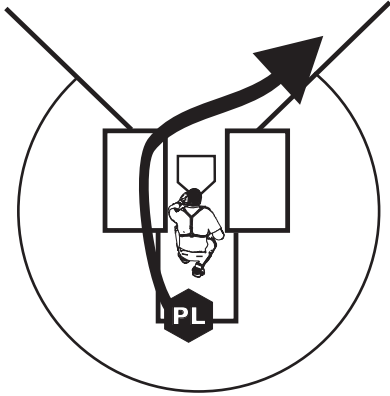
It is crucial that the umpire be “in the slot” when he lines up to observe a pitch. Being in the “slot” allows the umpire to see the outside corner of the plate while keeping his eyes at the top of the strike zone.

If the umpire were to work directly behind the catcher, then he would have to keep his head height very high in order to see the entire plate. That makes it extremely difficult to call a pitch that is on the knees.

By being in the “slot” and having his eyes at the top of the strike zone, the umpire can not only see the outside corner of the plate, but he is also able to see the low pitch to determine whether or not it is a strike.

Another reason to be in the “slot” is because ugly things sometimes happen at the plate and you need to be able to see them. Batters get hit by a pitch. Batters get hit by a batted ball. Batters start to swing at a pitch and then check their swing. Catchers obstruct the batters. Batters interfere with catchers. Catchers may not catch a third strike...and the list goes on. By being in the “slot” you are in a good position to be able to see these things if and when they happen and to make the appropriate ruling.

CLEARING THE CATCHER



One of the most important things an umpire behind the plate must learn to do, other than calling balls and strikes, is to “clear the catcher”. This involves a distinct and deliberate movement by the plate umpire to move from behind the catcher and into fair or foul territory to make a ruling, watch a batted ball, rotate up the first base line, or perform a host of other responsibilities.

Clearing the catcher should almost always be done by moving to the third base side of the plate in a half-circle to ensure that you do not interfere with the catcher, who may or may not be moving from his position. Be certain that you swing far enough out to avoid being tripped by the catcher as he starts to move on the play.

There are a number of reasons that the plate umpire should clear the catcher. Below are a few examples.

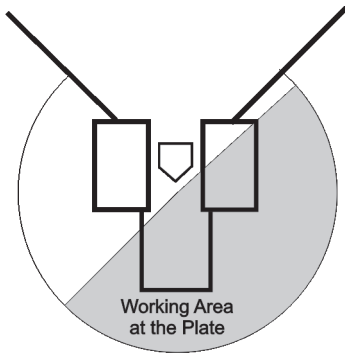
- When a batter is hit by a pitch. Always clear the catcher and get between the batter and the pitcher to ensure that there is not a confrontation. It is a good practice to ask the batter if he is alright, as this can often have a calming effect on the batter and gives you some time to get him moving toward first base.
- With no runners on base and a hit to the infield, the plate umpire must clear the catcher and move quickly up the first base line.
- Bunted ball that may go fair or foul.
- Fly ball to right field when runners are on base, especially if it could require a fair/foul decision.

POPUKS BEHIND THE PLATE

When a batter hits a popup that is near the plate, PL must clear the catcher's path and then stay with the catcher. PL should not remove his face mask until after the catcher has removed and disposed of his mask. This is a preventative measure to keep you from being hit in the face if the catcher throws his mask. Also be aware of where the mask landed. You don't want to trip on it during playing action.

PL should NOT try to find the ball...that is the catcher's job. Let the catcher take you to the ball. PL's focus should be on the catcher's glove. PL should move with the catcher, staying about 10-12 feet away in order to have a good view of the catch attempt. If the catcher is near a fence or other obstruction, just as it appears that he is ready to catch the ball, PL can quickly glance up to ensure that the ball does not hit the fence or other object that could cause it to become dead, and thus a foul ball.

MAKING CALLS AT THE PLATE



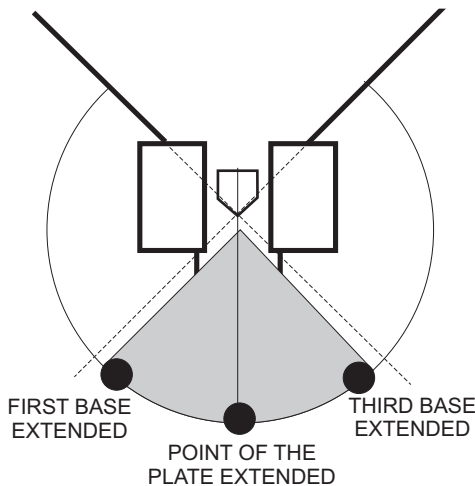
There is a “working area” for the plate umpire to get into the proper position to make calls at the plate. This location is a half-circle area roughly defined by the extensions of the first base foul line and the back edge of the dirt circle surrounding the plate.

Although it is not always possible, especially in a two-umpire system, the plate umpire should generally be within this working area when making calls on plays at the plate. Where the plate umpire sets up to make the call will be dependent upon from where the ball is being thrown, the accuracy of the throw, the actions of the catcher, and other factors.

Staying within this area provides the plate umpire the best opportunity to obtain the optimum angle and distance to make the call on any play at the plate.

BASIC GUIDELINES

- Always remove your mask with your left hand and **keep it** in your left hand
- Clearing equipment -- if time permits, remove any loose equipment (e.g.; bats) from the area around the plate to avoid injury to the players. The most advisable way to do that is to use your feet. If you pick up a bat, be sure to “slide” it out of the way. Do not throw or toss it, as it may strike someone in the process.
- Start at the point of the plate extended
- Adjust your position after reading the path of the throw
- Adjust as the catcher adjusts
- After reading the throw and adjusting your position, watch the runner approaching the plate
- Watch for the catcher blocking the plate without the ball
- Watch for malicious contact by the runner
- Use good timing to assure the catcher holds onto the ball



POINT OF THE PLATE EXTENDED

The “point of the plate extended” is a position at the edge of the dirt circle surrounding home plate that is directly in line with the point of the plate and the pitcher’s mound.

FIRST & THIRD BASE EXTENDED

First and third base extended are NOT extensions of the first and third base foul lines. Standing on an exact extension of the third base foul line is dangerous to the umpire and the players. Remember, the runner is running at full speed and if he doesn’t slide, he is going to run over that “exact extension” as he scores.....and over the umpire if he is standing there. The “extension” of the third base line is actually a step or two short of being an exact extension of the foul lines. This provides a good angle to observe the play and still remain out of the way of the runners and fielders.

TIPS FOR WORKING THE PLATE

- Introduce yourself to the catcher
- Take pitches from EACH pitcher in the first inning during their warm-up. Do the same thing for a relief pitcher, if possible
 - » Take pitches from both sides (left and right handed batters)
 - » A suggested course of action is to take no more than six pitches (three or four pitches for a right handed batter and two or three for a left handed batter), then step out and inform the catcher that the pitcher gets two more warm-up pitches
- Work with the catcher during the game
- Use the catcher to assist you with problem pitchers
- Home Runs
 - » Send the catcher to the mound with a ball
 - » Manage the dirt
 - » If the players come out to congratulate the player hitting the home run, keep them on the grass until all runners have touched the plate. The dirt circle around the plate belongs to the umpire
- All pitches are strikes---unless they convince you otherwise
- Call the pitch on the knees, but stay away from the high pitch
- Give a little bit on the inside and outside, but don't call an unhittable pitch a strike
- Consistency during the game is crucial

HANDLING THE MASK and INDICATOR

MASK

Learning to put the mask on and take it off takes a lot of practice. Most of that is best accomplished off the field where you have time to learn the proper techniques and make any adjustments to your equipment.

If you wear a standard mask, then you must learn to take it off without dislodging your cap. One secret to this is to adjust the straps of your mask so that the back strap does NOT go below the rear edge of the cap. It should rest just above the bottom seam and be on the cap itself. That way, when you remove your mask, the strap won't pull the cap off your head.

If you wear a hockey-style mask, then no cap is required. Simply adjust the straps for a comfortable fit. Practice taking the mask off and putting it on so you can develop a technique that allows you to remove and replace the mask with ease.

NOTE: The mask is ALWAYS removed with the LEFT hand. It is always KEPT in the LEFT hand during playing action. The right hand is for calling outs. For safety reasons, there should be nothing in the right hand if there is a possibility that you might need to make a call.

INDICATOR

The indicator is a requirement for the plate umpire in order to keep track of balls, strikes, and outs. The indicator is carried and/or handled in the LEFT hand. If it is not kept in the left hand during play, it may be kept in a ball bag on the LEFT side of the umpire.

Umpire Signals & Communications

The purpose of Umpire Signals is

COMMUNICATION
COMMUNICATION
COMMUNICATION
COMMUNICATION
COMMUNICATION
COMMUNICATION
COMMUNICATION

YOU MUST COMMUNICATE WITH PARTNERS, PLAYERS, COACHES, and FANS

- Umpires need to communicate with their partners, coaches, and fans
 - » They need to know what your decision is on all plays
- The quickest and easiest way to communicate that decision is by giving a signal
 - » SAFE/OUT, FAIR/FOUL, ETC.

THE 7 STEPS OF EXECUTING A PROPER SIGNAL

1. Position
2. Stance
3. See the complete play
4. Make a decision
5. Proper timing
6. Proper, crisp signal
7. Verbal call

EXECUTING A COMMUNICATION WITH YOUR PARTNER

1. Use non-verbal communications whenever the situation changes or there is a new batter
2. Use verbal communications during live playing action
3. Make sure your partner acknowledges your communication, whether it is verbal or non-verbal

UMPIRE SIGNALS

Plays and Calls

DO NOT PITCH



SIGNAL

- Right arm straight out with palm and fingers up
- Fingers should be touching each other
- This signal is used by the plate umpire
 - At the beginning of the game
 - At the start of a new inning
 - After time has been granted or after all dead ball situations
- It does not allow any play to occur, TIME IS OUT
- Time remains out until the ball is put into play

CALL

- THERE IS NO VERBAL CALL

PLAY or PLAY BALL (make the ball “live”)



SIGNAL

- This is actually a continuation of the do not play signal
- While still implementing the do not play signal with your right arm straight out with palm and fingers up
- Making sure that the pitcher is on the rubber, the catcher is in position, the batter is in the box, and your partner/s are ready to play
- Point to the pitcher

CALL

- “PLAY” or “PLAY BALL”
- This signal is used by the plate umpire after the DO NOT PLAY signal
- At the beginning of the game
- At the start of a new inning
- After time has been granted or after all dead ball situations
- NOTE: Time remains out until the ball is put into play

TIME



SIGNAL

- The arms are extended above your head in front of your body
- The palms of your hands should be facing away from you with your fingers fully extended and together, *NOT A FIST, BUT OPEN AND FLAT.*

CALL

- A verbal call of “TIME” should be made at the precise time the hands reach their maximum height
- This signal is used for all dead ball situations to kill play
- Before any play can resume the ball must be put into play after all dead ball situations.

STRIKE



SIGNAL

- From the set position raise to an upright position
- While raising your right hand (open) to ear level
- Bring your hand forward as if to hit a wall with the heel of your hand while closing your hand *MAKE A FIST* at the start of the forward motion

CALL

- At the same time as your fist would hit the wall you should verbalize “STRIKE” on a called strike. If it is a swinging strike, there should be no verbalization.



SIGNAL

- From the set position raise to an upright position
- While raising your right hand (open) to about shoulder level
- Straighten your arm to the side or forward at about a 30 degree angle (your preference)
- As you reach the end of your motion, point with one or two fingers and “snap” the wrist to emphasize the signal
- At the same time as you “snap” the wrist, you should verbalize “STRIKE” on a called strike. If it is a swinging strike, there should be no verbalization.

CALL

- At the same time as “snap” the wrist, you should verbalize “STRIKE” on a called strike. If it is a swinging strike, there should be no verbalization.
- As an alternative, you can verbalize “STRIKE” in the set position and then stand up and give the visual signal

OUT



Figure 1



Figure 2

SIGNAL

- Come to a full standing set position
- Raise your right hand (open) up to ear level (See Figure 1)
- Bring your hand forward as if to hit a wall with the heel of your hand.
- Start closing your hand making a fist at the start of the forward motion.
- The forward motion should stop with a closed fist comfortably in front of your body line at the same time your fist would hit the wall (See Figure 2)

CALL

- You should verbalize “HE’S Out”. The emphasis should be on the word “HE’S”

SAFE



Figure 1



Figure 2

SIGNAL

- From the standing OR full set position with your hands flat, fingers together and palms down
- Raise your arms directly in front of your body to shoulder height, just below the chin with the arms parallel to the ground and the hands directly in front of the chest (See Figure 1)
- From this position, extend your hands to each side of your body in line with your shoulders, no higher (See Figure 2).

CALL

- As your hands extend verbalize “SAFE”
- Bring your hands back in front of your body and then drop them to your sides

INFIELD FLY



SIGNAL

- Point your right hand with the index finger extended fully above your head as the ball reaches its apex.

CALL

- A verbal call is made as the ball starts its descent
- The verbal call should be “INFIELD FLY.”
 - If near a foul line “INFIELD FLY IF FAIR.”

FAIR BALL



SIGNAL

- Start from a standing position with your feet straddling the foul line
- With your arm fully extended shoulder high, point with the thumb tucked in and the index finger extended point into fair territory.
- ALWAYS use the arm that is toward fair territory. Do NOT point across the body to indicate a fair ball

CALL

- There is NOT a verbal call with this signal, JUST POINT.
- *NOTE: If you are the Plate Umpire and making this call on the first base line, the call is made keeping the mask in the LEFT hand.*

FOUL BALL

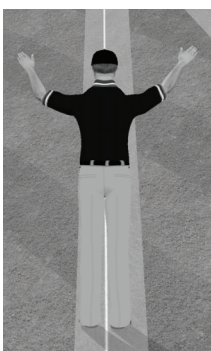


Figure 1

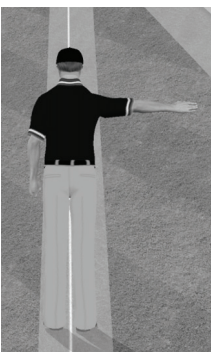


Figure 2



SIGNAL

- Start from the standing position with your feet straddling the foul line. With your arms fully extended above your head and in front of your body line
- The palms of your hands should be facing away from you with your fingers fully extended and together. (Not a fist- but open and flat) (See Figure 1)
- Then with your arm fully extended shoulder high, point with the thumb tucked in and the index finger extended point into foul territory (See Figure 2)

CALL





- A verbal call “FOUL” should be made at the precise time the hands reach their maximum height
- This is known as proper timing
- This signal is used for all dead ball situations to kill play
- Before any play can resume, the ball must be put into play
- After all dead ball situations the ball must be put into play.
-
- *IMPORTANT NOTE: If a fly ball is caught in FOUL territory, ONLY use the signal in Figure 2. Do NOT use the signal in Figure 1 or verbally state “FOUL BALL”. A caught fly ball or line drive in foul territory is still a LIVE BALL and by saying “foul” or calling time (Figure 1), you have stopped all playing action.*

FOUL TIP



		<p>SIGNAL</p> <ul style="list-style-type: none"> • This signal is only implemented by the plate umpire after a foul tip • The purpose of this signal is to let everyone, especially your partner(s) know that the ball is still live and runners, if any, are subject to plays being made on them. • The plate umpire will rise to a standing set position. (so all can see) • Raise both hands simultaneously slightly above the head with the left hand forward of the right hand (See Figure 1) • Keeping the left hand stationary • Bring the right hand forward with your fingers glancing off the palm or back of your left hand (See Figure 2) • This signal is always followed by a strike signal <p>CALL</p> <ul style="list-style-type: none"> • NO VERBAL CALL
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Fielder was “OFF THE BASE”


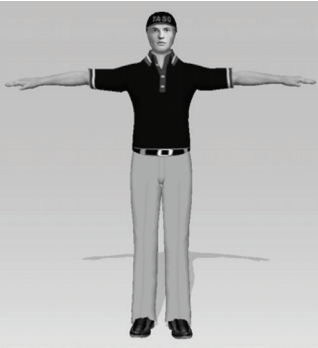
(These signals are used to indicate that the runner is safe because the fielder was not touching the base at the time of the play)

		<p>SIGNAL</p> <ul style="list-style-type: none"> • This signal is used when the fielder pulls his foot off the base while making the catch • The umpire will rise to a standing position (so all can see) • Raise both hands to approximately waist height with the hands open and the fingers touching (See Figure 1) • “Sweep” both hands to approximately shoulder height in the direction that the fielder was off the bag with palms facing in that same direction (See Figure 2) <p>CALL</p> <ul style="list-style-type: none"> • “SAFE. OFF THE BAG”
		<p>SIGNAL</p> <ul style="list-style-type: none"> • This signal is used when the fielder has to jump up while making the catch and does not touch the base before the runner • The umpire will rise to a standing position. (so all can see) • Raise both hands to approximately waist height with the hands open and the fingers touching (See Figure 1) • “Sweep” both hands to straight up to approximately shoulder height indicating that the fielder was above the base (See Figure 2) <p>CALL</p> <ul style="list-style-type: none"> • “SAFE. OFF THE BAG”

CATCH

		<p>SIGNAL</p> <ul style="list-style-type: none"> • From the standing position raise your right hand (open) up to ear level • Bring your hand forward as if to hit a wall with the heel of your hand • Start closing your hand making a fist at the start of the forward motion • The forward motion should stop with a closed fist comfortably in front of your body line at the same time your fist would hit the wall. <p>CALL</p> <ul style="list-style-type: none"> • Verbalize, “THAT’S A CATCH!” on any catch made below the waist or where the fielder fell to the ground. On an obvious catch, no verbalization is required.
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NO CATCH

		<p>SIGNAL</p> <ul style="list-style-type: none"> • From the standing set position with your hands flat, fingers together, and palms down • Raise your arms fully extended directly to your sides at shoulder height. <p>CALL</p> <ul style="list-style-type: none"> • NO VERBAL CALL on an obvious no catch situation. On a trapped ball or where the fielder drops the ball, such as when falling, verbalize “NO CATCH”. The emphasis should be on “NO”
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GIVING THE COUNT

SIGNAL












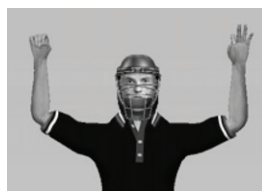



Count given
"LOW"



Count given
"HIGH"

- The count is always given using the left hand to indicate BALLS and the right hand to indicate STRIKES
- If there is no scoreboard, or you are trying to correct a scoreboard error, the umpire can give the count HIGH
- Raise the arms up so the upper arms are parallel to the ground and the forearms are at an approximate 90 degree angle.
- Show the count
- The count can also be given LOW, such as when there is a scoreboard or you are indicating the count to the pitcher and/or your partner
- Hold the hands directly in front of the chest
- Show the count
- Do NOT raise the hands to the level of your face mask as the fingers are difficult to see with the bars of the mask behind them
- If a VERBAL count is given, it should ONLY be loud enough for the batter and catcher to hear it. Everyone else can see the scoreboard or your hand.
- Do NOT turn toward the coaches at first/third base or the dugouts and give the count. They should be able to see your upraised hands. If asked, then give the count to a coach.

PROPER METHODS OF GIVING THE COUNT

 <p>0-0 No balls No Strikes</p>	 <p>0-1 No Balls 1 Strike</p>	 <p>0-2 No Balls 2 Strikes</p>	 <p>1-0 1 Ball No Strikes</p>	 <p>1-1 1 Ball 1 Strike</p>
 <p>1-2 1 Ball 2 Strikes</p>	 <p>2-0 2 Balls No Strikes</p>	 <p>2-1 2 Balls 1 Strike</p>	 <p>2-2 2 Balls 2 Strikes</p>	 <p>3-0 3 Balls No Strikes</p>
 <p>3-1 3 Balls 1 Strike</p>	 <p>3-2 3 Balls 2 Strikes</p>	 <p>This is NOT an accepted indication of a Full Count.</p> <p>A "Full Count" is 3 Balls and 2 Strikes and should be given in that manner, as shown to the left of this image.</p>		

SPECTATOR INTERFERENCE



SIGNAL

- This signal is used when a spectator has interfered with a fielder's attempt to field a ball while the ball is in a live ball area. Spectator interference does not apply if the fielder reaches into a dead ball area (e.g.; the stands) and the spectator interferes with the catch
- The umpire will rise to a standing position. (so all can see) and call TIME, then
- Raise both hands above the head and grasp the left wrist with the right hand
- The umpire may point in the direction of the offending spectator to further indicate the nature of the call

CALL

- "TIME.....THAT'S SPECTATOR INTERFERENCE"

SUBSTITUTION



Figure 1



Figure 2



Figure 3

SIGNAL

- Extend your left arm straight up from the shoulder with the hand open and the fingers touching (See Figure 1)
- Bending your arm at the elbow, "sweep" the hand above your head one or two times (see Figure 2)
- With your arm still raised, point at the player who is coming into the game (See Figure 3)

CALL

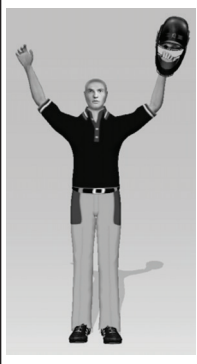
- NO verbal call

SCORE THE RUN



- This signal is used **ONLY** on a timing play where PL needs to indicate to the coaches and scorekeepers that a run scores because the runner touched the plate **before** the last out was made
- Extend your right arm and point emphatically down at the plate
- State, **LOUDLY**, "Score the run, Score the run, That run scores"
- Make certain that the score is correct in a close game, especially if there is a scoreboard
- Do NOT use this signal for every run that scores normally. To do so may inadvertently provide an indication to a team that a runner did not touch the plate and thus provide an unfair advantage to one team.


RUN DOES NOT SCORE







- This signal is used **ONLY** on a timing play where PL needs to indicate to the coaches and scorekeepers that a run does NOT score because the runner touched the plate **after** the last out was made
- Extend your arms upwards similar to the TIME signal and wave both arms emphatically above your head
- State, **LOUDLY**, “No Run, No Run, That run does NOT score”

COMMUNICATIONS BETWEEN UMPIRES


GETTING HELP ON THE CHECK SWING

	<p>SIGNAL</p> <ul style="list-style-type: none"> • This signal is initiated only by the plate umpire (PL) • The umpire will step to the first base side of the batter and/or catcher so that he can clearly see his partner • He will point with his LEFT hand at his partner <p>CALL</p> <ul style="list-style-type: none"> • “DID HE GO?”
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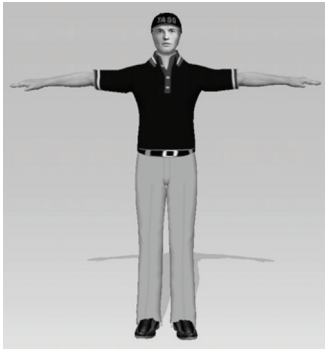
RESPONSE TO THE CHECK SWING REQUEST

		<p>SIGNAL</p> <ul style="list-style-type: none"> • If, after being requested by PL to assist with a check swing, the base umpire believes that the batter swung at the ball he will stand up straight (so all can see) • The base umpire will give the OUT signal to indicate that the batter swung <p>CALL</p> <ul style="list-style-type: none"> • “YES, HE DID”
		<p>SIGNAL</p> <ul style="list-style-type: none"> • If, after being requested by PL to assist with a check swing, the base umpire believes that the batter did NOT swing at the ball he will stand up straight (so all can see) • The base umpire will give the SAFE signal to indicate that the batter did not swing <p>CALL</p> <ul style="list-style-type: none"> • “NO, HE DIDN’T”

GETTING HELP ON A CALL




	<p>SIGNAL</p> <ul style="list-style-type: none"> This signal is initiated by either umpire when he needs immediate help on a call. It is usually on a tag play where the umpire was blocked from seeing the tag or a play at first where there is a possibility of a pulled foot by the fielder The umpire will turn so that he can clearly see his partner He will point with his LEFT hand at his partner <p>CALL</p> <ul style="list-style-type: none"> Ask a question regarding the play, such as “Did he pull his foot?” or “Did he make a tag?”
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RESPONSE TO THE REQUEST FOR HELP ON A CALL


		<p>SIGNAL</p> <ul style="list-style-type: none"> Only after being requested by your partner, respond with what you saw to assist your partner in getting the call right. The umpire will give the OUT signal if the response will indicate that the runner is out <p>CALL</p> <ul style="list-style-type: none"> Give the appropriate verbal response to the question
		<p>SIGNAL</p> <ul style="list-style-type: none"> Only after being requested by your partner, respond with what you saw to assist your partner in getting the call right. The umpire will give the SAFE signal if the response will indicate that the runner is not out <p>CALL</p> <ul style="list-style-type: none"> Give the appropriate verbal response to the question

INFIELD FLY SITUATION

(There are three accepted signals for indicating an Infield Fly situation)




	<p>SIGNAL</p> <ul style="list-style-type: none"> • With ONE or NO OUTS • Touching the bill of your hat • This signal should be returned by your partner(s) <p>CALL</p> <ul style="list-style-type: none"> • No verbal call
	<p>SIGNAL</p> <ul style="list-style-type: none"> • With NO OUTS • Hands out to the side with fists closed and thumbs extended upwards <p>CALL</p> <ul style="list-style-type: none"> • No verbal call
	<p>SIGNAL</p> <ul style="list-style-type: none"> • Hands out to the side with fists closed and thumbs extended upwards and either: • Index fingers extended, or • Little fingers extended <p>CALL</p> <ul style="list-style-type: none"> • No verbal call

TIMING PLAY


	<p>SIGNAL</p> <ul style="list-style-type: none"> • Tap the wrist (typically wrist watch position) with the index and middle fingers • Your partner(s) should return the signal <p>CALL</p> <ul style="list-style-type: none"> • No verbal call
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ROTATING ON A HIT


There are three signals for indicating rotation on a possible play following a hit by the batter

	<p>SIGNAL</p> <ul style="list-style-type: none"> • Extend your index fingers in the direction of your partner • Move the fingers in a circular motion to indicate “rotation” <p>CALL</p> <ul style="list-style-type: none"> • NO verbal call
	<p>SIGNAL</p> <ul style="list-style-type: none"> • Point, with both hands, in the direction in which you will be moving on the play <p>CALL</p> <ul style="list-style-type: none"> • NO verbal call
	<p>SIGNAL</p> <ul style="list-style-type: none"> • This signal is used when there are less than two outs and there is a runner on second base only or runners on first and second • This signal indicates that PL will move to third base on a fly ball where the runner at 2nd may tag up and try to advance. Otherwise, PL will remain at the plate for a play there (e.g.: on a base hit to the outfield) • Make a fist with both hands, and extend the index finger (or index and middle finger) of the right hand • Tap your right hand on top of your left hand while pointing toward third base <p>CALL</p> <ul style="list-style-type: none"> • NO verbal call

PL IS STAYING AT HOME (no rotation)

	<p>SIGNAL</p> <ul style="list-style-type: none"> • Extend the hands/arms out to the side of your body, NOT directly in front of it • <i>Make sure you have your hands out to the <u>sides of your body</u> so you don't give the appearance that you are pointing at your crotch!!</i> • Point at the ground to indicate that you are staying at the plate on a hit by the batter <p>CALL</p> <ul style="list-style-type: none"> • NO verbal call
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SAME ROTATION

	<p>SIGNAL</p> <ul style="list-style-type: none"> • This signal is used when the rotation for the new batter or situation is the same as the previous rotation • Extend one or more fingers of each hand • Rotate the fingers in a circular motion over and around each other <p>CALL</p> <ul style="list-style-type: none"> • NO verbal call
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MY CALL / YOUR CALL



My Call



Your Call

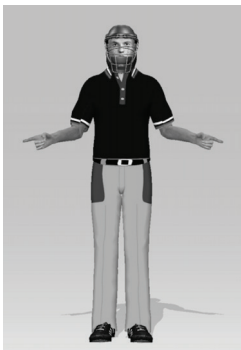
SIGNAL

- **FIRST, and most importantly**, look directly at your partner and make eye contact
- MY CALL – Tap your chest, with your hand flat, palm toward your body
- YOUR CALL – Point directly at your partner

CALL

- No verbal call

SHOWING THE NUMBER OF OUTS TO YOUR PARTNER



SIGNAL

- Extend your forearms straight out from your body and parallel to the ground
- Indicate the number of outs
- NOTE: The count is given with the fingers pointing upwards, while outs are signaled with the fingers pointed to the side and approximately parallel to the ground

CALL

- NO verbal call

WHAT'S THE COUNT?

It happens sometimes; you lose the count and need to ask your partner for help.



SIGNAL

- Make sure your partner is looking at you!!
- Place both hands in front of your body with all fingers extended
- Keeping the hands still, wiggle the fingers fairly quickly to signal that you are unsure of know the count
- Your partner should respond with the proper count in a discreet manner

CALL

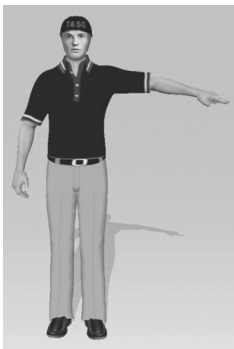
- NO verbal call

VERBAL COMMUNICATIONS

Verbal communication is used by umpires to convey information to each other during playing action.

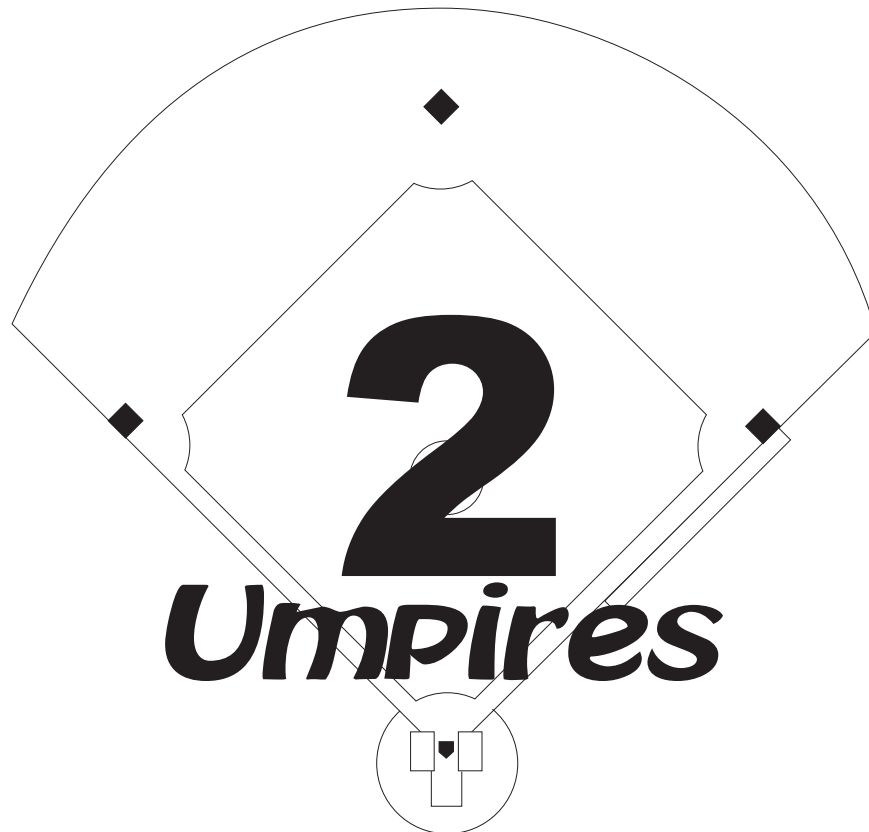
- When umpires are rotating positions during playing action, such as those shown below, the verbal communication should be **LOUD!!**
 - PL moving to cover third base (“I’ve got third if he comes”)
 - PL returning to the plate (“I’m going back home”)
 - U1 moving to cover the plate (“I’ve got the plate”)
 - U1 going out on a trouble ball to right field (“I’m going out”)
 - PL taking a fly ball down in right field with runners on base (“I’ve got the ball” or “I’m on the line”)
- You must be loud enough to make sure that your partner can hear you over the players, fans, and coaches.
- Keep stating the communication until you are sure your partner has heard you.
- When you hear your partner’s verbal communication, acknowledge it so he will know that you are aware of what he is doing
- When making a call of catch/no catch that is not a close play (e.g.; a routine catch in your area of responsibility), remember that your partner is watching the runner. Let him know if a catch was made so he can stop his movement.
 - You should state “That’s a catch” **just loud enough for your partner to hear you.**
 - Using his name (“That’s a catch, John, that’s a catch”) will help your partner to pick up on the verbal communication.

ACKNOWLEDGING VERBAL COMMUNICATIONS DURING PLAYING ACTION

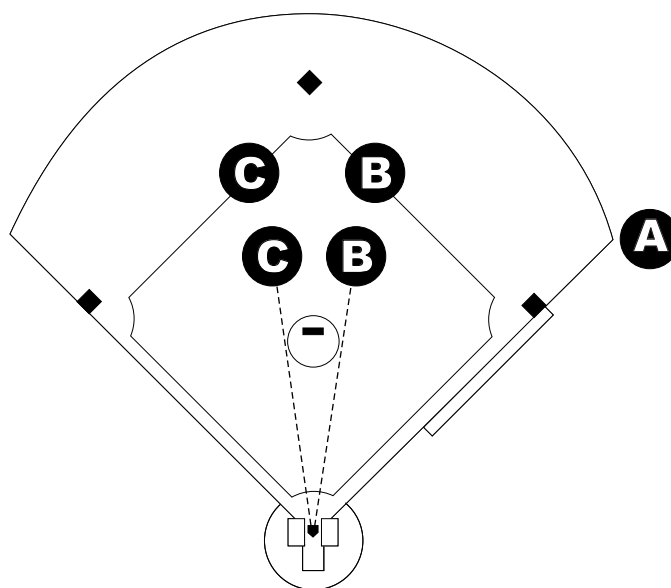


- Acknowledge your partner’s verbal communication during playing action, ***especially on rotations***
- Do NOT look at your partner. This will take your eyes off of the playing action and make it difficult for you to make a call on any possible play
- Simply point at your partner to let him know that you heard his verbal communication
- Your partner should see you pointing and know that you have acknowledged his communication

Mechanics for TWO Umpires



- There are only two of you out there!! Know where your partner is and be prepared to cover everything if something happens to him/her.
- COMMUNICATE with your partner.....a LOT
- On a hit, one umpire has responsibility for the ball and the other has responsibility for the runner(s) until a determination of fair/foul or catch/no catch is made
- If you go out on a fly ball, make the call and then get back into the infield to assist with calls
- PL should rarely stay planted at the plate. Move out to assist on calls in the infield
- If PL stays at the plate, U1 has to cover everything in the infield
- Cover your partner ("Fill the Hole") if a rotation is missed or if your partner falls down, is injured, etc. Understand that mistakes and unusual things will happen. Regardless of what occurs, someone has to make a call on every play. If your partner misses a rotation, falls down, or is somehow prevented from getting into position, FILL THE HOLE and MAKE THE CALL!! You can discuss what happened when the game is over
- Try to keep an umpire ahead of the lead runner and the next play
- Remember, for a coach, the lead runner is the most important one
- U1 should never abandon a trailing runner on the bases



Regardless of which position the base umpire is using, he will always keep his chest facing the plate. The base umpire should NEVER stand facing first base when in B or C position, unless he has turned to rule on a play at that base.

The base umpire has several responsibilities while in any of these positions

1. The pitcher (balks, illegal actions, etc.)
2. Check swing by the batter
3. Batter hit by batted ball (in either fair or foul territory)
4. Pickoff by the pitcher at any base
5. Return throw to any base by the catcher

It is critical that the base umpire be squared up to the plate in order to assist the plate umpire with these calls. If the base umpire observes something, such as a batter struck by a batted ball, that would cause the ball to become dead, he should give the plate umpire time to make the call. If the plate umpire does not do so, then the base umpire should, emphatically and loudly, call TIME. Do not call it a foul ball or anything else. Simply call TIME and then get together with your partner, explain what you saw, and sort out what happened. The plate umpire may have seen something in addition to what the base umpire saw, such as catcher interference or the batter being in fair territory, which may impact the play/call.

When in position “A”, umpires must be set before the pitch is made. The umpire may go the set positions where he is standing, or the umpire can learn and use a technique known as *stepping into the pitch*. In this technique, as the pitcher prepares to pitch, the umpire should take one or two steps forward and then come to a set position facing the plate before the pitch is made. This movement helps keep the base umpire “in the game” and ensures that he is concentrating on the pitch, the swing by the batter, and the subsequent play, if any. This technique takes some practice to get the timing down and is a bit different with each pitcher.

When the pitch is made, the base umpire should shift his focus from the pitcher to the batter. The focus should be on the bat, not the pitch itself. The base umpire, by focusing on the bat, will be in a position to more readily assist on a check swing, see the batter being hit by the batted ball, and be able to more easily see the ball if it is hit. Don't allow yourself to get tunnel vision by focusing solely on the bat. The bat is the primary focal point, but you must

still be able to observe the entire area of the plate in order to fulfill all of your responsibilities as a base umpire. Don't lose your focus once the pitch is completed, especially if there are runners on base. A catcher may very well throw back to an occupied base and you need to be ready to move appropriately to make the call.

On a third strike, the base umpire should be observant as to whether or not the ball was caught by the catcher or whether it hit the ground first. Umpires should, in their pre-game conference, make sure they know how this will be handled between them. A subtle signal, such as an open hand or a single finger pointing to the ground for no-catch or a fist for a catch, can be given by the base umpire for the plate umpire's reference if he needs it. The base umpire should not make a call in this instance, but should, if possible, indicate what he saw so the plate umpire can quickly look at him if he is unsure if the pitch was caught or bounced first. This signal should be given very subtly so that only you and your partner are aware of its use. The best method is to simply extend the arm down along the side of the leg and display the appropriate signal without any additional movement.

The same holds true for a pitch that is fouled by the batter. The base umpire should be observant as to whether or not the ball goes directly to the catcher's glove if it is a possible foul tip.

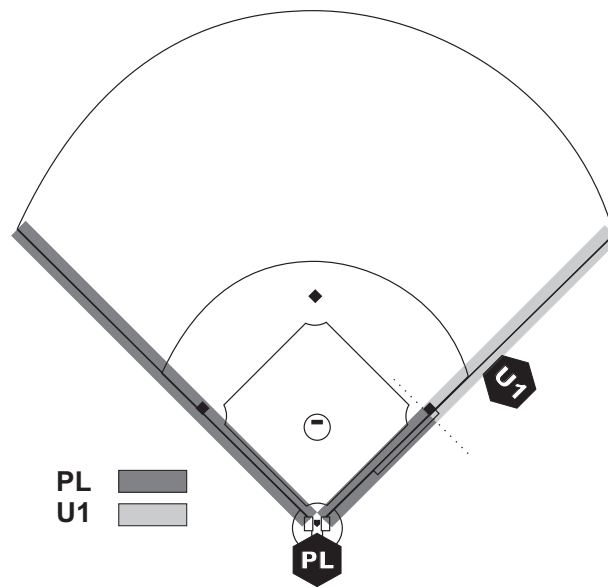
There are a number of other observations that the base umpire must be prepared for which, while unusual, do happen on occasion. This includes a pitch that gets caught in the catcher's gear (usually behind the chest protector) and a ball either getting lodged in the backstop fence or bounding over the backstop.

Some fields have unusual configurations behind the plate, such as overhanging nets, which may require that the base umpire watch for contact in the event of a popup behind the plate. These items should be covered in the pre-game conference so both umpires know who is going to do what in those circumstances.

<p>Position A</p>	<p>This position is used with no runners on base.</p> <p>The umpire will be in foul territory with his right foot adjacent to, but not on, the foul line. He should be about ten (10) feet behind the first baseman and will be squared up facing the plate.</p> <p>If the first baseman is playing "deep", then this distance can be reduced. However, the umpire should always remain behind the first baseman at least a 3-6 feet to avoid interfering with a play by the first baseman.</p> <p>If the first baseman is playing "up", then it is permissible to move forward, while remaining at least 10-12 feet from the first baseman. However, regardless of how far "up" the first baseman is playing, the umpire should never be closer than about fifteen (15) to first base.</p> <p>Regardless of where you set up, you must position yourself so that you are out of the way if the first baseman has to take a step or dive for a ball.</p> <p>The umpire must be SET at the time of the pitch. The umpire can either be set as the pitch starts his motion, or may use the technique of "stepping into the pitch" to come to the set positions.</p> <p>Stepping into the pitch:</p> <p><i>As the pitcher prepares to pitch, the umpire should take one or two steps forward and then come to a set position facing the plate. This movement helps keep the base umpire "in the game" and ensures that he is concentrating on the pitch, the swing by the batter, and subsequent play, if any.</i></p>
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Position B	<p>This position is used when there is a runner on first base only</p> <p>The umpire will be about halfway between the pitcher's mound and second base on the first base side of the mound straddling a line running from the plate through the edge of the pitcher's mound. He will be squared up and facing the plate. He should never have his body/chest facing first base while the pitcher is preparing to pitch. When the pitcher intentionally addresses the pitcher's plate, the base umpire should assume a set position with his hands on his knees. The umpire should never remain standing once the pitcher addresses the pitcher's plate. Remember that the defensive players need to be able to see over the top of you. Don't block their view. If a fielder asks you to move a step or two to the left or right so that you do not interfere with his view, then the umpire should make every attempt to accommodate that request. The umpire should not, however, let a player move him so much that he is so far out of position that he cannot fulfill his responsibilities. Remember, a step forward or backward along the line of sight to the plate often accomplishes the same thing as moving to the left or right.</p>
Position Deep B	<p>With the infield playing "IN", the umpire will be at the edge of the grass on the first base side of the mound straddling a line running from the plate through the edge of the pitcher's mound.</p> <p>This position may be used with runners on second and third with two outs to put the umpire in a better position to make a call at first base on an infield hit.</p>
Position C	<p>This position is used whenever there is a runner on second or third base, regardless of whether there is a runner on first base.</p> <p>The umpire will be about halfway between the pitcher's mound and second base on the third base side of the mound straddling a line running from the plate through the edge of the pitcher's mound. He will be squared up and facing the plate. He should never have his body/chest facing first base while the pitcher is preparing to pitch. When the pitcher intentionally addresses the pitcher's plate, the base umpire should assume a set position with his hands on his knees. The umpire should never remain standing once the pitcher addresses the pitcher's plate. Remember that the defensive players need to be able to see over the top of you. Don't block their view. If a fielder asks you to move a step or two to the left or right so that you do not interfere with his view, then the umpire should make every attempt to accommodate that request. The umpire should not, however, let a player move him so much that he is so far out of position that he cannot fulfill his responsibilities. Remember, a step forward or backward along the line of sight to the plate often accomplishes the same thing as moving to the left or right.</p>
Position Deep C	<p>With the infield playing "IN", the umpire will be at or near the edge of the grass, keeping the shortstop even with or in front of him, on the third base side of the mound straddling a line running from the plate through the edge of the pitcher's mound. If there is a runner on second, make sure you are not in the runner's basepath in case he attempts to advance to third on a hit.</p> <p>This position may be used with runners on third only in a better position to make a call at third base on a pickoff or throwback by the catcher.</p>

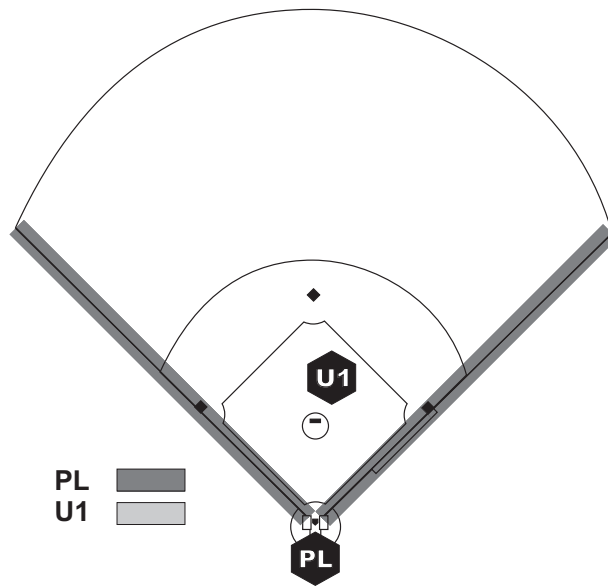
FAIR/FOUL RESPONSIBILITY WITH NO RUNNERS ON BASE



PL	U1
<ul style="list-style-type: none"> Fair/Foul responsibility all the way to the foul pole up the third base line Fair/Foul responsibility on any ball up the first base line that is fielded or comes to rest before it reaches the front edge of first base 	<ul style="list-style-type: none"> Fair/Foul responsibility for any ball up the first base line that passes the front edge of first base all the way to the foul pole

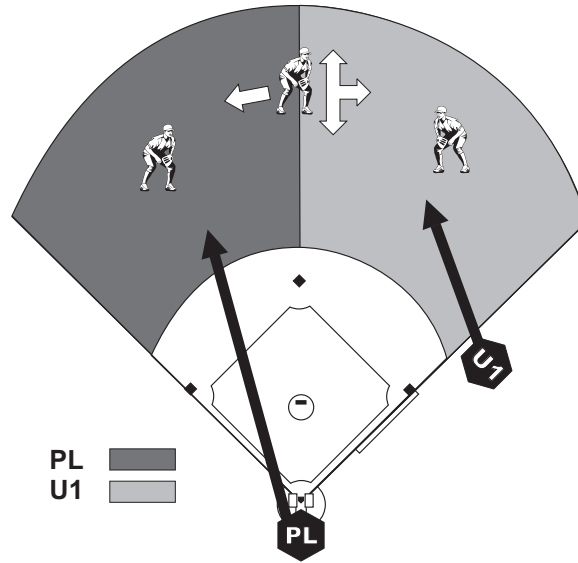
NOTE: Any ball that will **pass first base**, in either fair or foul territory, should be the responsibility of U1. Envision a piece of glass sitting along the front edge of first base. If the ball will break that piece of glass, then the call belongs to U1.

FAIR/FOUL RESPONSIBILITY WITH RUNNERS ON ANY BASE



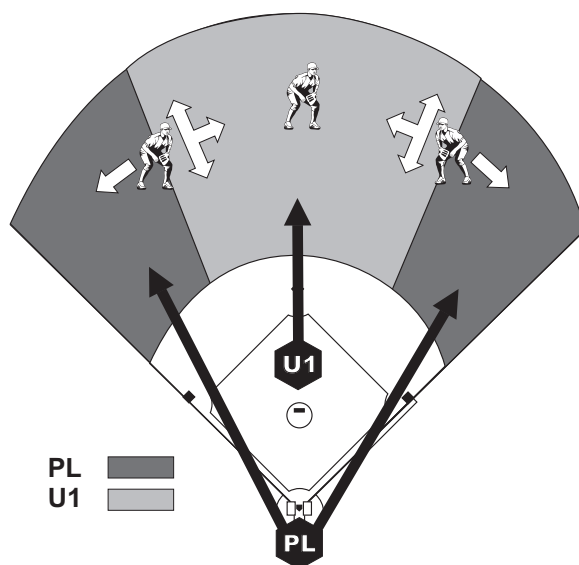
PL	U1
<ul style="list-style-type: none"> Fair/Foul responsibility for all balls hit up either the first or third base lines all the way to the foul poles 	<ul style="list-style-type: none"> No Fair/Foul responsibility with runners on base

FLY BALL RESPONSIBILITY IN THE OUTFIELD WITH NO RUNNERS ON BASE



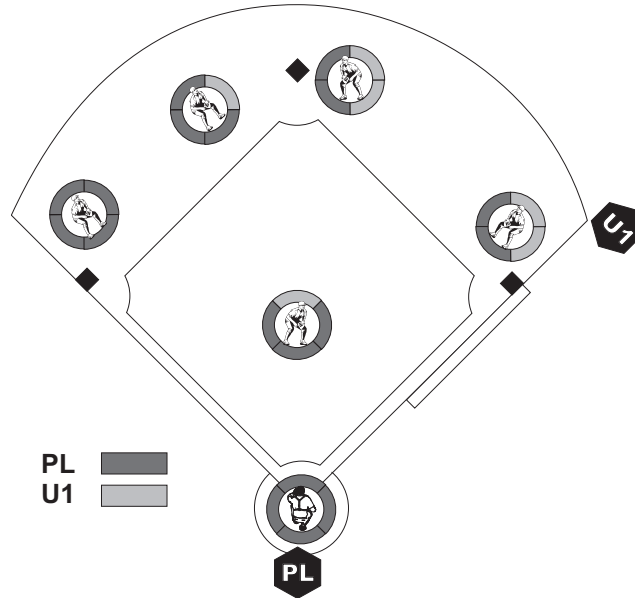
PL	U1
<ul style="list-style-type: none"> • Responsibility for all fly balls hit to left field • Responsibility for balls hit to center field when the center fielder moves toward left field • Responsibility for all fly balls in the outfield if U1 does NOT “go out” on a fly ball in his area of responsibility 	<ul style="list-style-type: none"> • Responsibility for all fly balls hit to right field, including fair/foul calls • Responsibility for all balls hit to center field where the center fielder moves straight forward, backward, or toward right field • U1 should “go out” when <ul style="list-style-type: none"> ○ There is a possibility of a fair/foul call ○ Two or more fielders are converging on the ball ○ The fielder turns his back to the infield and runs to catch the ball ○ The fielder is sprinting toward the ball and may catch the ball below the waist

FLY BALL RESPONSIBILITY IN THE OUTFIELD WITH RUNNERS ON ANY BASE



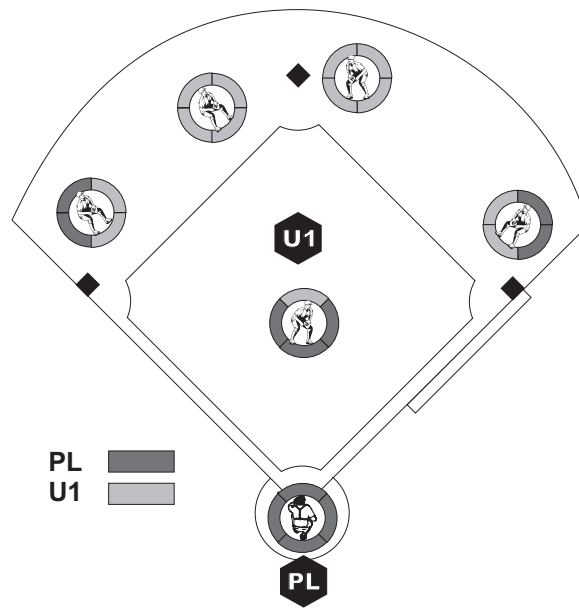
PL	U1
<ul style="list-style-type: none"> Responsibility for balls hit to left field when the left fielder moves deliberately and quickly toward the foul line. Responsibility for balls hit to right field when the right fielder moves toward the foul line Responsibility for all fair/foul calls 	<ul style="list-style-type: none"> Responsibility for all balls hit in the “V”, which is defined as an area from the left fielder to the right fielder Responsibility for the left and right fielders who are moving straight forward, backward, or toward center field U1 does not “go out” on a fly ball when working in either B or C position. There are, however, a couple of reasons that may cause U1 to “go out” to check on the status of the ball after the play: <ul style="list-style-type: none"> The fielder falls and does not get up or is obviously injured There is a collision between two or more players and it is uncertain if either of them actually has the ball A fielder indicates that the ball has gone into a dead ball area or is trapped in the fence or other area

FLY BALL & LINE DRIVE RESPONSIBILITY IN THE INFIELD WITH NO RUNNERS ON BASE



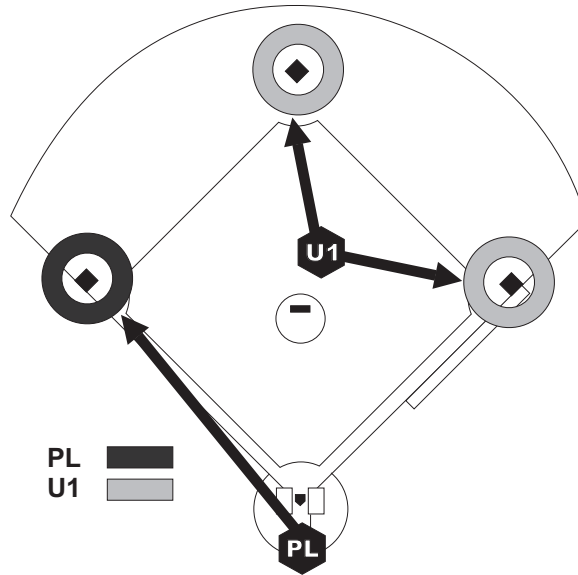
PL	U1
<ul style="list-style-type: none"> • All catches made by the catcher and third baseman • Catches made by the shortstop, unless moving toward second base • Catches made by the second baseman moving forward or toward second base • Catches by the pitcher moving forward or toward third or first base • Catches by the first baseman moving forward or toward second base 	<ul style="list-style-type: none"> • Catches made by the first baseman moving back or toward the foul line • Catches made by the second baseman moving toward first base or back toward right-center field • Catches made by the shortstop moving toward second base

FLY BALL & LINE DRIVE RESPONSIBILITY IN THE INFIELD WITH RUNNERS ON ANY BASE



PL	U1
<ul style="list-style-type: none"> • All catches by the catcher • Catches by the pitcher moving forward or toward third or first base • Catches made by the first or third baseman moving toward the foul line or the outfield 	<ul style="list-style-type: none"> • All catches made by the second baseman and shortstop • Catches made by the third baseman moving forward or toward second base • Catches made by the first baseman moving forward or toward second base

RESPONSIBILITY FOR TAG-UPS AND TOUCHING THE BASE

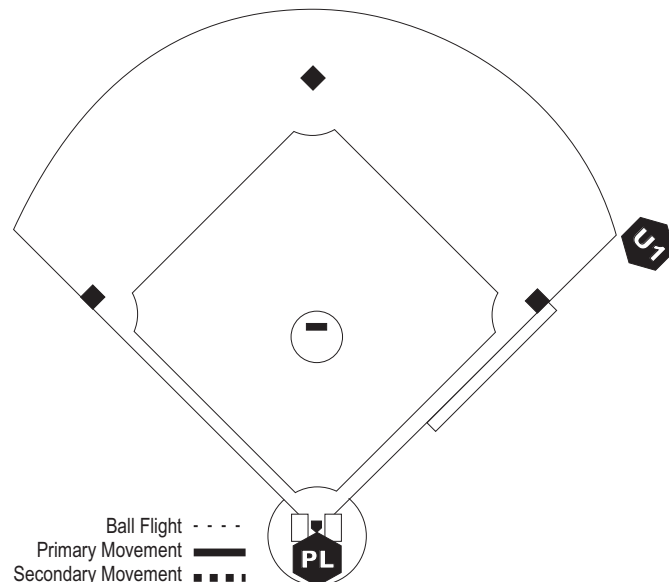


NOTE: Umpires are generally responsible for these designated bases. Certain mechanics and situations may require that a different umpire take responsibility for a touch or tag at a base that is normally the responsibility of another umpire.

PL	U1
<ul style="list-style-type: none"> • Generally responsible for all touches and tag-ups at third base <ul style="list-style-type: none"> ○ NOTE: there are times when the base umpire may take the tag-up at third base, such as when the plate umpire must rule on a fair/foul or catch/no catch along the right field line with a runner on third only • Generally responsible for all touches of the plate. <ul style="list-style-type: none"> ○ NOTE: If the base umpire rotates to the plate to cover a play there, then the base umpire will be responsible for the touch of the plate by the runner 	<ul style="list-style-type: none"> • Generally responsible for all touches and tag-ups at first and second base



NO RUNNERS ON BASE Base Umpire Positioning

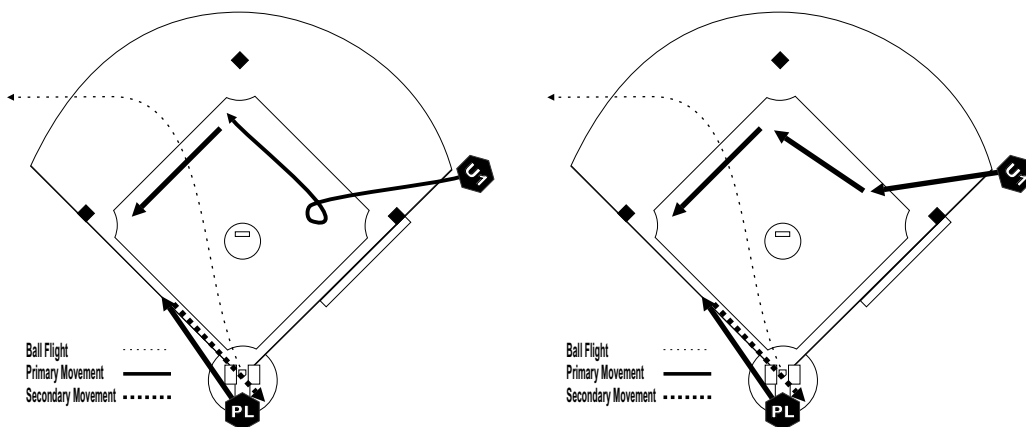


U1 will be in Position “A”. This provides U1 with the best location to establish the proper angle and distance for a play at first base. From this position, U1 can easily move to the infield to take the BR into second or third base on a hit to the outfield, or move to the outfield to rule on a catch attempt on a “trouble ball” in his area of responsibility.



NO RUNNERS ON BASE

Fly Ball to Left Field - PL's Responsibility



PL must pause and read the batted ball as being in his area of responsibility. PL must then react by moving into position to observe the catch attempt and make a ruling of fair/foul on any ball that is close to the left field line.

It is crucial for PL to VERBALLY advise U1 if a catch was made as U1 will be watching the runner and cannot observe the ball in left field.

U1 has responsibility for the runner and must move to the infield, pivot to observe the touch of first base by the BR and be ready to move either to second base or to take the BR back to first if he retreats. If the BR attempts to advance to third, U1 will move into position to rule on any play at third. U1 must pause at second and ensure that the BR touches second base before moving to third with the runner

PL	U1
<ul style="list-style-type: none"> Move toward third base and get into position to observe the play. If fair/foul is a consideration, straddle the foul line Be stopped when the play is made Make a verbal call, "That's a catch!" and a visual 'out' signal if a difficult catch is made If a fair/foul ruling is needed, signal fair/foul and then catch/no catch If no catch, a visual "safe" signal is given (no verbal call unless it is a "trouble" ball) Retreat to the plate for any play there 	<ul style="list-style-type: none"> Pivots and observes the BR's touch of 1st React to the BR back into 1st or advancing to 2nd If the BR commits to 3rd, move with the BR and get into position a possible play at 3rd..

AS AN OPTION

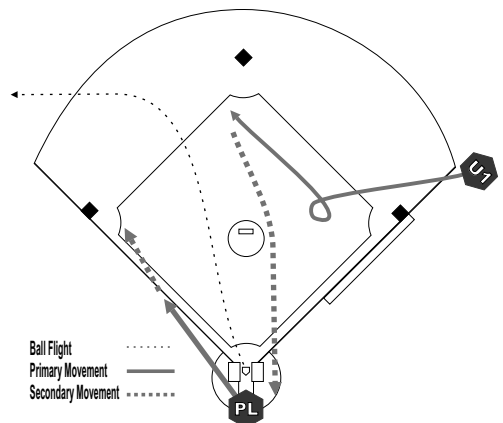
(must be discussed and agreed upon at the umpire's pregame discussion):

If the ball is not caught and gets past the fielder

U1 will take the BR to second base if he attempts to advance there

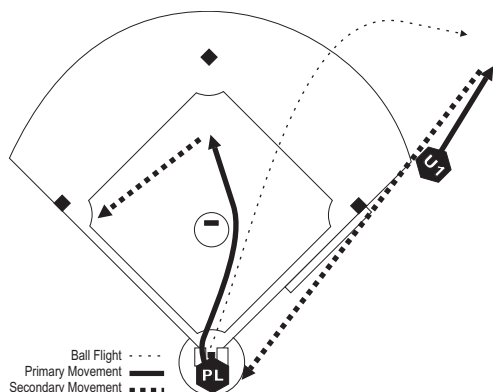
PL will move into position to rule on any play at third.

If the BR advances to third, U1 will move to home to rule on any play there





NO RUNNERS ON BASE Fly Ball to Right Field - U1's Responsibility



REASONS FOR U1 TO GO OUT:

- Fielder is running hard towards the infield as if to make the catch on the dead run or may dive to make the catch
- Fielder turns his back to the infield and is moving towards the outfield wall
- Two or more fielders are converging on the ball
- Right fielder is moving toward the foul line and a fair/foul decision may be needed
- Infielders are going back on the ball and it could possibly drop in.

U1 must read the hit to his area of responsibility and make a decision as to whether or not to go out to observe the catch or to make the fair/foul call. U1 should err on the side of caution and go out unless he is certain that this ball is a routine fly ball or a “can of corn”. It is better for U1 to go out, and not be needed than to not go out and have something unusual happen, forcing PL to make the call from the infield. When going out, U1 should try to get a 90 degree angle to the catch. Do NOT run straight at the fielder as this will block you from seeing whether the ball hits the ground first on a close catch/no catch situation.

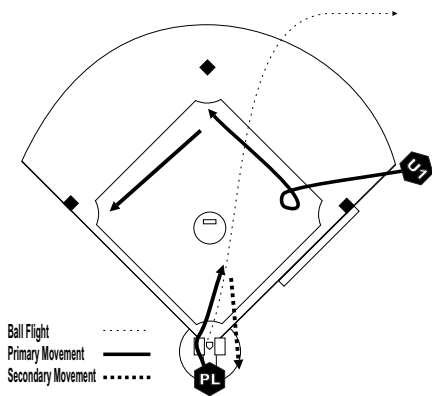
PL must be alert for U1 going out on the play. PL should immediately clear the catcher and move to the infield and to the first base side of the mound in order to be in a position to observe the BR's touch of the bases and any play made by the defense. PL must stay to the first base side of the mound, but NOT over the mound in order to stay ahead of the BR. The reasoning for going to the first base side of the mound is to put PL in a position to take the BR back into first base if the BR retreats and there is a play there.

PL	U1
<ul style="list-style-type: none"> • Come out in the direction of the play • Acknowledge U1 going out by saying “I’ve got the runner” • Has the BR’s touches of 1st, 2nd, 3rd, and home, if U1 cannot get back to cover home • Path should keep you ahead of the BR. • Upon hearing U1 saying he has the plate, acknowledge U1 with a point of the left hand or some other indication to let U1 know that you have heard him 	<ul style="list-style-type: none"> • Read the batted ball • Communicates to PL that he is going out, “I’m going out!” or “I’ve got the ball!” • Gets the best distance and angle he can to make the call • Come to a stop when the play is about to occur • The fair/foul signal will be made before the catch/no catch signal is made • Remains out if there is any chance the ball will go out-of-play • After determining that the ball will not go out-of-play, turns, observes the throw and, while observing the position of the runner, hustles home, in foul territory • Once he has reached home he should tell PL, “I’ve got home!”, and assumes responsibility for any play at the plate



NO RUNNERS ON BASE

Fly ball to Right Field - PL's Responsibility



U1 must read the batted ball as a routine fly ball and make the decision not to go out. In that case, the catch/no catch call is the responsibility of PL.

By not going out, U1's responsibility is the BR and he must observe the BR's touch of first and any subsequent bases and make rulings on any play made by the defense.

PL will observe the catch attempt on the fly ball. If it is caught, PL should **VERBALLY** inform U1 that a catch was made. This should be done in a voice that is just loud enough for U1 to hear it. This will be cue for U1 to cease his movements and return to his position for the next batter.

PL	U1
<ul style="list-style-type: none"> • Come out in the general direction of the batted ball • Come out no further than an imaginary line between 1st and 3rd on a routine catch/no catch • Obtain the best angle to observe the catch/no catch • Does not need to give a signal on a routine play, but should verbally inform U1, "That's a catch" • Signals "safe" if no catch • On a difficult catch/no catch, move out as far as possible but should be stopped to observe the catch attempt and to make the call • Retreat to home after making the call 	<ul style="list-style-type: none"> • Pivots and observes the BR's touch of 1st • React to BR going back into 1st or advancing to 2nd or 3rd



NO RUNNERS ON BASE Base Hit



Ball Flight
Primary Movement ———
Secondary Movement ······

Ball Flight
Primary Movement ———
Secondary Movement ······

On a clean base hit to the outfield, U1 must immediately move toward the infield, but must also read the ball as to whether this is a likely single, possible double, or perhaps a triple.

If it is a single or a “maybe” double, U1 should come in and pivot. This provides U1 with the best positioning for taking the runner to either second base or back to first base in the event the BR retreats rather than going to second.

If it is an easy double, or the ball is going to get past the outfielders and go to the fence, then U1 has the option of coming into the infield, pausing and looking over his left shoulder as the BR touches first base. U1 then continues to second base, picking up the BR coming off of first base by looking over his right shoulder. This movement does not utilize a pivot, but does require that U1 momentarily lose sight of the BR as he moves his head from his left shoulder to his right shoulder in order to pick up the BR as he heads toward second. If this movement is used by U1, it is crucial that U1 clearly observe the touch of first base by the BR.

If the BR commits to 3rd base, U1 should rotate to cover a possible play at the plate. U1 must, however, be certain that the BR has committed to 3rd, and decide that there is little, if any, chance for a rundown before rotating to cover the plate.

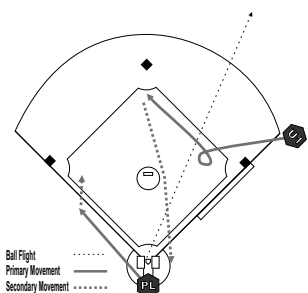
PL	U1
<ul style="list-style-type: none"> Move toward third base in foul territory React to the BR going to 2nd by moving into position to cover 3rd 	<ul style="list-style-type: none"> Come in and pivot, taking the BR into 2nd If it is clearly a double or possible triple, U1 may opt to not pivot and use the alternate method of observing the touch of first over his shoulder and then taking the BR into 2nd If the BR goes to 3rd, rotate to home communicating with partner, “I’ve got the plate!” Do not commit to home until you are sure the BR is going to 3rd

AS AN OPTION

(must be discussed and agreed upon at the umpire’s pregame discussion):

If the ball is not caught and gets past the fielder:

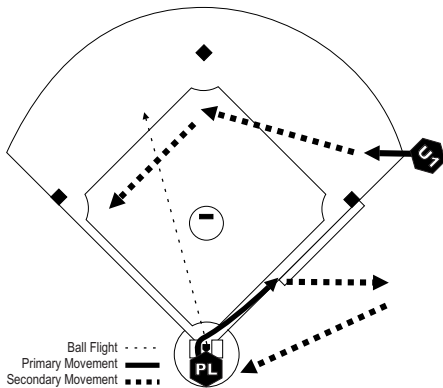
- U1 will take the BR to second base if he attempts to advance there
- If the BR advances to third, U1 will move to home to rule on any play there.
- PL will move into position to rule on any play at third.



Ball Flight
Primary Movement ———
Secondary Movement ······



NO RUNNERS ON BASE Hit to the Infield



On a ball hit to the infield, U1 must move into a position to make the call at first base. This position should be about 12-15 feet back from the base and about 6-8 feet in fair territory.

As the throw is made, U1 must “read” the throw for accuracy. If the throw is accurate, then U1 must come to the set position and should turn his head to first base in advance of the ball’s arrival. His eyes should be focused on the front edge (home plate side) of first base. U1 is now in the best position to see the resulting play. It is critically important that U1 have his head still and be focused on the base **before** the ball arrives. Many beginning umpires tend to follow the ball into the glove and by the time they get their focus on the base, the play is over and they have not had the opportunity to see what

happened.

Once U1 has decided whether the runner is safe or out, he must remember to wait until all playing action is over before making the call. There is nothing quite as embarrassing as making an **out** call as you watch the fielder drop the ball from his glove. Wait until everything is over before you make the call.

PL must clear the catcher and follow the Batter-Runner up the first base line to about the beginning of the running lane. PL has four primary responsibilities in this situation:

1. All tags of the BR up to the beginning of the running lane
2. Running lane violations that result in interference by the BR
3. Assist U1 on swipe tags and/or the fielder pulling his foot off the bag (but only if asked by U1)
4. Overthrow at first base that may go into dead ball areas

PL	U1
<ul style="list-style-type: none"> • Clear that catcher and trail the BR up the 1st base line to the 45’ line • Be in position to observe the pulling of a foot or a swipe tag • Be in position to observe any running lane violations and interference by the Batter-Runner • On an overthrow, move quickly toward foul territory and the ball, observe the ball and be sure it does not go into dead ball territory • If the ball does not go into dead ball territory, move to cover a possible play at the plate 	<ul style="list-style-type: none"> • Establish an angle to first base and judge the accuracy of the throw • Let the throw turn you toward the base, but be sure you turn ahead of the throw • Rule safe or out • If there is a tag, say, “Out on the tag.” • If the foot is pulled, give a sweeping motion with the arms and hands, saying, “You’re off the bag.” • When appealing to PL for a pulled foot, ask, “Did he pull his foot?” • When appealing to PL for a swipe tag, ask, “Did you see a tag?” • On an overthrow, move into the infield and be prepared to move to 2nd or 3rd

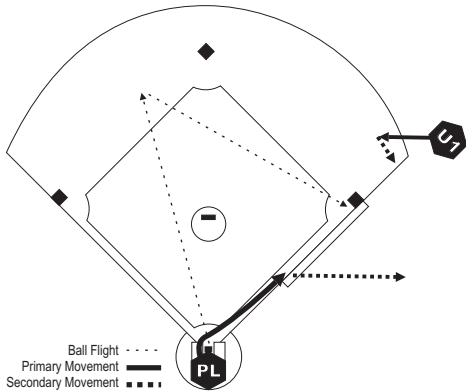


NO RUNNERS ON BASE

Hit to the Infield



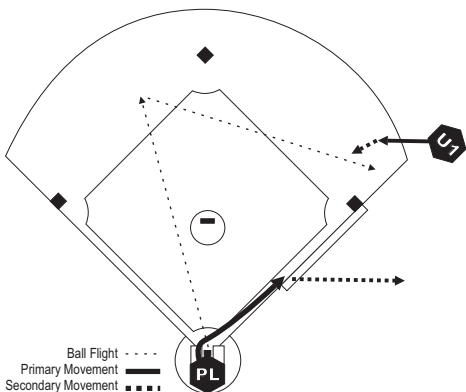
On a throw to first base, if the throw by the fielder is off-line, then U1 must be ready to adjust his position in order to see the potential play that may result because of the errant throw.



Throw is offline to the home plate side of first base

If the ball is thrown off-line toward the home plate side of the base, the most likely play is a “swipe tag”. In order to see this, U1 must move toward the foul line so that he can see more down the line toward the plate and have the best chance to see that tag if it is made. If the tag is made on the back of the BR, then U1 may need to ask for assistance from the PL on the play.

If U1 needs assistance from PL, then he should point to PL with his LEFT hand and ask for the appropriate assistance. (Did he pull his foot? Did you see a tag?)

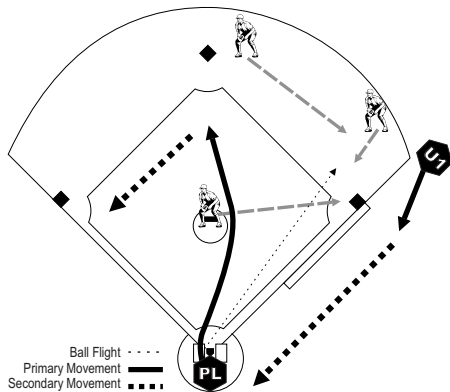


Throw is offline to the outfield side of first base

If the ball is throw off-line toward the outfield side of the base, the most likely play is the possibility of F3 pulling his foot off the bag, but toward the outfield, as he stretches to catch the ball. In order to see this play, U1 must move deeper into the infield and toward the pitcher's mound so that he has a better look at the F3's foot and the outfield side of first base.



NO RUNNERS ON BASE Hit to the Infield Near First Base



There are occasions when a ground ball is hit near first base and it makes it very difficult for U1 to get into position for the call at first base without interfering with the players attempting to field the ball and make the play. In those cases, it is said that U1 is being “pressured” by the fielders, notably F3 and F4, to move into foul territory.

When this happens, U1 must read the “pressure” and immediately move to a position in foul territory to make the call. This should be a position that allows U1 to see the play and avoid being run over by the BR or interfering with any of the fielders.

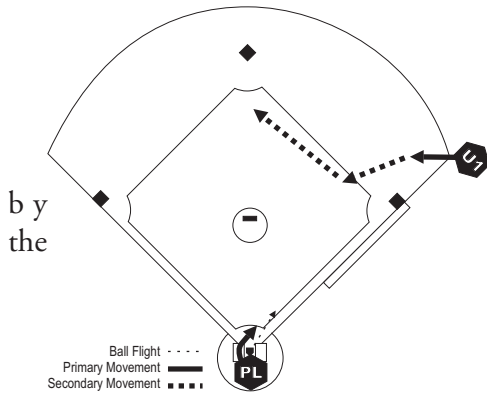
PL must read U1’s movement to foul territory and immediately move to the infield toward second base, as PL will be responsible for any play at second or third in the event of an overthrow at first base.

PL	U1
<ul style="list-style-type: none"> • Read U1 moving into foul territory • Clear the catcher and move to the first base side of the mound and take the runner into second base in the event of an overthrow. • Be prepared to take the BR into 3rd if he attempts to advance 	<ul style="list-style-type: none"> • Read the “pressure” from the fielders, particularly F3 and F4 • Move quickly into foul territory to a point behind first base to observe the play • If there is a tag, say, “Out on the tag.” • If the foot is pulled, give a sweeping motion with the hands and arms and saying, “You’re off the bag.” • Rule safe or out on the BR • If the BR advances beyond 2nd base, move to cover any play at the plate, letting PL know that you are there (“I’ve got home”)



NO RUNNERS ON BASE

Bunt

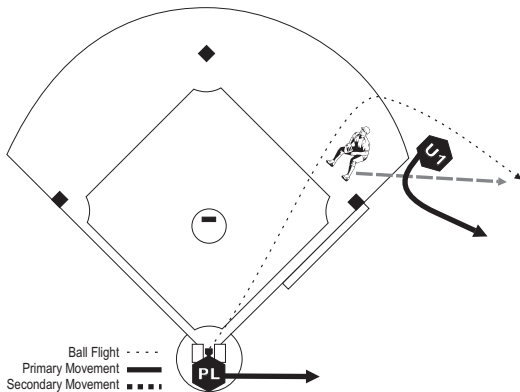


On a bunt, there are a number of things that can happen for which both PL and U1 must be alert. A bunted ball may result in a fair/foul call if it is rolling close to the foul line. The BR may interfere with the catcher or fielder attempting to field the ball. The catcher or pitcher may obstruct the BR as they attempt to field the ball. The BR may be struck the bunted ball. If this happens, PL must rule as to whether the BR was in batter's box (foul ball), fair territory (runner struck by fair batted ball), or foul territory (foul ball or interference). All of this requires that both umpires pay very close attention to the action immediately following the bunt in order to make the correct call on the resulting play. In addition, a bunt places additional emphasis on PL's responsibility for running lane violations since this is one the plays that is most likely to result in the BR interfering with the throw to first base.

PL	U1
<ul style="list-style-type: none"> • Clear the catcher while watching for batter interference or catcher obstruction • Straddle the line and rule fair or foul if the ball is near the foul line • Trail the BR up the line to the beginning of the running lane • Rule on all tags made on the BR between the plate and the beginning of the running lane • Responsible for a running lane violation • Be alert for appeal of pulled foot or swipe tag • On an overthrow, observe the ball and be sure it does not go into dead ball territory before moving to cover home 	<ul style="list-style-type: none"> • If the bunt is up the first base line or directly in front of the plate, be alert for the ball hitting the BR. If that occurs, call TIME and discuss it with your partner before ruling it a foul ball, runner hit by fair batted ball, interference, etc. • Move into position out of the line of the throw • If there is a tag, say, "Out on the tag." • If the foot is pulled, give a sweeping motion with the hands and arms and saying, "You're off the bag." • Rules safe or out on the BR • On an overthrow, move into the infield and be prepared to move to 2nd or 3rd



NO RUNNERS ON BASE Popup Beyond First Base in Foul Territory



A popup near first base in foul territory requires that U1 keep a close eye on F3 as he moves towards the ball. U1 should keep F3 in front of him and let F3 clear or get past him before U1 starts his movement toward the play. This is one of the primary reasons for staying a short distance behind F3 when working position "A". You can always see which direction F3 is going to move.

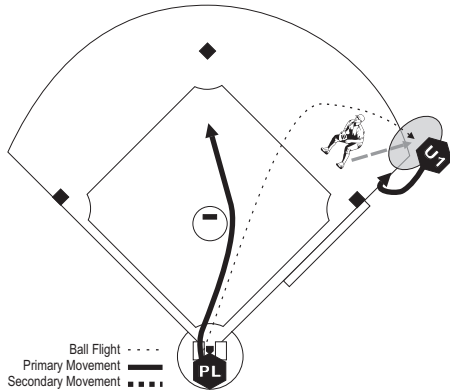
If F3 moves directly toward U1, then U1 should move back and let F3 pass in front of him. U1 should then circle to get between F3 and the plate in order to have the best position to see the catch attempt. U1 should not try to find the ball. U1 must concentrate on F3 and let F3 take you to the ball. U1's focus should be on the glove rather than the

ball. If there is an obstruction or a crowd near where the catch is going to be attempted, then U1 should glance up just before the catch to see if there is any interference or if the ball touches something that would cause it to become dead.

PL	U1
<ul style="list-style-type: none"> Observe the BR 	<ul style="list-style-type: none"> Let F3 clear and then move to get an angle on the play Be sure the ball does not touch the fence as it comes down If the ball is over dead ball territory and someone interferes, there is <u>NO</u> interference If the ball is over live ball territory and someone interferes, there <u>IS</u> interference.



NO RUNNERS ON BASE Popup Between First Base and the Outfield



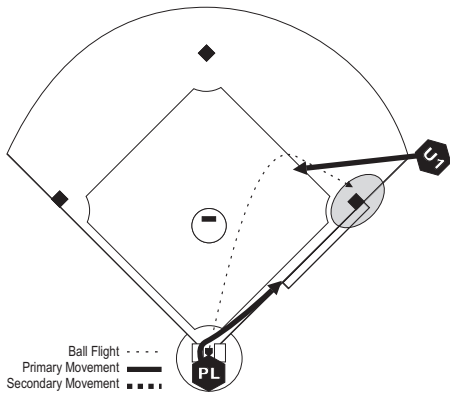
U1 must read the popup as being in his area of responsibility and move directly forward to establish a position on the foul line so that he can make the fair/foul decision and observe the catch attempt. In moving forward, U1 must be certain that he does not interfere with F3's attempt to get into position to catch the ball.

PL must read this as a trouble ball that is the responsibility of U1. PL must take responsibility for the BR and should verbally advise U1 of that fact.

PL	U1
<ul style="list-style-type: none"> • Clear the catcher and move up the 1st baseline to fill in for U1 • Verbally state "I've got the runner" to advise U1 that you are taking responsibility for the BR • Observe BR's touch of 1st • Be prepared to take BR back into 1st or into 2nd and 3rd 	<ul style="list-style-type: none"> • Read the ball and advise PL that you are taking the ball by stating "I've got the ball", or "I'm going out" • Let F3 clear • Turn and move up the baseline as far as needed • Straddle the baseline • Come to a complete stop before making the fair/foul and catch/no catch calls • After making the calls move to cover home if necessary.



NO RUNNERS ON BASE Popup Immediately Behind First Base



There are some situations where it is impossible for U1 to get into position to make a call without interfering with the fielders and/or runners. This is one of those.

A popup that will require a fair/foul call, that is very near to first base. It is so close to first base that the only place that U1 could be positioned to see the catch and the fair/foul would be on the line between first base and the plate. However, that would put U1 directly in the path of the BR who is attempting to reach first in case the ball is fair and is not caught.

The solution to this situation is for both umpires to read this as a “trouble ball” and recognize that U1 cannot get into position to make the fair/foul decision.

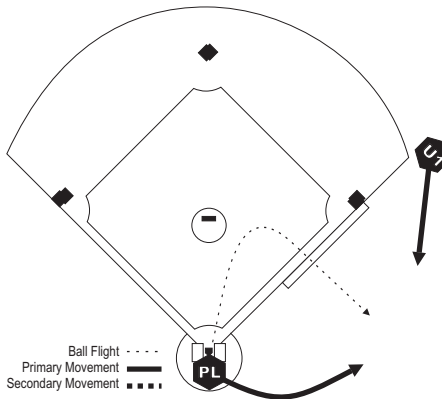
U1 must clear F3 by going behind F3 and then move to the infield to observe any play at first base.

PL must clear the catcher and take responsibility for the ball and communicate that to the U1 by stating “I’ve got the ball”. This lets U1 know that PL will make both the fair/foul and catch/no catch in this circumstance.

PL	U1
<ul style="list-style-type: none"> • Clear F2 and move up the baseline • Verbally tell your partner “I’ve got the ball” • Rule fair/foul and then catch/no catch • Tell your partner, “That’s a catch” 	<ul style="list-style-type: none"> • Clear F3 and move into the infield • Observe BR’s touch of 1st • Rule safe or out on any play made by the defense on the BR if the ball is not caught



NO RUNNERS ON BASE Pop Fly in Foul Territory Between Home and First



With no runners on base, a popup in foul territory between first base and the plate provides an opportunity to have two sets of eyes watching the catch attempt. Both PL and U1 should move to be in a position to watch the play and be ready to make a ruling on the catch. If there are obstructions that could cause the ball to become foul (overhanging nets, fences, light poles, etc.), then the U1 should be especially observant of those.

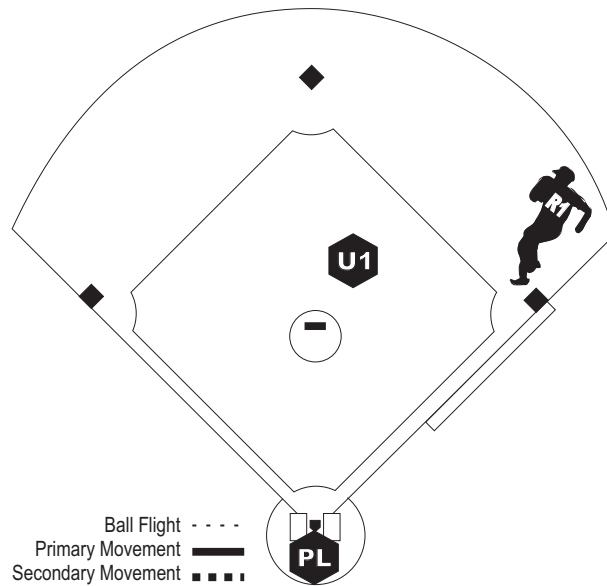
When PL reads a popup behind the plate, PL must clear the catcher's path and then stay with the catcher. PL should not remove his face mask until after the catcher has removed and disposed of his mask. PL should not try to find the ball. Let the catcher take you to the ball. PL's focus should be on the catcher's glove. PL should move with the catcher, staying about 10-12 feet

away in order to have a good view of the catch attempt. If the catcher is near a fence or other obstruction, just as it appears that he is ready to catch the ball, PL can quickly glance up to ensure that the ball does not hit the fence or other object that could cause it to become dead, and thus a foul ball.

PL	U1
<ul style="list-style-type: none"> Let F2 clear and move into position to rule catch/no catch Be aware of the catcher disposing of his mask Rules catch/no catch if the person catching the ball is facing him (no matter if it is F2 or F3) <p><i>NOTE: PL has all catch/no catches on the 3rd base side</i></p>	<ul style="list-style-type: none"> Let F3 clear and move into position to rule catch/no catch Rules catch/no catch if the person catching the ball is facing him (no matter if it is F2 or F3)



RUNNER ON FIRST BASE Base Umpire Positioning

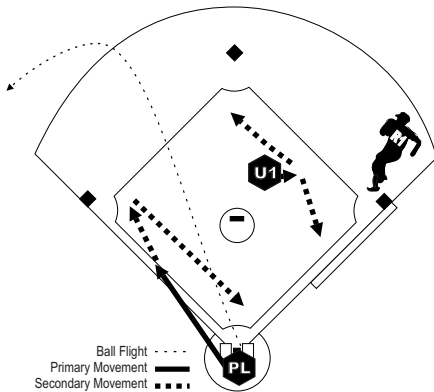


U1 will be in Position “B”. This provides U1 with the best location from which to react to a pickoff of R1 at first base and for making the call on a double play if there is a hit to the infield.



RUNNER ON FIRST BASE

Fly Ball to Left Field - PL's Responsibility



On a fly ball to left field, in PL's area of responsibility, PL must move up the third base line and get into a position where he can see the fielder who is attempting to make the catch. If fair/foul might be an issue, PL must straddle the foul line in order to determine whether the ball is fair or foul. If there is NOT a catch, PL will take any play at 3rd on R1.

U1 will be responsible for both runners touching their bases, unless the ball is not caught and R1 continues to third base.

U1 should move to the working area near the mound and let the ball take him to any play that may occur.

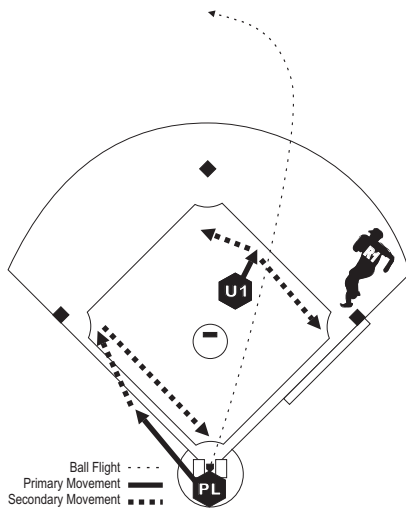
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PL	U1
<ul style="list-style-type: none"> • Clear the catcher and move up and straddle the line to make the fair/foul and catch/no catch calls • Be stopped when the play is made • Make a visual signal of fair/foul and then catch/no catch • On a catch, tell your partner, "That's a catch!" • If there is not a catch, signal no catch, no verbal call (unless it was a "trouble" ball), and move to 3rd • Do not commit to move into fair territory at third too soon. Wait until R1 has committed to third and the ball is thrown in that directions • If no play at 3rd, retreat to home in foul territory • If you move into fair territory to make a call at 3rd, and the runner attempts to advance to home, retreat to home in FAIR territory • Observe the touches of 3rd and home. 	<ul style="list-style-type: none"> • If R1 tags, glance at the tag and react to take the runner into 2nd • If R1 only goes halfway, move back toward 1st • If no catch, observe touches of 2nd and 1st • Do not over commit to 2nd or 1st, be ready to rule on plays at 2nd and 1st • Be prepared to take the trailing runner (BR) into 3rd, if PL has to retreat to home



RUNNER ON FIRST BASE

Fly Ball in the “V” - U1’s Responsibility



On a fly ball that is in the “V”, U1 must read that it is in his area of responsibility and step up near the edge of the grass to observe the catch attempt by the fielder. As soon as the ball is touched by the fielder, glance quickly at R1 for the tag-up. Then look back at the fielder to rule on the catch/no catch.

If there is no catch, U1 must be ready to take R1 to second base and make a call there.

If there is a catch, U1 must be ready to take R1 back to first base in the event of a throwback by the fielder.

If there is no catch, PL will move down the third base line in foul territory and be ready to move to the cutout to make a call on any play at third base. With multiple runners on base, PL must be ready to return to the plate in the event of an overthrow at third base. In such an event, PL should remain in fair territory to make the call at the plate to ensure that he does not interfere with the runner going to the plate.

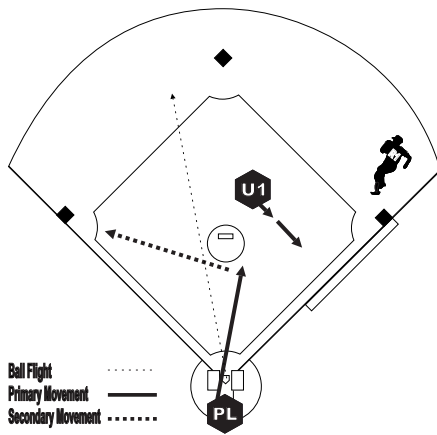
PL	U1
<ul style="list-style-type: none"> • Move up the 3rd baseline • React to take R1 into 3rd if there is no catch. Remain in foul territory until it apparent that there will be a play at third • When a play develops that third, move into fair territory in the area of the cutout and get set in order to observe the play • If the ball is overthrown at 3rd, retreat to home in fair territory for any play at the plate 	<ul style="list-style-type: none"> • Move to get the best angle possible to observe the catch/no catch • <u>DO NOT</u> cross the dirt • When the ball is touched by a fielder, glance at R1 for the tag-up at 1st • Rule catch/no catch with a visual signal • React to take R1 into 2nd if there is no catch, or back into 1st on a catch. • Observe all touches of 2nd and 3rd by the BR • Glance at the BR’s touch of 1st and react to take him back into 1st, or to 2nd or 3rd



RUNNER ON FIRST BASE

Hit to the Infield

Possible Double Play



The double play presents a unique challenge for both umpires in a two-umpire system. U1 must make the call at second base, and then quickly get into position to make a call at first. This requires a movement that is contradictory to almost everything else contained in this manual.

U1 must move **AWAY** from the play at second base and start his movement toward first base as the play is beginning. U1 will stop as the play takes place, then immediately start moving again toward first base. U1 must stop before the ball arrives at first base in order to make the call. U1 should not make a call on the play at second before he starts his movement to first base. U1 can either signal the call as he moves, or wait until all playing action is over and then announce both calls.

The purpose of moving away from second is based on the fact that this is probably the “routine” play, if there is such a thing. It is most likely to be a relatively easy call, as long as the fielders do their job. Interference by R1 is always a possibility on this play. The interference by R1 is normally the responsibility of the PL, since U1 must be following the throw into first for the play there.

PL must immediately move from the plate to an area on the first base side of the mound in order to observe the action at second base. If interference is observed, PL should immediately call **TIME**, then point at second base with his left hand and state “That’s interference”.

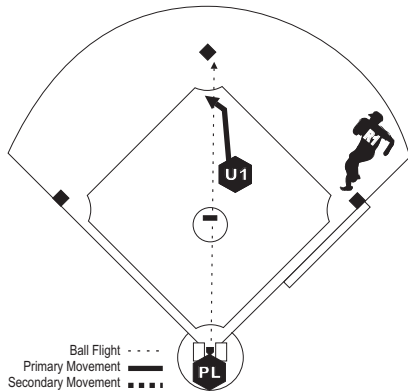
NOTE: While the primary responsibility for interference is normally with PL, if either umpire sees interference, he should immediately call it

PL must be ready to move to 3rd if R1 is not put out at 2nd and there is an overthrow at first.

PL	U1
<ul style="list-style-type: none"> Move towards the 1st base side of the mound. Watch for runner interference at 2nd on an illegal slide or contact Observe the throw and play at 1st On an overthrow at 1st, be ready to move to 3rd to cover any play there is R1 is not put out and attempts to advance 	<ul style="list-style-type: none"> Turn with the batted ball, keeping your chest to the ball Move towards first base, but watch the play at 2nd Stop as the play occurs at 2nd and make a decision as to safe or out on the play Be alert for runner interference at 2nd on an illegal slide or contact Signal the call at 2nd as you move towards 1st, or you can wait until all play is over and then make the call Move towards 1st as the fielder throws Come set, observe the play, and make the call



RUNNER ON FIRST BASE Steal of Second



U1 will be squared up to the plate at the time of the pitch. As the runner starts toward second, U1 must get prepared to move toward second for any call. U1 must not move too soon as he still must fulfill all of his other responsibilities on the pitch.

Once it is clear that the catcher has the ball and is going to attempt a throw to second, U1 should start cross-stepping backwards toward second base, keeping his chest to the expected path of the ball, U1 must, however, continue watching the ball.

U1 should “pinch in” toward the path of the ball, but must take care not to move into the path of the ball. As it gets even with him, U1 should step quickly toward second base to get the best angle possible to make the call.

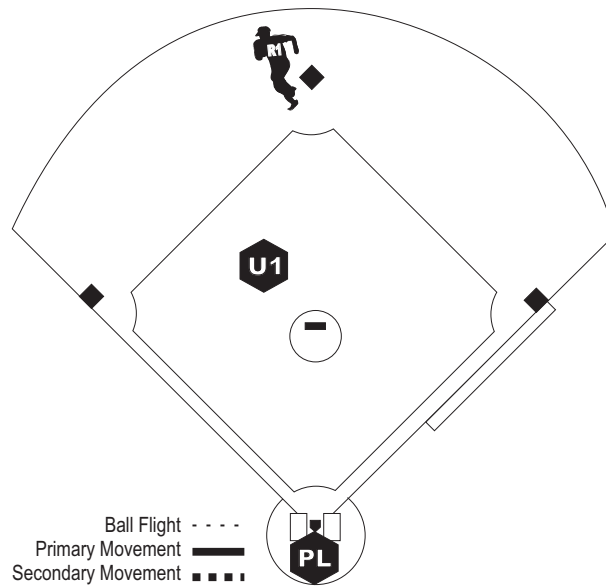
U1 must come set and observe the playing action. Once all playing action is over, U1 should make the safe/out call. If there is a question as to whether the fielder maintained possession of the ball, ask the fielder to “show me the ball”.

PL will remain at the plate and be observant for any interference by the batter. PL should remain in his plate stance until F2 has thrown the ball to second base. This way he will be able to observe all actions of the batter and catcher and will be able to easily identify any interference by the batter. If PL is moving back to “give the catcher room”, then he may not be able to see all of the action that occurs at the plate since he has momentarily distracted himself by moving.

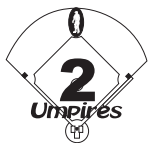
PL	U1
<ul style="list-style-type: none"> • Be alert for batter interference • After the throw, stand up and move back from home and observe the action. 	<ul style="list-style-type: none"> • Take a couple of drop-steps or cross-over steps toward 2nd • Let the ball turn you as you move toward the cutout • As the ball passes, take a step directly toward the base • Come set, observe the play, make the call • If ball gets by and R1 goes to 3rd, take the runner to 3rd • Do not commit to 3rd too soon, the runner may retreat back to second



RUNNER ON SECOND Base Umpire Positioning

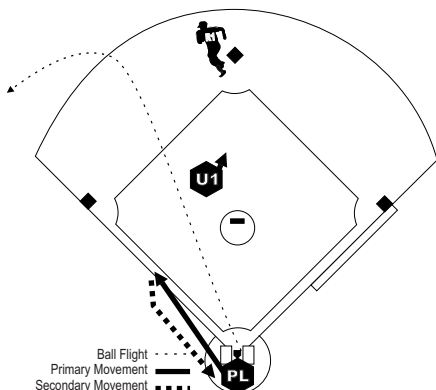


U1 will be in position “C” with a single runner on second base only. While this position does not provide the umpire with the optimal distance for a pickoff at second base, it does provide the best positioning for reacting to a steal of third. It also provides the best positioning for a possible play at third or a rundown between second and third in the event of an infield hit to the third baseman or shortstop.



RUNNER ON SECOND

Fly Ball to Left Field - PL's Responsibility



On a fly ball to left field with the fielder moving towards the foul line, PL will move towards 3rd base and into a position to see the catch attempt. If there is a possibility of a fair/foul call, PL will straddle the foul line to make the call.

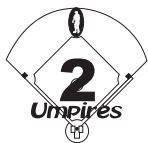
If it is a catch, verbally let your partner know that a catch was made. If a catch was not made, there is generally no need to verbally let your partner know the ball was not caught.

However, on a ball that hits the ground first or was dropped by the fielder during continuing action, a verbal and visual indication is necessary so everyone knows that there was no catch.

PL will return to the plate after the catch attempt for any potential play there.

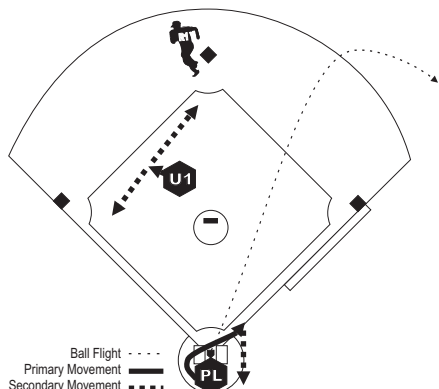
U1 should move into a position that allows him to see both the catch attempt and the runner tagging up at 2nd base. Where U1 sets up will be dependant upon where the ball is hit. If the ball is caught, U1 is responsible for the tagup of the runner at 2nd and any play at 3rd if the runner advances. If the ball is not caught, U1 should move the working area and let the ball take him to any play in the infield.

PL	U1
<ul style="list-style-type: none"> • Move up the line to rule on the catch/no catch • Tell your partner, "That's a catch." • After the call, retreat to home for any possible play there • Be alert for a possible rundown between second and third 	<ul style="list-style-type: none"> • Move into position to observe R1's tag • Glance at BR's touch of 1st • If no catch, move to the "working area" and let the ball take you to any play at a base • On a catch, observe the tagup by R1 and be prepared to move to 3rd if R1 attempts to advance



RUNNER ON SECOND

Fly Ball to Right Field - PL's Responsibility

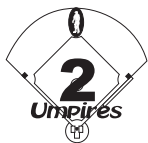


On a fly ball to right field with the fielder moving towards the foul line, PL will move towards 1st base and into a position to see the catch attempt. If there is a possibility of a fair/foul call, PL will straddle the foul line to make the call. PL should advise his partner that he has the ball or is “on the line”. This lets U1 know that he will be responsible for all calls in the infield.

If it is a catch, verbally let your partner know that a catch was made. If a catch was not made, there is generally no need to verbally let your partner know the ball was not caught.

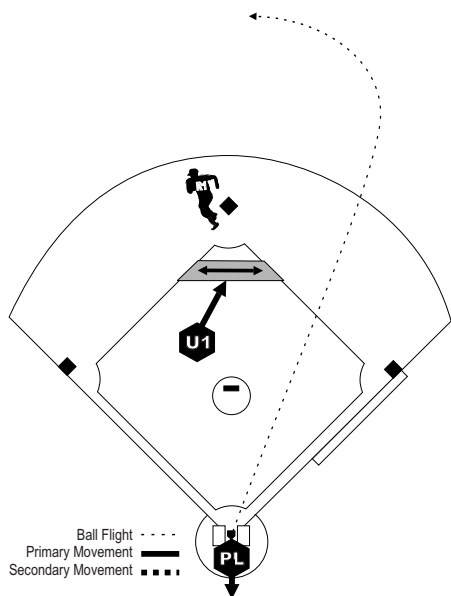
However, on a ball that hit the ground first just in front of the glove (ball was “trapped”) or was dropped by the fielder during continuing action, a verbal and visual indication is necessary so everyone knows that there was no catch. No verbal indication should be given on an uncaught ball unless it a “trapped” ball or the ball is dropped after the catch attempt.

PL	U1
<ul style="list-style-type: none"> • Move up the baseline no further than the 45' line • Let your partner know that you have the ball • Straddle the line and come to a complete stop • Rule fair/foul and then catch/no catch • Tell your partner, “That’s a catch.” • Retreat to home 	<ul style="list-style-type: none"> • Move into position to observe R1’s tag • Be ready to move to make the call at 3rd • Do not commit too soon • Be prepared to react to plays at 1st



RUNNER ON SECOND

Fly Ball in the “V” - U1’s Responsibility



On a fly ball hit into the “V”, U1 should move into a position that allows him to see both the catch attempt and the runner tagging up at 2nd base. Where U1 sets up will be dependant upon where the ball is hit.

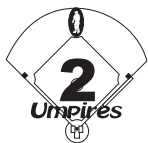
U1 must remember that the catch/no catch is the most important call and ensure that he has a clear view of the catch attempt and any ensuing action, such as the fielder falling down or colliding with the fence.

PL will remain at the plate.

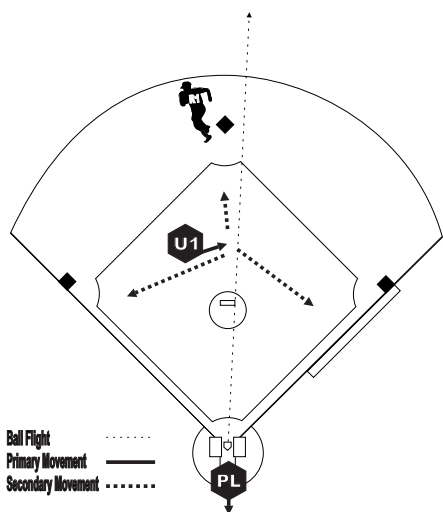
If the ball is caught, U1 must be prepared to move with R1 to third base if R1 attempts to advance.

If the ball is not caught, U1 should move to the “working area” and be prepared to move to cover plays in the infield. Let the ball take you to the play.

PL	U1
<ul style="list-style-type: none"> Move into position to observe the playing action, but remain at the plate 	<ul style="list-style-type: none"> Move to get the best possible angle on the catch/no catch <i><u>DO NOT</u></i> cross the dirt unless there is a difficult extenuating circumstance that cannot be resolved any other way Make the call giving a visual signal Observe R1’s tag at second Cover any plays in the infield. Let the ball take you to the play.



RUNNER ON SECOND Base Hit



On a base hit to the outfield, PL will remain at the plate for any play there.

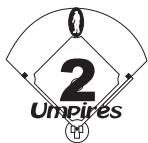
U1 should move to the “working area” and will be responsible for any play in the infield.

U1 must know where the ball is at all times. If the throw is to a base in the infield, U1 will be responsible for the call at that base. If the throw is to the plate, U1 must watch the throw and be ready for the throw to be cutoff by an infielder and a possible throw to a base other than the plate.

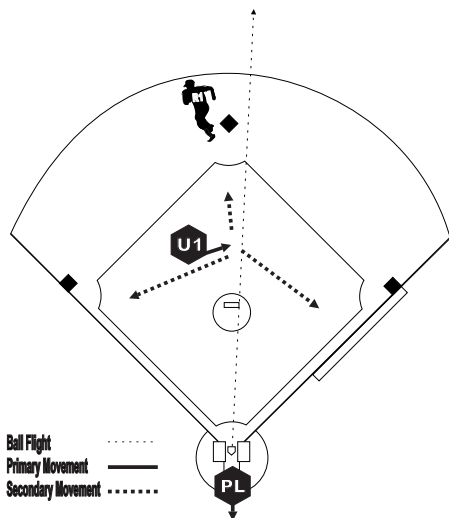
If there is a play at the plate, U1 must be prepared for a follow-up play in the infield if other runners attempt to advance.

PL steps back and observes playing action. Observe R1’s touch of third and be prepared to move into position for a play at the plate if R1 attempts to score.

PL	U1
<ul style="list-style-type: none"> Move into position (point of the plate extended) to observe R1’s touch of 3rd Move into position, depending on the location the ball is hit and the throw, to rule on play at home if R1 attempts to score. 	<ul style="list-style-type: none"> Move into the “working area” Observe BR’s touch of 1st React to the throw by the outfielder and be ready to move for any play in the infield. Be especially watchful for a cutoff of a throw from the outfielder that may result in a throw to a base other than home



RUNNER ON SECOND Base Hit with 2 outs Timing Play



The “timing play” is a possibility whenever there are two outs and one or more runners in scoring position, especially with a runner on second base. There may be runners on other bases, but if a runner is on second, there is a high likelihood of a “timing play” occurring. It is imperative that both umpires work together during the ensuing action on the field to determine if the run scores or not.

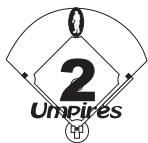
U1 will be responsible for any play made at any base other than home plate. If it is a tag play, then U1 should point with the left hand and state loudly “THAT’S A TAG”. This does not indicate that an out occurred. It just lets the plate umpire know when the out was made, IF the play results in an out.

Let all playing action on the play complete before making the call of safe or out.

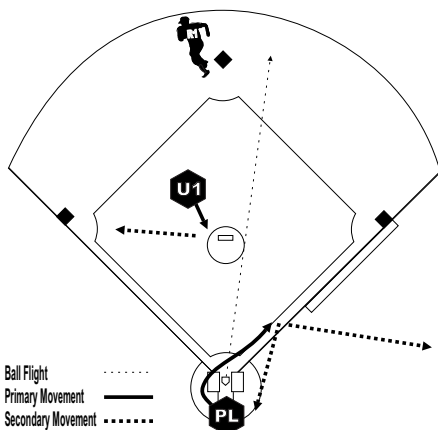
If there are two outs and a runner on base, both umpires should visually indicate to each other that a timing play exists by using the appropriate signal.

Another possibility that both umpires must keep in mind is when there is one out and more than one runner on base and the batter hits a fly ball that is caught. Now you have two outs, and the possibility of a “timing play”. In this situation, there is a strong likelihood of a timing play if the defense attempts to put out the trailing runner as the lead runner attempts to score. Umpires should keep this in mind any time there is only one out and there are multiple runners.

PL	U1
<ul style="list-style-type: none"> • Move into position (point of the plate extended) to observe R1’s touch of 3rd • Move into position as necessary to align R1’s touch of home and observe the tag play at 2nd or a non-force play at 1st • Determine when the out occurs, not the actual signal, and when R1 touches home to determine if the run counts 	<ul style="list-style-type: none"> • Observe BR’s touch of 1st • Rule on BR at 2nd or going back into 1st. • On a tag play that is not a force play, point with your left hand at the play and state loudly “That’s a tag” to let your partner at the plate know when the tag was made, if the play results in an out • Wait until all playing action is over before making the call of safe or out



RUNNER ON SECOND Hit to the Infield



On a hit to the infield, U1 should turn with the ball and move toward the third base side of the mound to make the call at first base. Make sure you know where the ball is so you don't interfere with the fielder's throw.

If the ball is hit to the shortstop or third baseman, be ready to move toward R1 instead of the mound if the fielders opt to make a play on R1.

If the initial throw is to first base, U1 must be set and observe the play. If R1 attempts to advance to third base on the throw to put out the BR at first, U1 must be prepared to move toward third base to make the call there.

As soon as the play at first is complete, U1 must immediately begin cross-stepping toward third base, keeping an eye on the first baseman and the ball. Be ready to move quickly into position to make a call on R1 at third, or second,

depending on the throw. It is critically important to not wait for the first baseman to throw the ball before you start moving toward third base. If you do, you will not be able to get into a good position to see the play.

PL must clear the catcher and follow the Batter-Runner up the first base line to about the beginning of the running lane.

PL has four primary responsibilities in this situation:

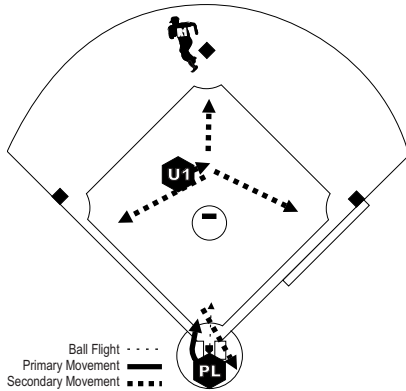
1. All tags of the BR up to the beginning of the running lane
2. Running lane violations that result in interference by the BR
3. Assist U1 on swipe tags and/or the fielder pulling his foot off the bag (but only if asked by U1)
4. Overthrow at first base that may go into dead ball areas

If R1 attempts to advance to third on the throw to first base, PL will retreat to the plate after the play at first is completed and be ready for R1 attempting to advance home if there is an overthrow at third base.

PL	U1
<ul style="list-style-type: none"> • Clear that catcher and trail the BR up the 1st base line to the 45' line • Be in position to observe the pulling of a foot or a swipe tag • Be in position to observe any running lane violations and interference by the Batter-Runner • On an overthrow, move quickly toward foul territory and the ball, observe the ball to determine if it goes into dead ball territory • If the ball does not go into dead ball territory, move to cover the plate • If R1 attempts to advance to third base, move to cover the plate 	<ul style="list-style-type: none"> • Turn with the ball, keeping your chest to the ball • Move into position to rule on the play, being careful to stay out of the line of the throw • Have all calls on the first play in the infield at all bases • Rule safe/out on BR at 1st • Rule safe/out on R1 attempting to advance to 3rd • On an overthrow at 3rd, observe the ball to determine if it goes into dead ball territory



RUNNER ON SECOND Bunt



On a bunt, PL must let the batter and catcher clear the area of the plate and immediately follow the ball. PL must be particularly observant of the batter's actions if the ball is bunted up the first base line and be mindful of any interference or the batter-runner being touched by the ball in fair or foul territory. If the ball is rolling near the line, be ready to rule fair or foul.

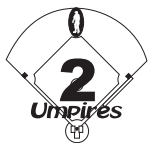
U1 should move to the "working area" and be ready to make a call at any base. U1 should let the throw dictate the direction of movement to get into position to observe the play.

In the event of an overthrow at first or third, PL must be especially vigilant for R1 "cutting the corner" (and missing the base) as he rounds third base in an attempt to score.

PL has five primary responsibilities in this situation:

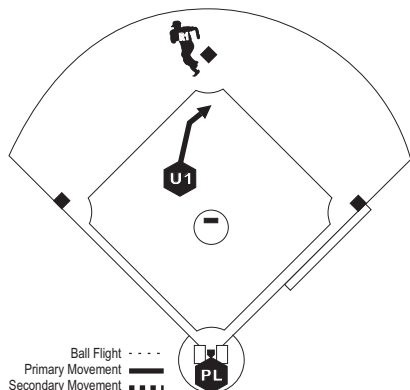
1. All tags of the BR up to the beginning of the running lane
2. Running lane violations that result in interference by the BR
3. Assist U1 on swipe tags and/or the fielder pulling his foot off the bag (but only if asked by U1)
4. Overthrow at first base that may go into dead ball areas
5. Touch of third by R1

PL	U1
<ul style="list-style-type: none"> Let the catcher clear while watching for interference by the BR If the ball is near the line, rule fair/foul Observe the BR and be alert for a running lane violation, swipe tag, pulled foot, overthrow, or ball going into a dead ball area On an overthrow, ensure that R1 touches third base if he attempts to score 	<ul style="list-style-type: none"> Move into the working area the mound and react to the throw Let the throw take you to the play



RUNNERS ON FIRST AND SECOND

Pickoff at Second



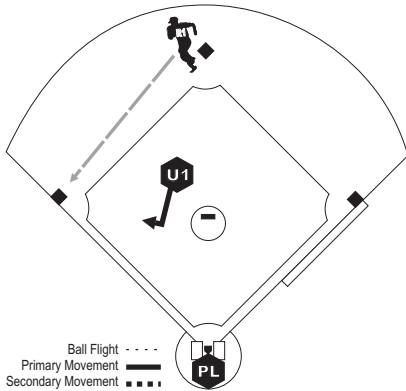
The pickoff to second can be a tricky for an umpire. Very often, the pitcher does not throw the ball. In some cases, the pitcher may fake a throw and the fielders may react as if there was an overthrow in an attempt to get the runner to commit to third base.

The umpire must be very careful to keep his eye on the ball as he starts his movement toward second base. The umpire should take sidesteps/cross-steps and keep his eyes focused on the pitcher's hand to make sure he releases the ball toward the play at second. Only after the ball is released should the umpire turn head ahead of the throw toward second base and the play.

PL	U1
<ul style="list-style-type: none"> Remain at the plate, but take a step or two toward third base just in case there is an overthrow and be ready to assist in a rundown situation 	<ul style="list-style-type: none"> React to the throw by the pitcher Pivot to the inside letting the throw turn you into the play Sidestep one or two steps toward the base, keeping your eyes on the ball As the ball comes past, take one step in, then come set, observe the play, make the call Do not make a call if there is no tag



RUNNER ON SECOND Steal of Third



The steal of third is one of the most difficult calls in the two-umpire system. U1 will be focused on watching the pitcher and resulting action at the plate. By the time U1 realizes that R1 has started his steal of third, R1 will be well on his way to the base.

U1 must move to get the best angle possible to see the play at third base.

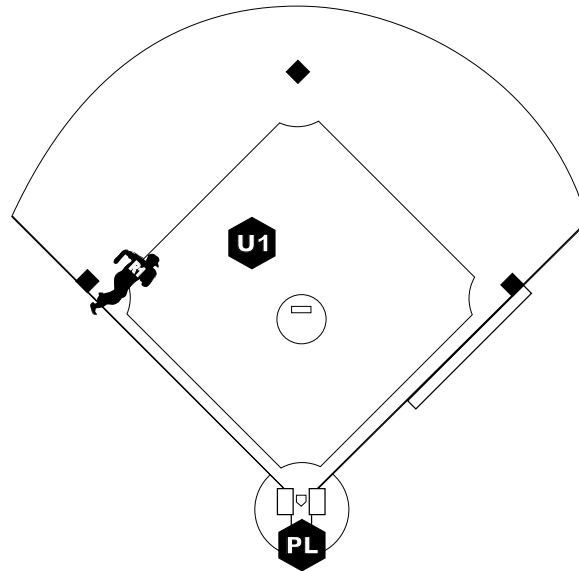
To do this, he must move not toward the base, but toward the mid point between home and third base. This will provide a much better angle to see the resulting play if the catcher makes the throw.

PL must take care to observe the batter's actions to ensure he does not interfere with the catcher's attempt to throw out the runner.

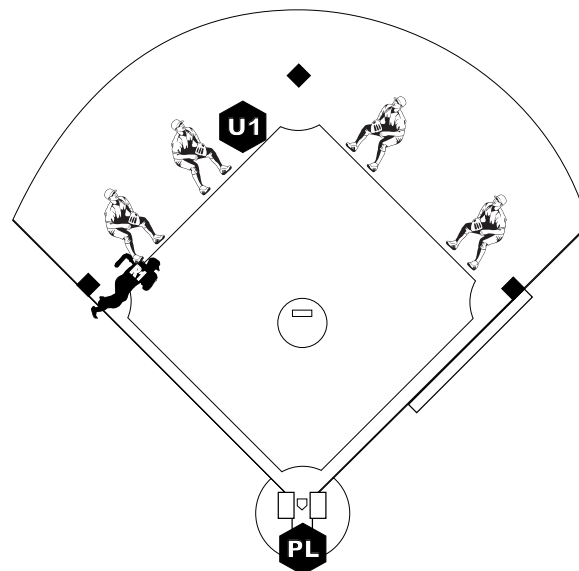
PL	U1
<ul style="list-style-type: none"> Watch for batter interference 	<ul style="list-style-type: none"> After the pitch, move toward the mid-point of the third base foul line to get a good angle Pivot, come set, observe the play, and make the call



RUNNER ON THIRD Base Umpire Positioning



U1 will be in position “C”. This provides the best angle for a resulting play at third base in the event of a pickoff by the pitcher or a throwback by the catcher after a pitch.

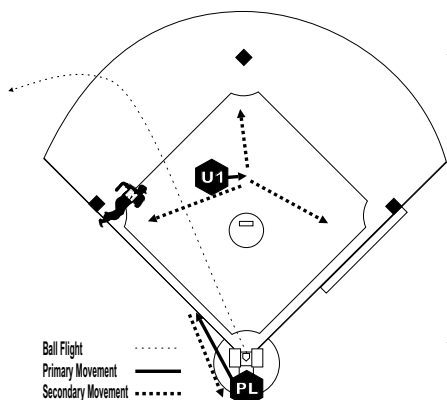


With the infielders playing IN, U1 will be position “Deep C”, keeping the shortstop even with or slightly in front of him. This provides U1 with a good angle for any play (pickoff/throwback) at third base and removes him from the possibility of interfering with the fielders on a hit to the infield. In addition, if U1 is struck by the batted ball in this scenario, the ball would remain live since all infielders are in front of him and it would not be umpire interference.



RUNNER ON THIRD

Fly Ball to Left Field - PL's Responsibility



On a fly ball to left field, with the fielder moving toward the foul line, PL will have responsibility for the catch/no catch and any fair/foul call. PL is also responsible for the tag at third base by R1. PL should move toward third base and establish an angle that will allow him to see the catch attempt and the tag-up by R1. This may be in foul territory, unless a fair/foul decision may be necessary. In that case, PL will straddle the foul line to make the fair/foul determination.

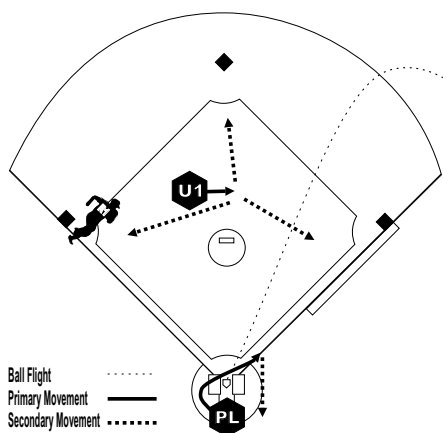
U1 should move to the “working area” at the rear of the pitcher’s mound. U1 will observe the touch of first base by the BR and be ready to move to either 2nd or back to 1st, depending on the actions of the BR and any throw by the fielders. U1 must also be ready to move to 3rd base in the event that a rundown occurs with R1 or there is a throw to third base by the fielder as R1 tries to return to 3rd base.

PL	U1
<ul style="list-style-type: none"> • Move up the baseline and come to a complete stop • Straddle the line if fair/foul is a consideration • Rule fair/foul and then catch/no catch • Tell your partner, “That’s a catch” • Observe R1’s tag at 3rd • Retreat to home in FOUL territory 	<ul style="list-style-type: none"> • Move into the “working area” directly behind the mound in order to react to a throw behind the runner at 3rd or to 1st • Observe BR’s touch of 1st if the ball is not caught • If the play is anywhere other than the plate, let the throw take you to the play



RUNNER ON THIRD

Fly Ball to Right Field - PL's Responsibility



On a fly ball to right field, with the fielder moving toward the foul line, PL will have responsibility for the catch/no catch and any fair/foul call. PL is also responsible for the tag at third base by R1. PL must clear the catcher and move a short distance up the foul line toward first base. PL must be sure not to go too far up the line, as he must return to the plate in the event that R1 tries to advance. PL must come to a complete stop and observe the catch attempt and make a ruling on fair/foul and then catch/no catch. As soon as the fielder touches the ball, PL must quickly glance at R1 to see if he left the base too early, then immediately return his focus to the ball to ensure that a catch has taken place. As soon as a decision on catch/no catch is made, PL must immediately retreat to the plate (3rd base extended) in order to rule on any play at the plate.

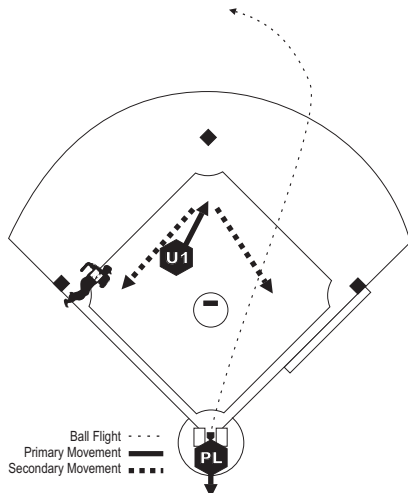
U1 should move to the “working area” immediately behind the mound. U1 will observe the touch of first base by the BR and be ready to react to the BR returning to first base or attempting to advance to second base. U1 must also be prepared to move to third base in the event that there is a play there on R1 or if a rundown occurs.

PL	U1
<ul style="list-style-type: none"> • Clear the catcher • Move a short distance up the baseline and come to a complete stop • Straddle the line if fair/foul is a consideration • When the ball is touched by a fielder, glance at R1's tag at 3rd • Rule fair/foul and then catch/no catch • Tell your partner, “That’s a catch” • Retreat to home 	<ul style="list-style-type: none"> • Move into the “working area” behind the mound • Be ready to react to a throw by the fielder if the ball is hit short in the outfield and is not caught • Be in position to react to BR going back to 1st or moving to 2nd • If the ball is caught, be ready to move to 3rd for a throw behind the runner at 3rd or to assist PL with a rundown



RUNNER ON THIRD

Fly Ball in the “V” - U1’s Responsibility



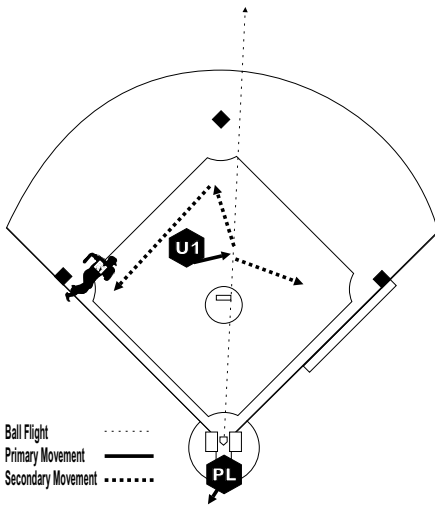
With a runner on third base only, U1 is responsible for any fly ball hit in the “V”. U1 will move to a position at the edge of the grass that will provide him with the best angle to observe the fielder’s attempt to catch the ball. If a catch is not made, U1 should glance at the BR’s touch of first and be ready to move for any play at second as the BR advances or a play at first if the BR retreats to first base.

PL should move to the point-of-the-plate-extended and get the best angle to observe R1’s tag at third. If R1 attempts to advance after a catch is made, PL should move as necessary to get the best angle for the possible play at the plate.

PL	U1
<ul style="list-style-type: none"> • Move to the point-of-the-plate-extended and get the best angle to observe R1’s tag at 3rd • Move to get the best angle to make a call on a throw to the plate • Observe the touch of home by R1 	<ul style="list-style-type: none"> • Move into position to rule on the catch/no catch • Rule catch/no catch • Give a visual signal • Tell your partner, “That’s a catch” • If there is no catch, observe BR’s touch of 1st and be prepared to take BR into 2nd or back to 1st • Let the throw take you to the play



RUNNER ON THIRD Base Hit



With a single runner on third, a clean base hit to the outfield will allow R1 to score without a play being made at the plate.

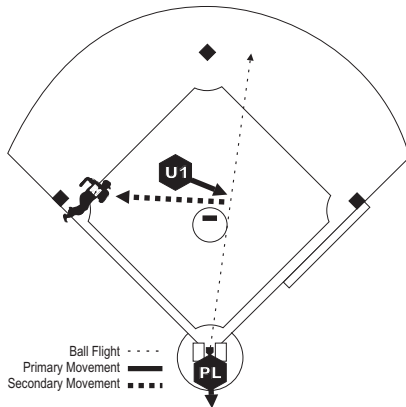
PL should move back from the plate and observe R1 touch the plate

U1 should move to the “working area” and be prepared to follow the BR back into first (if he retreats), or to second/third base.

PL	U1
<ul style="list-style-type: none"> Observe R1’s touch of home 	<ul style="list-style-type: none"> Move into the “working area” Observe BR’s touch of 1st React to the throw and let it lead to a play, if any



RUNNER ON THIRD Hit to the Infield



On a hit to the infield, U1 should turn with the ball and then move toward first base to rule on any play at first.

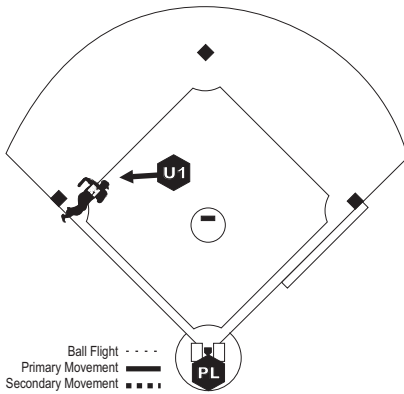
Once the play at first is completed, U1 must be ready to move to 3rd base if a rundown occurs or R1 retreats to 3rd base and there is a throw.

PL should move to the point-of-the-plate-extended to observe the playing action. PL should move as necessary to obtain the best angle for any play at the plate if R1 attempts to advance.

PL	U1
<ul style="list-style-type: none"> Move to the point-of-the-plate-extended to observe the playing action Be prepared to move up the line in order to rule fair/foul if needed Retreat to home if you move up the line Move to get the best angle for any play at the plate if R1 tries to score and there is a throw 	<ul style="list-style-type: none"> Move into a position to make the call at 1st on BR, but do not overcommit to first base Be aware of the throw Rule safe/out on BR at 1st Be prepared to move toward 3rd base if there is a throw behind R1 or a rundown ensues



RUNNER ON THIRD Pickoff at Third



On a pickoff at third, U1 should move toward the baseline between second and third and slightly towards third base. This will provide the best angle to observe R1 sliding back into the base and any tag attempt by the third baseman.

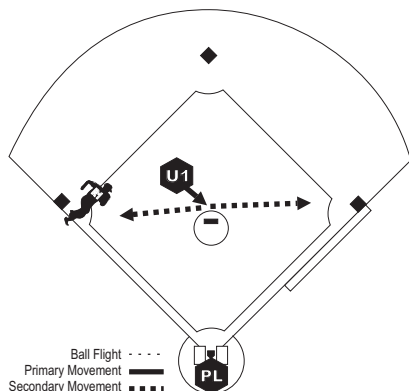
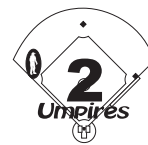
PL should step out from behind the batter to observe the ball if there is an overthrow on the pickoff attempt.

PL	U1
<ul style="list-style-type: none"> • Move out from behind the plate • Watch for the ball going into dead ball territory 	<ul style="list-style-type: none"> • Step toward base path between 2nd and 3rd and somewhat towards 3rd base • Pivot, come set, observe the play, make the call • Do not make a call if there is no tag



RUNNER ON THIRD

Steal of Home ("Squeeze Play")



The steal of home by a runner at third base presents a unique set of circumstances for the plate umpire. PL must concentrate on the pitch to determine if it is a ball or a strike. PL must also be alert for the catcher interfering with the batter by attempting to catch the ball before it crosses the plane of the back edge of the plate. Once the pitch is over, PL must also be alert for interference by the batter with the catcher's attempt to make a play on the runner from third. All of this must be done in just a few seconds.

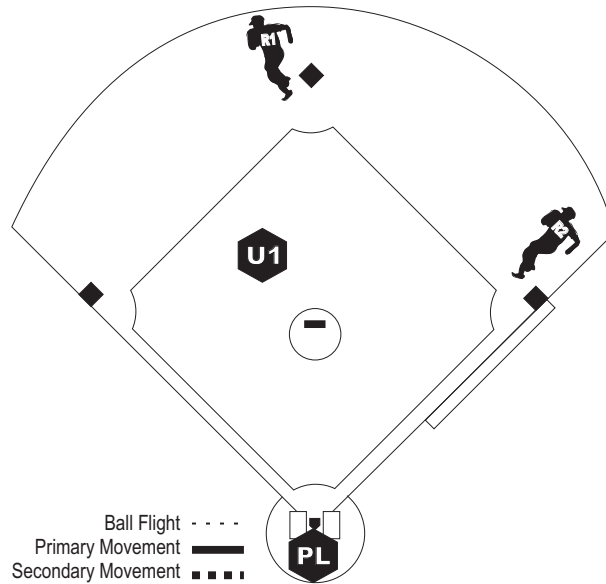
PL must make a conscious effort to remain focused and must stay in the plate stance from the time of the pitch until all playing action is over. If PL moves, then there will be a moment when he will not be able to see the playing action as his eyes have to readjust to the movement of his head and body.

It is absolutely imperative that PL remain still and focused on all of the action at the plate. When all playing action is over, PL should first call the pitch, declaring it either a ball or a strike. The pitch must be called first since it may have an impact on the play at the plate. If the batter has two strikes, and there are two outs, then a third strike would be the third out. In that circumstance, a ruling on whether the runner is safe or out would be a moot point. No runs could score since the third out resulted in the batter not advancing to first base. Once PL has ruled on the pitch, then a ruling should be made on any interference/obstruction or the play itself, or safe/out on the runner.

PL	U1
<ul style="list-style-type: none"> Remain in your plate stance and watch the pitch to determine if it is a ball or a strike Remain in your plate stance to observe the subsequent play at the plate Be alert for the catcher interfering with the batter by trying to catch the ball before it passes the plate Be alert for interference by the batter with the catcher's attempt to make a play on R1 	<ul style="list-style-type: none"> Be particularly observant of the pitcher to ensure there is no balk Observe the pitch and the possible check swing by the batter If the batter does not hit the ball, after the pitch is over, move toward 3rd base in the event that a rundown ensues on R1 or for a throwback behind R1 by the catcher If the batter hits or bunts the ball, then move toward first base to rule on any play there.



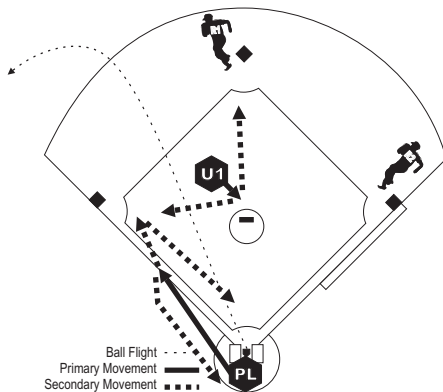
RUNNERS ON FIRST AND SECOND Base Umpire Positioning



U1 will be in position "C". While this makes the pickoff at first base somewhat more difficult, it provides the best location for U1 to make a call on the runner if he attempts the steal of third. It also puts U1 in the best location to be able to make a call at any base on a ground ball hit anywhere in the infield.



RUNNERS ON FIRST AND SECOND Fly Ball to Left Field - PL's Responsibility



On a fly ball to left field with the fielder moving towards the foul line, PL will move towards 3rd base and into a position to see the catch attempt. If there is a possibility of a fair/foul call, PL will straddle the foul line to make the call.

If it is a catch, verbally let your partner know that a catch was made. If a catch was not made, there is generally no need to verbally let your partner know the ball was not caught.

However, on a ball that hit the ground first or was dropped by the fielder during continuing action, a visual indication is necessary so everyone knows that there was no catch. No verbal indication should be given unless it is a “trouble” ball or the ball is dropped after the catch attempt.

If the ball is caught, be prepared to move into the cutout near third base if R1 attempts to advance. On an overthrow, move to cover plays at the plate in FAIR territory.

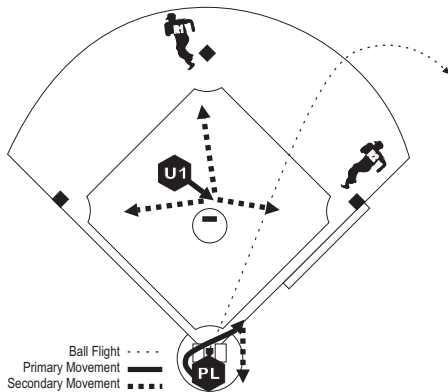
If the ball is NOT caught and gets past the fielder, retreat to home in FOUL territory for a possible play there.

U1 will move to the working area and observe the tag-ups of R1 at second and R2 at first. If either runner advances, be prepared to move into position to make call at first or second. If PL retreats to the plate, U1 is also responsible for all calls at third. Don't commit to any base too soon. Let the ball take you to the play.

PL	U1
<ul style="list-style-type: none"> • Move up the baseline • Straddle the line and come to a complete stop • Rule fair/foul and then catch/no catch • Tell your partner, “That’s a catch” • Move up to 3rd to rule on play if R1 advances on a caught ball. On an overthrow at 3rd, retreat towards home in FAIR territory, but do not over commit • If no catch and the ball gets past the outfielder, retreat towards home in FOUL territory. Stay ahead of the R1, but do not over commit. • Observe the touch of 3rd by any runner advancing home 	<ul style="list-style-type: none"> • Move into the “working area” at rear of the mound • Observe R1’s tag • Glance at R2’s tag at 1st • Be in position to rule on a play at 2nd • Be prepared to bounce back and call plays at 1st • If PL retreats to home, be prepared to cover any play at 3rd



RUNNERS ON FIRST AND SECOND Fly Ball to Right Field - PL's Responsibility



On a fly ball to right field with the fielder moving towards the foul line, PL will move towards 1st base and into a position to see the catch attempt. If there is a possibility of a fair/foul call, PL will straddle the foul line to make the call. PL should advise his partner that he has the ball or is “on the line”. This lets U1 know that he will be responsible for all calls in the infield.

If it is a catch, verbally let your partner know that a catch was made. If a catch was not made, there is generally no need to verbally let your partner know the ball was not caught.

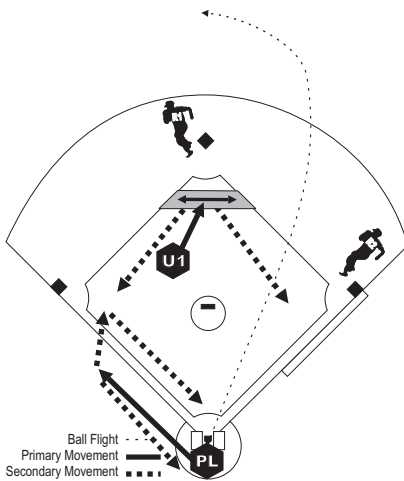
However, on a ball that hit the ground first just in front of the fielder's glove (the ball was “trapped”) or was dropped by the fielder during continuing action, a visual indication is necessary so everyone knows that there was no catch. No verbal indication should be given unless it a “trapped” ball or the ball is dropped after the catch attempt.

U1 will move to the working area near the rear of the mound and observe the tag-ups of R1 at second and R2 at first. If either runner advances, be prepared to move into position to make the call at any base in the infield. Don't commit to any base too soon. Let the ball take you to the play.

PL	U1
<ul style="list-style-type: none"> • Move up the baseline, verbal advising your partner “I'm on the line” • Straddle the line and come to a complete stop • Rule fair/foul and then catch/no catch • Tell your partner “That's a catch” • Retreat to home • Observe the touch of 3rd by an runner attempting to advance home 	<ul style="list-style-type: none"> • Move to the “working area” and observe R1's tag at 2nd • Glance at R2's tag at 1st • React to the throw and be prepared to rule on all plays in the infield



RUNNERS ON FIRST AND SECOND Fly Ball in the “V” - U1’s Responsibility

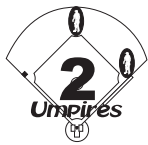


On a fly ball hit into the “V”, U1 should move into a position that allows him to see both the catch attempt and the runner tagging up at 2nd base. Where U1 sets up will be dependant upon where the ball is hit. U1 must remember that the catch/no catch is the most important call and ensure that he has a clear view of the catch attempt and any ensuing action, such as the fielder falling down or colliding with the fence.

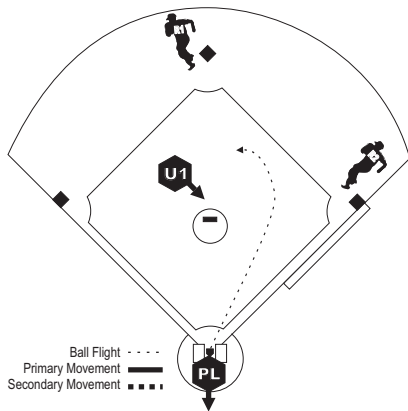
PL will have the responsibility for any play at 3rd base if the ball is caught and R1 attempts to advance after the catch. PL should move up the 3rd base line and be ready to move into fair territory to make the call at 3rd on a catch.

If the ball is NOT caught, PL will retreat to home for a possible play there

PL	U1
<ul style="list-style-type: none"> • Move up the baseline and be in a position to move to cover a play at 3rd • On a catch, move into position to make the call on the runner into 3rd • On an overthrow at 3rd, observe the ball to see if goes into a dead ball area (dugout, etc.) • Be prepared to retreat to the plate in FAIR territory if R1 tries to advance to home • If the ball is not caught, retreat to the plate in FOUL territory 	<ul style="list-style-type: none"> • Move into position to rule on the catch/no catch and still see R1 at 2nd base • Make the catch/no catch call and observe R1’s touch at 2nd • <u>DO NOT</u> cross the dirt unless there is a difficult extenuating circumstance that cannot be resolved any other way • Tell your partner, “That’s a catch.” • Observe R1’s tag at 2nd • Glance at R2’s tag at 1st • Be in position to react to R2 coming back into 2nd or R1 retreating back to 1st or advancing to 2nd • If PL returns to the plate, be prepared to make a call on any play at 3rd



RUNNERS ON FIRST AND SECOND Infield Fly



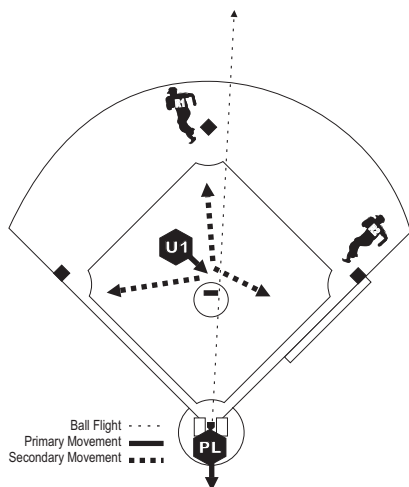
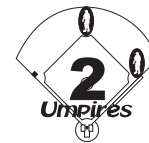
With runners on 1st and 2nd and less than two outs, an infield fly situation exists. U1 should move to the “working area” if that can be done without interfering with the catch attempt by a fielder. If moving to the “working area” might interfere with the fielder’s play, then move to another position that will give you a view of the catch and the runners.

PL should move to the point of the plate extended to observe the action. PL has primary responsibility for calling the infield fly, but either umpire has jurisdiction to call the infield fly. The important thing is that it gets called by someone. (See Umpire Signals for the proper way to call an Infield Fly) If fair/foul is a consideration, PL should move closer to the play and straddle the foul line.

PL	U1
<ul style="list-style-type: none"> • Move to the point-of-the-plate extended • Observe the ball to determine if it is catchable by an infielder with reasonable effort • Once the ball has reached its apex and has started its descent, call the Infield Fly using the appropriate signal • Make the catch/no catch call if it is in your area of responsibility • Be alert for runners who may try to advance if the ball is not caught 	<ul style="list-style-type: none"> • Move to the “working area” as long as it will not interfere with a fielder’s attempt to catch the ball • Observe the catch and make the catch/no catch call if it is in your area of responsibility • Be alert for runners who may try to advance if the ball is not caught



RUNNERS ON FIRST AND SECOND Base Hit



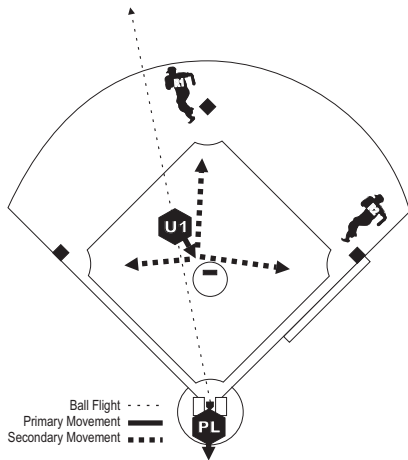
On a base hit to the outfield, U1 will have responsibility for all plays in the infield. With multiple runners on base, U1 will NOT rotate to cover any play at the plate. U1 is responsible for all trailing runners and must remain near the working area in order to move to rule on any play at other bases.

PL will remain at the plate in the event that runners attempt to advance beyond third base. PL is responsible for the touch of 3rd base by the runners.

PL	U1
<ul style="list-style-type: none"> Move to the point-of-the-plate extended to observe the touch of 3rd by any runner attempting to advance to home Move as necessary to observe any play at the plate 	<ul style="list-style-type: none"> Move into the “working area” Let the throw take you to the play Observe R2’s touch of 2nd Glance at BR’s touch of 1st Be in position to take all plays in the infield



RUNNERS ON FIRST AND SECOND Base Hit - Timing Play



The “timing play” is a possibility whenever there are two outs and there is a runner in scoring position, especially on second base. There may also be runners on other bases, but if a runner is on second, there is a high likelihood of a “timing play” occurring. It is imperative that both umpires work together during the ensuing action on the field to determine if the run scores or not.

U1 will be responsible for any play made at any base other than home plate. If it is a tag play, then U1 should point with the left hand and state loudly “THAT’S A TAG”. This does not indicate that an out occurred. It just lets the plate umpire know when the out was made, IF the play results in an out.

Let all playing action on the play complete before making the call of safe or out.

If there are two outs with a runner on base, both umpires should visually indicate to each other that a timing play exists by using the appropriate signal (see Umpire Communications section).

Another possibility that both umpires must keep in mind is when there is one out and more than one runner on base and the batter hits a fly ball that is caught. Now you have two outs, and the possibility of a “timing play” exists because of the second out being made.. In this situation, there is a strong likelihood of a timing play if the defense attempts to put out the trailing runner as the lead runner attempts to score. Umpires should keep this in mind any time there is only one out and there are multiple runners.

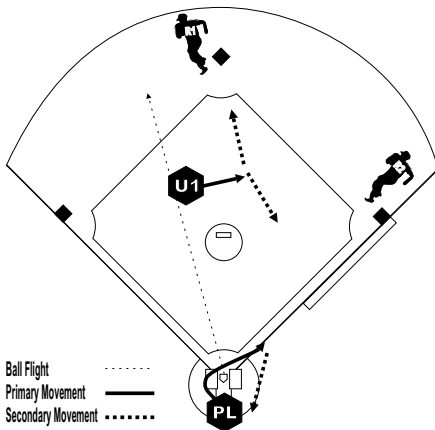
PL	U1
<ul style="list-style-type: none"> • Move into position to observe the playing action • Move into position as necessary to align the runner’s touch of home and observe the tag play • Determine when the out occurs, not the actual signal, and when R1 touches home to determine if the run counts 	<ul style="list-style-type: none"> • Observe the runners’ touch of 1st and 2nd • Rule on any plays in the infield • On a tag play that is not a force play, point with your left hand at the play and state loudly “That’s a tag” to let your partner at the plate know when the tag was made, if the play results in an out • Wait until all playing action is over before making the call of safe or out



RUNNERS ON FIRST AND SECOND

Hit to the Infield

Possible Double Play



The double play with runners on 1st and 2nd presents an even greater challenge than just having a single runner on 1st. U1 must make the call on the first play in the infield, but it could be at either 2nd or 3rd base. He must then quickly get into position to make a call on the second play, but it could be at either 2nd or 1st. This requires some adjustment to the movement that is used when there is only a runner at 1st base.

U1 must turn with the ball and move to a point between first and second base to be ready to make the call on the first play of the double play. Closely observe the fielder and let the throw take you to the play. U1 will stop as the play takes place, then immediately start moving again toward the second play. Let the throw dictate your movement to either 2nd or 1st base. U1 must stop before the ball arrives at the base in order to make the call. U1 should not make a call

on the first play before he starts his movement to the second play. U1 can either signal the call as he moves, or wait until all playing action is over and then announce both calls.

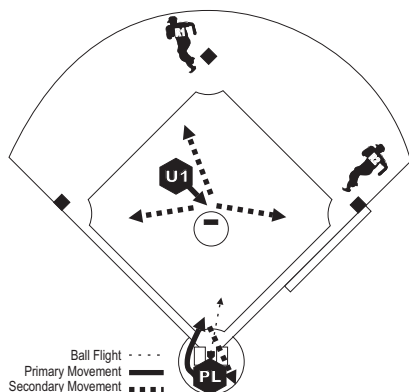
The purpose of moving away from the first play is based on the fact that this is probably the “routine” play, if there is such a thing. It is most likely to be a relatively easy call, as long as the fielders do their job. The interference by the runner on the first out of the double play is normally the responsibility of PL, since U1 must be following the throw into 1st base for the second play. PL must immediately move from the plate to an area near the third base side of the mound in order to observe the action at second or third base. If interference is observed, PL should immediately call TIME, then point at the base with his left hand and state “That’s interference”.

NOTE: While the primary responsibility for interference is normally with PL, if either umpire sees interference, he should immediately call it.

PL	U1
<ul style="list-style-type: none"> • Clear the catcher and move a short way up the first base line to assist in watching for interference by a runner on a force play at 3rd or 2nd • Retreat to the plate after the second play of the double play is completed 	<ul style="list-style-type: none"> • Move into a position to make a call at any base in the infield being careful to stay out of the line of the throw • Responsible for all calls on the in the infield • Make the call on runner at the front end of the possible double play • Watch for runner interference by the runner on the front end of the double play, at either 3rd or 2nd • Rule safe/out on runner on the back end of the double play at either 1st or 2nd



RUNNERS ON FIRST AND SECOND Bunt



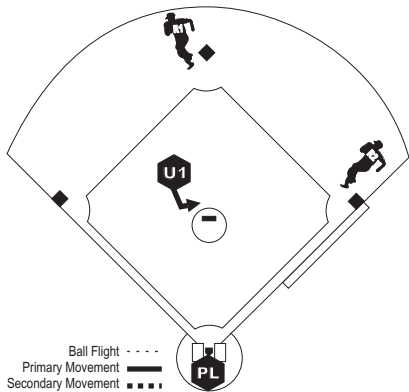
On a bunt, there are a number of things that can happen for which both PL and U1 must be alert. A bunted ball may result in a fair/foul call if it is rolling close to the foul line. The BR may interfere with the catcher or fielder attempting to field the ball. The catcher or pitcher may obstruct the BR as they attempt to field the ball. The BR may be struck by the bunted ball. If this happens, PL must rule as to whether the BR was in the batter's box (foul ball), fair territory (runner struck by fair batted ball), or foul territory (foul ball or interference). All of this requires that both umpires pay very close attention to the action immediately following the bunt in order to make the correct call on the resulting play. In addition, a bunt places additional emphasis on PL's responsibility for running lane violations since this is one of the plays that is most likely to result in the BR interfering with the throw to first base.

PL	U1
<ul style="list-style-type: none"> Let F2 clear watching for interference by the BR If the ball is near the line, rule fair/foul On the throw, watch the BR for running lane violations and possible interference 	<ul style="list-style-type: none"> Move into the working area directly behind the mound and react to the throw Let the throw take you to the play



RUNNERS ON FIRST AND SECOND

Pickoff at First



The pickoff at first base when the umpire is in the “C” position requires that the umpire make the call from a less than optimal position. This is a classic case where the umpire must remember to take the angle instead of the distance in order to have the best chance of seeing the play.

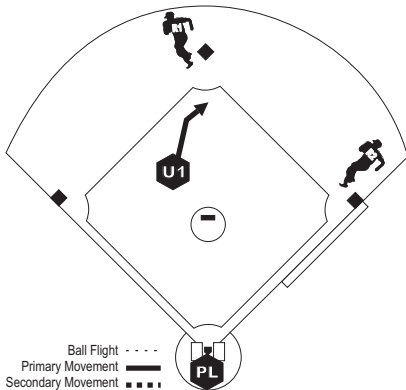
The umpire’s instinctive move is to step directly toward first base to get closer to the play (reduce the distance). However, this is not the most advantageous movement. Since the distance gained is not that beneficial, the umpire must establish the best angle possible. This is done by stepping directly toward the mound (toward the 45’ line at the beginning of the running lane) and then pivoting to see the play at first base.

Although you are farther away, by moving toward the mound, you obtain almost the same angle to observe the play as you have when you are in position “B”.

PL	U1
<ul style="list-style-type: none"> Observe the pitcher’s actions for any illegal moves or actions Move toward the first base dugout and watch for the ball going into dead ball territory on an overthrow 	<ul style="list-style-type: none"> React to the throw by the pitcher Take one or two steps FORWARD toward the mound Pivot, come set, observe the play, make the call Do not make a call if there is no tag



RUNNERS ON FIRST AND SECOND Pickoff at Second



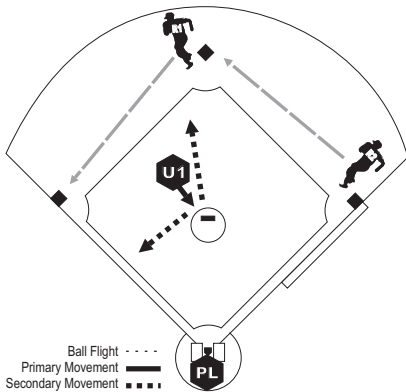
The pickoff to second can be a tricky for an umpire. Very often, the pitcher does not throw the ball. In some cases, the pitcher may fake a throw and the fielders may react as if there was an overthrow in an attempt to get the runner to commit to third base.

The umpire must be very careful to keep his eye on the ball as he starts his movement toward second base. The umpire should take sidesteps/cross-steps and keep his eyes focused on the pitcher's hand to make sure he releases the ball toward the play at second. Only after the ball is released should the umpire turn head ahead of the throw toward second base and the play.

PL	U1
<ul style="list-style-type: none"> Remain at the plate, but take a step or two toward third base just in case there is an overthrow and be ready to assist in a rundown situation 	<ul style="list-style-type: none"> React to the throw by the pitcher Pivot to the inside letting the throw turn you into the play Sidestep one or two steps toward the base, keeping your eyes on the ball As the ball comes past, take one step in, then come set, observe the play, make the call Do not make a call if there is no tag



RUNNERS ON FIRST AND SECOND Steal



The steal with runners on first and second requires U1 to wait until the catcher commits to making a throw to either second or third base. Only then can U1 move into a position to make the call. As one or both runners start their steal, move into the “working area” and watch the catcher. Once the catcher releases the ball, then let the ball take you into the play.

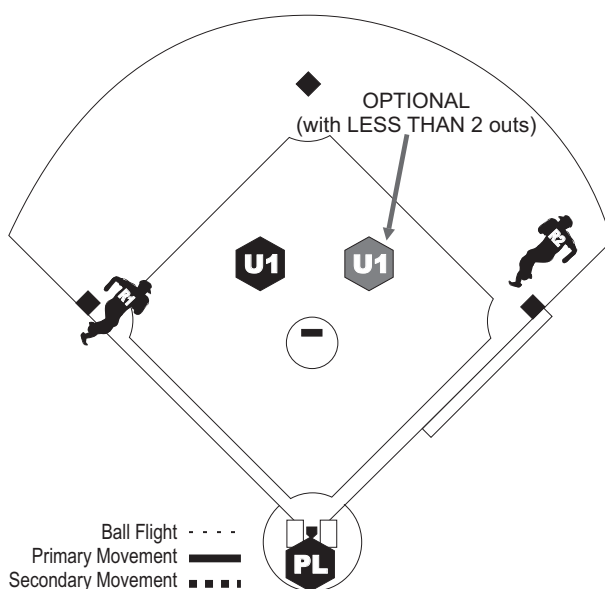
PL must be diligent about watching the batter for interference with the catcher’s attempt to throw out the runner. In the event of an overthrow, PL must be ready to make a call at the plate or to assist in a rundown on the lead runner (R1).

If a rundown is initiated on R2, PL must remain at or near the plate as he is responsible for any play on R1 if he attempts to score.

PL	U1
<ul style="list-style-type: none"> • Watch for the batter causing interference with the catcher • On an overthrow, be ready to move into position to make a call at the plate or to assist in a rundown 	<ul style="list-style-type: none"> • Move into the “working area” and react to the throw by the catcher • If the catcher’s throw is to 2nd, follow the throw as on any other steal attempt • If the catcher’s throw is to 3rd base, step toward the midpoint between 3rd and home • As the ball comes past, take one step in, then come set, observe the play and make the call. • On a throw to 3rd, be alert for a secondary play on R2 at 2nd or going back to 1st. • Pivot, come set, observe the play, make the call • Do not make a call if there is no tag



RUNNERS ON FIRST AND THIRD Base Umpire Positioning



With runners on first and third, U1 is generally in position “C”. This provides U1 with the best positioning for a pickoff/throwback to 3rd base and good position for R2 stealing second base. It does, however, make the pickoff at 1st base somewhat more difficult due to the increased distance and angle. In addition, it is not the optimal position for umpiring the double play.

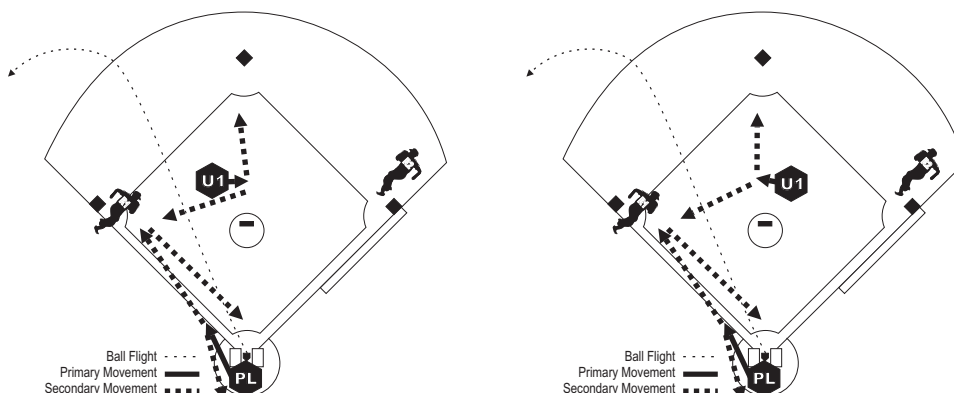
U1 has the option of moving to position “B”, if there are less than two outs. Position “B” provides the best location for U1 to make the call for the pickoff at 1st base, the steal of 2nd and for a possible double play on a hit to the infield. It does, however, make the call on a pickoff at 3rd base somewhat more difficult because of the angle and increased distance.

Before moving to position “B”, U1 must take into consideration several factors:

- What is the current situation? If it is close game and in the final couple of innings, then there may be a likelihood of a pickoff by the pitcher or a throwback by the catcher. In this case, U1 may want to stay in “C” rather than moving to “B”.
- What is the 3rd baseman doing? Is he holding the runner on base or is he playing his normal position? If the 3rd baseman is near the base and holding the runner, stay in “C” and be prepared for a pickoff or throwback. If the 3rd baseman is playing his normal position, watch and see if he is moving to the base after the pitch, which would also indicate a possible throwback by the catcher.
- U1 should pay close attention to the catcher during the game to determine if he shows both the ability and propensity to throw to third base with a runner there. In that event, U1 may decide that remaining in “C” with less than two outs is the better option.
- Is the pitcher right or left handed? A right handed pitcher can make a pickoff at 3rd much easier than a left handed pitcher. The opposite holds true for a left handed pitcher. He is more likely to make the pickoff at 1st base.



RUNNERS ON FIRST AND THIRD Fly Ball to Left Field - PL's Responsibility



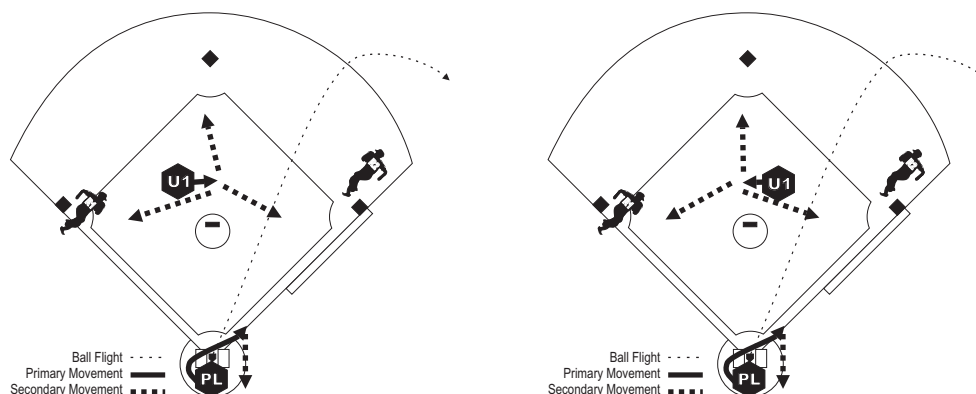
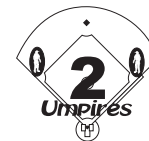
On a fly ball to left field, with the fielder moving toward the foul line, PL will have responsibility for the catch/no catch and any fair/foul call. PL is also responsible for the tag at third base by R1. PL should move toward third base and establish an angle that will allow him to see the catch attempt and the tag-up by R1. This may be in foul territory, unless a fair/foul decision may be necessary. In that case, PL will straddle the foul line to make the fair/foul determination.

U1 should move to the “working area” and observe the tag-up of first base by R2 and be ready to move to either 2nd or back to 1st depending on the actions of R2, the BR and any throw by the fielders. Let the throw dictate your movement to a base for play.

PL	U1
<ul style="list-style-type: none"> • Move up the baseline a short distance and come to a complete stop • Straddle the line if fair/foul is a consideration • Rule fair/foul and then catch/no catch • Tell your partner, “That’s a catch” • Observe R1’s tag at 3rd • Retreat to home in FOUL territory if R1 attempts to advance on the catch • If there is no catch, and the ball gets past the outfielder, move up the third base line, observing R1’s touch of home, in case R2 attempts to advance to 3rd • Remain in FOUL territory until it is evident that a play will occur at third base. Let the ball and runner dictate when to move into the area of the cutout • If you have moved into the cutout to rule on a play at 3rd, and the runner attempts to advance home, retreat to the plate in FAIR territory 	<ul style="list-style-type: none"> • Move into the “working area” behind the mound and observe R2’s tag at 1st • Be in position to take R1 back into 3rd or R2 back into 1st if the ball is caught • Be ready for any play on R2 of BR if the ball is not caught



RUNNERS ON FIRST AND THIRD Fly Ball to Right Field - PL's Responsibility



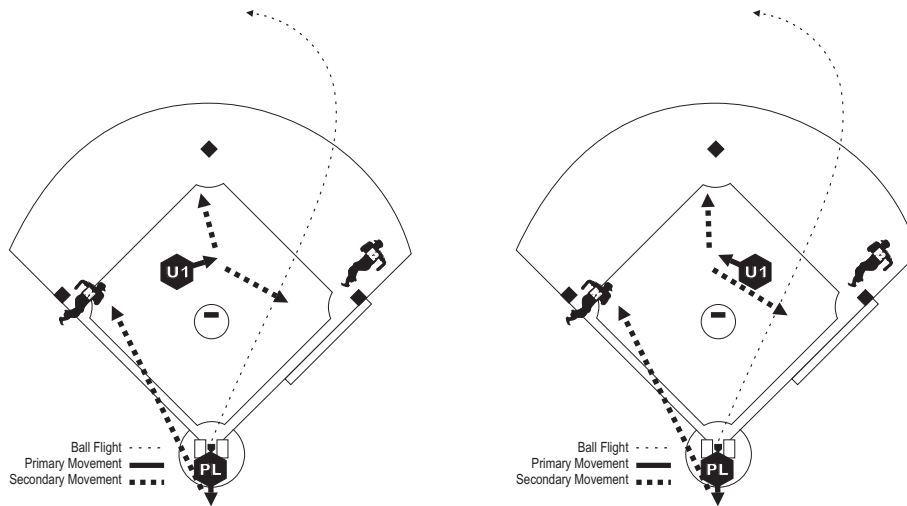
On a fly ball to right field, with the fielder moving toward the foul line, PL will have responsibility for the catch/no catch and any fair/foul call. PL is also responsible for the tag at third base by R1. PL must clear the catcher and move a short distance up the foul line toward first base. PL must be sure not to go too far up the line, as he must return to the plate in the event that R1 tries to advance. PL must come to a complete stop and observe the catch attempt and make a ruling on fair/foul and then catch/no catch. As soon as the fielder touches the ball, PL must quickly glance at R1 to see if he left the base too early, then immediately return his focus to the ball to ensure that a catch has taken place. As soon as a decision on catch/no catch is made, PL must immediately retreat to the plate (3rd base extended) in order to rule on any play at the plate.

U1 should move to the “working area” and will be responsible for all calls in the infield. U1 will observe the tag of R2 and the touch of first base by the BR and be ready to react to R2 returning to first base or attempting to advance to second base. U1 must also be prepared to move to third base in the event that there is a play there on R1 or if a rundown occurs.

PL	U1
<ul style="list-style-type: none"> • Clear the catcher • Move a short distance up the baseline and come to a complete stop • Straddle the line if fair/foul is a consideration • When the ball is touched by any fielder, glance at R1's tag at 3rd • Rule fair/foul and then catch/no catch • Tell your partner, “That’s a catch.” • Retreat to home and get into position to observe any play at the plate 	<ul style="list-style-type: none"> • Move into the “working area” behind the mound • Responsible for all calls in the infield • Let the throw take you to the play • Be prepared for a throw to the plate to be cut off by an infielder and a throw to another base



RUNNERS ON FIRST AND THIRD Fly Ball in the “V” - U1’s Responsibility



With runners on first and third, U1 is responsible for the fly ball hit in the “V” and the tag-up of R2 at 1st. U1 will move to a position that will provide him with the best look at the fielder’s attempt to catch the ball and allow him to glance at R2’s tag.

- If the ball is hit to right center field, your position should be toward first base behind the mound.
- If the ball is hit toward left center field, your position should be toward the third base side of the mound.

If a catch is not made, U1 should glance at the BR’s touch of first and be ready to move for any play at second as R2 advances or a play at first if the BR retreats to first base.

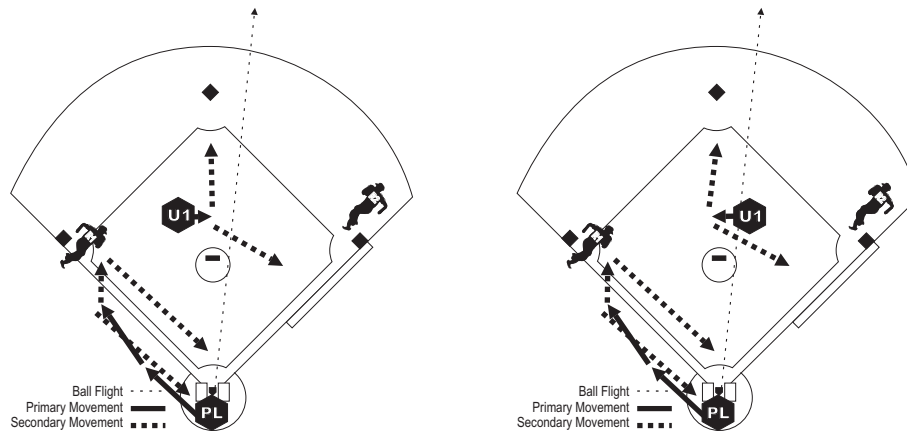
PL should move to the point-of-the-plate-extended to observe the playing action. PL is responsible for the tag-up by R1 at third base. If R1 attempts to advance after a catch is made, PL should move as necessary to get the best angle for the possible play at the plate.

If the ball is not caught and R1 will score easily, PL should move toward 3rd and be prepared to make a call there if R2 attempts to advance beyond 2nd base.

PL	U1
<ul style="list-style-type: none"> • Move to the point-of-the-plate extended and adjust as necessary to see the catch and observe R1’s tag at 3rd • Adjust as necessary for a play at the plate • Be prepared to move to 3rd base if R2 attempts to advance beyond 2nd base 	<ul style="list-style-type: none"> • Move into position to rule on the catch/no catch • Tell your partner, “That’s a catch.” • Glance at R2’s tag at 1st • Be in position to take R1 back into 3rd and R2 into 2nd • Let the throw take you to the play



RUNNERS ON FIRST AND THIRD Base Hit



A clean base hit to the outfield will allow R1 to score without a play being made at the plate. PL should move toward third base, pausing to observe R1 touch the plate, then continuing toward third base in foul territory. If R2 attempts to advance to third base, PL will move into fair territory near the cutout to observe any play at third base.

U1 should move to the “working area” and be prepared to follow R2 to second or the BR retreating back to first. Let the throw take you into the play.

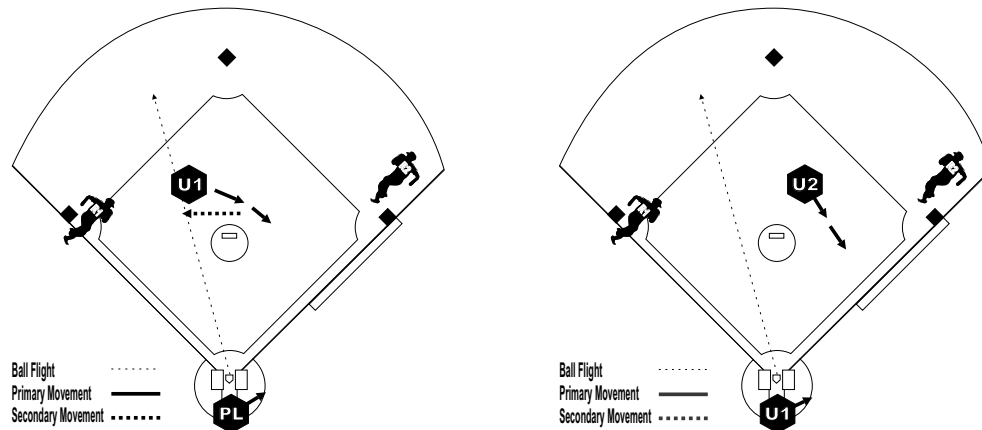
PL	U1
<ul style="list-style-type: none"> • Move up the line towards 3rd, while observing R1's touch of home, and be in a position to move to cover a play at 3rd • On a ball that gets by the outfielder, be prepared to retreat to the plate in FOUL territory if R1 tries to advance home • On a throw by the fielder to 3rd, move into position in fair territory to make the call on R1 into 3rd • On an overthrow at 3rd, observe the ball to see if it goes into a dead ball area (dugout, etc.) • Be prepared to retreat to the plate in FAIR territory if R1 attempts to advance to home on the overthrow 	<ul style="list-style-type: none"> • Move into the “working area” behind the mound • Observe R2's touch of 2nd • Glance at BR's touch of 1st • Be ready to make all calls at 1st and 2nd • Be prepared to make all calls at 3rd if PL has to retreat to cover a play at home



RUNNERS ON FIRST AND THIRD

Hit to the Infield

Possible Double Play



The double play presents a unique challenge for both umpires in a two-umpire system. U1 must make the call at second base, and then quickly get into position to make a call at first. This requires a movement that is contradictory to almost everything else contained in this manual.

U1 must move **AWAY** from the play at second base and start his movement toward first base as the play is beginning. U1 will stop as the play takes place, then immediately start moving again toward first base. U1 must stop before the ball arrives at first base in order to make the call. U1 should not make a call on the play at second before he starts his movement to first base. U1 can either signal the call as he moves, or wait until all playing action is over and then announce both calls.

The purpose of moving away from second is based on the fact that this is probably the “routine” play, if there is such a thing. It is most likely to be a relatively easy call, as long as the fielders do their job. The interference by R1 is normally the responsibility of the PL, since U1 must be following the throw into first for the play there. PL must immediately move from the plate to an area on the third base side of the mound in order to observe the action at second base. If interference is observed, PL should immediately call **TIME**, then point at second base with his left hand and state “That’s interference”. *NOTE: While the primary responsibility for interference is normally with PL, if either umpire sees interference, he should immediately call it.*

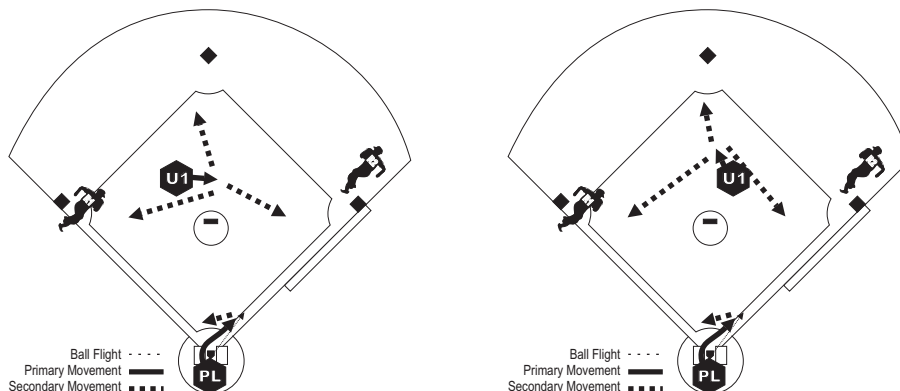
U1 must also be prepared for a throw to the third baseman for a play on R1, or for R1 retreating to 3rd after making an attempt to advance to the plate. If this happens, U1 must move toward third base to rule on the play there. Let the ball take you to the appropriate base and resulting play.

PL should move to third base extended to observe the play at 2nd base for any possible interference and observe the play at first. PL will remain in foul territory near the plate in case R1 attempts to advance. If R1 advances, move as necessary to get into position to observe a play at the plate.

PL	U1
<ul style="list-style-type: none"> • Move to first-base-extended and watch for runner interference at 2nd • Be ready to rule on plays at home if R1 comes home • Watch for runner interference by R2 • Observe the touch of home by R1 	<ul style="list-style-type: none"> • Move into position to make the call/s, being careful to stay out of the line of the throw • Rule out/safe on R2 going into 2nd • Be alert for runner interference by R2 • Rule out/safe on BR at 1st



RUNNERS ON FIRST AND THIRD Bunt



On a bunt, there are a number of things that can happen for which both PL and U1 must be alert. A bunted ball may result in a fair/foul call if it is rolling close to the foul line. The BR may interfere with the catcher or fielder attempting to field the ball. The catcher or pitcher may obstruct the BR. The BR may be struck by the bunted ball. If this happens, PL must rule as to whether the BR was in the batter's box (foul ball), fair territory (runner struck by fair batted ball), foul territory (foul ball or interference).

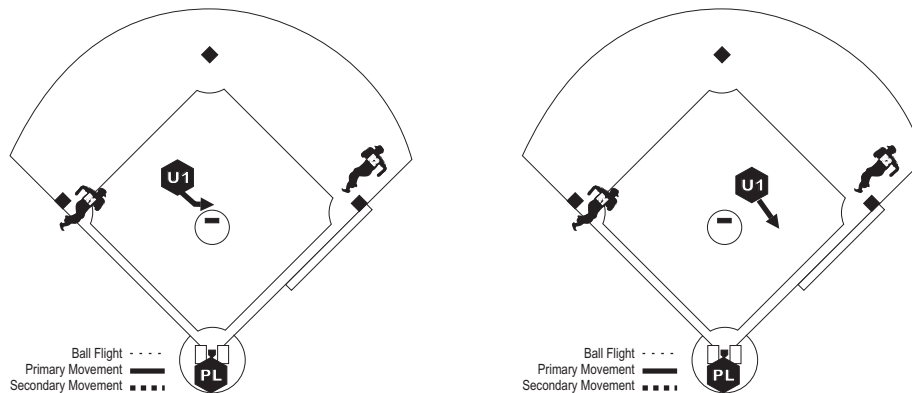
All of this requires that both umpires pay very close attention to the action immediately following the bunt in order to make the correct call on the resulting play. In addition, a bunt places additional emphasis on PL's responsibility for running lane violations since this is one of the plays that is most likely to result in the BR interfering with the throw to first base.

With a runner on third base, PL must also be ready for a play at the plate if R1 attempts to advance to the plate on the bunt or after the throw.

PL	U1
<ul style="list-style-type: none"> Let the catcher clear and trail the ball if it is near the foul line Watch for interference by the BR Watch for obstruction by the fielders If the ball is near the line, rule fair/foul. Be prepared to make a call on a play at the plate if R1 attempts to advance on the bunt or after the throw 	<ul style="list-style-type: none"> Move into the working area directly behind the mound and react to the throw Let the throw take you to the play.



RUNNERS ON FIRST AND THIRD Pickoff at First



The pickoff at first base when the umpire is in the “C” position requires that the umpire make the call from a less than optimal position. This is a classic case where the umpire must remember to take the angle instead of the distance in order to have the best chance of seeing the play.

The umpire’s instinctive move is to step directly toward first base to get closer to the play (reduce the distance). However, this is not the most advantageous movement. Since the distance gained is not that beneficial, the umpire must establish the best angle possible. This is done by stepping directly toward the mound (toward the 45’ line at the beginning of the running lane) and then pivoting to see the play at first base.

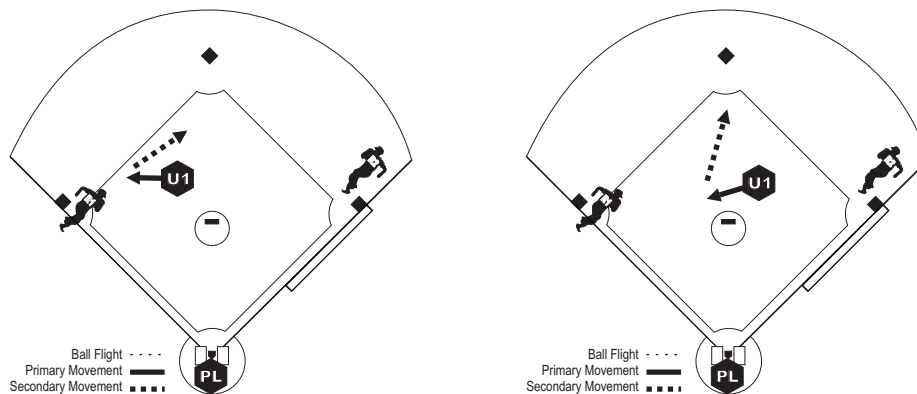
Although you are farther away, by moving toward the rear of the mound, you obtain almost the same angle to observe the play as you have when you are in position “B”.

PL has primary responsibility for watching the pitcher’s step toward first base with his non-pivot foot and to observe whether the pitcher is on or off the plate at the time of the throw. PL should observe the play at first primarily in case there is an overthrow. In such a case, PL should watch the ball to see if it goes into a dead ball area. U1 will take the runner to second base.

PL	U1
<ul style="list-style-type: none"> • Move back from F2, watch the play • Watch the pitcher to ensure he does not balk • Watch for the ball getting by and going into dead ball territory 	<ul style="list-style-type: none"> • React to the throw by the pitcher • Take one or two steps FORWARD toward the mound • Pivot, come set, observe the play, make the call • Do not make a call if there is no tag



RUNNERS ON FIRST AND THIRD Pickoff at Third



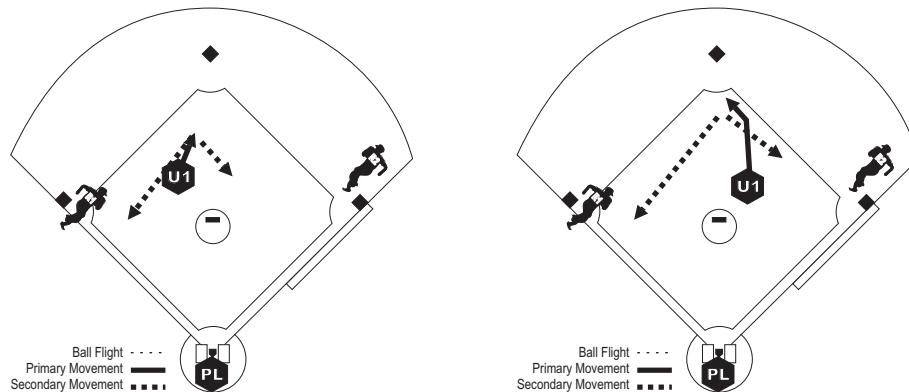
On a pickoff to third, U1 should move toward the baseline between second and third and slightly towards third base. This will provide the best angle to observe R1 sliding back into the base and any tag attempt by the third baseman. On an overthrow be prepared to move either to 2nd if R2 attempts to advance or to 3rd if R1 is retreating there.

PL should step back from the plate to get a full view of the play and observe the ball if there is an overthrow on the pickoff attempt. On the overthrow, be prepared for R1 advancing to the plate. Move as necessary to get into the best position to observe the play.

PL	U1
<ul style="list-style-type: none"> • Step back from the plate to get a full view of the play • Watch for the ball going into dead ball territory. 	<ul style="list-style-type: none"> • Step toward base path between 2nd and 3rd and somewhat towards 3rd base • Pivot, come set, observe the play, make the call • Do not make a call if there is no tag.



RUNNERS ON FIRST AND THIRD Steal



With runners on first and third, there are a number of possibilities if R2 decides to attempt a steal of second base.

- R2 could be making a legitimate attempt to steal
- R2 could be trying to intentionally get into a rundown in an attempt to score R1
- R1 could try to score if F2 throws the ball to second base.....but be wary of a fielder cutting off the throw and trying to throw out R1 at home

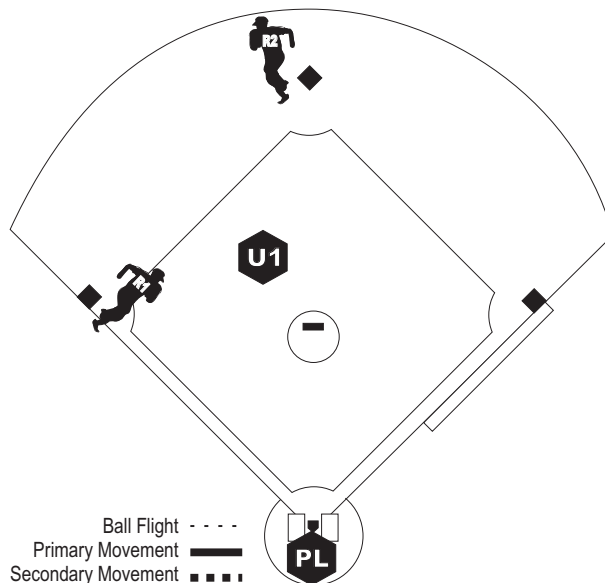
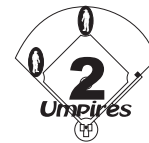
Regardless of what occurs, PL and U1 must be prepared. That means recognizing the situation and its varying possibilities. U1 will be responsible for any play in the infield. PL will be responsible for the pitch and anything that occurs at the plate.

PL must concentrate and remember that his first priority is the pitch. If F2 attempts to throw out R2 stealing from first, PL must be watchful for batter interference. If R1 attempts to score, then PL must also be alert for any play at the plate and the possibility of interference by the batter.

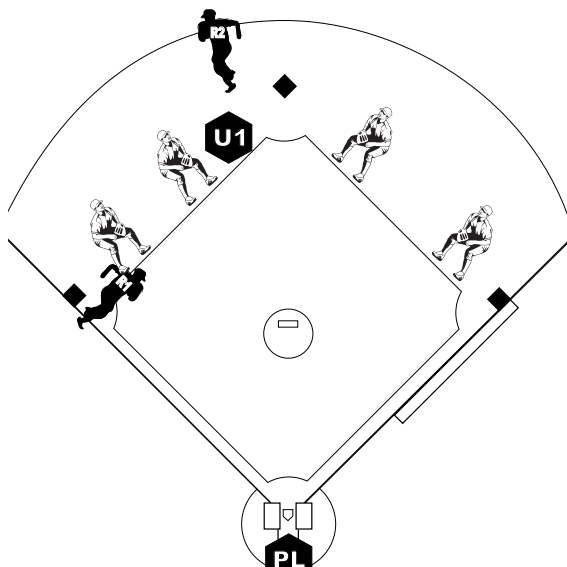
PL	U1
<ul style="list-style-type: none"> • Call the pitch • Watch for batter interference • If a rundown with R2 ensues, remain at the plate • Be alert for a throw home if R1 attempts to score 	<ul style="list-style-type: none"> • Take a couple of cross-over steps toward 2nd • Let the ball turn you as you move toward the cutout • Come set, observe the play, make the call • If ball gets by the infielders and R2 goes to 3rd, take the runner to 3rd • Be alert for a throw behind R1 at 3rd



RUNNERS ON SECOND AND THIRD Base Umpire Positioning



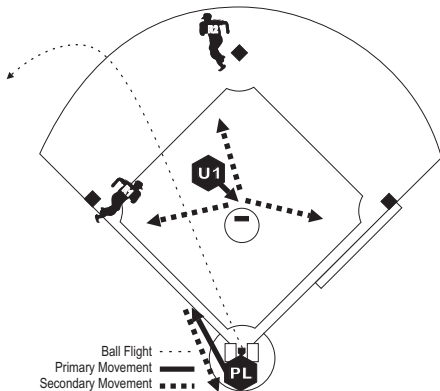
U1 will be in position “C”. This provides the best position for U1 to get a good angle for a play at either second or third base in the event of a pickoff by the pitcher or a throwback by the catcher after a pitch.



With the infielders playing IN, U1 will be position “Deep C”, keeping the shortstop even with or slightly in front of him. Keep in mind that there is a runner on second and make sure you will not be in his basepath if the runner attempts to advance to third on a hit. This position provides U1 with a good angle for any play (pickoff/throwback) at second or third base and removes him from the possibility of interfering with the fielders on a hit to the infield. In addition, if U1 is struck by the batted ball in this scenario, the ball would remain live since all infielders are in front of him and it would not be umpire interference.



RUNNERS ON SECOND AND THIRD Fly Ball to Left Field - PL's Responsibility



On a fly ball to left field with the fielder moving toward the foul line, PL will have responsibility for the catch/no catch and any fair/foul call. PL is also responsible for the tag at third base by R1. PL should move toward third base and establish an angle that will allow him to see the catch attempt and the tag-up by R1. This may be in foul territory, unless a fair/foul decision may be necessary. In that case, PL will straddle the foul line to make the fair/foul determination.

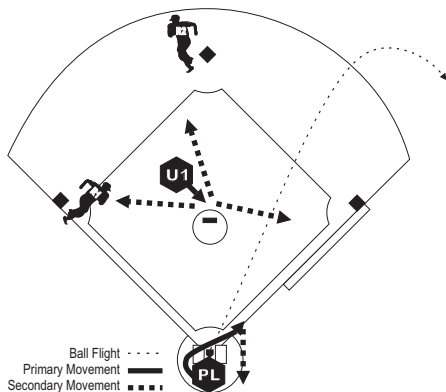
U1 should move to the “working area” at the rear of the pitcher’s mound. U1 will observe the tag of second base by R2 and the touch of first base by the BR. U1 must be ready to move to any base in the infield depending on the actions of the runners and any throw by the fielders. Let the throw take

you to the play. If the first throw is to home, be prepared for the catcher to make a throw to a different base in an attempt to put another runner out.

PL	U1
<ul style="list-style-type: none"> • Move up the baseline and come to a complete stop • Straddle the line if fair/foul is a consideration • Rule fair/foul and then catch/no catch • Observe R1’s tag at 3rd • Tell your partner, “That’s a catch” • Retreat to home in FOUL territory 	<ul style="list-style-type: none"> • Move into the “working area” directly behind the mound in order to react to a throw behind the runner at 3rd or to 1st or 2nd • Observe R2’s tag at 2nd • Glance at BR’s touch of 1st • Let the throw take you to the play • Be prepared for a second play in the infield if the initial throw is to the plate



RUNNERS ON SECOND AND THIRD Fly Ball to Right Field - PL's Responsibility



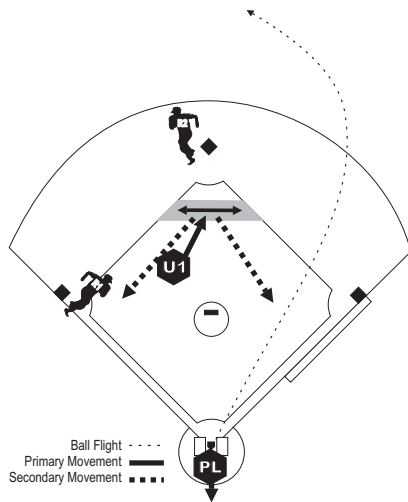
On a fly ball to right field, with the fielder moving toward the foul line, PL will have responsibility for the catch/no catch and any fair/foul call. PL is also responsible for the tag at third base by R1. PL must clear the catcher and move a short distance up the foul line toward first base. PL must be sure not to go too far up the line, as he must return to the plate in the event that R1 tries to advance. PL must come to a complete stop and observe the catch attempt and make a ruling on fair/foul and then catch/no catch. As soon as the fielder touches the ball, PL must quickly glance at R1 to see if he left the base too early, then immediately return his focus to the ball to ensure that a catch has taken place. As soon as a decision on catch/no catch is made, PL must immediately retreat to the plate (3rd base extended) in order to rule on any play at the plate.

U1 should move to the “working area” immediately behind the mound. U1 will observe the tag of R2 at 2nd base and the touch of first base by the BR and be ready to react to R2 returning to second base or attempting to advance to third base. U1 must also be prepared to move to third base in the event that there is a play there on R1 or if a rundown occurs. Let the throw take you to the play. If the first throw is to home, be prepared for the catcher to make a throw to a different base in an attempt to put another runner out.

PL	U1
<ul style="list-style-type: none"> • Clear the Catcher • Move a short distance up the baseline and come to a complete stop • Straddle the line if fair/foul is a consideration • When the ball is touched by any fielder, glance at R1's tag at 3rd • Rule fair/foul and then catch/no catch • Tell your partner, “That’s a catch” • Retreat to home 	<ul style="list-style-type: none"> • Move into the “working area” behind the mound • Observe R2's tag of 2nd • Glance at BR's touch of 1st • Be ready to react to a throw by the fielder if the ball is hit short in the outfield and is not caught. • Be in position to react to BR going back to 1st or moving to 2nd • If the ball is caught, be ready to move to 3rd if R2 tries to advance or if R1 retreats or is in a rundown



RUNNERS ON SECOND AND THIRD Fly Ball in the “V” - U1’s Responsibility



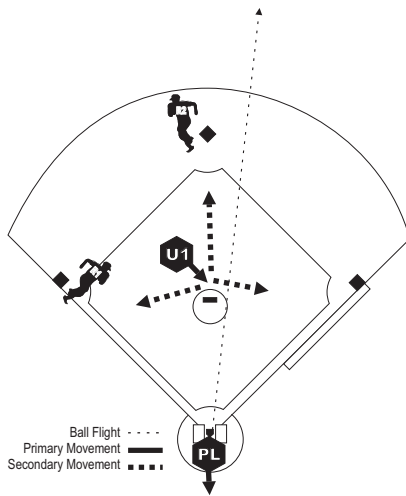
With runners on second and third base, U1 is responsible for the fly ball hit in the “V” and the tag-up of 2nd by R2. U1 will move to a position that will provide him with the best look at the fielder’s attempt to catch the ball and also the ability to see R2’s tag. If a catch is not made, U1 should glance at the BR’s touch of first and be ready to move for any play if the runners advance or retreat to their bases.

PL should move to the point-of-the-plate-extended to observe the playing action. PL is responsible for the tag-up by R1 at third base. If R1 attempts to advance after a catch is made, PL should move as necessary to get the best angle for the possible play at the plate.

PL	U1
<ul style="list-style-type: none"> • Move to the point-of-the-plate-extended and get the best angle to observe R1’s tag at 3rd • Move to get the best angle to make a call on a throw to the plate • Observe the touch of home by R1 	<ul style="list-style-type: none"> • Move into position to rule on the catch/no catch and still see R2 at 2nd base • Rule catch/no catch • Observe R2’s tag at 2nd • Give a visual signal • Tell you partner, “That’s a catch.” • Let the throw take you to the play



RUNNERS ON SECOND AND THIRD Base Hit



With runners on second and third, a clean base hit to the outfield will allow R1 to score without a play being made at the plate. PL should move to point-of-the-plate extended to observe the playing action and be prepared to make a call at the plate if R2 attempts to advance to the plate.

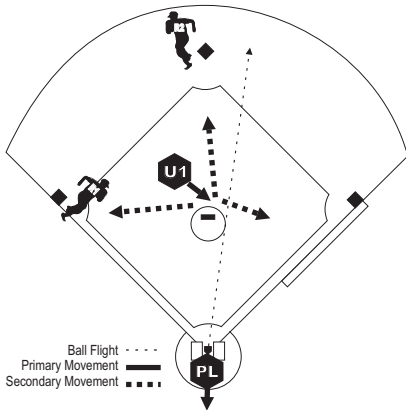
U1 should move to the “working area” and be prepared to make a call at any base in the infield. U1 should glance at each runner as they touch 1st and 2nd base. Let the throw take you to the play.

PL	U1
<ul style="list-style-type: none"> • Move to the point-of-the-plate extended to observe the playing action • Observe R1’s touch of the plate • Observe R2’s touch of 3rd • If R2 attempts to score, move as necessary to establish the proper angle to make the call at the plate 	<ul style="list-style-type: none"> • Move into the “working area” directly behind the mound • Responsible for all plays in the infield • Glance at the runners’ touch of 1st and 2nd • React to the throw. Let it take you to the play



RUNNERS ON SECOND AND THIRD

Hit to the Infield



On a hit to the infield, U1 should turn with the ball and then move toward first base, but no further than the center of the mound. This will provide the location for U1 to move to any base for the first or subsequent plays in the infield. Be sure you are out of the line of the throw from the fielder to 1st or 3rd bases.

U1 must closely watch the fielder and be aware that the fielder may throw to the plate or try to tag R2 instead of throwing to first base. U1 must be ready to move to 3rd base if a rundown occurs, if R1 retreats to 3rd base and there is a throwback behind R1, or if R2 advances to 3rd and there is a throw to 3rd by the first baseman. U1 must be ready to cover a rundown on R2 or move to 2nd base if R2 retreats.

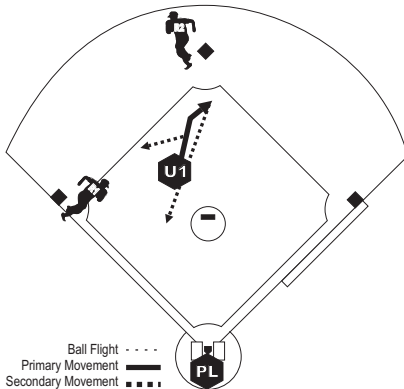
PL should move to the point-of-the-plate-extended to observe the playing action. PL should move as necessary to obtain the best angle for any play at the plate if R1 attempts to advance.

PL	U1
<ul style="list-style-type: none"> Move to the point-of-the-plate-extended to observe the playing action Be prepared to move up either line in order to rule fair/foul if needed Retreat to home if you move up either line Move to get the best angle for any play at the plate if R1 tries to score and there is a throw 	<ul style="list-style-type: none"> Responsible for all calls in the infield Turn with the throw and move into a position to make the call at 1st on BR Be aware of the throw Be prepared to move toward 3rd base if there is a throw behind R1 or a rundown ensues



RUNNERS ON SECOND AND THIRD

Pickoff at Second



The pickoff to second can be a tricky for an umpire. Very often, the pitcher does not throw the ball. In some cases, there is a “planned play” in which the pitcher will fake a throw and the fielders may react as if there was an overthrow in an attempt to get the runner to commit to third base.

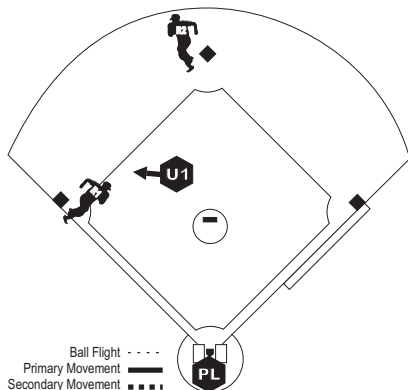
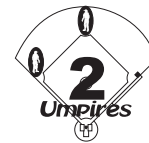
The umpire must be very careful to keep his eye on the ball as he starts his movement toward second base. The umpire should take sidesteps and keep his eyes focused on the pitcher’s hand to make sure he releases the ball toward the play at second. Only after the ball is released should the umpire turn with the ball toward second base and the play. On an overthrow, be prepared to take R2 to 3rd base if he tries to advance.

With runners on 2nd and 3rd, the umpire must be acutely aware of the possibility that the pitcher may make a legal feint to 2nd, then quickly turn and make a throw to 3rd base in an attempt to catch R1 off the bag. If you take your eyes off the ball anticipating a throw to 2nd, you will not be aware of the throw to third, nor will you be able to make the call.

PL	U1
<ul style="list-style-type: none"> Remain at the plate, but take a step or two toward third base just in case there is an overthrow and be ready to assist in a rundown situation 	<ul style="list-style-type: none"> React to the throw by the pitcher Pivot to the inside letting the throw turn you into the play Sidestep one or two steps toward the base As the ball comes past, take one step in, then come set, observe the play, make the call Be prepared to move to 3rd if the pitcher feints to 2nd and then quickly throws to 3rd



RUNNERS ON SECOND AND THIRD Pickoff at Third

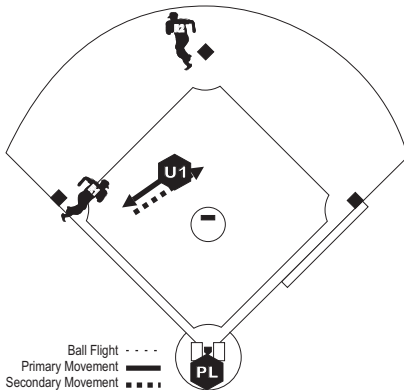
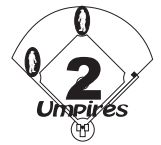


On a pickoff at third, U1 should move toward the baseline between second and third and slightly towards third base. This will provide the best angle to observe R1 sliding back into the base and any tag attempt by the third baseman.

PL should step out from behind the batter to observe the ball if there is an overthrow on the pickoff attempt.

PL	U1
<ul style="list-style-type: none"> • Move out from behind the plate • Watch for the ball going into dead ball territory 	<ul style="list-style-type: none"> • Step toward base path between 2nd and 3rd and somewhat towards 3rd base • Pivot, come set, observe the play, make the call • Do not make a call if there is no tag





The steal of home by a runner at third base presents a unique set of circumstances for the plate umpire. PL must concentrate on the pitch to determine if it is a ball or a strike. PL must also be alert for the catcher interfering with the batter by attempting to catch the ball before it crosses the plane of the back edge of the plate. Once the pitch is over, PL must also be alert for interference by the batter with the catcher's attempt to make a play on the runner from third. All of this must be done in just a few seconds.

PL must make a conscious effort to remain focused and must stay in the plate stance from the time of the pitch until all playing action is over. If PL moves, then there will be a moment when he will not be able to see the playing action as his eyes have to readjust to the movement of his head and body.

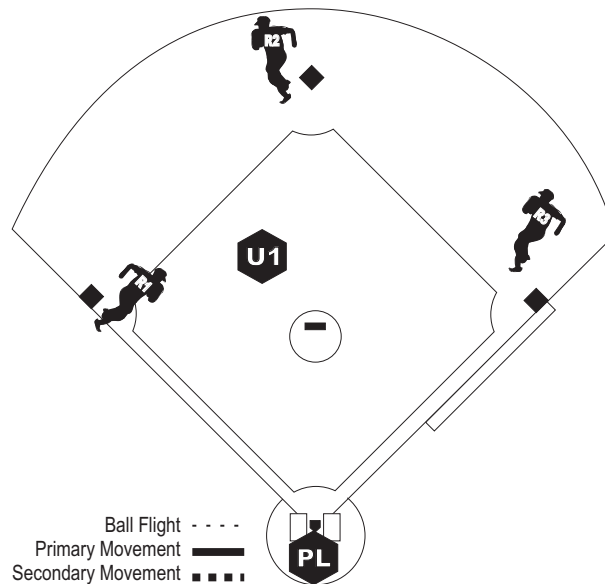
When all playing action is over, PL should first call the pitch, declaring it either a ball or a strike. The pitch must be called first since it may have an impact on the play at the plate. If the batter has two strikes, and there are two out, then a third strike would be the third out. In that circumstance, a ruling on whether the runner is safe or out would be a moot point. No runs could score since the third out resulted in the batter not advancing to first base, even if the R2 touches the plate before the pitch reaches the catcher. Once PL has ruled on the pitch, then a ruling should be made on any interference/obstruction and/or the play itself.

With runners on second and third, U1 will move toward 3rd base in the event that R1 retreats and there is a throwback or a rundown occurs. However, U1 must not forget about R2 being at 2nd base. If a rundown occurs on R1, U1 must be aware that R2 may advance to 3rd base anyway and there is a possibility of both runners being on the base at the same time. U1 must be ready to rule appropriately on a tag play in that situation. If R2 takes a large lead during the rundown, there is also the possibility of a throw to 2nd base if R1 is put out or reaches a base safely. U1 must be ready to make a call on a tag play or to manage the rundown of R2 if that occurs.

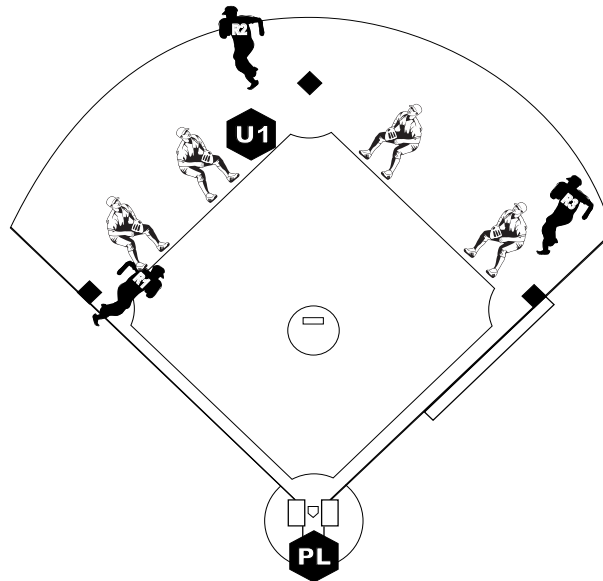
PL	U1
<ul style="list-style-type: none"> Remain in your plate stance and watch the pitch to determine if it is a ball or a strike Remain in your plate stance to observe the subsequent play at the plate Be alert for the catcher interfering with the batter by trying to catch the ball before it passes the plate Be alert for interference by the batter with the catcher's attempt to make a play on R1 	<ul style="list-style-type: none"> Be particularly observant of the pitcher to ensure there is no balk Observe the pitch and the possible check swing by the batter After the pitch is over, move toward 3rd base in the event that a rundown ensues on R1 or for a throwback behind R1 by the catcher Be alert for R2 advancing to 3rd base during a rundown and having two runners on base Be aware that R2 may take a large lead during the rundown and there may be a throw to 2nd base if R1 is put out or reaches a base safely



RUNNERS ON ALL BASES Base Umpire Positioning



U1 will be in position “Shallow C”. This provides the best location for U1 to react to a pickoff or throwback on the lead runners. While there is a possibility of a pickoff at 1st base, it is not as likely as it might be with runners on 1st and 3rd only. In addition, a hit to the infield provides numerous combinations for the double play, with the most likely scenarios involving the lead runners for the first play.

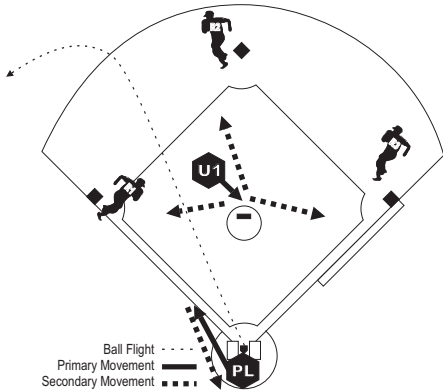


With the infielders playing IN, U1 will be position “Deep C”, keeping the shortstop even with or slightly in front of him. Keep in mind that there is a runner on second and make sure you will not be in his basepath if the runner attempts to advance to third on a hit. This position provides U1 with a good angle for any play (pickoff/throwback) at second or third base and removes him from the possibility of interfering with the fielders on a hit to the infield. In addition, if U1 is struck by the batted ball in this scenario, the ball would remain live since all infielders are in front of him and it would not be umpire interference.



RUNNERS ON ALL BASES

Fly Ball to Left Field - PL's Responsibility



On a fly ball to left field, with the fielder moving toward the foul line, PL will have responsibility for the catch/no catch and any fair/foul call. PL is also responsible for the tag at third base by R1. PL should move toward third base and establish an angle that will allow him to see the catch attempt and the tag-up by R1. This may be in foul territory, unless a fair/foul decision may be necessary. In that case, PL will straddle the foul line to make the fair/foul determination.

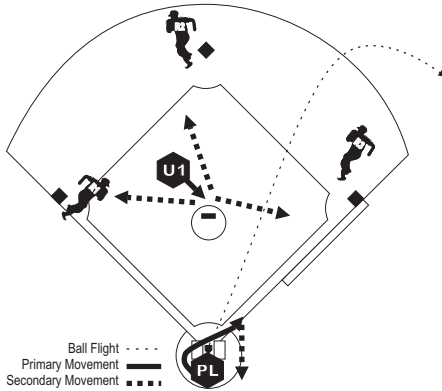
U1 should move to the “working area” at the rear of the pitcher’s mound. U1 will observe the tag of second base by R2 and the tag of first base by R3. This is done by glancing quickly at the runners as soon as the ball is touched by the fielder. U1 is also responsible for the touch of 1st and 2nd base by R3 and the BR. U1 must be ready to move to any base in the infield depending on the actions of the runners and any throw by the fielders.

PL	U1
<ul style="list-style-type: none"> • Move up the baseline and come to a complete stop • Straddle the line if fair/foul is a consideration • Rule fair/foul and then catch/no catch • Tell your partner, “That’s a catch.” • Observe R1’s tag at 3rd • Retreat to home in FOUL territory to observe any play at the plate 	<ul style="list-style-type: none"> • Move into the “working area” directly behind the mound in order to react to a throw behind the runner at 3rd or to 1st or 2nd • Observe R2’s tag at 2nd • Observe R3’s tag at 1st • Glance at BR’s touch of 1st • Let the throw take you to the play



RUNNERS ON ALL BASES

Fly Ball to Right Field - PL's Responsibility



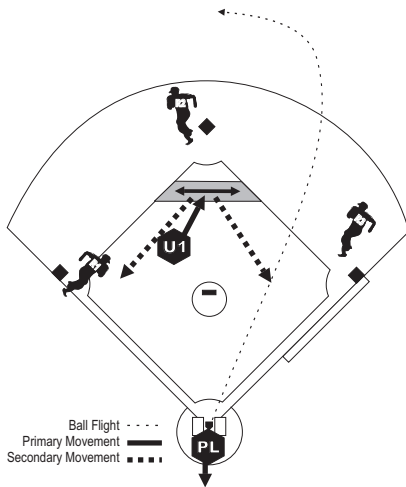
On a fly ball to right field, with the fielder moving toward the foul line, PL will have responsibility for the catch/no catch and any fair/foul call. PL is also responsible for the tag at third base by R1. PL must clear the catcher and move a short distance up the foul line toward first base. PL must be sure not to go too far up the line, as he must return to the plate in the event that R1 tries to advance. PL must come to a complete stop and observe the catch attempt and make a ruling on fair/foul and then catch/no catch. As soon as the fielder touches the ball, PL must quickly glance at R1 to see if he left the base too early, then immediately return his focus to the ball to ensure that a catch has taken place. As soon as a decision on catch/no catch is made, PL must immediately retreat to the plate (3rd base extended) in order to rule on any play at the plate.

U1 should move to the “working area” immediately behind the mound. U1 will observe the tag-ups by R2 at second and R3 at first and the touch of first base by the BR. U1 must be ready to react to a play at any base in the infield.

PL	U1
<ul style="list-style-type: none"> • Clear the Catcher • Move a short distance up the baseline and come to a complete stop • Straddle the line if fair/foul is a consideration • Rule fair/foul and then catch/no catch • Tell your partner, “That’s a catch.” • Glance at R1’s tag at 3rd • Retreat to home (3rd base extended) to observe any play at the plate 	<ul style="list-style-type: none"> • Move into the “working area” directly behind the mound in order to react to a throw behind the runner at 3rd or to 1st or 2nd • Observe R2’s tag at 2nd • Observe R3’s tag at 1st • Glance at BR’s touch of 1st • Let the throw take you to the play



RUNNERS ON ALL BASESFly Ball in the “V” - U1’s Responsibility



With runners on all bases, U1’s is responsible for the fly ball hit in the “V” and the tag-up of 2nd by R2 and the tag-up of 1st by R3. U1 will move to a position that will provide him with the best look at the fielder’s attempt to catch the ball and also the ability to see R2’s tag. After observing the catch, U1 will glance at R3’s tag at first and R2’s tag of second. If a catch is not made, U1 should glance at the BR’s touch of first and be ready to move for a play at any base in the infield.

If the ball is NOT caught, U1 must be vigilant for the BR passing R3, who is still tagged up on first base.

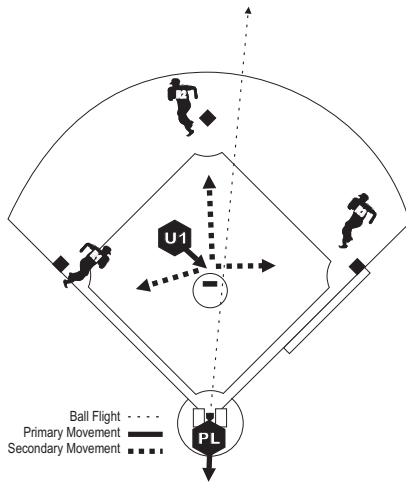
PL should move to the point-of-the-plate-extended to observe the playing action. PL is responsible for the tag-up by R1 at third base. PL should also be prepared to assist with a tag-up at first by glancing at R3 immediately after observing the tag of third by R1. If R1 attempts to advance after a catch is made, PL should move as necessary to get the best angle for the possible play at the plate.

PL	U1
<ul style="list-style-type: none"> Move to the point-of-the-plate-extended and get the best angle to observe R1’s tag at 3rd Move to get the best angle to make a call on a throw to the plate Observe the touch of home by R1 	<ul style="list-style-type: none"> Move into position to rule on the catch/no catch and still see R2 at 2nd base Rule catch/no catch Give a visual signal Observe R2’s tag at 2nd and R3’s tag at 1st If there is no catch, be alert for the BR passing R3 at 1st Tell you partner, “That’s a catch.” Let the throw take you to the play



RUNNERS ON ALL BASES

Base Hit



With runners on all bases, a clean base hit to the outfield will allow R1 to score without a play being made at the plate. PL should move to point-of-the-plate extended to observe the playing action and be prepared to make a call at the plate if R2 attempts to advance to the plate.

U1 should move to the “working area” and be prepared to make a call at any base in the infield. U1 should glance at each runner as they touch 1st and 2nd base.

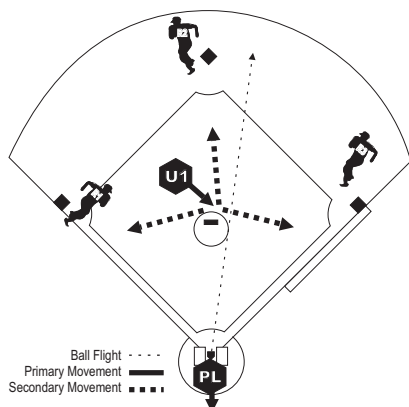
PL	U1
<ul style="list-style-type: none"> • Move to the point-of-the-plate extended to observe the playing action • Observe R1’s touch of the plate • Glance at the runners’ touch of 3rd • If R2 attempts to score, move as necessary to establish the proper angle to make the call at the plate 	<ul style="list-style-type: none"> • Move into the “working area” directly behind the mound • Responsible for all plays in the infield • Glance at the BR’s touch of 1st and R3’s touch of 2nd • React to the throw. Let it take you to the play



RUNNERS ON ALL BASES

Hit to the Infield

Possible Double Play



With runners on all bases, there are numerous combinations for a double play, or a force out followed by a tag. Both umpires must be acutely aware of whether a given play removes a force play from any preceding runners, requiring a tag of those runners for the out to be made.

On a hit to the infield, U1 should turn with the ball and then move toward first base, but no further than the center of the mound. This will provide the location for U1 to move to any base for the first or subsequent plays in the infield.

U1 must closely watch the fielder and be aware that the fielder may throw to the plate or try to tag the runner instead of throwing to first base. U1 must be ready to move to any base in the infield for the first or second play of the double play or any subsequent play.

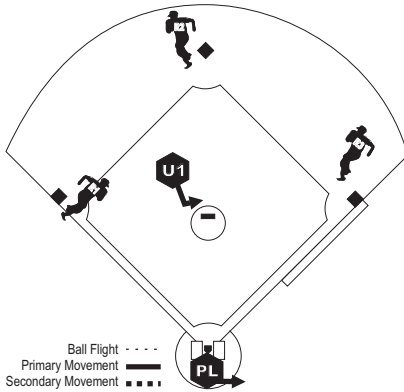
PL should move to the point-of-the-plate-extended to observe the playing action. PL should move as necessary to obtain the best angle for any play at the plate if R1 attempts to advance. PL should also observe the first play in the infield and watch for interference by the advancing runner on a possible double play.

PL	U1
<ul style="list-style-type: none"> • Move to the point-of-the-plate-extended to observe the playing action • Be prepared to move up the line in order to rule fair/foul if needed • Retreat to home if you move up the line • Move to get the best angle for any play at the plate if R1 tries to score and there is a throw • Watch for interference by the runner on the first play 	<ul style="list-style-type: none"> • Responsible for all calls in the infield • Turn with the ball and move into the working area behind the mound • Be aware of the throw by the fielder • If the fielder throws to any base in the infield, observe that play and be prepared to move to the next base on the follow-up throw • Be alert for interference by the runner on the first play



RUNNERS ON ALL BASES

Pickoff at First



The pickoff at first base when the umpire is in the “C” position requires that the umpire make the call from a less than optimal position. This is a classic case where the umpire must remember to take the angle instead of the distance in order to have the best chance of seeing the play.

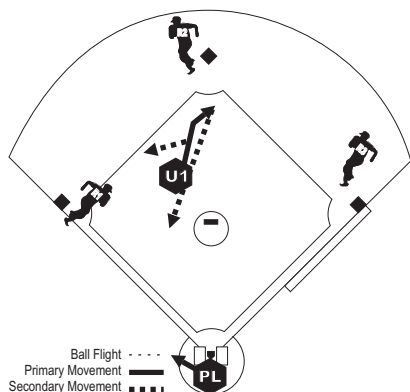
The umpire’s instinctive move is to step directly toward first base to get closer to the play (reduce the distance). However, this is not the most advantageous movement. Since the distance gained is not that beneficial, the umpire must establish the best angle possible. This is done by stepping directly toward the mound (directly at the 45’ line at the beginning of the running lane) and then pivoting to see the play at first base.

PL	U1
<ul style="list-style-type: none"> Move toward the first base dugout and watch for the ball going into dead ball territory on an overthrow 	<ul style="list-style-type: none"> React to the throw by the pitcher Take one or two steps FORWARD toward the mound Pivot, come set, observe the play, make the call Do not make a call if there is no tag



RUNNERS ON ALL BASES

Pickoff at Second



The pickoff at second can be a tricky for an umpire. Very often, the pitcher does not throw the ball. In some cases, there is a “planned play” in which the pitcher will fake a throw and the fielders may react as if there was an overthrow in an attempt to get the R1 to commit to the plate.

The umpire must be very careful to keep his eye on the ball as he starts his movement toward second base. The umpire should take sidesteps and keep his eyes focused on the pitcher’s hand to make sure he releases the ball toward the play at second. Only after the ball is released should the umpire turn with the ball toward second base and the play. On an overthrow, be prepared to take R2 to 3rd base if he tries to advance.

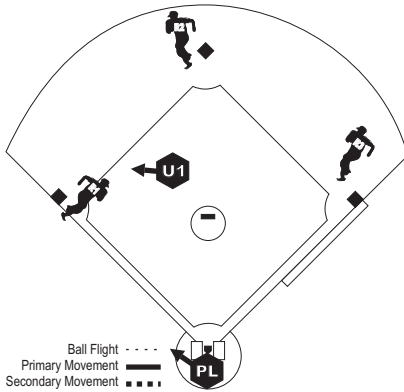
With runners on all bases, the umpire must be acutely aware of the possibility that the pitcher may make a legal feint to 2nd, then quickly turn and make a throw to 3rd base to try and catch R1 off the bag. If you take your eyes off the ball anticipating a throw to 2nd, you will not be aware of the throw to third, nor will you be able to make the call.

PL	U1
<ul style="list-style-type: none"> Remain at the plate, but take a step or two toward third base just in case there is an overthrow and be ready to assist in a rundown situation 	<ul style="list-style-type: none"> React to the throw by the pitcher Pivot to the inside letting the throw turn you into the play Sidestep one or two steps toward the base As the ball comes past, take one step in, then come set, observe the play, make the call Be prepared to move to 3rd if the pitcher feints to 2nd and then quickly throws to 3rd



RUNNERS ON ALL BASES

Pickoff at Third



On a pickoff at third, U1 should move toward the baseline between second and third and slightly towards third base. This will provide the best angle to observe R1 sliding back into the base and any tag attempt by the third baseman. Keep your eye on the pitcher and make sure he releases the ball. Be aware that he may feint to third base, and then throw to a different base, such as first base. If that happens, be ready to quickly change directions and get set to make the call.

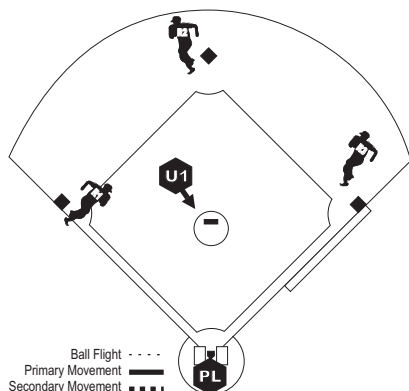
PL should step out from behind the batter to observe the ball if there is an overthrow on the pickoff attempt.

PL	U1
<ul style="list-style-type: none"> • Move out from behind the plate • Watch for the ball going into dead ball territory 	<ul style="list-style-type: none"> • Step toward base path between 2nd and 3rd and somewhat towards 3rd base • Pivot, come set, observe the play, make the call • Do not make a call if there is no tag



RUNNERS ON ALL BASES

Steal of Home ("Squeeze Play")



The steal of home by a runner at third base presents a unique set of circumstances for the plate umpire. PL must concentrate on the pitch to determine if it is a ball or a strike. PL must also be alert for the catcher obstructing the batter by attempting to catch the ball before it crosses the plane of the back edge of the plate. Once the pitch is over, PL must also be alert for interference by the batter with the catcher's attempt to make a play on the runner from third. All of this must be done in just a few seconds.

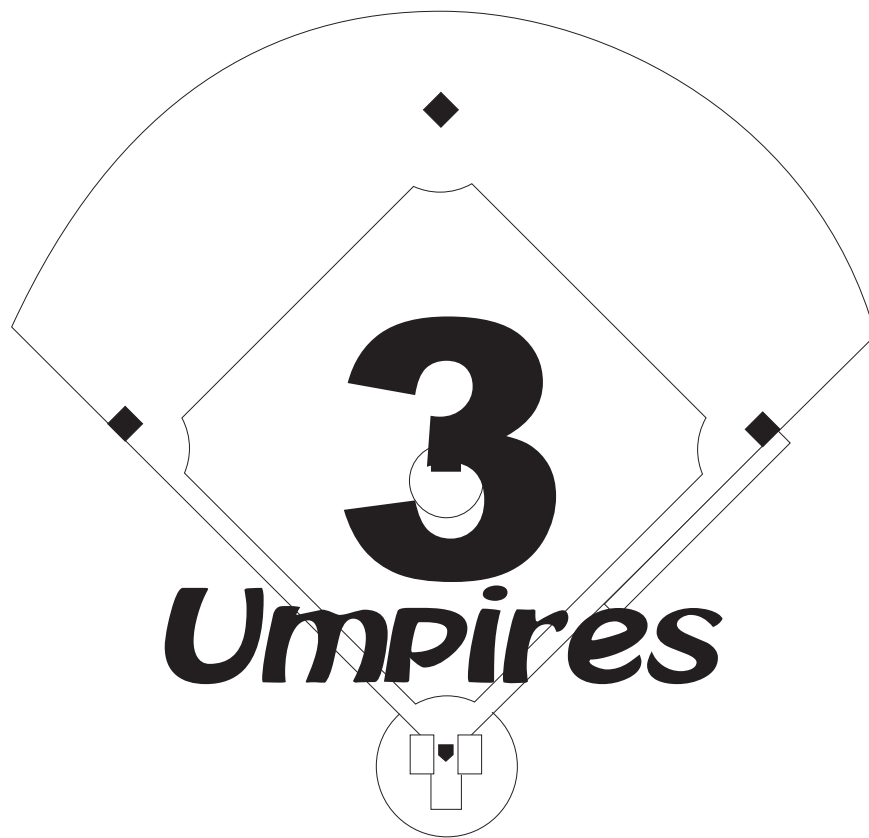
PL must make a conscious effort to remain focused and must stay in the plate stance from the time of the pitch until all playing action is over. If PL moves, then there will be a moment when he will not be able to see the playing action as his eyes have to readjust to the movement of his head and body.

When all playing action is over, PL should first call the pitch, declaring it either a ball or a strike. The pitch must be called first since it may have an impact on the play at the plate. If the batter has two strikes, and there are two out, then a third strike would be the third out. In that circumstance, a ruling on whether the runner is safe or out would be a moot point. No runs could score since the third out resulted in the batter not advancing to first base. Once PL has ruled on the pitch, then a ruling should be made on any interference/obstruction and/or the play itself.

With runners on all bases, U1 will move into the "working area" on the third base side of the mound. If a rundown occurs on R1, U1 must be aware that R2 may advance to 3rd base anyway and there is a possibility of both runners being on the base at the same time. U1 must be ready to rule appropriately on a tag play in that situation. If R2 takes a large lead during the rundown, there is also the possibility of a throw to 2nd base if R1 is put out or reaches a base safely. U1 must be ready to make a call on a tag play or to manage the rundown of R2 if that occurs.

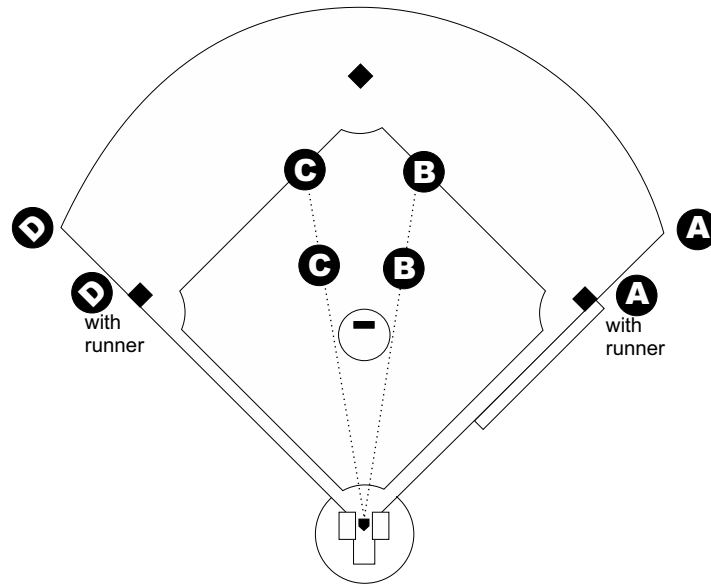
PL	U1
<ul style="list-style-type: none"> • Remain in your plate stance and watch the pitch to determine if it is a ball or a strike • Remain in your plate stance to observe the subsequent play at the plate • Be alert for the catcher obstructing the batter by trying to catch the ball before it passes the plate • Be alert for interference by the batter with the catcher's attempt to make a play on R1 	<ul style="list-style-type: none"> • Be particularly observant of the pitcher to ensure there is no balk • Observe the pitch and the possible check swing by the batter • After the pitch is over, move to the "working area" and observe playing action • Be aware that there is the possibility of R2 advancing to 3rd base during a rundown and having two runners on base • Be aware that R2 may take a large lead during a rundown and there may be a throw to 2nd base if R1 is put out or reaches a base safely

Mechanics for THREE Umpires



It is expected that the umpire is thoroughly familiar with 2-umpire mechanics. Because the mechanics for three umpires builds upon the skills learned in the 2-umpire system, certain plays and mechanics are not covered in this section. That does not mean that those mechanics do not apply. They just are not repeated in this section.

- If you go out on a fly ball, *STAY OUT*
- If U1 and U3 are both on the “corners”, then U3 is the “KEY” for determining who is going out on a fly ball. If U3 goes out, it is his ball.....even if he is in error.
- If U1 or U3 go out on a fly ball, the remaining umpires revert to 2-umpire mechanics
- “Check swing” appeals go to U1 on right handed batters and U3 on left handed batters, no matter where that umpire is positioned
- U3 has the interference call at 2nd on a double play
- Move, go out on fly balls, PL should rarely stay planted at the plate
- Anytime that U3 must move from third base into the infield toward second base, U1 must come into the infield and pivot. After the BR touches first, U1 should glance and make sure U3 is at second. U1 must be prepared to move to second if something prevents U3 from reaching second base (falls down, is blocked by fielder or throw, etc.)
- Cover your partner (“Fill the Hole”) if a rotation is missed or if your partner falls down, is injured, etc. Understand that mistakes and unusual things will happen. You can discuss what happened when the game is over, but for the moment, FILL THE HOLE and MAKE THE CALL.
- Communicate with your partners.....a lot
- Try to keep an umpire ahead of the lead runner and the next play.
- The ideal is to have one umpire ahead of the runner, one umpire with the runner making the call, and one umpire behind the runner.
- With a no runners on base or a runner on 1st only, the rotation is to the LEFT.
- With a runner(s) on 2nd or 3rd, PL will stay at the plate. The rotation for U1 and U3 is to the RIGHT. *This is referred to as a “slide” rotation.*
- **Anytime** there is a runner on first base (regardless of how many other runners there may be), U1 will be in Position “A” and U3 will be in Position “C”
- **Anytime** there is a runner on second base and no runner on first (regardless of how many other runners there may be), U1 will be in Position “B” and U3 will be in position “D”
 - **Option:** with TWO OUTS, U1 may be in Position “A” and U3 in Position “C”
- If either U1 or U3 move to the outfield on a fly ball, they “drag” the other umpires into the infield with them. The other umpires will move in the direction of the umpire who went “out” and will use 2-umpire mechanics for the resulting play(s)
- If U1 rotates to cover home, U3 is responsible for all plays at first base. U1 does NOT return to first base until playing action is over



Unless working in Shallow A or Shallow D positions, the base umpire should always keep his chest facing the plate. When working in Shallow A (with a runner on first base) or Shallow D (with a runner on third base), the base umpire should keep his chest facing the pitcher. Once the pitcher has committed to the pitch, he should quickly turn to face the plate. This is best accomplished by simply pivoting on the outside foot and moving the foot nearest the foul line even with it. Remember, you must be set before the pitch gets to the plate so your eyes have time to refocus. If the pitcher is too quick for this technique, you may only have time to turn your head as he starts the pitch. If the fielder (F3 or F5) move back from the base (not holding the runner on) the base umpire should move back with him, keeping the fielder even or slightly in front the base umpire.

The base umpires have several responsibilities while in any of these positions

- The pitcher (balks, illegal actions, etc.)
- Check swing by the batter
- Batter hit by batted ball (in either fair or foul territory)
- Pickoff by the pitcher at any base
- Return throw to any base by the catcher

It is critical that the base umpires be squared up to the plate in order to assist the plate umpire with these calls. If a base umpire observes something, such as a batter struck by a batted ball, that would cause the ball to become dead, he should give the plate umpire time to make the call. If the plate umpire does not do so, then the base umpire should, emphatically and loudly, call TIME. Do not call it a foul ball or anything else. Simply call TIME and then get together with your partner, explain what you saw, and sort out what happened. The plate umpire may have seen something in addition to what the base umpire saw, such as catcher interference or the batter being in fair territory, which may impact the play/call.

When in position “A” and “D”, umpires should learn and use a technique known as *stepping into the pitch*. As the pitcher prepares to pitch, the umpire should take one or two steps forward and then come to a set position facing the plate before the pitch is made. This movement helps keep the base umpire “in the game” and ensures that he is concentrating on the pitch, the swing by the batter, and the subsequent play, if any. This technique takes some practice to get the timing down and is a bit different with each pitcher.

When the pitch is made, the base umpires should shift their focus from the pitcher to the batter. The focus should be on the bat, not the pitch itself. The plate umpire will call the pitch a strike or a ball. The base umpire, by focusing on the bat, will be in a position to more readily assist on a check swing, see the batter being hit by the batted ball, and be able to more easily see the ball if it is hit. Don’t allow yourself to get tunnel vision by focusing

solely on the bat. The bat is the primary focal point, but you must still be able to observe the entire area of the plate in order to fulfill all of your responsibilities as a base umpire. Once the pitch is over, don't lose your focus, especially if there are runners on base. A catcher may very well throw back to an occupied base and you need to be ready to move appropriately and make the call.

On a third strike, the base umpires should be observant as to whether or not the ball was caught by the catcher or whether it hit the ground first. Umpires should, in their pre-game conference, make sure they know how this will be handled between them. A subtle signal, such as an open hand or a finger pointing toward the ground for no-catch or a fist for a catch, can be given by the base umpire for the plate umpire's reference if he needs it. The base umpire should not make a call in this instance, but should, if possible, indicate what he saw so the plate umpire can quickly look at him if he is unsure if the pitch was caught or bounced first. The umpire on the batter's "open" side is usually in the best position to observe this, just as it is with a check swing.

The same holds true for a pitch that is fouled by the batter. The base umpires should be observant as to whether the ball goes directly to the catcher's glove if it is a possible foul tip. If the ball is not caught or does not go directly to the catcher's glove first, and the plate umpire does not see it, then the base umpire should call TIME and then let the plate umpire know what he observed.

There are a number of other observations that the base umpire must be prepared for which, while unusual, do happen on occasion. This includes a pitch that gets caught in the catcher's gear, usually behind the chest protector and a ball getting lodged in the backstop fence or bounding over the backstop.

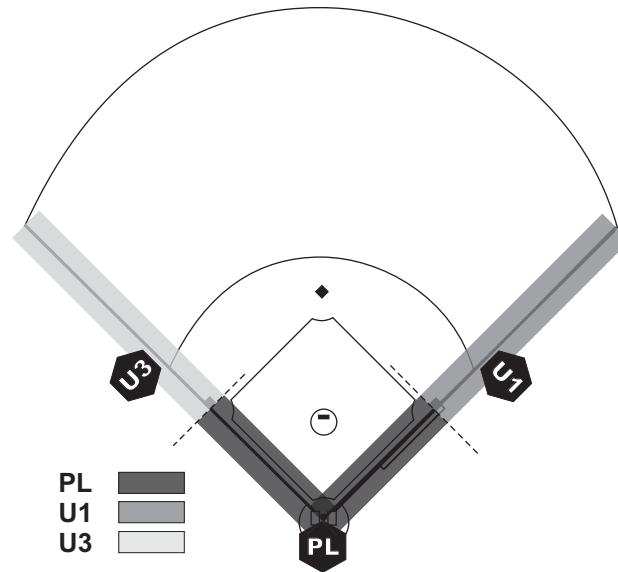
Some fields have unusual configurations behind the plate, such as overhanging nets, which may require that the base umpires watch for contact in the event of a popup behind the plate. These items should be covered in the pre-game conference so all umpires know who is going to do what in those circumstances.

Position Shallow A	<p>This position is used by U1 anytime there is a runner on first base.</p> <p>The umpire will be in foul territory with his right foot near to the foul line. He should be about ten (10) to twelve (12) feet behind first base in a position that provides him with a good angle for the pickoff at first and will allow him to observe the pitcher. The umpire will be squared up facing the pitcher and will turn toward the plate when the pitch is made to observe action there.</p> <p>If F3 is not holding the runner on, U1 should move back with him, making sure to keep F3 even with, or slight in front of, the base umpire.</p>
Position A	<p>This position is used by U1 with no runners on base</p> <p>The umpire will be in foul territory with his right foot near, but not on, the foul line. He should be about ten (10) feet behind the first baseman and will be squared up facing the plate.</p> <p>If the first baseman is playing "deep", then this distance can be reduced, but the umpire should always remain behind the first baseman at least 3-6 feet to avoid interfering with a play by the first baseman.</p> <p>Stepping into the pitch:</p> <p><i>As the pitcher prepares to pitch, the umpire should take one or two steps forward and then come to a set position facing the plate. This movement helps keep the base umpire "in the game" and ensures that he is concentrating on the pitch, the swing by the batter, and the subsequent play, if any.</i></p>
Position B	<p>This position is not generally used in the 3 umpire system.</p>

<p>Position Deep B</p>	<p>This position is used by U1 when:</p> <ul style="list-style-type: none"> • There is a runner on second base AND there is NOT a runner on first <p>This position can be used by U3 when:</p> <ul style="list-style-type: none"> • There is a runner on first base ONLY <p>The umpire will be at the edge of the grass straddling a line running from the plate through the edge of the pitcher's mound. He will be squared up and facing the plate. When the pitcher intentionally addresses the pitcher's plate, the base umpire should assume a set position with his hands on his knees. The umpire should never remain standing once the pitcher addresses the pitcher's plate. Remember that the defensive players need to be able to see over the top of you. Don't block their view. If a fielder asks you to move to the left or right so that you do not interfere with his view, then the umpire should make every attempt to accommodate that request. The umpire should not, however, let a player move him so much that he is so far out of position that he cannot fulfill his responsibilities. Remember, a step forward or backward along the line of sight to the plate often accomplishes the same thing as moving to the left or right.</p>
<p>Position C</p>	<p>This position is used by U3 whenever there are runners on first and second to provide U3 with the best location from which to move to third base on a steal of third.</p> <p>The umpire will be about halfway between the pitcher's mound and second base on the third base side of the mound straddling a line running from the plate through the edge of the pitcher's mound. He will be squared up and facing the plate. When the pitcher intentionally addresses the pitcher's plate, the base umpire should assume a set position with his hands on his knees. The umpire should never remain standing once the pitcher addresses the pitcher's plate. Remember that the defensive players need to be able to see over the top of you. Don't block their view. If a fielder asks you to move to the left or right so that you do not interfere with his view, then the umpire should make every attempt to accommodate that request. The umpire should not, however, let a player move him so much that he is so far out of position that he cannot fulfill his responsibilities. Remember, a step forward or backward along the line of sight to the plate often accomplishes the same thing as moving to the left or right.</p>
<p>Position Deep C</p>	<p>This position is used by U3 whenever there are runners on first, first and third, or on all bases.</p> <p>The umpire will be at the edge of the grass straddling a line running from the plate through the edge of the pitcher's mound. He will be squared up and facing the plate. When the pitcher intentionally addresses the pitcher's plate, the base umpire should assume a set position with his hands on his knees. The umpire should never remain standing once the pitcher addresses the pitcher's plate. Remember that the defensive players need to be able to see over the top of you. Don't block their view. If a fielder asks you to move to the left or right so that you do not interfere with his view, then the umpire should make every attempt to accommodate that request. The umpire should not, however, let a player move him so much that he is so far out of position that he cannot fulfill his responsibilities. Remember, a step forward or backward along the line of sight to the plate often accomplishes the same thing as moving to the left or right.</p>

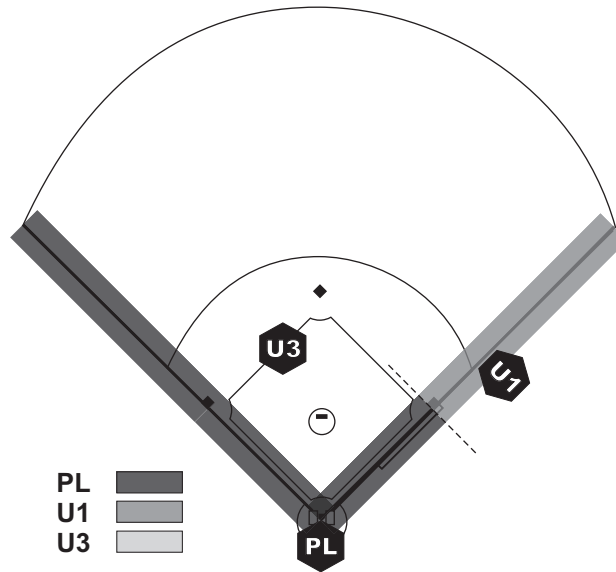
Position Shallow D	<p>This position is used by U3 when there is a runner on third base.</p> <p>The umpire will be in foul territory with his left foot near, but not on, the foul line. He should be about ten (10) to twelve (12) feet behind third base in a position that provides him with a good angle for the pickoff at third and will allow him to observe the pitcher. The umpire will be squared up facing the pitcher and will turn toward the plate when the pitch is made to observe action there.</p>
Position D	<p>This position is used by U3 with no runners on base or a runner on second only.</p> <p>The umpire will be in foul territory with his left foot near, but not on, the foul line. He should be at the edge of grass between the infield and outfield and will be squared up facing the plate.</p> <p>Stepping into the pitch:</p> <p><i>As the pitcher prepares to pitch, the umpire should take one or two steps forward and then come to a set position facing the plate. This movement helps keep the base umpire “in the game” and ensures that he is concentrating on the pitch and subsequent play, if any.</i></p>

FAIR/FOUL RESPONSIBILITY WITH NO RUNNERS ON BASE



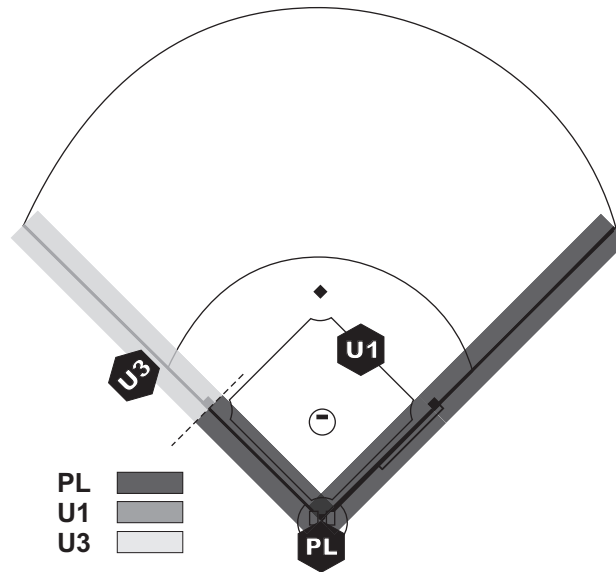
PL	U1	U3
<ul style="list-style-type: none"> Fair/Foul responsibility on any ball up the first or third base line where the ball is fielded or comes to rest before it reaches the front edge of the base 	<ul style="list-style-type: none"> Fair/Foul responsibility for any ball up the first base line that passes the front edge of first base all the way to the foul pole 	<ul style="list-style-type: none"> Fair/Foul responsibility for any ball up the third base line that passes the front edge of third base all the way to the foul pole

FAIR/FOUL RESPONSIBILITY WITH U3 "IN"



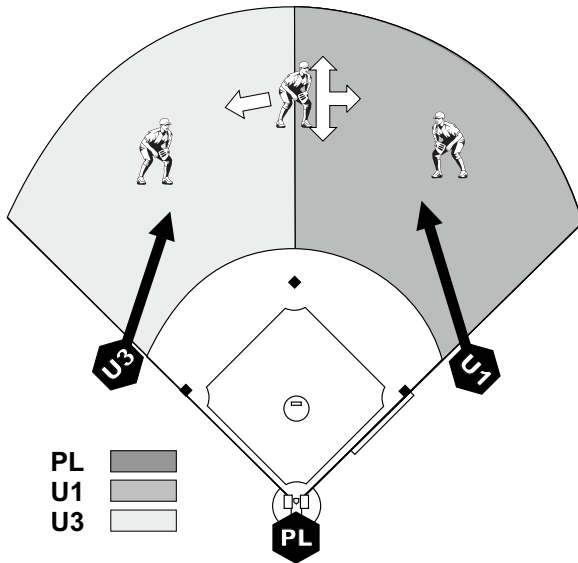
PL	U1	U3
<ul style="list-style-type: none"> Fair/Foul responsibility on any ball up the first base line where the ball is fielded or comes to rest before it passes the front edge of first base Fair/Foul responsibility on any ball up the third base line all the way to the foul pole 	<ul style="list-style-type: none"> Fair/Foul responsibility for any ball up the first base line that passes the front edge of first base all the way to the foul pole 	<ul style="list-style-type: none"> No Fair/Foul responsibility

FAIR/FOUL RESPONSIBILITY WITH U1 "IN"



PL	U1	U3
<ul style="list-style-type: none"> Fair/Foul responsibility all the way to the foul pole up the first base line Fair/Foul responsibility on any ball up the third base line where it is fielded or comes to rest before it reaches the front edge of third base 	<ul style="list-style-type: none"> No Fair/Foul responsibility 	<ul style="list-style-type: none"> Fair/Foul responsibility for any ball up the third base line that passes the front edge of third base all the way to the foul pole

FLY BALL RESPONSIBILITY IN THE OUTFIELD WITH NO RUNNERS ON BASE



In the 3-umpire system, **U1** is the “key” to going out on a fly ball. If U1 goes out, U3 moves into the infield and coverage reverts to 2-umpire mechanics. **Before going out on a ball in center field, U3 must make sure he glances at U1 to make certain that U1 is not already going out to make the call on the catch/no catch.**

NOTE: Even if U1 goes out in error, U1 is still “right” and U3 stays in the infield.

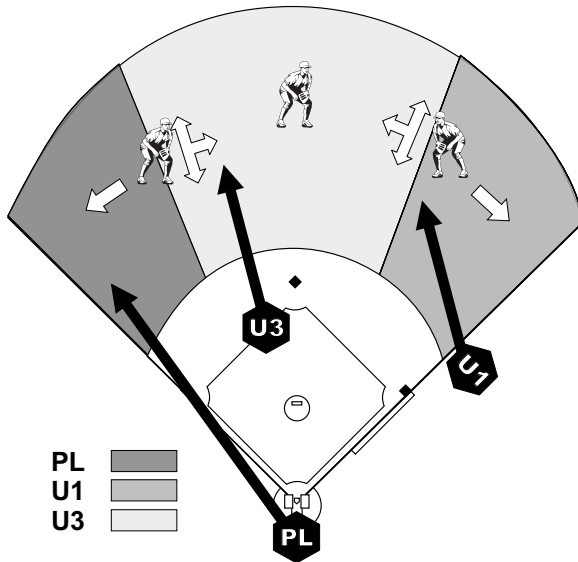
With no runners on, U1 has the same responsibility for fly balls as in 2-Umpire Mechanics. Everything in right field and the center fielder moving straight forward/backward or towards right field.

If U1 or U3 is going to “go out”, then that umpire should raise his hand high (similar to the infield fly signal) to let his partners know that he is going to the outfield for a call and they will need to revert to 2-umpire mechanics.

If an umpire “goes out” to make a call on a fly ball, he **STAYS OUT** until all playing action is over. The umpire should remain in the outfield and observe the action in the event that either of the other umpires needs assistance on a call or play.

PL	U1	U3
<ul style="list-style-type: none"> No fly ball responsibility in the outfield 	<ul style="list-style-type: none"> Responsibility for all fly balls hit to right field, including fair/foul calls Responsibility for all balls hit to center field when the center fielder moves straight forward, backward or toward right field (<i>same responsibility as in 2-umpire mechanics</i>) 	<ul style="list-style-type: none"> Responsibility for all fly balls hit to left field, including all fair/foul calls Responsibility for balls hit to center field when the center fielder moves toward left field

FLY BALL RESPONSIBILITY IN THE OUTFIELD WITH U3 “IN”



When U3 is “inside”, U3 responsibility for fly balls in the “V” (right fielder to left fielder), the same concept that is used in 2-umpire mechanics.

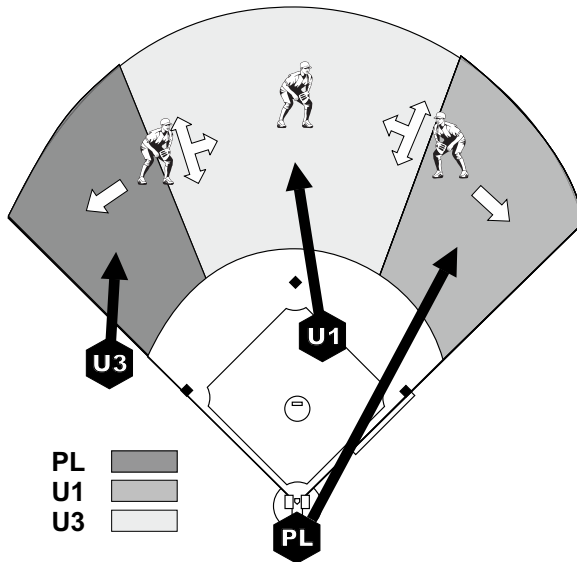
When working in position inside the infield, U3 does NOT go into the outfield to make the call. He remains in the infield, just like in 2-umpire mechanics.

PL is responsible for any fly balls in left field where the fielder is moving toward the foul line and for all fair/foul calls on the left field line.

U1 is responsible for any fly balls in right field where the fielder is moving toward the foul line and for all fair/foul calls on the right field line that are beyond the front edge of first base.

PL	U1	U3
<ul style="list-style-type: none"> Responsibility for the left fielder moving toward the foul line and for all fair/foul calls on the left field line 	<ul style="list-style-type: none"> Responsibility for the right fielder moving toward the foul line Responsibility for all fair/foul calls on the right field line that are beyond the front edge of first base 	<ul style="list-style-type: none"> Responsibility for balls hit to “V” (right fielder to left fielder) when the right or left fielder moves straight forward, backward or toward center field NOTE: <i>U3 will not go out on a fly ball. U3 will make all calls from the infield, as in 2-umpire mechanics.</i>

FLY BALL RESPONSIBILITY IN THE OUTFIELD WITH U1 “IN”



When U1 is “inside”, U1 responsibility for fly balls in the “V” (right fielder to left fielder), the same concept that is used in 2-umpire mechanics.

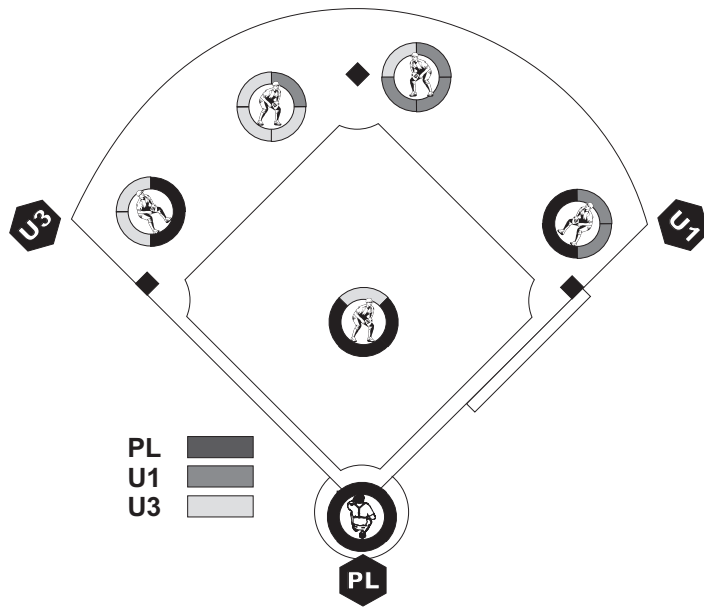
When working inside the infield, U1 does NOT go into the outfield to make the call. He remains in the infield, just like in 2-umpire mechanics.

PL is responsible for any fly balls in right field where the fielder is moving toward the foul line and for all fair/foul calls on the right field line.

U3 is responsible for any fly balls in left field where the fielder is moving toward the foul line and for all fair/foul calls on the left field line that are beyond front edge of third base.

PL	U1	U3
<ul style="list-style-type: none"> Responsibility for the right fielder moving toward the foul line and for all fair/foul calls on the right field line 	<ul style="list-style-type: none"> Responsibility for balls hit to center field when the center fielder moves toward right field Responsibility for balls hit to the right fielder when the right fielder moves straight forward, backward, or toward center field <i>NOTE: U1 will not go out on a fly ball. U1 will make all calls from the infield, as in 2-umpire mechanics.</i> 	<ul style="list-style-type: none"> Responsibility for all fly balls hit to left field, when the left fielder moves toward the foul line Responsibility for all fair/foul calls on the left field line that are beyond the front edge of third base

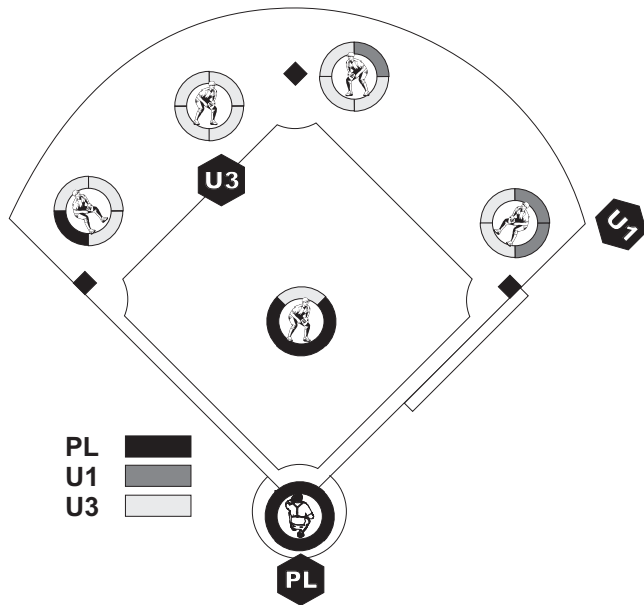
FLY BALL & LINE DRIVE RESPONSIBILITY IN THE INFIELD WITH NO RUNNERS ON BASE



NOTE: This is NOT as difficult as it might appear. It is based upon a common sense approach as to which umpire has the best look at the possible catch/no catch. Umpires are generally responsible for catch attempts as shown above. However, certain mechanics and situations may require that a different umpire take responsibility for a catch/no catch call that is normally the responsibility of another umpire. In such cases, it is critical that the umpires communicate with one another so they each know who is making the call and avoid any "double calls" on the play.

PL	U1	U3
<ul style="list-style-type: none"> • All catches by the catcher • Catches by the pitcher moving forward or toward the sides of the mound • Catches by the third baseman moving toward second base or toward the plate • Catches by the first baseman moving forward or toward second base 	<ul style="list-style-type: none"> • Catches made by the first baseman moving toward the foul line or back • Catches made by the second baseman moving in any direction, unless moving directly toward second base with his back to U1 • Catches made by the shortstop moving toward second base 	<ul style="list-style-type: none"> • Catches made by the third baseman moving toward the foul line or back • Catches made by the pitcher moving straight back off the mound • Catches made by the shortstop moving toward third base, forward, or backward • Catches made by the second baseman moving directly toward second base with his back to U1

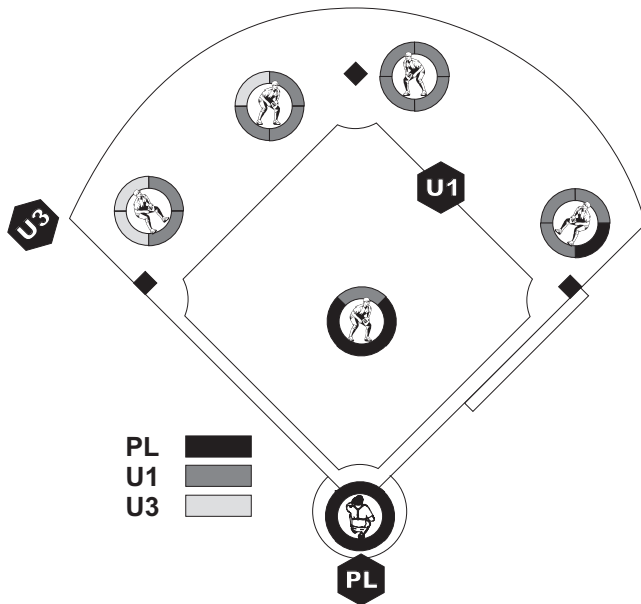
FLY BALL & LINE DRIVE RESPONSIBILITY IN THE INFIELD WITH U3 "IN"



NOTE: This is NOT as difficult as it might appear. It is based upon a common sense approach as to which umpire has the best look at the possible catch/no catch. Umpires are generally responsible for catch attempts as shown above. However, certain mechanics and situations may require that a different umpire take responsibility for a catch/no catch call that is normally the responsibility of another umpire. In such cases, it is critical that the umpires communicate with one another so they each know who is making the call and avoid any "double calls" on the play.

PL	U1	U3
<ul style="list-style-type: none"> • All catches by the catcher • Catches by the pitcher moving forward or toward the sides of the mound • Catches by the third baseman moving toward the foul line 	<ul style="list-style-type: none"> • Catches made by the first baseman moving toward the foul line or back • Catches made by the second baseman moving toward the outfield with his back to U3 	<ul style="list-style-type: none"> • Catches made by the third baseman moving forward, back, or toward second base • Catches made by the pitcher moving straight back off the mound • All catches made by the shortstop • Catches made by the second baseman unless moving directly toward the outfield with his back to U3

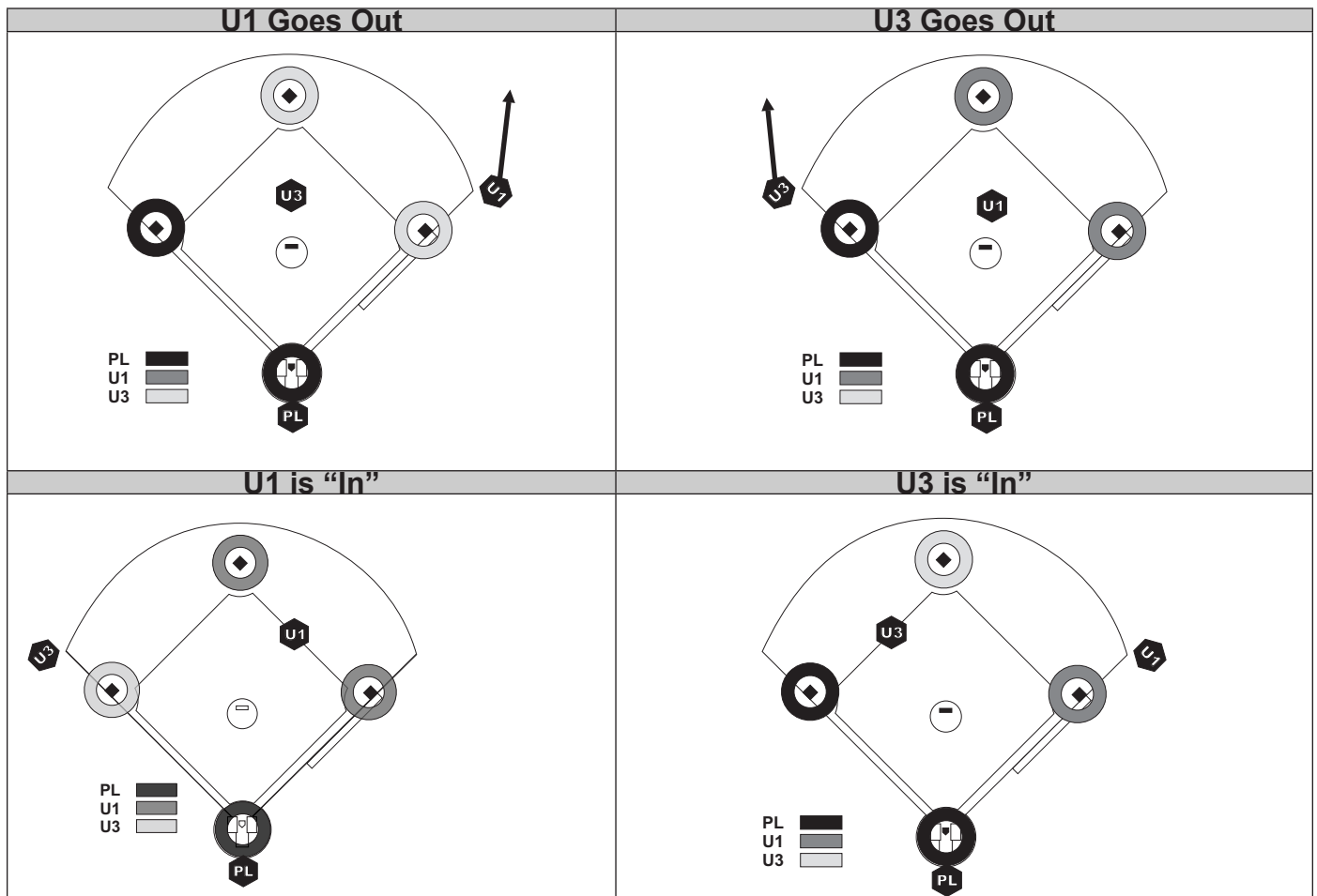
FLY BALL & LINE DRIVE RESPONSIBILITY IN THE INFIELD WITH U1 "IN"



NOTE: This is NOT as difficult as it might appear. It is based upon a common sense approach as to which umpire has the best look at the possible catch/no catch. Umpires are generally responsible for catch attempts as shown above. However, certain mechanics and situations may require that a different umpire take responsibility for a catch/no catch call that is normally the responsibility of another umpire. In such cases, it is critical that the umpires communicate with one another so they each know who is making the call and avoid any "double calls" on the play.

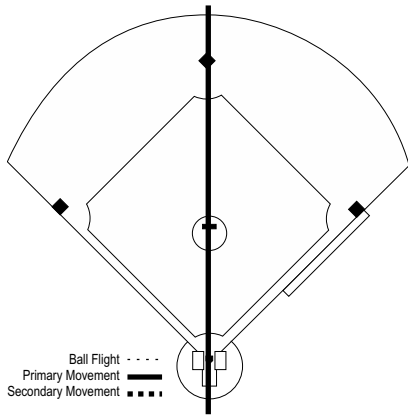
PL	U1	U3
<ul style="list-style-type: none"> • All catches by the catcher • Catches by the pitcher moving forward or toward the sides of the mound • Catches by the first baseman moving toward the foul line with his back to U1 • 	<ul style="list-style-type: none"> • Catches made by the first baseman unless moving toward the foul line with his back to U1 • Catches made by the second baseman • Catches made by the shortstop unless moving toward the outfield with his back to U1 • Catches made by the third baseman moving forward or toward second base • Catches made by the pitcher moving straight back off the mound 	<ul style="list-style-type: none"> • Catches made by the third baseman moving toward the foul line or the outfield • Catches made by the shortstop moving toward the outfield

RESPONSIBILITY FOR TAG-UPS AND TOUCHING THE BASE

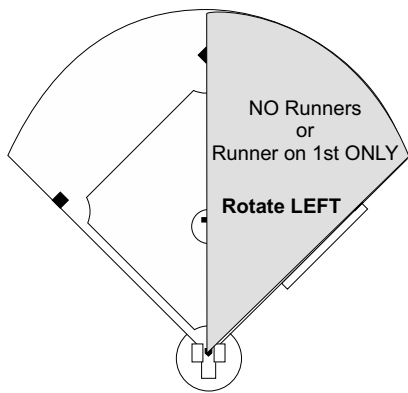


NOTE: Umpires are generally responsible for these designated bases. Certain mechanics and situations may require that a different umpire take responsibility for a touch or tag at a base that is normally the responsibility of another umpire. In such cases, it is critical that the umpires communicate with one another so they each know who is making the call and avoid any double calls on the play.

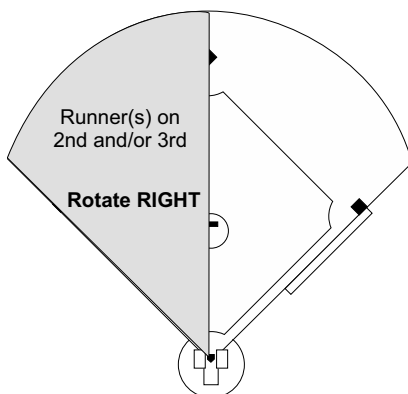
Rotations for umpires in a 3-umpire configuration are dependant upon where the runners are located. Rotation will be either to the LEFT or to the RIGHT.



The easiest way to remember the direction of rotation is to think of the field as being split in half by a line running from the plate through second base.



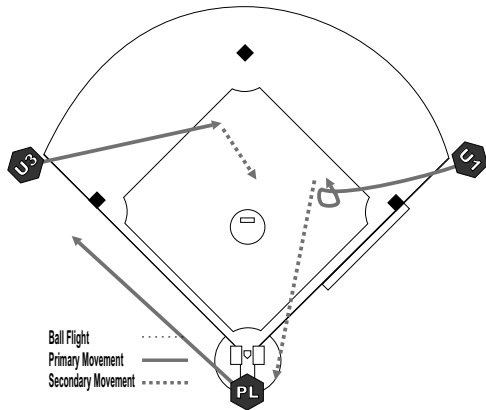
If there are **no runners** on base or a **runner on first base only**, rotation is to the LEFT.



If there are any **runners on 2nd and/or 3rd**, rotation is to the RIGHT ("Slide" rotation)

When there are no runners on base or a runner on first base only, the rotation for all umpires will be to the LEFT.

U1's movement will be dictated by whether or not U3 is in the infield or still at third base.

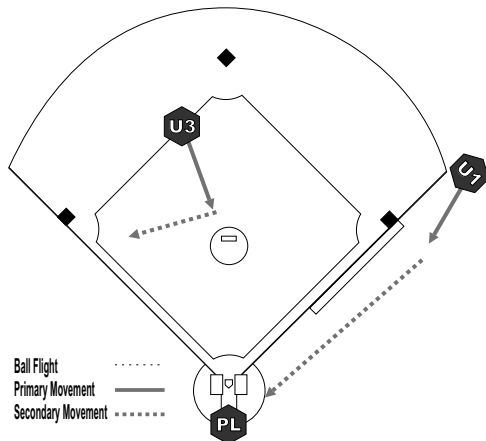


With NO RUNNERS on base, U3 will still be in Portion "D" at third base. U1 should come into the infield and pivot to observe the BR's touch of first. U1 should glance toward second base to make sure U3 is going to be there if the BR attempts to advance.

If U3 will be at second, and the BR attempts to advance to second, U1 will move to rule on any play at the plate, letting PL know you are there. Do not commit to moving to home too soon. Be alert for the BR returning to first. If U1 moves to the plate, U3 will be responsible for all calls at first and second.

If U3 is NOT able to be at second base for some reason (fell down, had to hold up to avoid interfering with a play, etc.), U1 will be in position to move to second to rule on a play there. If this happens, PL will need to recognize the situation and be prepared to rule on any play at home.

PL will move into position for any play at third.



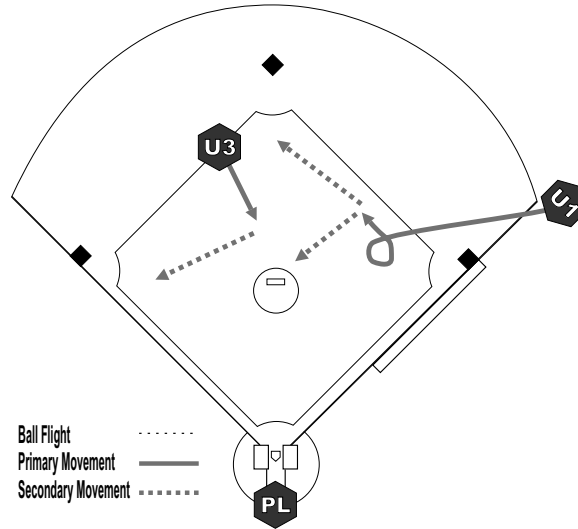
With a RUNNER ON FIRST ONLY, U3 will already be in the infield.

U1 will move into position in foul territory near first base to observe the BR's touch of first and rule on any play at first. If the BR commits to advancing to second, U1 will move to cover any play at the plate. Do not commit too soon to moving to the plate. Be alert for the BR returning to first and a possible play there.

U3 will move into position to rule on any play at second. If U1 moves to the plate, U2 will be responsible for all calls at first and second.

PL will move into position for any play at third.

Rotation to the RIGHT (aka: “SLIDE” Rotation)



When there are one or more runners in scoring position (on 2nd and/or 3rd) and PL is staying at the plate, the rotation for all umpires will to the RIGHT.

Certain other situations, as decided by the crew, may require the use of this mechanic to ensure coverage in the infield.

Generally speaking, if PL indicates (or the crew decides in a specific situation) that he is staying at the plate, U1 and U3 must “slide” to cover the calls in the infield.

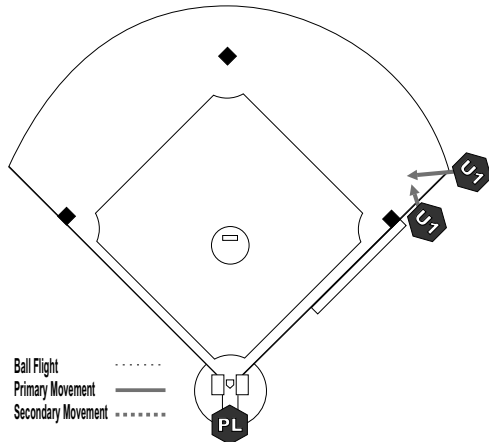
U1 will come into the infield and pivot with the BR, watching the touch of first base. If the BR advances to second base, go with him and let U3 know you have second by stating “I’ve got second”. If the BR does not attempt to advance to second, move quickly to the working area near the rear of the mound and let U3 know that you have second base by stating “I’ve got second”. U1 will then be responsible for all calls at either first or second base.

U3 will move to the working area, favoring third base side, observe the runner’s touch of the bases. U3 is responsible for all calls at second and third bases until U1 is in position to take the calls at second. When U1 is in position to cover second base, U3 will move to the cutout near third base and will be responsible for all calls at third.

PL will remain at the plate and be responsible for any runner advancing to home.

POSITIONING FOR PLAYS AT FIRST

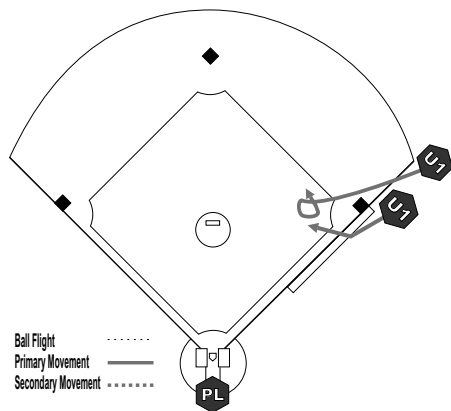
There are several positions available to U1 for ruling on plays at first. Which position to use is dependant on a number of factors including the direction of rotation (left or right), number and location of runners on base, and where the ball is hit.



In the infield between first base and the outfield.

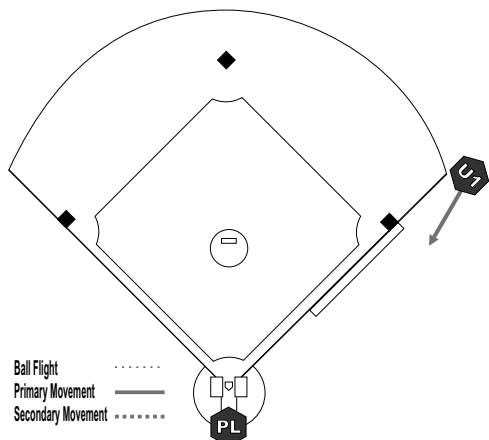
This position is generally used when U1 is in Position “A” and

- There is no runner on first, or
- Then there is a runner on first and possible double play with runners on first and second or first, second, and third (rotation, if needed, will to the RIGHT)



In the cutout at first base. This position is generally used when

- There is a rotation to the RIGHT (“Slide”) and U1 in Position “A” or Portion “Shallow A”
- There is no runner on first base and U3 is still in Position “D” at third. U1 should move into the infield in case U3 cannot, for some reason, make it to second base in time for a play at second.



In FOUL territory near first base (second base extended).

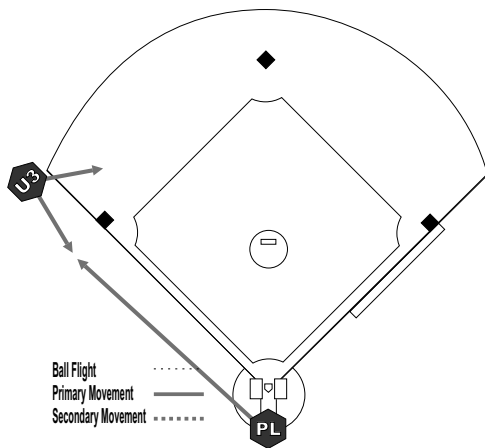
This position is used when:

- There is a runner on first
- U3 is already in the infield
- The rotation is to the LEFT

POSITIONING FOR PLAYS AT THIRD

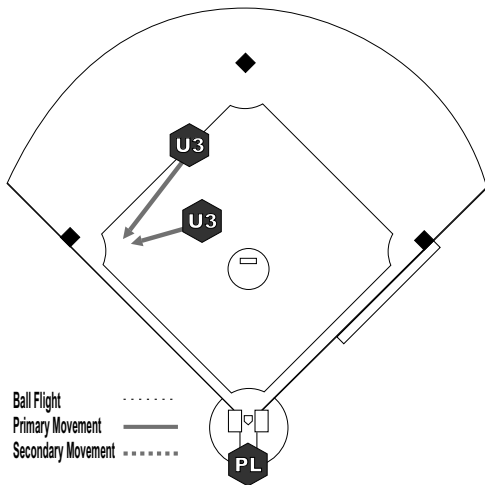
Positioning for plays at third depends on several factors:

- Whether U3 is in fair or foul territory at the time of the pitch
- Whether U3 or PL is responsible for plays at third



If U3 is Portion “D” or “Shallow D”, U3 can move into the preferred portion in foul territory (2nd base extended) or, optionally, into fair territory (in the infield dirt behind third base) to observe and rule on any play at third.

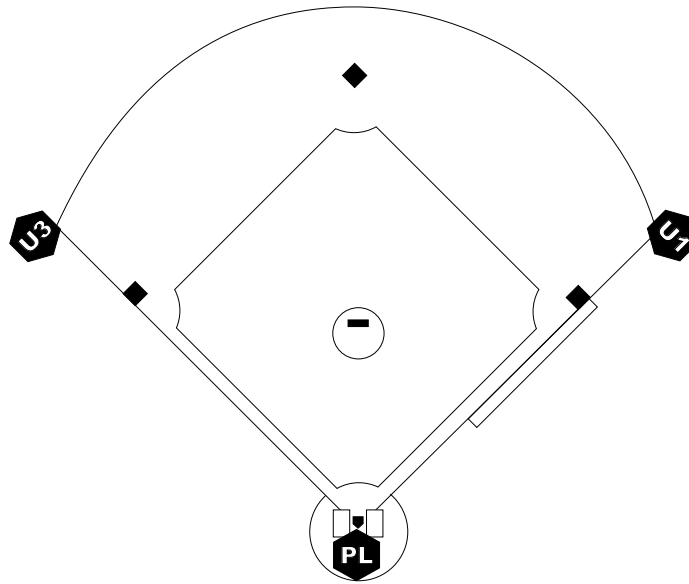
If PL is responsible for plays at third (rotation is to the LEFT), PL will remain in foul territory (2nd base extended) to rule on any play at third.



If U3 is in the infield (Position “Deep C” or Positions “C”), and is responsible for plays at third (“Slide” rotation), then U3 will remain in fair territory and move to the cutout at third base, moving as necessary to get the best view of the play, to rule on plays at third.



NO RUNNERS ON BASE Base Umpire Positioning

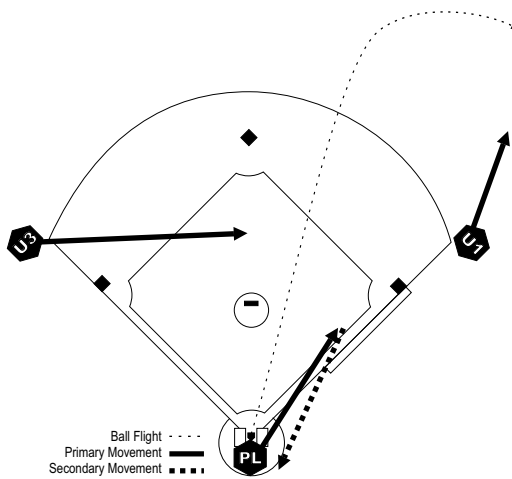


- U1 will be in Position “A”
- U3 will be in Position “D”



NO RUNNERS ON BASE

Fly Ball – U1’s Responsibility



U1 must read the ball as being in his area of responsibility and immediately move to the outfield to rule on the play. If fair/foul is a possibility, straddle the foul line.

U1 should not run directly at the ball. Rather, he should move to get as close to a ninety degree angle as possible in order to see if the ball hits the ground on a diving catch.

U1 should loudly announce that he is going out and raise his left arm above his head for a visual indicator that he is going out.

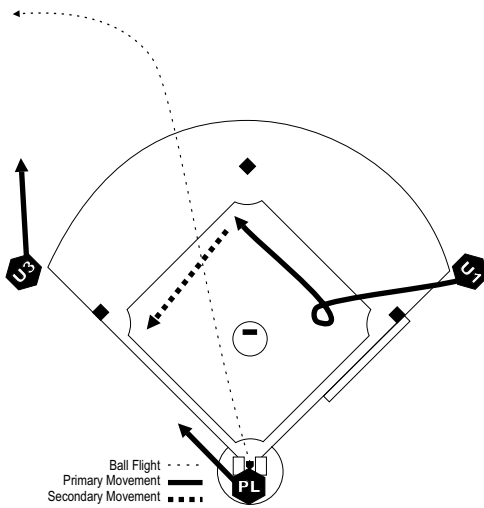
If the ball is hit near center field, U3 must look at U1 and recognize that U1 is taking responsibility for the fly ball and immediately move into the infield to cover any play at second or third base. If PL retreats to home, U3 will be responsible for any play on the BR at first.

PL must clear the catcher and follow the BR up the line toward first base. PL is responsible for any call at first base. If the BR advances to second, PL should move back to the plate for any possible play there. Do not commit to return to the plate too soon. If the BR returns to first base, you are in the best position to make the call. Make sure that the BR commits to second before returning home.

PL	U1	U3
<ul style="list-style-type: none"> Coverage reverts to 2 umpire mechanics Move out on the batted ball to fill in behind U1 at first base Observe the BR's touch of 1st and take him back into 1st Release the BR to 2nd and return to home 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <u>DO NOT</u> return to the infield 	<ul style="list-style-type: none"> Coverage reverts to 2 umpire mechanics Move into the infield to observe touches and make calls at 2nd or 3rd When PL returns home, responsible for all calls in the infield



NO RUNNERS ON BASE Fly Ball – U3's Responsibility



U3 must read the ball as being in his area of responsibility and immediately move to the outfield to rule on the play. If fair/foul is a possibility, straddle the foul line.

If the ball is hit near center field, U3 must look at U1 before going out to make sure that U1 is not taking responsibility for the fly ball.

Coverage reverts to 2-umpire mechanics, and U1 will come into the infield and pivot to observe the BR's touch of first. If the BR attempts to advance to second or third, move with the BR and be ready to make the call on any play.

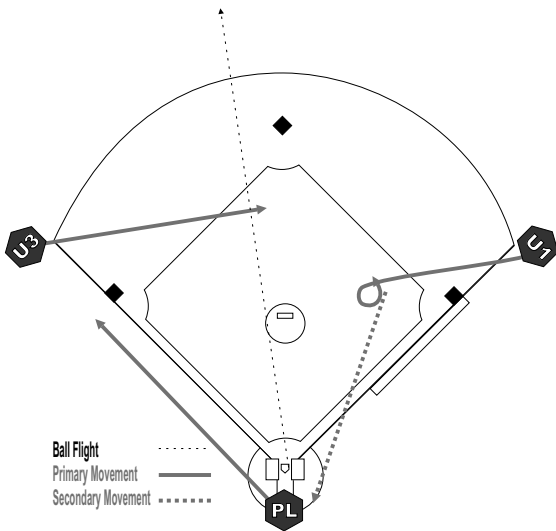
PL should move partially down the third base line and be ready to move into the cutout if something prevents U1 from getting to third to observe a play there.

PL	U1	U3
<ul style="list-style-type: none"> Coverage reverts to 2 umpire mechanics Move part way down the third base line in FOUL territory Be ready to move to 3rd if U1 is unable to get to third 	<ul style="list-style-type: none"> Coverage reverts to 2 umpire mechanics Move into the infield to observe touches and make calls at 1st, 2nd, or 3rd 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <u>DO NOT</u> return to the infield



NO RUNNERS ON BASE

Base Hit



With U3 moving toward second base, U1 should come into the infield and pivot near the cutout to observe the BR's touch of first base. If the BR advances to second base, move to cover the plate, telling your partner "I've got home". However, don't abandon the BR too soon. He may return to first base, and you are in the best position to make the call if he does so.

U3 must immediately move into the infield and into position to make any calls at second base. If U1 rotates to cover home, U3 is responsible for all calls at first and second bases.

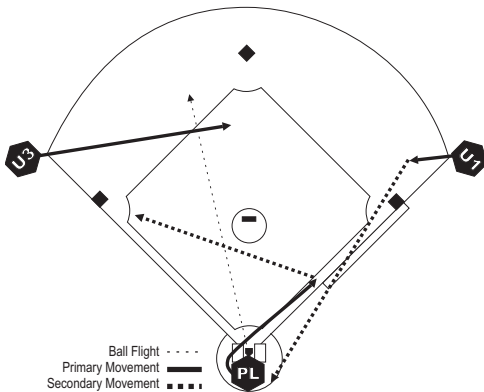
PL will move down the third base line and remain in FOUL territory and be ready to move to 2nd base extended if the BR attempts to advance to third.

PL	U1	U3
<ul style="list-style-type: none"> • Move out on the batted ball to fill in behind U3 • Be prepared to take the runner into 3rd, remaining in FOUL territory - (2nd base extended) 	<ul style="list-style-type: none"> • Move into the infield and pivot observing the BR's touch of 1st • Once you have seen that U3 is in position to take the runner into 2nd remain at 1st • If the runner goes into 2nd, release him and rotate to home to cover for PL, telling him, "I've got the plate" and take responsibility for all calls at the plate 	<ul style="list-style-type: none"> • Move into the infield to observe all touches and make all calls at 2nd • <u>DO NOT</u> retreat to 3rd , PL has the runner advancing



NO RUNNERS ON BASE

Hit to the Infield



On an infield hit, U1 will move into the infield to make the call at first base. On an overthrow, observe the ball to determine if it goes into dead ball territory. If PL has to rotate to cover third base, U1 will move to cover the plate once the BR has committed to second base.

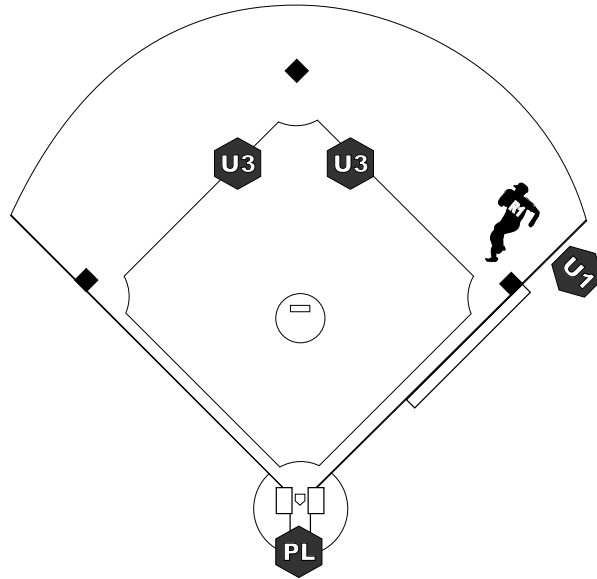
PL will clear the catcher and move up the line following the runner. PL will be observant for any running lane violations and be prepared to assist U1, if necessary, on a swipe tag or a pulled foot by the fielder. If the BR advances to second base, PL should move to cover third base.

U3 will move into the infield and be prepared to make any calls at second base.

PL	U1	U3
<ul style="list-style-type: none"> • Clear the catcher • Move up to the 45' line trailing the runner • Be ready to rule on F3 pulling his foot or a swipe tag • On an overthrow be ready to move to 3rd 	<ul style="list-style-type: none"> • Move in to make the call at 1st • On an overthrow observe the ball to determine if it goes out of play • Release the runner to 2nd and be ready to cover home, telling your partners "I've got the plate!" and take responsibility for all calls at the plate 	<ul style="list-style-type: none"> • Move into the infield and observe all touches and make all calls at 2nd • If the ball is hit to the left side of the infield, pause to let the infielder field and throw the ball • <u>DO NOT</u> retreat to 3rd



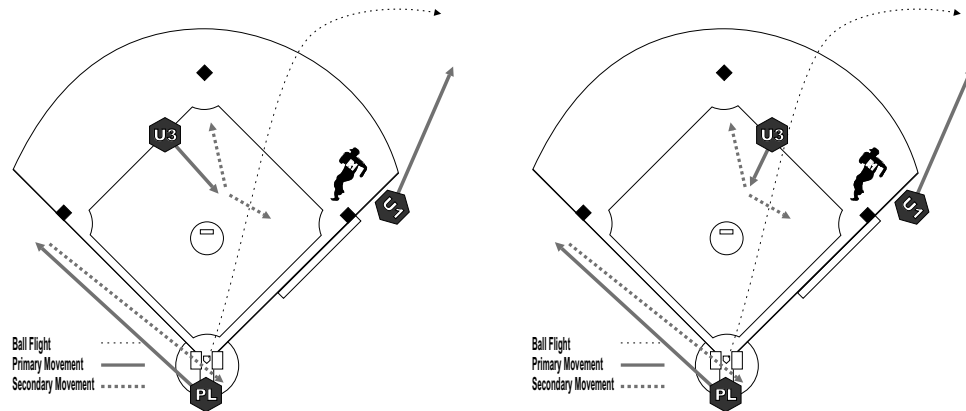
RUNNER ON FIRST BASE Base Umpire Positioning



- U1 will be in Position “Shallow A” to observe any pickoff attempt on R1 or a throwback to first base by the catcher
- U3 will be in Position “Deep B” or “Deep C”



RUNNER ON FIRST BASE Fly Ball – U1’s Responsibility

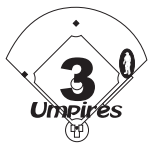


U1 must read the ball as being in his area of responsibility and immediately move to the outfield to rule on the play. If fair/foul is a possibility, straddle the foul line.

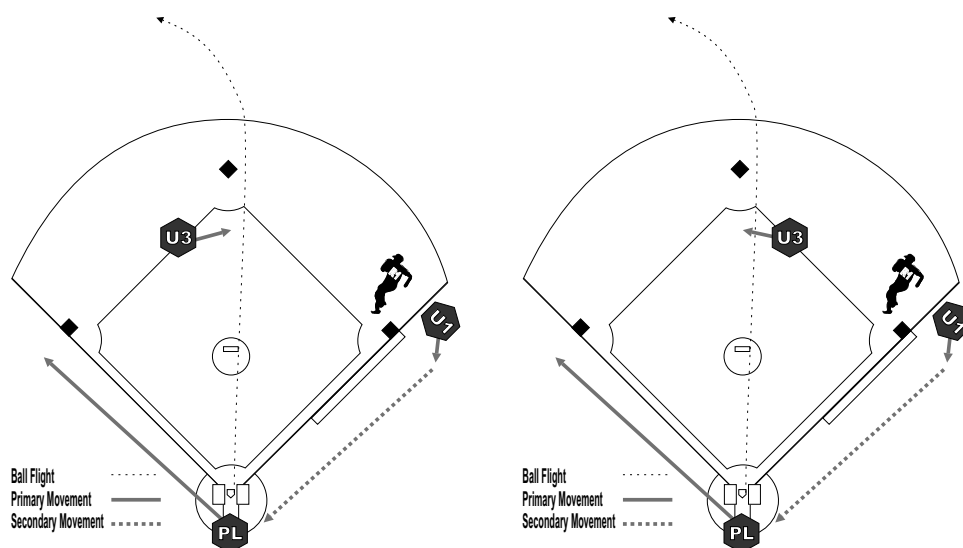
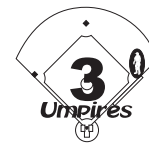
PL will move, in FOUL territory, to third base in case R1 advances to third.

U3 will move to the “working area” and will be responsible for all calls at first and second base. U3 will also be responsible for any calls at third base if PL rotates back to home.

PL	U1	U3
<ul style="list-style-type: none"> Coverage reverts to 2 umpire mechanics Move, in FOUL territory, to third base in case R1 attempts to advance On an overthrow, and R1 advancing to third, be prepared to retreat to home, in FOUL territory, ahead of R1 for a play at the plate 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <u>DO NOT</u> return to the infield 	<ul style="list-style-type: none"> Coverage reverts to 2 umpire mechanics Move into the “working area” Observe R1’s tag of 1st Move into position to make the call at 2nd if R1 attempts to advance Be prepared to make all calls at 2nd or 3rd if PL has to retreat to home for a play there



RUNNER ON FIRST BASE Fly Ball – U3's Responsibility



U3 must read the ball as being in his area of responsibility and immediately move to a position at the edge of the infield grass to rule on the play. U3 will not go to the outfield to make the call.

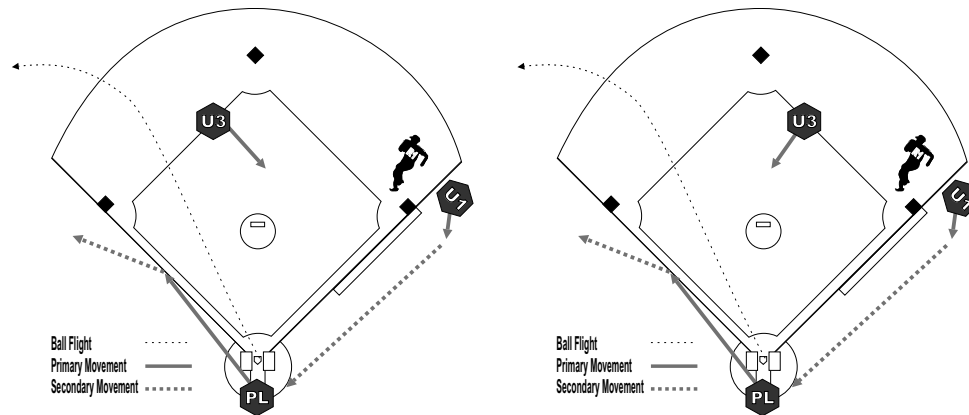
With U3 at second base, U1 can move to the foul side of first base to get a good angle to observe the catch and R1's tag-up at first base. If there is no catch, U1 should observe the touch of first by the BR and be prepared to move to the plate if the BR advances to second base. If R1 advances to third base, U1 must move to cover the plate behind PL, who will be at third base.

PL will move toward third base in foul territory for a play at third if R1 advances.

PL	U1	U3
<ul style="list-style-type: none"> Move up the 3rd baseline, in FOUL territory, to take the R1 into 3rd if the fly ball is not caught 	<ul style="list-style-type: none"> Move into FOUL territory near first base Line up R1's tag getting the best angle possible Be prepared to take R1 back into 1st or the BR into 1st Be prepared to cover home if the BR commits to 2nd base If you move to cover home, state "I have the plate" so your partners are aware of your movement 	<ul style="list-style-type: none"> Move into position to get the best possible angle for the catch/no catch Give a visual signal of the catch/no catch <u>DO NOT</u> verbally indicate a catch/no catch unless it is a "trouble ball" (e.g.: diving catch, dropped ball after the catch, ball is trapped) Be prepared to take all touches and plays at 2nd, and at 1st if U1 covers the plate Let the ball take you to the play



RUNNER ON FIRST BASE Fly Ball – PL’s Responsibility

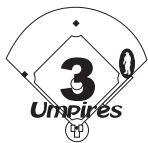


When U3 is “inside” and a fly ball is hit to left field where the fielder is moving toward the left field line, PL has responsibility for the catch/no catch and any fair/foul call. PL must read the ball as being in his area of responsibility and immediately move toward the play. If fair/foul is a possibility, straddle the foul line. If there is no catch, and R1 attempts to advance to third, PL will move into position, in FOUL territory, to rule on any play at third base.

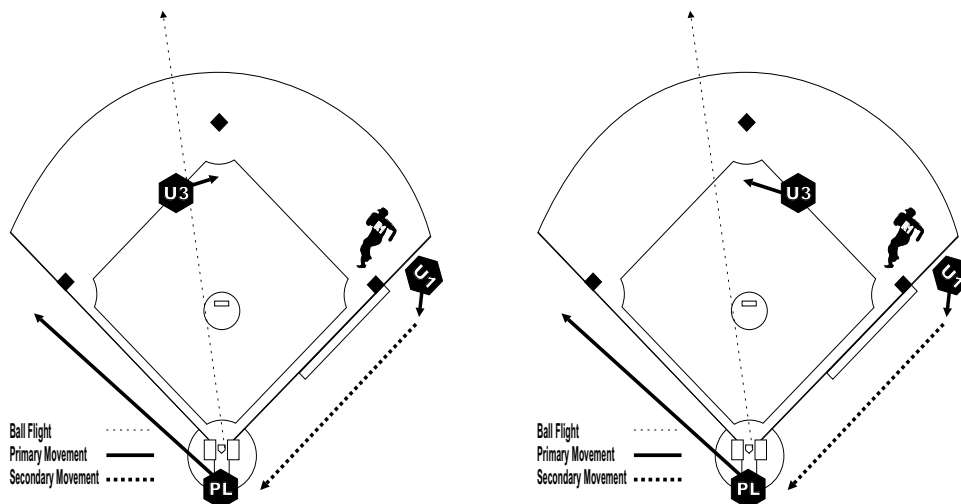
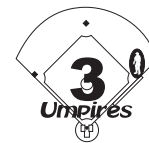
With U3 at second base, U1 can move to the foul side of first base to get a good angle to observe the catch and R1’s tag-up at first base. If there is no catch, U1 should observe the touch of first by the BR and be prepared to move to the plate if the BR advances to second base. If R1 advances to third base, U1 must move to cover the plate behind PL, who will be at third base.

U3 will move to a position near second base and be prepared to make any calls at second base. If U1 rotates to cover home, U3 will have all responsibility for calls at first and second bases.

PL	U1	U3
<ul style="list-style-type: none"> Move up the 3rd baseline and get the best angle to observe the catch attempt If fair/foul is a possibility, straddle the line and observe the play Be stopped when the play is made Make a visual signal of fair/foul and then catch/no catch On a catch, tell your partners, “That’s a catch!” If there is not a catch, signal no catch, no verbal call is used unless it was a “trouble” ball, and move to 3rd 	<ul style="list-style-type: none"> Move into FOUL territory near first base Line up R1’s tag getting the best angle possible Be prepared to take R1 back into 1st or the BR into 1st Be prepared to cover home is R1 commits to 3rd base If you move to cover home, state “I have the plate” so your partners are aware of your movement Move into position to observe and call any play at the plate 	<ul style="list-style-type: none"> Move into position to take all touches and plays at 2nd and at 1st if U1 covers the plate Let the ball take you to the play



RUNNER ON FIRST BASE Base Hit

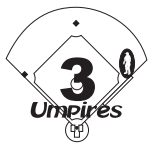


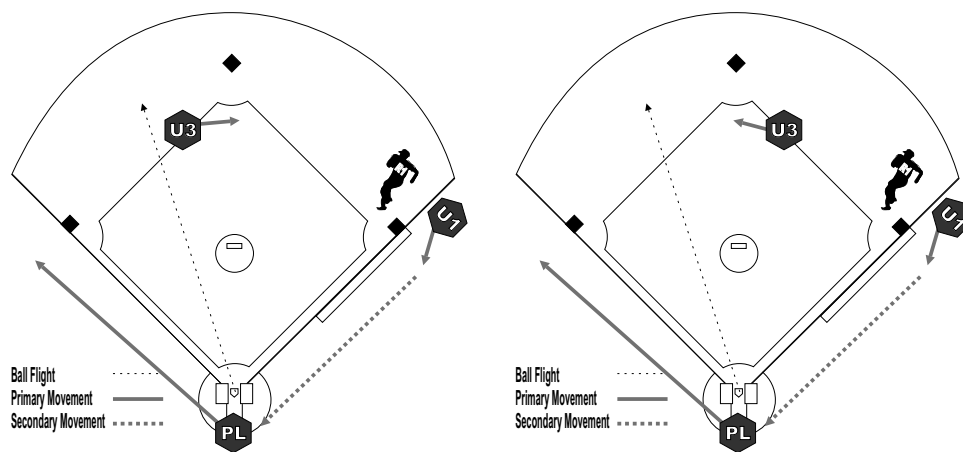
U1 should move to the foul side of first base to observe the BR's touch of first base. If the BR advances to second, U1 will move to home to rule on any play there. Be certain that the BR is advancing to second. Do not commit too quickly to cover home. Once you commit to covering home, do NOT return to cover the BR returning to first base, as that is now U3's responsibility.

U3 will move to a position near second base and be prepared to make any calls at second base. If U1 rotates to cover home, U3 will have all responsibility for calls at first and second bases.

PL will move toward third base in foul territory. If R1 attempts to advance to third, PL will move into fair territory near the cutout to rule on any play there.

PL	U1	U3
<ul style="list-style-type: none"> Move up the 3rd baseline, in FOUL territory and be ready to take the runner(s) into 3rd 	<ul style="list-style-type: none"> Move in foul territory to observe the BR's touch of 1st Be prepared to take the BR back into 1st If the BR goes to 2nd move to home telling PL, "I've got the plate" Get into position to observe and call any play at the plate 	<ul style="list-style-type: none"> Be in position to observe touches and plays at 2nd Be prepared to take all plays at 2nd and 1st if U1 covers the plate





On a hit to the infield, PL will up the third base line, in FOUL territory, to cover any play at third base.

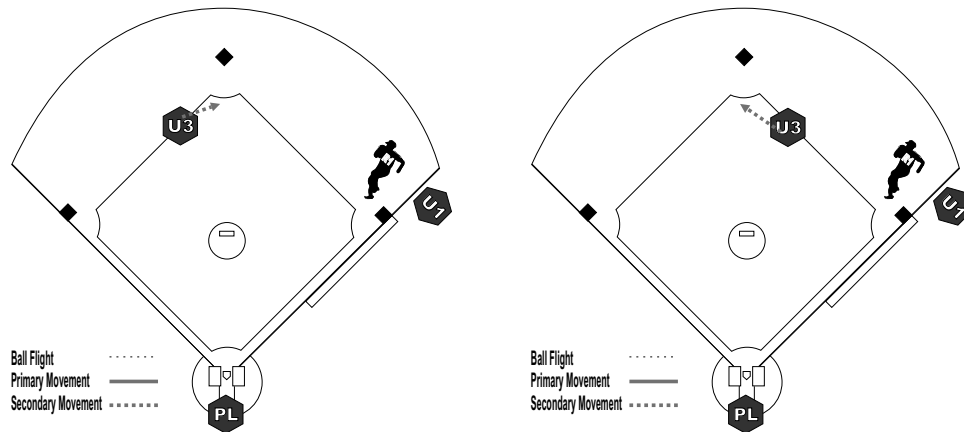
U3 will move to a position near second base and be prepared to make all calls at second base. If U1 rotates to cover home, U3 will have responsibility for all calls at first and second bases.

U1 will move into position in the foul territory to make the call at first base. If a runner attempts to advance to third base, U1 must move to the plate and is responsible for any play at the plate.

PL	U1	U3
<ul style="list-style-type: none"> Moves up the 3rd base line in FOUL territory to observe any play at 3rd 	<ul style="list-style-type: none"> Move into position to make the call at 1st Make the call on the BR On an overthrow observe the ball to determine if it goes out of play Release the BR to 2nd and be ready to cover home for PL, telling him, "I've got the plate!" and assume responsibility for all plays at the plate 	<ul style="list-style-type: none"> Turn with the ball and move into position to make the call on the front end of the possible DP Makes the safe/out call on R1. Watch for interference on an illegal slide or other actions by R1 If U1 rotates to cover the plate, be prepared to make calls at 1st base



RUNNER ON FIRST BASE Pickoff at First



U1 will be in position “Shallow A” and will be squared up facing the pitcher. U1 should be facing the pitcher as soon as he has the ball in his possession.

U1 should be in a position that allows him to see the potential play at first as well as being able to observe the pitcher. U1 should watch the pitcher while he is on the mound for any balks. On a left-handed pitcher, be particularly observant of the pitcher’s non-pivot foot and be prepared to determine if the foot passes the back plane of the pitcher’s rubber before the pitcher makes a pickoff move to first.

As soon as U1 reads the pickoff move, he should glance at the runner and the first baseman to determine if he needs to move in order to get a better angle to observe the play. If a better angle is needed, take one or two quick steps toward the desired position and get set. U1 should keep his chest squared up to first base.

Once the play is over, and all action by the fielder and runner is over, then U1 should make the call of safe or out. If there is not a tag attempt, then no call should be made.

On an overthrow, U1 will observe the ball to determine if it goes into a dead ball area. U1 must be observant for obstruction by F3 if R1 attempts to advance to second on the overthrow.

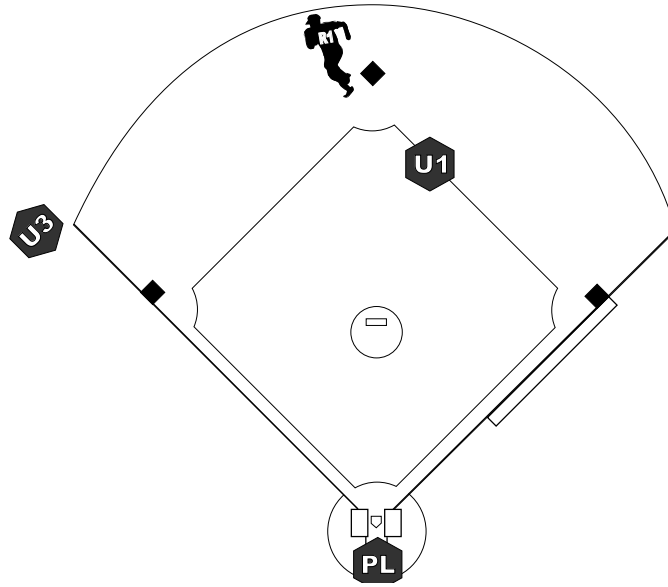
On an overthrow, U3 will step into the cutout at second base in case R1 attempts to advance.

PL	U1	U3
<ul style="list-style-type: none"> Watch the pitcher to ensure he does not balk 	<ul style="list-style-type: none"> Watch the pitcher to ensure he does not balk Move, if necessary, to get the best angle to observe the play, but be set when the play occurs Observe the play and make the call Do not make a call if no tag attempt was made On an overthrow, observe the ball to determine if it goes into a dead ball area 	<ul style="list-style-type: none"> Watch the pitcher to ensure he does not balk Move into position to make the call at 2nd on an overthrow

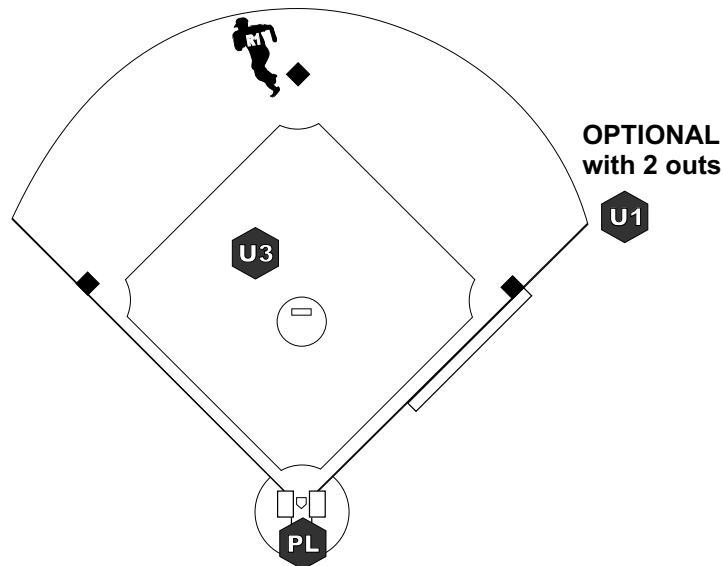
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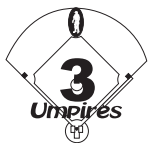
RUNNER ON SECOND Base Umpire Positioning



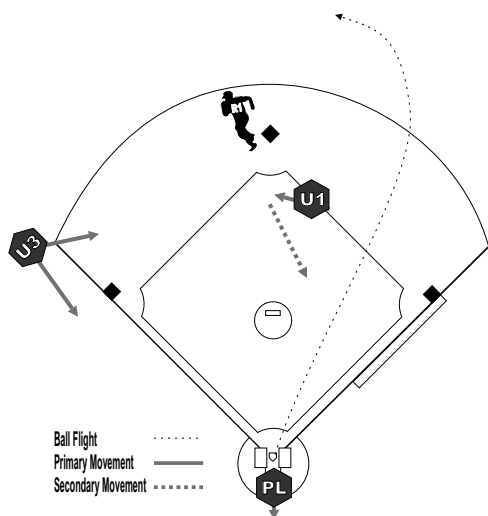
- U1 will be in Position “Deep B”
- U3 will be in Position “D”



- With TWO OUTS, the crew has the OPTION of moving U1 to Position A
- U3 would then move in to Position C
- The purpose of this option is to put U1 in the best position for a play if the ball is hit in the infield



RUNNER ON SECOND Fly Ball – Center Field U1's Responsibility



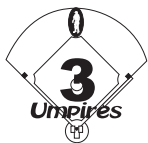
U1 must read the ball as being in his area of responsibility and immediately move to a position to see the catch and R1's tag of second. U1 will NOT move into the outfield to make the call.

If the ball is not caught, U1 will move toward the working area at the rear of the mound to observe the runners at first and second bases and to rule on any play at those bases.

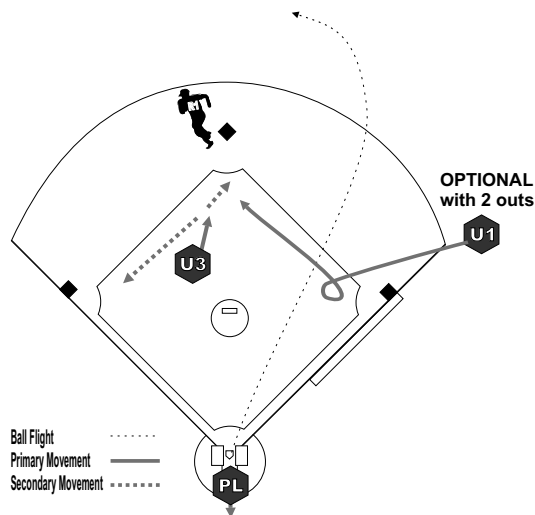
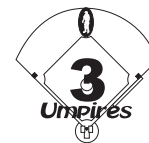
U3 will move into position to observe any play at third.

PL will step back to observe playing action and will move as necessary to rule on any play at the plate.

PL	U1	U3
<ul style="list-style-type: none"> Move to the point-of-the-plate extended to observe playing action Be ready for a possible play at the plate 	<ul style="list-style-type: none"> Move to get the best angle on the catch/no catch and still be able to see R1's tag of 2nd <u>DO NOT</u> cross the infield dirt Give a visual signal of catch/no catch Observe R1's tag Glance at the BR's touch of 1st if there is not a catch Verbally tell your partners, "That's a catch!" 	<ul style="list-style-type: none"> Move into position to make the call at third.



RUNNER ON SECOND Fly Ball – Center Field U3's Responsibility (Optional with TWO OUTS)



With a runner in scoring position, PL will remain at home and U1 and U3 will use the “Slide Rotation” to provide coverage in the infield.

U3 must read the ball as being in his area of responsibility and immediately move to a position to see the catch and R1's tag of second. U3 will NOT move into the outfield to make the call.

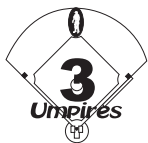
If the ball is caught, U3 will observe the tag of R1 and be prepared to move with R1 to third base if he attempts to advance or back to second if he retreats.

If the ball is not caught, U3 observe R1 at second base and be prepared to move with R1 to third base if he attempts to advance.

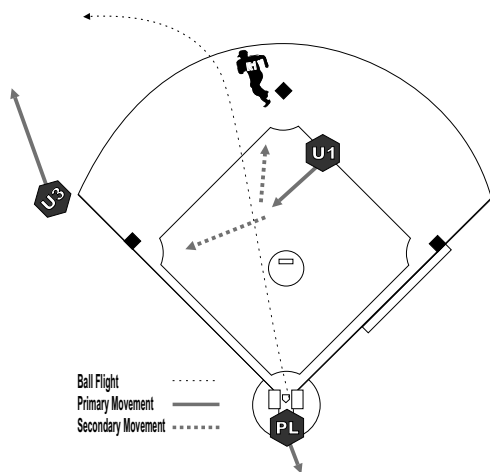
U1 will come into the infield and pivot at first base. If the ball is not caught, U1 will observe the touche of first by the BR and move with the BR if he attempts to advance to second.

PL will step back to observe playing action and will move as necessary to rule on any play at the plate.

PL	U1	U3
<ul style="list-style-type: none"> • Step back from the plate to observe playing action • Be ready for a possible play at the plate 	<ul style="list-style-type: none"> • Move into the infield and pivot to observe the touch of first by the BR • If the ball is not caught, and the BR attempts to advance to second, move into position to observe and call any play at second, letting U3 know that you there, so he can move with R1 to 3rd 	<ul style="list-style-type: none"> • Move to get the best angle on the catch/no catch and still be able to see R1's tag of 2nd • <u>DO NOT</u> cross the infield dirt • Give a visual signal of catch/no catch • Observe R1's tag • Glance at the BR's touch of 1st if there is not a catch • Verbally tell your partners, “That's a catch!”



RUNNER ON SECOND Fly Ball – Left Field U3's Responsibility

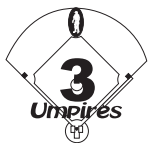


U3 must read the ball as being in his area of responsibility and immediately move to the outfield to rule on the play. If fair/foul is a possibility, straddle the foul line.

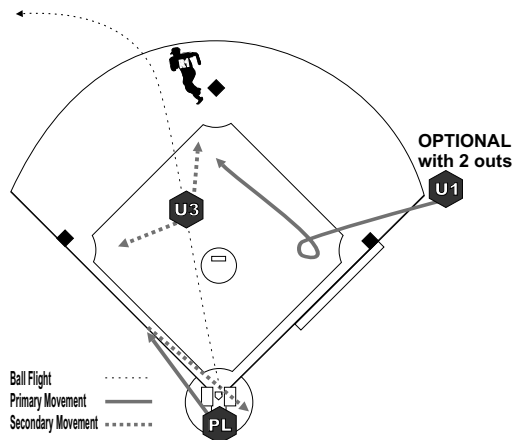
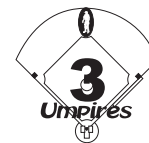
U1 will move into a position toward the third base side of the mound to see the catch and R1's tag-up of second base. U1 will be responsible for all calls in the infield.

With a runner in scoring position, PL will remain at the plate

PL	U1	U3
<ul style="list-style-type: none"> Coverage reverts to 2 umpire mechanics Step back from the plate and observe playing action. If R1 attempts to advance to home, move into position to observe the play at the plate 	<ul style="list-style-type: none"> Coverage reverts to 2 umpire mechanics Move into position to see the catch and observe R1's tag at 2nd Glance at the BR's touch of 1st if the ball is not caught Let the ball take you to any play in the infield 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <u>DO NOT</u> return to the infield



RUNNER ON SECOND **Fly Ball – Left Field** **PL's Responsibility** **(Optional with TWO OUTS)**



With a runner in scoring position, PL will remain at home and U1 and U3 will use the “Slide Rotation” to provide coverage in the infield.

PL must read the ball as being in his area of responsibility and immediately move up the third base line to rule on the play. If fair/foul is a possibility, straddle the foul line. When the catch/no catch is complete, return to the plate for a possible play there.

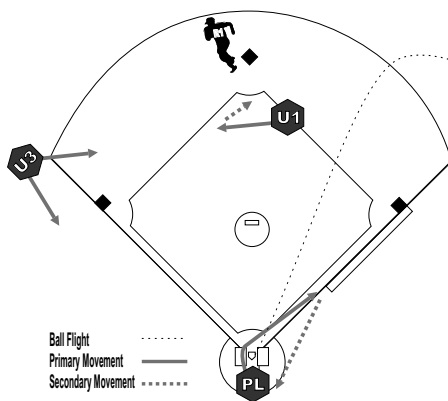
U3 will move into a position toward the third base side of the mound to see the catch and R1’s tag-up of second base. U3 will be responsible for all calls on R1 at 2nd or 3rd

U1 will come into the infield and pivot at first base. If the ball is not caught, U1 will observe the touche of first by the BR and move with the BR if he attempts to advance to second.

PL	U1	U3
<ul style="list-style-type: none"> Move up the third base line to observe the catch attempt If fair/foul is a consideration, straddle the line Once the catch attempt is complete, return to home and be prepared for any play at the plate 	<ul style="list-style-type: none"> Move into the infield and pivot to observe the touch of first by the BR If the ball is not caught, and BR attempts to advance to second, move into position to observe and call any play at second, letting U3 know that you there, so he can move with R1 to 3rd 	<ul style="list-style-type: none"> Move into position to see the catch and observe R1’s tag at 2nd Responsible for all plays on R1 at 2nd or 3rd



RUNNER ON SECOND Fly Ball – Right Field PL's Responsibility



PL must read the ball as being in his area of responsibility and immediately clear the catcher and move into the infield to rule on the play. If fair/foul is a possibility, straddle the foul line.

Once playing action in the outfield is over, PL will retreat to home to rule on any play there.

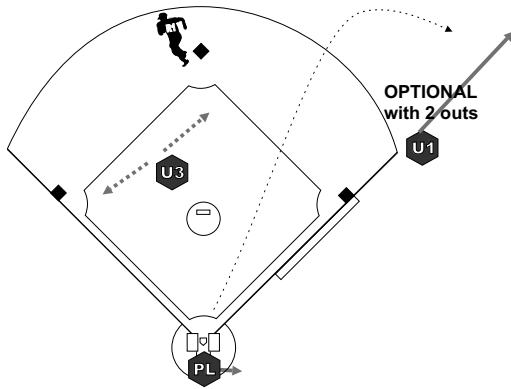
U1 will move to a position that allows him to see the catch attempt and R1's tag-up at second base. U1 will be responsible for all calls at first or second bases.

U3 will move into position at third base to rule on any play there.

PL	U1	U3
<ul style="list-style-type: none"> Move up the first baseline and get the best angle to observe the catch attempt If fair/foul is a possibility, straddle the line and observe the play Be stopped when making the call Make a visual signal of fair/foul and then catch/no catch On a catch, tell your partners, "That's a catch!" If there is not a catch, signal no catch, no verbal call is used unless it was a "trouble" ball Retreat to the plate for a call there if R1 attempts to score 	<ul style="list-style-type: none"> Move into position to observe both the catch attempt and the tag at 2nd Be prepared to take R1 back into 2nd or the BR into 2nd or back into 1st 	<ul style="list-style-type: none"> Move into position to take all touches and plays at 3rd



RUNNER ON SECOND **Fly Ball – Right Field** **U1's Responsibility** **(Optional with TWO OUTS)**



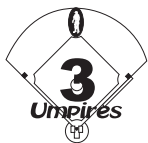
U1 must read the ball as being in his area of responsibility and immediately into the outfield to rule on the play. If fair/foul is a possibility, straddle the foul line. U1 will NOT return to the infield until all playing action is over.

With a runner in scoring positions, PL will remain at home.

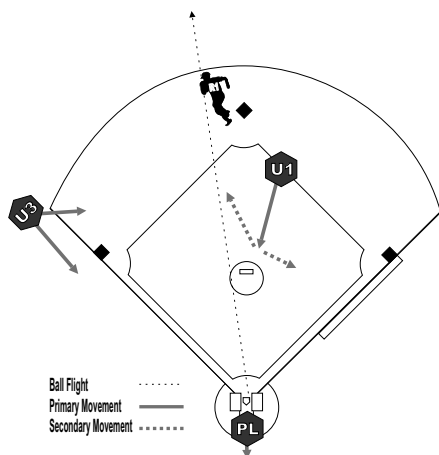
U2 will move to a position that allows him to see the catch attempt and R1's tag-up at second base.

U3 will be responsible for all calls in the infield. Let the ball take you into the play.

PL	U1	U3
<ul style="list-style-type: none"> • Step back from the plate to observe playing action • If R1 attempts to score, move into position to rule on a play at the plate 	<ul style="list-style-type: none"> • Move into the outfield getting the best possible angle for the catch/no catch • If fair/foul is a consideration, straddle the line • Be stopped when observing the play and making the call • Give a visual signal of the catch/no catch • <u>DO NOT</u> return to the infield 	<ul style="list-style-type: none"> • Move into position to observe the catch attempt and the tag at 2nd • Assume responsibility for all calls in the infield • Let the ball take you to any play



RUNNER ON SECOND Base Hit

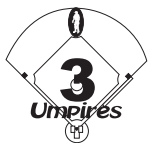


On a clean base hit, U1 will move to the working area and observe action and rule on all plays at first and second bases.

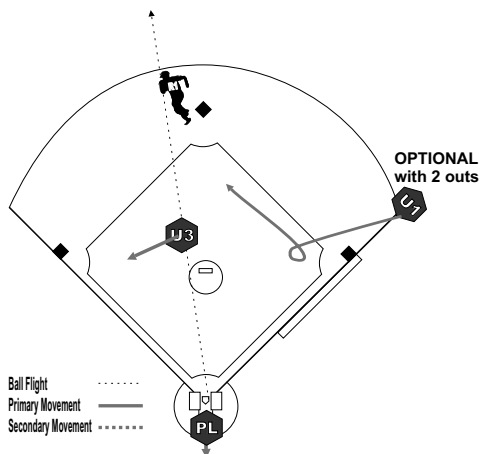
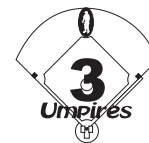
U3 will move into position to observe action and rule on any play at third.

PL will step back to observe playing action and move as appropriate to rule on any play at the plate.

PL	U1	U3
<ul style="list-style-type: none"> • Step back from the plate to observe playing action • Move as necessary to get into position for a play at home 	<ul style="list-style-type: none"> • Move to the working area • Observe BR's touch of 1st • Be alert for BR going to 2nd or back into 1st • Let the ball take you to any play at 1st or 2nd 	<ul style="list-style-type: none"> • Move into position to observe and rule on any play at 3rd



RUNNER ON SECOND **Base Hit** **(Optional with TWO OUTS)**

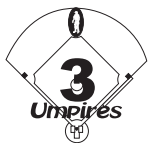


With a runner in scoring position, PL will remain at home. U1 and U2 will use the “Slide Rotation” to provide coverage in the infield.

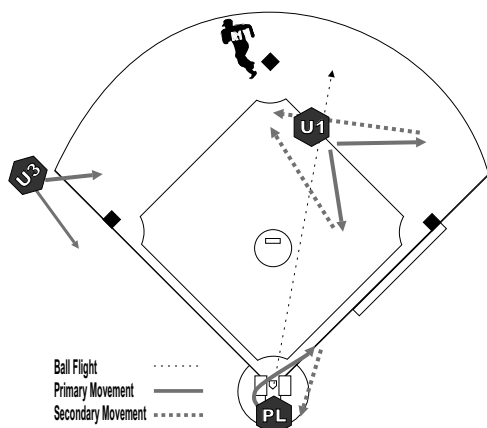
U1 will come into the infield and pivot to observe the BR touch first base. U1 will move with the BR if he attempts to advance to second and will be responsible for any call at second. U1 must let U3 know that he is coming to 2nd so U3 can rotate to cover plays at 3rd.

As U1 moves to 2nd, U3 will rotate to 3rd for any play there.

PL	U1	U3
<ul style="list-style-type: none"> • Step back from the plate to observe playing action • Move as necessary to get into position for a play at home 	<ul style="list-style-type: none"> • Move to the working area • Observe BR's touch of 1st • Be alert for BR going to 2nd or back into 1st • Let the ball take you to any play at 1st or 2nd 	<ul style="list-style-type: none"> • Move into position to observe and rule on any play at 3rd



RUNNER ON SECOND Hit to the Infield

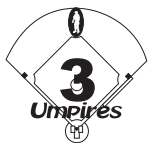


On a hit to the infield, U1 should move as necessary in order to get the best angle for the play at first base. Be careful that you do not get in the way of the throw by the shortstop or third baseman. If you think that you might interfere with the infielder's throw, move toward the foul line at the back edge of the infield to get an angle for the play at first. Make certain that you keep an eye on the ball and be alert for the fielder attempting to make a play on R1 at second base.

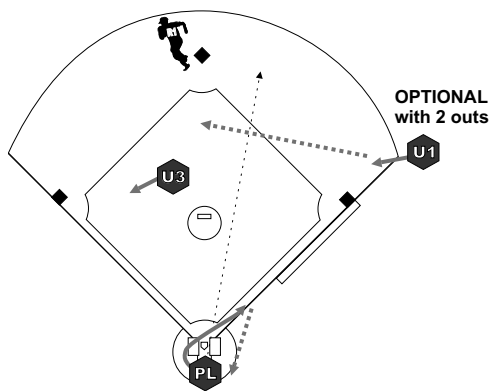
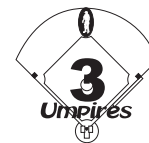
U3 should move into position to observe any play at third base if R1 attempts to advance.

PL should clear the catcher and move up the first base line to observe playing action at first base. Retreat to home when the play at first is over.

PL	U1	U3
<ul style="list-style-type: none"> Clear the catcher and move up the line with the BR toward 1st Be ready to retreat to home if R1 attempts to score 	<ul style="list-style-type: none"> Move to make the call on the BR at 1st Be alert for a throw behind R1 at 2nd 	<ul style="list-style-type: none"> Move into position for R1 moving to 3rd If R1 attempts to score, move into FOUL territory and be prepared for R1 retreating to 3rd



RUNNER ON SECOND Hit to the Infield (Optional with TWO OUTS)



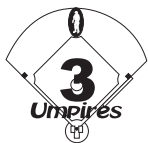
On a hit to the infield, U1 should move into the infield to get the best angle for the play at first base. On overthrow, move with

U3 should move into position to observe any play at second, or third base. Make certain that you keep an eye on the ball and be alert for the fielder attempting to make a play on R1 at second base.

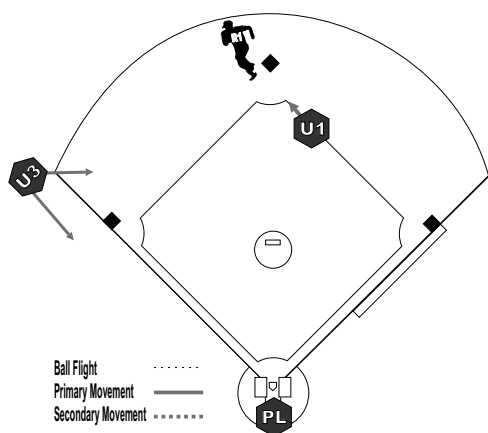
If U1 moves to cover 2nd base on an overthrow, U3 will move to cover any play at 3rd base.

PL should clear the catcher and move up the first base line to observe playing action at first base. On an overthrow, observe the ball to see if it enters dead ball area. Retreat to home when the play at first is over.

PL	U1	U3
<ul style="list-style-type: none"> • Clear the catcher and move up the line with the BR toward 1st • Be ready to retreat to home if R1 attempts to score 	<ul style="list-style-type: none"> • Move to make the call on the BR at 1st • Be alert for a throw behind R1 at 2nd 	<ul style="list-style-type: none"> • Move into position for R1 moving to 3rd • If R1 attempts to score, move into FOUL territory and be prepared for R1 retreating to 3rd



RUNNER ON SECOND Pickoff at Second



U1 will be in position “Deep B” and will be squared up facing the plate. U1 should be observing the pitcher as soon as he has the ball in his possession. U1 should watch the pitcher while he is on the mound for any balks.

As soon as U1 reads the pickoff move, he should keep his eye on the ball. If the pitcher throws the ball, turn with the ball and square up to second base to observe the play.

Once the play is over, and all action by the fielder and runner is over, then U1 should make the call of safe or out. If there is not a tag attempt, then no call should be made.

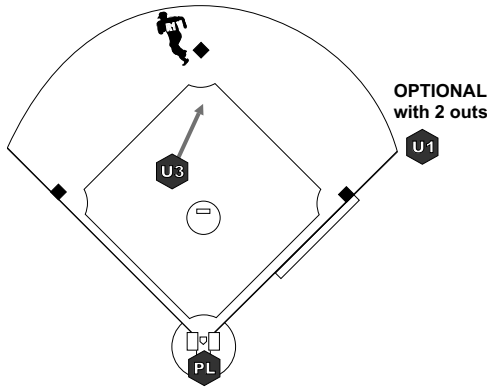
On an overthrow, U1 must be observant for obstruction by F4 or F6 if R1 attempts to advance to third on the overthrow.

On an overthrow, U3 should move into position for a call at third base in case R1 attempts to advance.

PL	U1	U3
<ul style="list-style-type: none"> Watch the pitcher to ensure he does not balk 	<ul style="list-style-type: none"> Watch the pitcher to ensure he does not balk Move, if necessary, to get the best angle to observe the play, but be set when the play occurs Observe the play and make the call Do not make a call if no tag attempt was made 	<ul style="list-style-type: none"> Watch the pitcher to ensure he does not balk Move into position to make the call at 3rd on an overthrow



RUNNER ON SECOND Pickoff at Second (Optional with TWO OUTS)



U3 will be in position “C” and be squared up facing the plate. U3 should be observing the U1 should be observing the pitcher as soon as he has the ball in his possession. U1 should watch the pitcher while he is on the mound for any balks.

As soon as U1 reads the pickoff move, he should keep his eye on the ball. If the pitcher throws the ball, turn with the ball and square up to second base to observe the play.

Once the play is over, and all action by the fielder and runner is over, then U1 should make the call of safe or out. If there is not a tag attempt, then no call should be made.

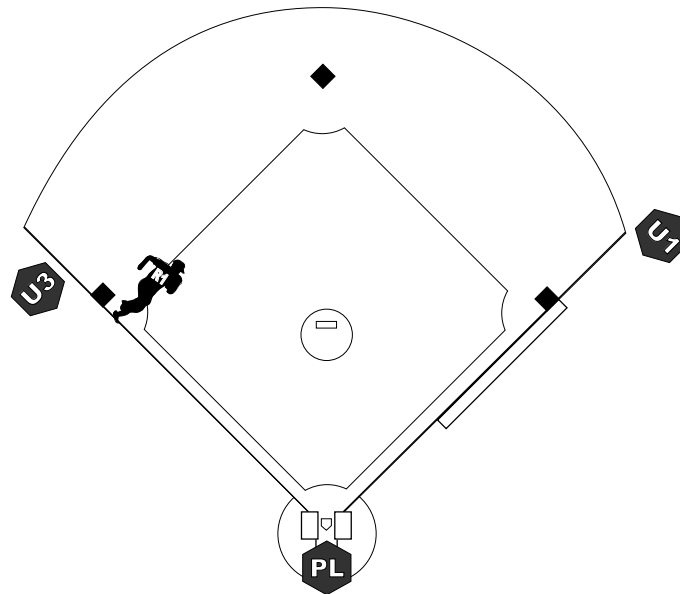
On an overthrow, U1 must be observant for obstruction by F4 or F6 if R1 attempts to advance to third on the overthrow.

On an overthrow, U3 should move into position for a call at third base in case R1 attempts to advance.

PL	U1	U3
<ul style="list-style-type: none"> Watch the pitcher to ensure he does not balk 	<ul style="list-style-type: none"> Watch the pitcher to ensure he does not balk 	<ul style="list-style-type: none"> Watch the pitcher to ensure he does not balk Move, if necessary, to get the best angle to observe the play, but be set when the play occurs Observe the play and make the call Do not make a call if no tag attempt was made Move into position to make the call at 3rd on an overthrow if R1 attempts to advance



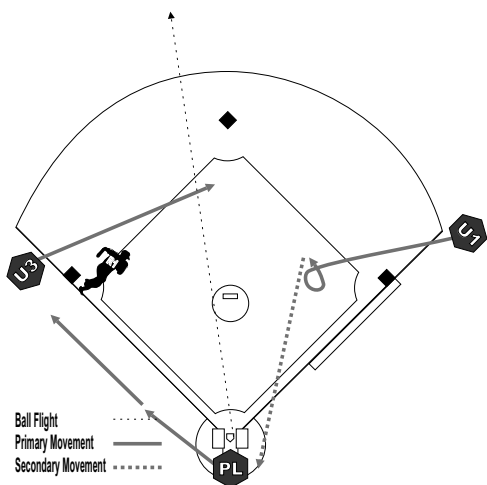
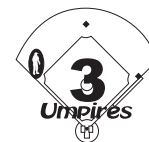
RUNNER ON THIRD Base Umpire Positioning



- U1 will be in Position “A”
- U3 will be in position “Shallow D” to observe any pickoff attempt on R1 or for a throwback to third by the catcher



RUNNER ON THIRD Base Hit



On a clean base hit, PL will move up the third base line in foul territory, pausing to observe R1's touch of home. PL will then move into a position for a call at third in the BR attempts to advance beyond 2nd.

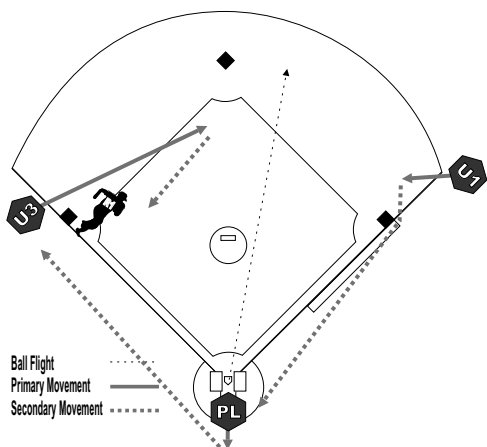
U3 will immediately move into position to make any call at second base. If PL is unable to move to 3rd, U3 will be responsible for any play there if the BR attempts to advance beyond 2nd.

U1 will move into the infield and pivot near the cutout at first base. If the BR advances to second, move to cover the plate, telling PL, "I've got the plate".

PL	U1	U3
<ul style="list-style-type: none"> Move up the 3rd baseline, stopping to observe R1's touch of home Continue up the line in FOUL territory 	<ul style="list-style-type: none"> Move into the infield and pivot observing the BR's touch of 1st Be alert for the runner going back into 1st If the BR moves to 2nd, move to cover home for PL Tell your partners, "I've got the plate" 	<ul style="list-style-type: none"> Move into the infield Observe all touches and make all calls at 2nd If U1 rotates to cover the plate, be ready to make all calls at 1st or 2nd base If PL is unable to move to 3rd, take responsibility calls at 3rd if the BR advances



RUNNER ON THIRD Hit to the Infield



U1 will move into position in the infield to rule on any play at first base. If the BR advances to second base, U1 will move to cover any play at the plate.

U3 will move into a position to rule on any play at second base. Keep an eye on the ball and be prepared to move back toward third base if there is a throw behind R1 or if R1 is caught in a rundown.

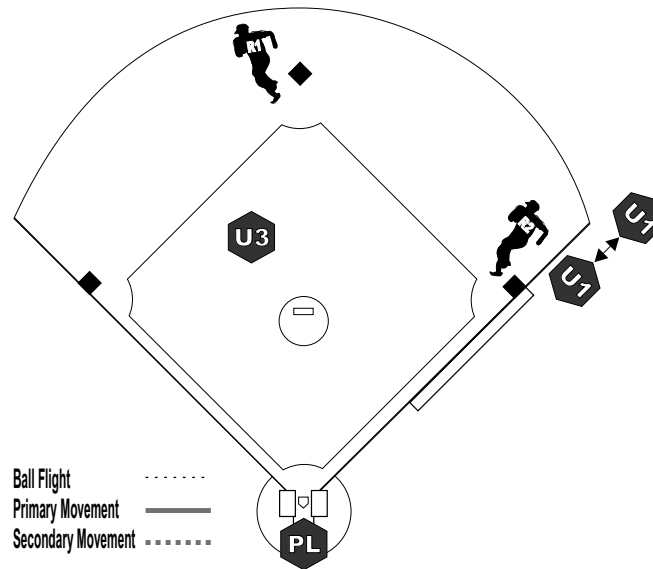
PL will step back to observe playing action and move as necessary to rule on any play at the plate. If R1 scores on an overthrow at first, move toward third base to rule on any play

there in case the BR attempts to advance to third.

PL	U1	U3
<ul style="list-style-type: none"> Move to the point of the plate extended to observe playing action Move as necessary for a play at the plate if R1 attempts to score If R1 scores on an overthrow at 1st, be prepared to move to 3rd base for a possible play there 	<ul style="list-style-type: none"> Move into the infield for the call at 1st base On an overthrow, observe the ball to see if it goes into a dead ball area Be prepared to rotate home if PL rotates to 3rd after R1 scores and make all calls on plays at the plate If you move to cover the plate behind PL, tell your partners, "I've got the plate" 	<ul style="list-style-type: none"> Move into the infield to cover any play at 2nd base in the event of an overthrow Be aware of the ball and be prepared to move back towards 3rd on a throw behind R1 Be prepared to move back to 3rd if there is a rundown on R1



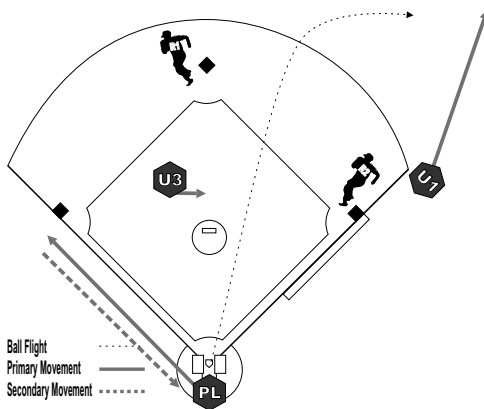
RUNNER ON FIRST AND SECOND Base Umpire Positioning



- U1 will be in Position “A” or “Shallow A”, depending on whether F3 is playing to hold the runner on first. If not, U1 will move back with F3, making sure to keep F3 slightly in front in order to prevent interfering with F3 on a hit ball.
- U3 will in Position “C”. This puts U3 in a position to react if R1 attempts to steal third



RUNNER ON FIRST AND SECOND Fly Ball – U1's Responsibility



U1 must read the ball as being in his area of responsibility and immediately move to the outfield to rule on the play. If fair/foul is a possibility, straddle the foul line.

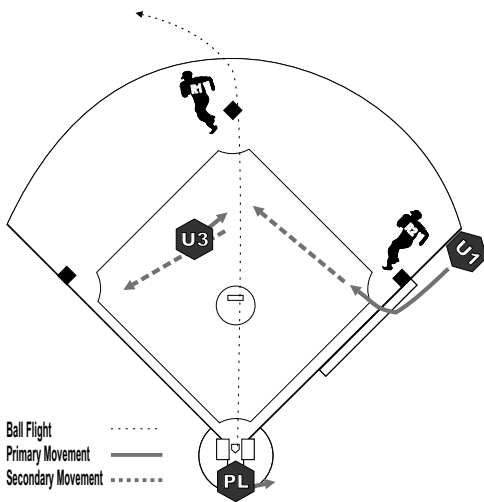
U3 will move to the working area and observe R1's tag-up at second and R2's tag-up at first. U3 will rule on any play at first or second base. U3 must be prepared to move to cover third base if PL has to retreat home to rule on a play there.

PL will move toward third base in foul territory. If the ball is not caught, retreat to home in foul territory. If the ball is caught, move into position to rule on any play at third base. If R1 attempts to advance to home, retreat to home in foul territory.

PL	U1	U3
<ul style="list-style-type: none"> Coverage reverts to 2 umpire mechanics Move down the third base line in foul territory If the ball is not caught and gets past the outfielder, retreat to home in FOUL territory Be ready to move into position to make the call if R1 comes to 3rd Retreat to home on an overthrow at 3rd or if R1 attempts to score 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <u>DO NOT</u> return to the infield 	<ul style="list-style-type: none"> Coverage reverts to 2 umpire mechanics Move into position to observe the tag-up of R1 and R2 Observe all touches of the base at 1st and 2nd Make all calls at 1st or 2nd



RUNNER ON FIRST AND SECOND Fly Ball – U3's Responsibility



With a runner in scoring position, PL will remain at home. U1 and U3 will execute the “slide rotation” to provide coverage in the infield.

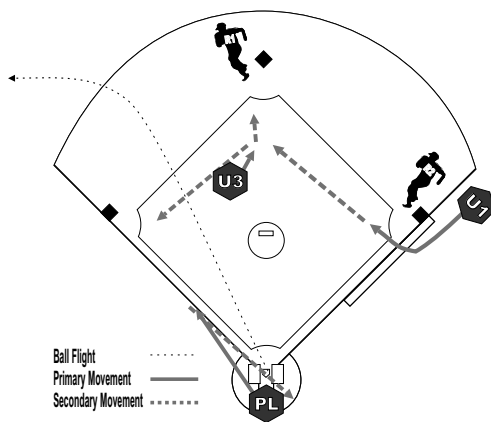
U3 must read the ball as being in his area of responsibility and immediately move to a position to observe the catch attempt and R1's tag-up at second base. If R1 advances, move into position for any play at 3rd.

U1 should move in foul territory and then into the cutout at first to observe the catch attempt and R2's tag-up at first. If the ball is not caught, move into the working area and let U3 know you are there and observe the BR's touch of first. Responsible for all calls at 1st or 2nd.

PL	U1	U3
<ul style="list-style-type: none"> • Step back from the plate to observe playing action • Be in position for any play at the plate 	<ul style="list-style-type: none"> • Move into the cutout at first base to observe R2's tag getting the best angle possible • Be prepared to take R2 back into 1st or 2nd • Observe the BR's touch of 1st • Let U3 know when you have moved to the working area so he can move to cover plays at 3rd 	<ul style="list-style-type: none"> • Move into position to get the best possible angle for the catch/no catch and the tag-up by R1 • Give a visual signal of the catch/no catch • Observe R1's tag-up • Verbally let your partners know, “That's a catch!” • <u>DO NOT</u> verbally indicate a no catch unless it is a “trouble” ball • Be prepared for a call at 2nd on R1 if he takes a lead instead of tagging up. If R1 attempts to advance to 3rd, move into position any play at 3rd.



RUNNER ON FIRST AND SECOND Fly Ball – PL's Responsibility



With a runner in scoring position, PL will remain at home. U1 and U3 will execute the “slide rotation” to provide coverage in the infield.

PL must read the ball as being in his area of responsibility and immediately move into position to rule on the play. If fair/foul is a possibility, straddle the foul line. Once the catch attempt is completed, PL will return to home.

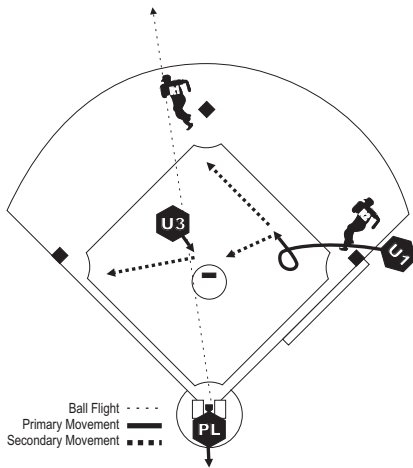
U1 should move in foul territory and then into the cutout at 1st to observe R2's tag-up at first. If the ball is not caught, observe the BR's touch of first. If R2 (on a catch) or the BR advances to second base, move to cover plays at the plate.

U3 should move into a position to observe the catch attempt and R1's tag-up at second base. If U1 moves to cover the plate, U3 will also be responsible for all calls at first base.

PL	U1	U3
<ul style="list-style-type: none"> • Move up the 3rd baseline and get the best angle to observe the catch attempt • If fair/foul is a possibility, straddle the line and observe the play • Be stopped to observe the play • Make a visual signal of fair/foul and then catch/no catch • On a catch, tell your partners, “That’s a catch!” • If there is not a catch, signal no catch, no verbal call is used unless it was a “trouble” ball • Move into position to make any call at the plate 	<ul style="list-style-type: none"> • Move into FOUL territory near first base and then into the cutout • Observe R2's tag of 1st if the ball is caught • Be prepared to take R2 back into 1st if the ball is caught • If the ball is not caught, move into the working area and let U3 know you are there. Responsible for all calls at 1st and 2nd • Observe the BR's touch of 1st if the ball is not caught 	<ul style="list-style-type: none"> • Move into position to line up R1's tag at 2nd • Observe both 2nd and 3rd until U1 is in position to take the calls at 2nd, then move to cover any plays at 3rd • <u>DO NOT</u> commit to 3rd too soon



RUNNER ON FIRST AND SECOND Base Hit



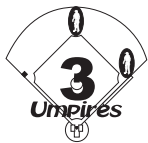
With a runner in scoring positions, PL will remain at home. U1 and U3 will execute the “slide rotation” to provide infield coverage.

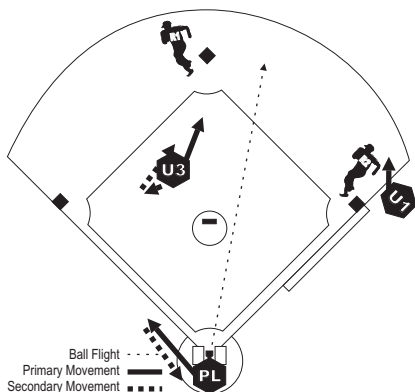
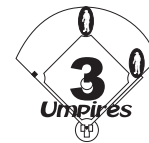
U1 will come into the infield and pivot to observe the BR’s touch of first base and then move into the working area.. Let U3 know that you are covering second base so he can move to third. U1 will be responsible for all calls at 1st and 2nd

U3 will move a position to observe 2nd base and to third base when U1 is in position to make the calls at second,

PL will step back and observe playing action. Move as necessary to rule on any play at the plate.

PL	U1	U3
<ul style="list-style-type: none"> • Step away from the plate and observe R1’s touch of 3rd • Move as necessary to observe the touch of home or make the call an any play at home 	<ul style="list-style-type: none"> • Move into the infield and pivot observing the BR’s touch of 1st • Move into the working area • Let U3 know you are there so he can move to 3rd • Be prepared to make all calls at 1st or 2nd 	<ul style="list-style-type: none"> • Move to observe R2’s touch of 2nd, if necessary • When U1 is in portion to take calls at 2nd, move into position for any play at 3rd • <u>DO NOT</u> commit to 3rd too soon





U1 should move into the infield to rule on any play at first base. It may be necessary to move toward the outfield to get the best angle and distance to observe the play. If the BR advances to second base, move to cover home.

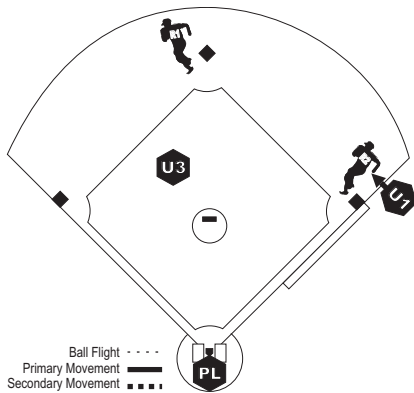
U3 must be alert for a play at either second or third. If the first play is at third, then U3 must be ready to move to second for a possible double play.

PL should move partially down the third base line in foul territory and observe playing action. PL should retreat to cover plays at the plate if R1 attempts to score or if there is an overthrow at any base.

PL	U1	U3
<ul style="list-style-type: none"> Moves partially up the 3rd baseline to observe playing action Watch for interference by the runner on the first play Be ready to retreat to home if R1 attempts to score during the double play or if there is an overthrow at any base 	<ul style="list-style-type: none"> Move into position to make the call at 1st May have to take a couple steps deeper in order to get the best angle for the play at 1st Come set, observe the play, make the call On an overthrow observe the ball to determine if it goes out of play 	<ul style="list-style-type: none"> Move into position to make the call on the front end of the possible DP whether at 3rd or 2nd Come set, observe the play, make the call Watch for interference on an illegal slide or contact by R1 or R2 Be prepared to make the call on the back end of the double play if the play is at 2nd base



RUNNER ON FIRST AND SECOND Pickoff at First



U1 will be in position “Shallow A” and will be squared up facing the pitcher. U1 should be facing the pitcher as soon as he has the ball in his possession.

U1 should be in a position that allows him to see the potential play at first as well as being able to observe the pitcher. U1 should watch the pitcher while he is on the mound for any balks. On a left-handed pitcher, be particularly observant of the pitcher’s non-pivot foot and be prepared to determine if the foot passes the back plane of the pitcher’s rubber before the pitcher makes a pickoff move to first.

As soon as U1 reads the pickoff move, he should glance at the runner and the first baseman to determine if he needs to move in order to get a better angle to observe the play. If a better angle is needed, take one or two quick steps toward fair territory so you can look directly at the inside portion of the base. U1 should keep his chest squared up to first base.

Once the play is over, and all action by the fielder and runner is over, then U1 should make the call of safe or out. If there is not a tag attempt, then no call should be made.

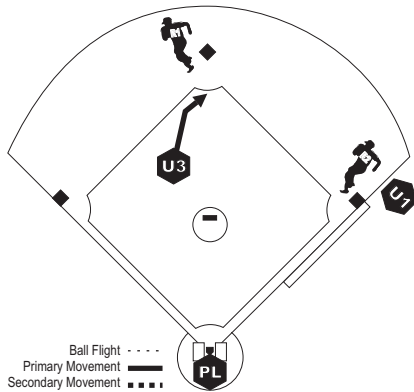
On an overthrow, PL will observe the ball to determine if it goes into a dead ball area. U1 must be observant for obstruction by F3 if R1 attempts to advance to second on the overthrow.

On an overthrow, U3 must be prepared for a play at either second or third if any runner attempts to advance.

PL	U1	U3
<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • On an overthrow, observe the ball to see if it goes into a dead ball area 	<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • Move, if necessary, to get the best angle to observe the play, but be set when the play occurs • Observe the play and make the call • Do not make a call if no tag attempt was made • On an overthrow, observe the ball to determine if it goes into a dead ball area 	<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • Move into position to make the calls at 2nd or 3rd on an overthrow



RUNNER ON FIRST AND SECOND Pickoff at Second



U3 will be in position “Shallow C” and will be squared up facing the plate. U3 should be observing the pitcher as soon as he has the ball in his possession.

The umpire must be very careful to keep his eye on the ball as he starts his movement toward second base. The umpire should take sidesteps and keep his eyes focused on the pitcher’s hand to make sure he releases the ball toward the play at second. Only after the ball is released should the umpire turn with the ball toward second base and the play.

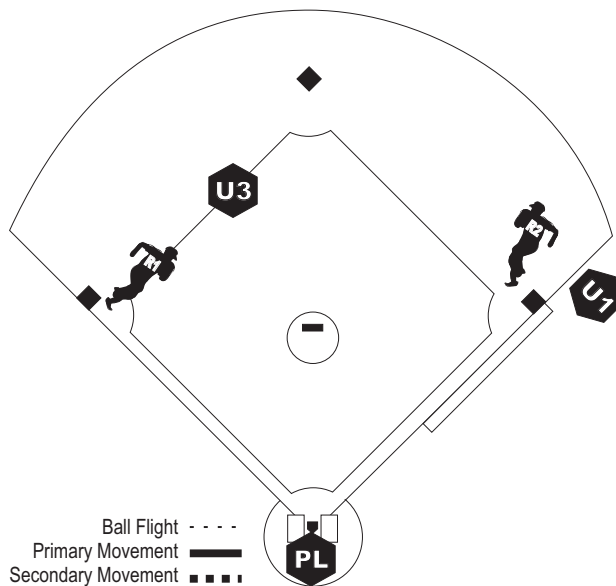
Once the play is over, and all action by the fielder and runner is over, then U3 should make the call of safe or out. If there is not a tag attempt, then no call should be made.

On an overthrow, U3 must be observant for obstruction by F4 or F6 if R1 attempts to advance to third on the overthrow. U3 will be responsible for all calls at second and third.

PL	U1	U3
<ul style="list-style-type: none"> Watch the pitcher to ensure he does not balk 	<ul style="list-style-type: none"> Watch the pitcher to ensure he does not balk 	<ul style="list-style-type: none"> Watch the pitcher to ensure he does not balk Move, as necessary, to get the best angle to observe the play, but be set when the play occurs Observe the play and make the call Do not make a call if no tag attempt was made Responsible for all calls at 2nd and 3rd



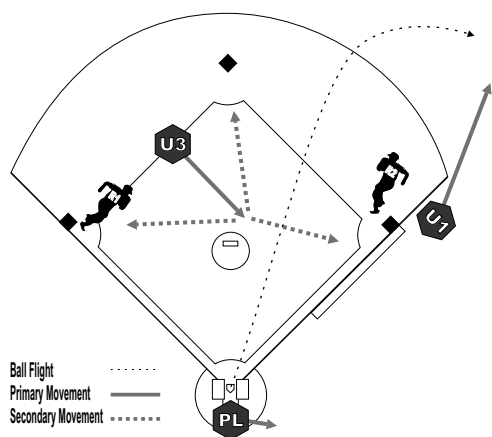
RUNNER ON FIRST AND THIRD Base Umpire Positioning



- U1 will be in Position “Shallow A” to observe any pickoff attempt on R2 or a throwback to first by the catcher
- U3 will be in Position “Deep C”



RUNNER ON FIRST AND THIRD Fly Ball – U1’s Responsibility



With a runner on third and a fly ball, PL must remain at the plate.

U1 must read the ball as being in his area of responsibility and immediately move to the outfield to rule on the play. If fair/foul is a possibility, straddle the foul line.

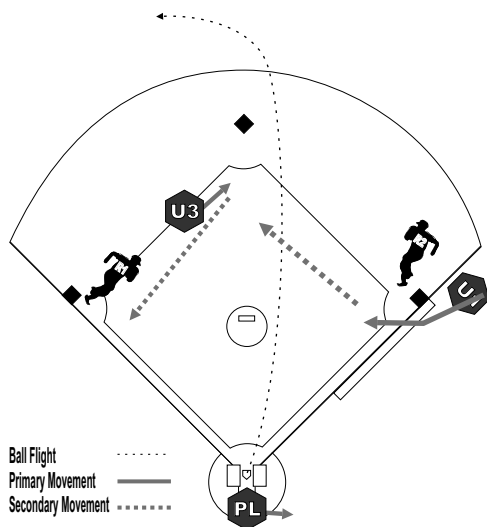
U3 should move to the working area and observe R2’s tag-up at first base. Move as appropriate for any play in the infield. Be especially alert for a throwback to first base if R2 retreats to first on a catch.

PL should step back to watch playing action and observe R1’s tag-up at third base. Move as appropriate to make any calls at the plate if R1 advances.

PL	U1	U3
<ul style="list-style-type: none"> Coverage reverts to 2 umpire mechanics Move to the 3rd base extended to observe R1’s tag Move as necessary to make the call on R1 coming home 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <u>DO NOT</u> return to the infield 	<ul style="list-style-type: none"> Coverage reverts to 2 umpire mechanics Move into the “working area” Observe R2’s tag at 1st Responsible for all calls in the infield Be alert to make calls at 1st if there is no tag and there is a throwback on R2 retreating to 1st



RUNNER ON FIRST AND THIRD Fly Ball – U3’s Responsibility



Because PL must remain at the plate in case R1 advances, U1 and U3 must “slide” to cover all calls in the infield.

U3 must read the ball as being in his area of responsibility and immediately move to a position to observe the catch attempt and to be prepared for any calls at second base. If R2 attempts to advance to third, U3 will move to rule on any play at third.

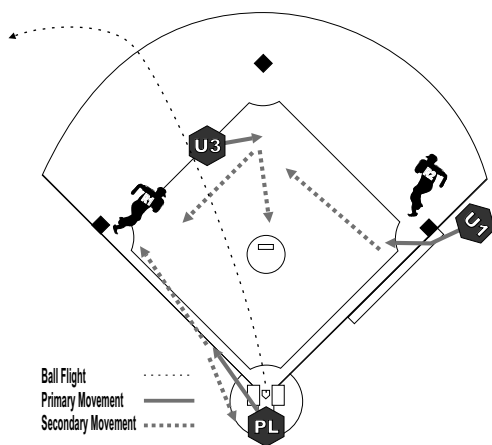
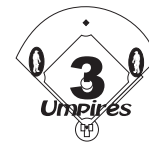
U1 will come into the infield at the cutout to observe the tag-up of R2 at first and the touch of first base by the BR (if the ball is not caught). If U3 moves to cover third base, U1 will move into position to rule on all plays at first and second bases.

PL will move to line up the catch attempt and R1’s tag-up at third base. Move as necessary for any play at the plate if R1 advances.

PL	U1	U3
<ul style="list-style-type: none"> • Move to third base extended • Observe R1’s tag • Move as necessary to make the call on R1 coming home 	<ul style="list-style-type: none"> • Move into the cutout at 1st and observe R2’s tag • Be prepared to take R2 back into 1st if there is a catch • If there is not a catch, observe BR’s touch of 1st • Take the BR into 2nd if U3 goes to 3rd 	<ul style="list-style-type: none"> • Move into position to get the best possible angle for the catch/no catch • Give a visual signal of the catch/no catch • Verbally let your partners know, “That’s a catch!” • <u>DO NOT</u> verbally indicate a no catch • Be prepared to take touches and plays at 2nd and 3rd • When U1 moves into position to call plays at 2nd, move into position for any play at third



RUNNER ON FIRST AND THIRD Fly Ball – PL's Responsibility



With a runner on third and a fly ball, PL will remain at the plate.

PL must read the ball as being in his area of responsibility and immediately move to a position to observe the catch attempt and R1's tag-up at third base. If fair/foul is a possibility, straddle the foul line. Do not move too far up the third base line, as you will need to make the call at the plate if R1 attempts to score.

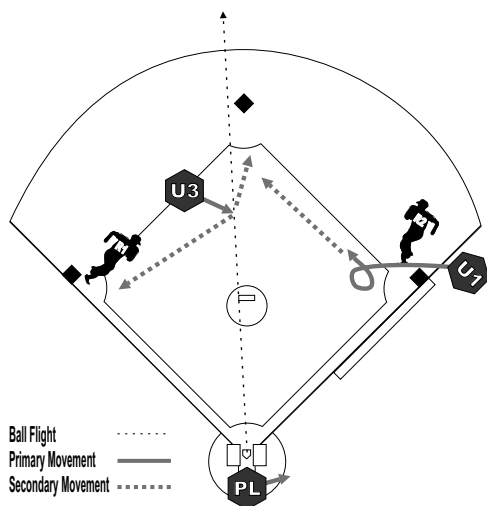
U1 will move into fair territory at the cutout to observe R2's tag-up at first. If the ball is caught, be prepared to take F2 back into 1st. If the ball is not caught, move into position to allow U3 to move to third base. If there is not a catch, observe the BR's touch of first and be prepared for a play at 1st or 2nd.

U3 will move into position to cover any calls at second if R2 attempts to advance. Be alert for a throwback behind R1, especially if the ball is hit shallow in the outfield. When U1 is in position to cover any plays at 2nd, move into position for any plays at 3rd.

PL	U1	U3
<ul style="list-style-type: none"> Move up the 3rd baseline to observe the catch attempt and observe the tag-up of R1 at third If fair/foul is a possibility, straddle the line and observe the play Be stopped when observing the play Make a visual signal of fair/foul and then catch/no catch On a catch, tell your partners, "That's a catch!" and retreat to the plate in case R1 attempts to advance If there is not a catch, signal no catch, no verbal call is used unless it was a "trouble" ball Retreat to the plate and move into position to make any call there 	<ul style="list-style-type: none"> Move into FAIR territory near first base in the cutout Line up R2's tag getting the best angle possible Be prepared to take R2 back into 1st or BR into 1st If the ball is not caught, move into the working area and be prepared to make all calls at 1st and 2nd 	<ul style="list-style-type: none"> Move into position to take all touches and plays at 2nd and at 3rd Let the ball take you to the play When U1 is in position to cover plays at 2nd, move into position for any play at 3rd



RUNNER ON FIRST AND THIRD Base Hit



On a clean base hit, PL will remain at the plate.

U1 will move into the infield and pivot to observe the BR's touch of first base and rule on any play at first on the BR. If R2 advances to third base or the BR advances to second base, move into the working area and assume responsibility for all calls at 1st or 2nd.

U3 will move to the working area and be prepared to make any calls at second base. If R2 attempts to advance to 3rd, U3 will move into position to make any call at 3rd

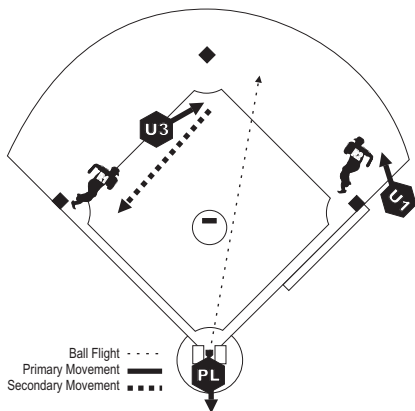
PL	U1	U3
<ul style="list-style-type: none"> Move back from the plate to observe playing action. Observe R1's touch of home Be prepared for any call at the plate if other runners attempt to score 	<ul style="list-style-type: none"> Move into the infield and pivot observing the BR's touch of 1st Be prepared to take the runner back into 1st Be prepared to move to cover second, letting your partner know you are in position 	<ul style="list-style-type: none"> Move into the "working area" observe touches or plays at 2nd Be prepared to take all plays at 2nd and 3rd If U1 moves into position to cover plays at 2nd, move into positions for any play at 3rd



RUNNER ON FIRST AND THIRD

Hit to the Infield

Possible Double Play



U1 will move into the infield to make the call at first base. It may be necessary to move back toward the outfield in order to get the best angle and distance to observe the play at first.

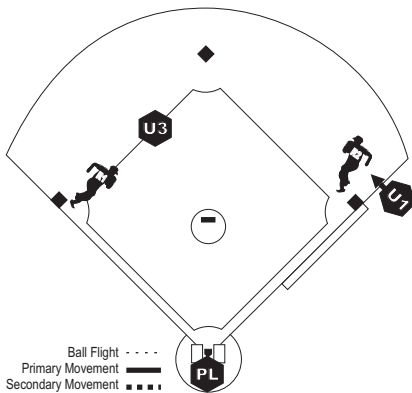
U3 will move to observe the play at second base. Be alert for any interference by R2. Be alert for a throwback behind R1 at third base or R1 getting caught in a rundown.

PL will step back to observe playing action. Move as necessary to rule on any play at the plate if R1 attempts to advance.

PL	U1	U3
<ul style="list-style-type: none"> Move to the point-of-the-plate extended Move as necessary to make the call on R1 coming home 	<ul style="list-style-type: none"> Move into fair territory to make the call at 1st May have to take a couple steps deeper in order to get the best angle for the play at 1st Come set, observe the play, make the call On an overthrow observe the ball to determine if it goes out of play 	<ul style="list-style-type: none"> Move into position to make the call on the front end of the possible DP Come set, observe the play, make the call Watch for interference on an illegal slide or contact by R2 Be prepared to move to 3rd if R1 retreats or is caught in a rundown



RUNNER ON FIRST AND THIRD Pickoff at First



U1 will be in position “Shallow A” and will be squared up facing the pitcher. U1 should be facing the pitcher as soon as he has the ball in his possession.

U1 should be in a position that allows him to see the potential play at first as well as being able to observe the pitcher. U1 should watch the pitcher while he is on the mound for any balks. On a left-handed pitcher, be particularly observant of the pitcher’s non-pivot foot and be prepared to determine if the foot passes the back plane of the pitcher’s rubber before the pitcher makes a pickoff move to first.

As soon as U1 reads the pickoff move, he should glance at the runner and the first baseman to determine if he needs to move in order to get a better angle to observe the play. If a better angle is needed, take one or two quick steps toward fair territory so you can look directly at the inside portion of the base. U1 should keep his chest squared up to first base.

Once the play is over, and all action by the fielder and runner is over, then U1 should make the call of safe or out. If there is not a tag attempt, then no call should be made.

On an overthrow, PL will observe the ball to determine if it goes into a dead ball area. U1 must be observant for obstruction by F3 if R1 attempts to advance to second on the overthrow.

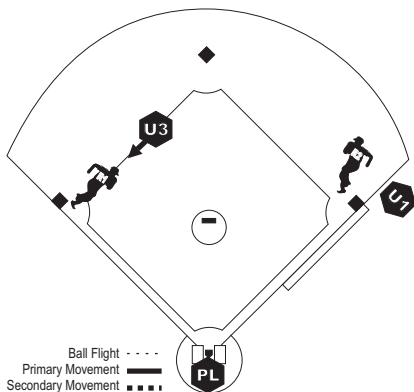
On an overthrow, U3 must be prepared for a play at either second if R2 attempts to advance or a possible rundown on R1.

PL must be prepared for a play at the plate if R1 attempts to advance on an overthrow. Be observant for interference by the batter.

PL	U1	U3
<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • On an overthrow, observe the ball to determine if it enters a dead ball area • Move as necessary to observe a play at the plate if R1 advances • Watch for interference by the batter 	<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • Move, if necessary, to get the best angle to observe the play, but be set when the play occurs • Observe the play and make the call • Do not make a call if no tag attempt was made • On an overthrow, observe the runner and watch for obstruction if the runner attempts to advance 	<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • Move into position to make calls at 2nd or 3rd on an overthrow



RUNNER ON FIRST AND THIRD Pickoff at Third



U3 will be in position “Deep C” and will be squared up facing the plate. U3 should be watching the pitcher as soon as he has the ball in his possession.

As soon as U3 reads the pickoff move, he should turn and step toward third base, keeping his eye on the ball. When the pitcher releases the ball, U3 should come set and observe the play.

Once the play is over, and all action by the fielder and runner is over, then U3 should make the call of safe or out. If there is not a tag attempt, then no call should be made.

On an overthrow, U3 will observe the ball to determine if it goes into a dead ball area. U3 will be responsible for all calls at 2nd and 3rd.

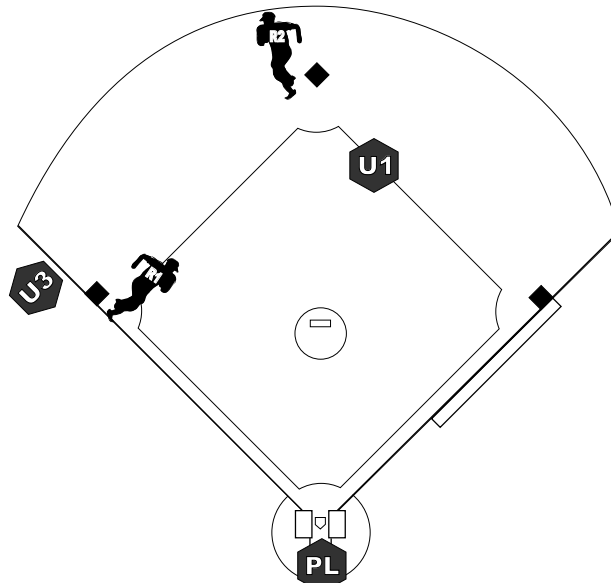
On an overthrow, PL must be observant for obstruction by F5 if R1 attempts to advance to home on the overthrow. PL should be prepared to move into position for a play at the plate in case R1 attempts to advance. Be alert for interference by the batter or obstruction of the runner by or the catcher.

PL	U1	U3
<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • Be prepared to move into position for a play at the plate if R1 attempts to advance • Watch for interference by the batter • Watch for obstruction by F5 or the catcher 	<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk 	<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • Move, if necessary, to get the best angle to observe the play, but be set when the play occurs • Observe the play and make the call • Do not make a call if no tag attempt was made • On an overthrow, observe the ball to determine if it goes into a dead ball area • Responsible for all calls at 2nd and 3rd

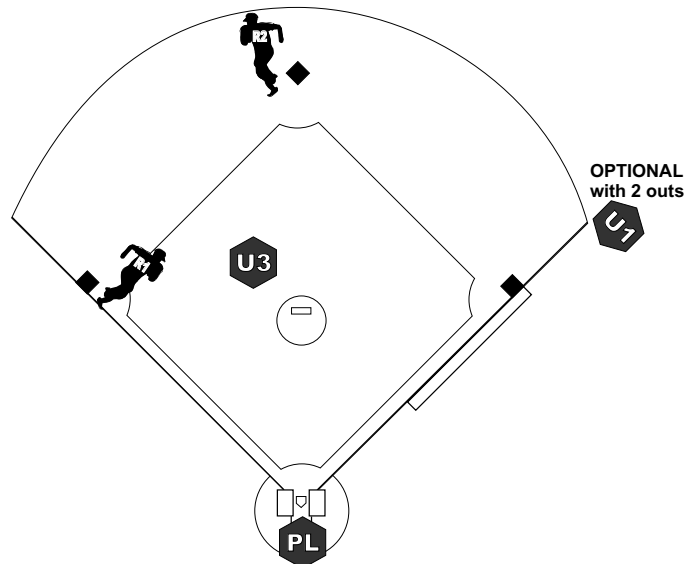
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RUNNER ON SECOND AND THIRD Base Umpire Positioning



- U1 will be in Position “Deep B”
- U3 will be in Position “Shallow D” to observe any pickoff attempts on R1 or for a throwback to third by the catcher



OPTIONAL with **TWO OUTS**

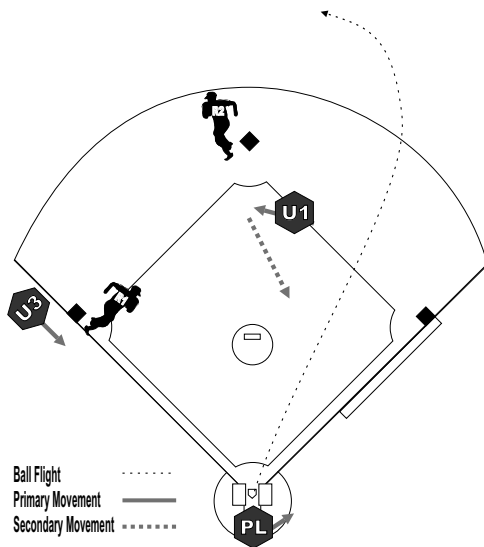
- U1 will be in Portion “A”
- U3 will be in Position “C”



RUNNER ON SECOND AND THIRD

Fly Ball – Center Field

U1's Responsibility



U1 must read the ball as being in his area of responsibility and immediately move to a position to observe the catch attempt and R2's tag-up at second base. U1 is responsible for all calls at first and second bases. Be alert for a throwback behind R2 at second base.

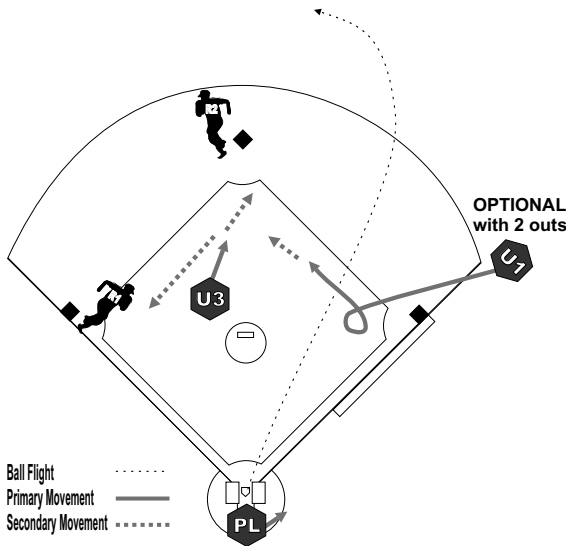
U3 will move into position in foul territory to line up R1's tag-up at third base.

PL will step back to observe playing action. Move as appropriate to observe any play at the plate.

PL	U1	U3
<ul style="list-style-type: none"> • Step back from the plate to observe playing action • Observer R1's touch of the plate • Move as necessary if there is a play at the plate on R1 or any other runner 	<ul style="list-style-type: none"> • Move to get the best angle on the catch/no catch and to see the tag-up by R2 • <u>DO NOT</u> cross the infield dirt • Observe the catch attempt • Glance at R2's tag of 2nd • Give a visual signal of catch/no catch • Verbally tell your partners, "That's a catch!" • Be alert for a throw behind R2 at 2nd • If there is no catch, move to the working area • Observe the BR's touch of 1st • Be prepared for a play at either 1st or 2nd 	<ul style="list-style-type: none"> • Move to observe R1's tag at 3rd • Be prepared for a play at third if R2 attempts to advance



RUNNER ON SECOND AND THIRD **Fly Ball – Center Field** **U3's Responsibility** **(Optional with TWO OUTS)**



U3 must read the ball as being in his area of responsibility and immediately move to a position to observe the catch attempt and R2's tag-up at second base. U3 is responsible for all calls at third base and the initial call on R2, if any, at 2nd base.. Be alert for a throwback behind R2 at second base. When U1 moves into position to cover calls at 2nd, move into position for any plays at 3rd.

U1 will move into the infield and pivot to observe the BR's touch of 1st if the ball is not caught. Move into the working area or second base if the ball is not caught and be prepared for any call at 1st or 2nd, letting your partner know that your are assuming responsibility for calls at 2nd.

PL will step back to observe playing action. Move as appropriate to observe any play at the plate.

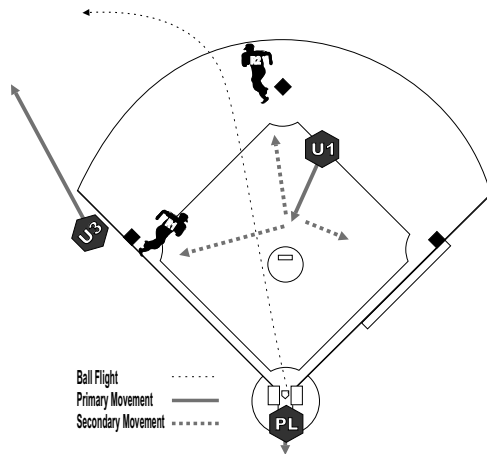
PL	U1	U3
<ul style="list-style-type: none"> Move to the point-of-the-plate extended Observer R1's touch of the plate Move as necessary if there is a play at the plate on R1 	<ul style="list-style-type: none"> Move to get the best angle on the catch/no catch and to see the tag-up by R2 <u>DO NOT</u> cross the infield dirt Observe the catch attempt Glance at R2's tag of 2nd Give a visual signal of catch/ no catch Verbally tell your partners, "That's a catch!" Be alert for a throw behind R2 at 2nd If there is no catch, observe the BR's touch of 1st 	<ul style="list-style-type: none"> Move to observe R1's tag at 3rd Move to the inside to call the subsequent play at 3rd on R2



RUNNER ON SECOND AND THIRD

Fly Ball – Left Field

U3's Responsibility



U3 must read the ball as being in his area of responsibility and immediately move to the outfield to rule on the play. If fair/foul is a possibility, straddle the foul line.

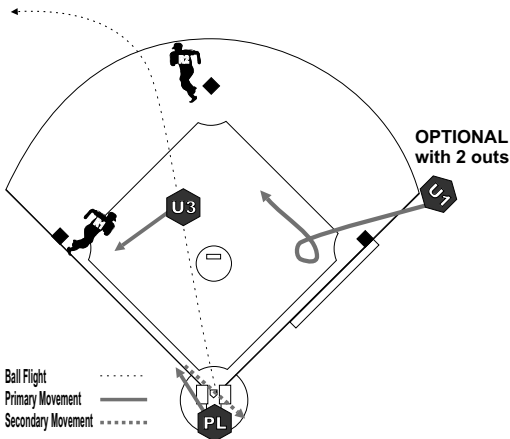
U1 must move into position to line up R2's tag-up at second base. Be alert for a throwback behind R2 at second or R1 at third. U1 will be responsible for all plays in the infield.

PL will step back to observe playing action. Move as appropriate for any play at the plate.

PL	U1	U3
<ul style="list-style-type: none"> Coverage reverts to 2 umpire mechanics Move to the point-of-the-plate extended Observe R1's tag Move as necessary for a play at the plate if R1 tries to score 	<ul style="list-style-type: none"> Coverage reverts to 2 umpire mechanics Move to the "working area" at the rear of the mound Observe R2's tag at 2nd Glance at the BR's touch of 1st Be prepared to take R2 to 3rd or back into 2nd Be alert for a throwback behind R1 at 3rd or R2 at 2nd 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <u>DO NOT</u> return to the infield



RUNNER ON SECOND AND THIRD **Fly Ball – Left Field** **PL’s Responsibility** **(Optional with TWO OUTS)**



U3 must read the ball as being in his area of responsibility and immediately move to the outfield to rule on the play. If fair/foul is a possibility, straddle the foul line.

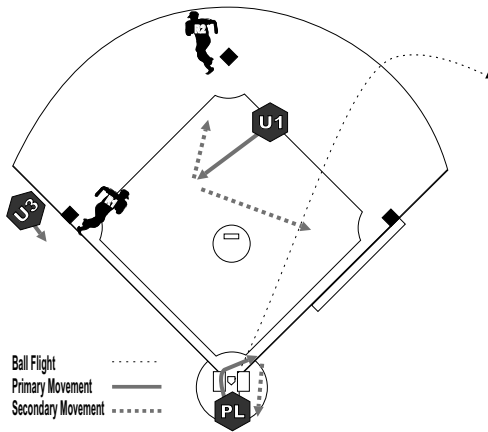
U1 must move into position to line up R2’s tag-up at second base. Be alert for a throwback behind R2 at second or R1 at third. U1 will be responsible for all plays in the infield.

PL will step back to observe playing action. Move as appropriate for any play at the plate.

PL	U1	U3
<ul style="list-style-type: none"> Coverage reverts to 2 umpire mechanics Move to the point-of-the-plate extended Observe R1’s tag Move as necessary for a play at the plate if R1 tries to score 	<ul style="list-style-type: none"> Coverage reverts to 2 umpire mechanics Move to the “working area” at the rear of the mound Observe R2’s tag at 2nd Glance at the BR’s touch of 1st Be prepared to take R2 to 3rd or back into 2nd Be alert for a throwback behind R1 at 3rd or R2 at 2nd 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <u>DO NOT</u> return to the infield



RUNNER ON SECOND AND THIRD Fly Ball – Right Field PL's Responsibility



PL must read the ball as being in his area of responsibility and immediately move to a position to observe the catch attempt. If fair/foul is a possibility, straddle the foul line. Do not move too far up the first base line, as you must retreat to cover the play at the plate if R1 attempts to advance.

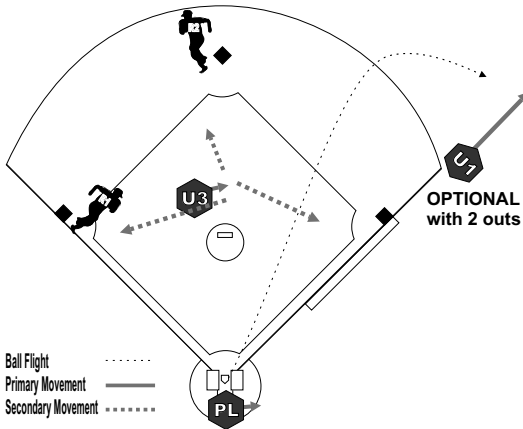
U1 will move to line up R2's tag-up at second base. Be alert for a throwback behind R2 at second. U1 is responsible for all calls at first or second bases.

U3 will move into position in foul territory to line up R1's tag-up at third base. If R1 advances to home, move into fair territory near the cutout to rule on any play at third if R2 attempts to advance.

PL	U1	U3
<ul style="list-style-type: none"> • Move partially up the 1st base line and get the best angle to observe the catch attempt • DO NOT over commit up the line • If fair/foul is a possibility, straddle the line and observe the play • Be stopped when making the call • Make a visual signal of fair/foul and then catch/no catch • On a catch, tell your partners, "That's a catch!" • If there is not a catch, signal no catch, no verbal call is used unless it was a "trouble" ball • Retreat to home in case R1 attempts to score 	<ul style="list-style-type: none"> • Move into position to line up R2's tag • Be prepared to take R2 back into 2nd or the BR into 2nd • Be ready to make all calls at 1st or 2nd 	<ul style="list-style-type: none"> • Move into position to take all touches and plays at 3rd



RUNNER ON SECOND AND THIRD **Fly Ball – Right Field** **U1's Responsibility** **(Optional with TWO OUTS)**



U1 must read the ball as being in his area of responsibility and immediately move to a position to observe the catch attempt. If fair/foul is a possibility, straddle the foul line.

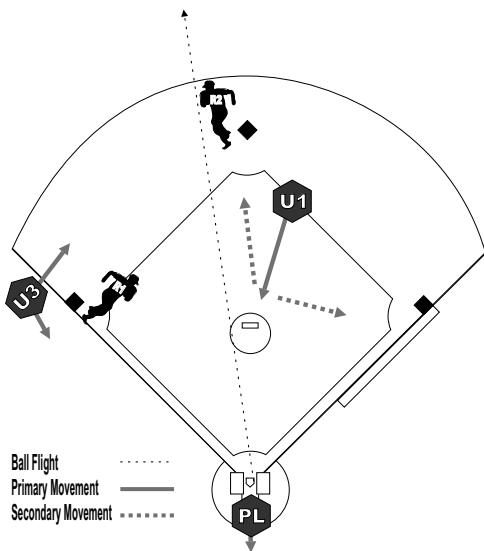
U3 will move to line up R2's tag-up at second base. Be alert for a throwback behind R2 at second. U3 is responsible for all calls at first or second bases. If the ball is not caught, U3 will move to the working area and be prepared to move into position for any call in the infield

PL will move into position to observe the catch attempt and R1's tag at 3rd. Move as necessary for a call at the plate if any runner attempts to advance.

PL	U1	U3
<ul style="list-style-type: none"> Move into position to observe the catch attempt and R1's tag at 3rd Move as necessary to get into position for any play at the plate 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <u>DO NOT</u> return to the infield 	<ul style="list-style-type: none"> Move into position to line up R2's tag Be prepared for a throwback behind R2 if the ball is caught Move to the working area if the ball is not caught Be ready to make all calls in the infield



RUNNER ON SECOND AND THIRD Base Hit



U1 will move to the working area near the rear of the mound. U1 is responsible for all calls at first and second bases.

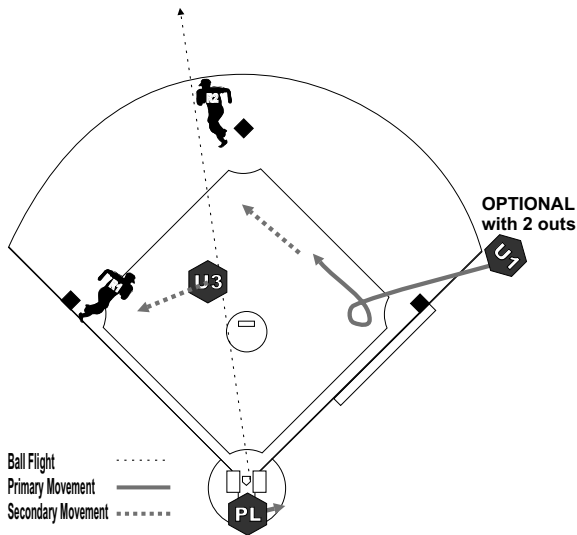
U3 will move in behind R1 and into fair territory near the cutout to rule on any play at third base.

PL will step back and observe playing action. Move as appropriate for any play at the plate.

PL	U1	U3
<ul style="list-style-type: none"> Move to the point-of-the-plate extended Observe touches of home Move as necessary to make all calls on any play at home 	<ul style="list-style-type: none"> Move to the “working area” at the back of the mound Make all calls at 1st or 2nd Observe touches of 1st or 2nd 	<ul style="list-style-type: none"> As R1 clears 3rd base, move into the cutout Observe touches of 3rd Make all calls at 3rd



RUNNER ON SECOND AND THIRD Base Hit (Optional with TWO OUTS)



U1 will move to the infield and pivot to observe the BR's touch of 1st. If the BR attempts to advance, move with the BR for a play at second, letting U3 know you are there. If the BR does not attempt to advance, move to the working area and let U3 know you are there.

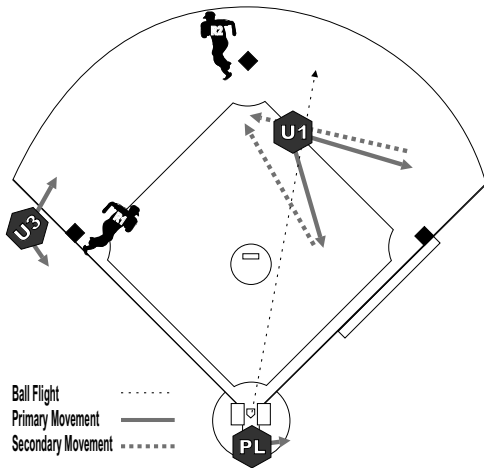
U3 will any play at third base or a play of R2 going back to 2nd. When U1 moves into position to cover calls at 2nd, move into position for any play at 3rd.

PL will step back and observe playing action. Move as appropriate for any play at the plate.

PL	U1	U3
<ul style="list-style-type: none"> • Step back from the plate and observe playing action • Observe touches of home • Move as necessary to make all calls on any play at home 	<ul style="list-style-type: none"> • Move into the infield and pivot to observe the BR's touch of 1st • Move to 2nd with the BR or, if the BR does not advance, move to the working area and take responsibility for all calls at 1st and 2nd 	<ul style="list-style-type: none"> • Move as needed to make a call at 3rd or a call at 2nd if R2 has to retreat • Move into position for plays at 3rd when U1 moves into position to take responsibility for plays at 2nd



RUNNER ON SECOND AND THIRD Hit to the Infield



On a hit to the infield, U1 should move toward the beginning of the running lane in order to get the best angle for the play at first base. Be careful that you do not get in the way of the throw by the shortstop or third baseman. If you think that you might interfere with the infielder's throw, move toward the foul line at the back edge of the infield to get an angle for the play at first. Make certain that you keep an eye on the ball and be alert for the fielder attempting to make a play on R1 at second base.

U3 will move into position in foul territory to observe any play on R1 at third base. If R1 advances to home, move into fair territory near the cutout to rule on any play at third if R2 attempts to advance.

PL will step back and observe playing action. Move as appropriate for any play at the plate.

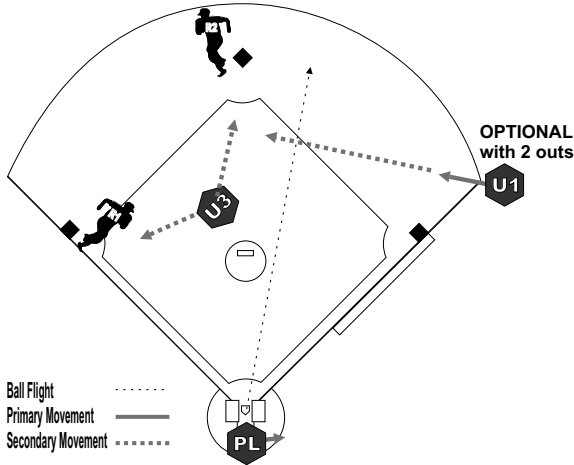
PL	U1	U3
<ul style="list-style-type: none"> Move to the point-of-the-plate extended and observe the playing action Observe touches of home Move as necessary to rule on any play at home if R1 tries to score 	<ul style="list-style-type: none"> Move into position to make the call on the BR at 1st being careful not to get into the line of the throw Come set, observe the play, make the call Be alert for a throw behind R2 at 2nd 	<ul style="list-style-type: none"> If R1 attempts to advance to home, move into the cutout for any play at 3rd



RUNNER ON SECOND AND THIRD

Hit to the Infield

(Optional with TWO OUTS)



On a hit to the infield, U1 will move into the infield to observe any play at 1st. If the BR is not put out, U1 will move to the working area and take responsibility for all calls at 1st or 2nd. On an overthrow at 1st, U1 should move with the BR if he attempts to advance to 2nd, letting U3 know you are there so he can move to cover 3rd.

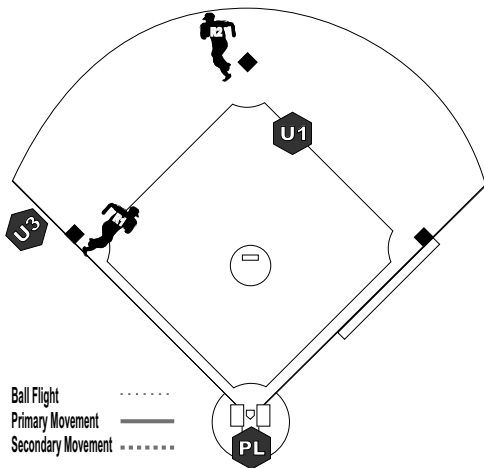
U3 will move into position to observe any plays on R2 at 2nd or R1 at 3rd.

PL will step back and observe playing action. On an overthrow at 1st, move to observe the ball to determine if it goes into a dead ball area and to observe R1's touch of the plate, if R1 advances. Move as appropriate for any play at the plate.

PL	U1	U3
<ul style="list-style-type: none"> • Step back from the plate and observe the playing action • On an overthrow at first, watch the ball to determine if it goes into a dead ball area • Observe touches of home • Move as necessary to rule on any play at home 	<ul style="list-style-type: none"> • Move into position to make the call on the BR at 1st • Come set, observe the play, make the call • On an overthrow, move to the working area 	<ul style="list-style-type: none"> • Move into position to make a call on R2 at 2nd or R1 at 3rd • On an overthrow at 1st, be prepared for a play at 2nd or 3rd. • Move into position for a play at 3rd if U1 moves into the infield and assumes responsibility for plays at 2nd



RUNNER ON SECOND AND THIRD Pickoff at Second



U1 will be in position “Deep B” and will be squared up facing the plate. U1 should be observing the pitcher as soon as he has the ball in his possession.

As soon as U1 reads the pickoff move, he should keep his eye on the ball. If the pitcher throws the ball, turn with the ball and square up to second base to observe the play.

Once the play is over, and all action by the fielder and runner is over, then U1 should make the call of safe or out. If there is not a tag attempt, then no call should be made.

On an overthrow, U1 must be observant for obstruction by F4 or F6 if R2 attempts to advance to third on the overthrow.

On an overthrow, U3 will move into position for any calls at third base in case the runners attempt to advance.

On an overthrow, PL should be prepared to move into position for a play at the plate if R1 attempts to advance. Be alert for interference by the batter.

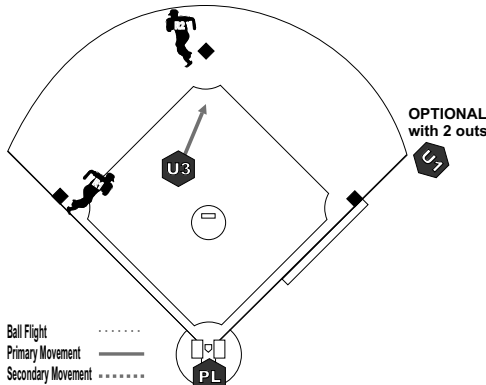
PL	U1	U3
<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • Be prepared for a play at the plate if R1 attempts to advance on an overthrow 	<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • Move, if necessary, to get the best angle to observe the play, but be set when the play occurs • Observe the play and make the call • Do not make a call if no tag attempt was made 	<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • Move into position to make the call at 3rd on an overthrow



RUNNER ON SECOND AND THIRD

Pickoff at Second

(Optional with TWO OUTS)



U3 will be in position “C” and will be squared up facing the plate. U3 should be observing the pitcher as soon as he has the ball in his possession.

As soon as U3 reads the pickoff move, he should keep his eye on the ball. If the pitcher throws the ball, turn with the ball and move into position at second base to observe the play.

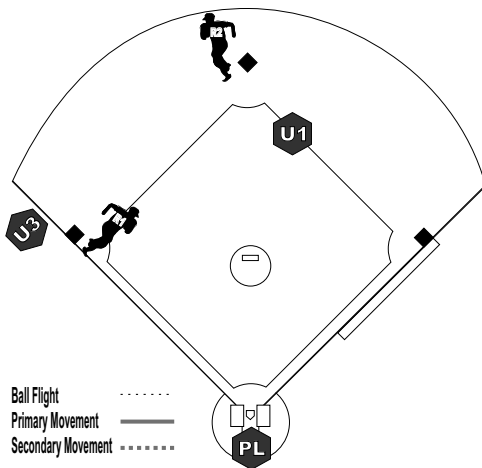
On an overthrow, U3 must move with R2 if he attempts to advance to 3rd and be observant for obstruction by F4 or F6.

On an overthrow, PL should be prepared to move into position for a play at the plate if R1 attempts to advance. Be alert for interference by the batter.

PL	U1	U3
<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • Be prepared for a play at the plate if R1 attempts to advance on an overthrow 	<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk 	<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • Move, if necessary, to get the best angle to observe the play, but be set when the play occurs • Observe the play and make the call • Do not make a call if no tag attempt was made • Be prepared to move to 3rd for a play there is R2 attempts to advance on an overthrow



RUNNER ON SECOND AND THIRD Pickoff at Third



U3 will be in position “Shallow D” and will be squared up facing the pitcher. U3 should be watching the pitcher as soon as he has the ball in his possession.

U3 should be in a position that allows him to see the potential play at third as well as being able to observe the pitcher. U3 should watch the pitcher while he is on the mound for any balks. On a right-handed pitcher, be particularly observant of the pitcher’s non-pivot foot and be prepared to determine if the foot passes the back plane of the pitcher’s rubber before the pitcher makes a pickoff move to third.

As soon as U3 reads the pickoff move, he should glance at the runner and the third baseman to determine if he needs to move in order to get a better angle to observe the play. If a better angle is needed, take one or two quick

steps in foul territory so you can look directly at the inside portion of the base. U3 should keep his chest squared up to third base.

Once the play is over, and all action by the fielder and runner is over, then U3 should make the call of safe or out. If there is not a tag attempt, then no call should be made.

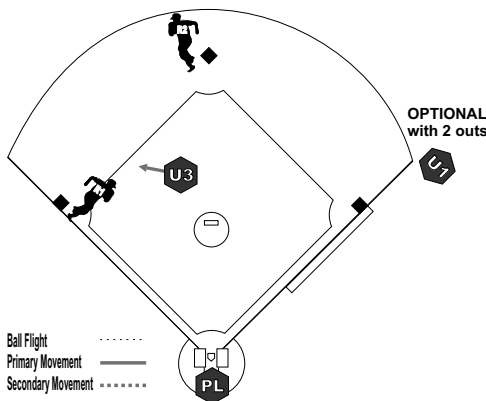
On an overthrow, U3 will observe the ball to determine if it goes into a dead ball area. PL must be observant for obstruction by F5 if R1 attempts to advance to home on the overthrow.

On an overthrow, PL should be prepared to move into position for a play at the plate in case R1 attempts to advance. Be alert for interference by the batter.

PL	U1	U3
<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • Be prepared to move into position for a play at the plate if R1 attempts to advance • Watch for obstruction for obstruction by F5 if R1 attempts to advance on an overthrow • Be alert for interference by the batter 	<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • Responsible for calls at 2nd 	<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • Move, if necessary, to get the best angle to observe the play, but be set when the play occurs • Observe the play and make the call • Do not make a call if no tag attempt was made • On an overthrow, observe the ball to determine if it goes into a dead ball area



RUNNER ON SECOND AND THIRD Pickoff at Third (Optional with TWO OUTS)



U3 will be in position “C” and will be squared up facing the pitcher. U3 should be watching the pitcher as soon as he has the ball in his possession. U3 should watch the pitcher while he is on the mound for any balks.

As soon as U3 reads the pickoff move, he should move one or two steps toward the edge of the grass in order to get a better angle to observe the play.

Once the play is over, and all action by the fielder and runner is over, then U3 should make the call of safe or out. If there is not a tag attempt, then no call should be made.

On an overthrow, U3 will observe the ball to determine if it goes into a dead ball area and be prepared for a play at 3rd if R2 attempts to advance.

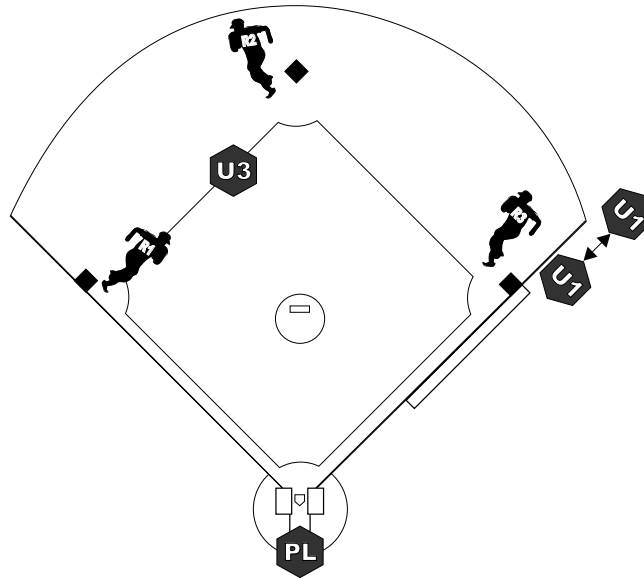
PL must be observant for obstruction by F5 if R1 attempts to advance to home on the overthrow.

On an overthrow, PL should be prepared to move into position for a play at the plate in case R1 attempts to advance. Be alert for interference by the batter.

PL	U1	U3
<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • Be prepared to move into position for a play at the plate if R1 attempts to advance • Watch for obstruction for obstruction by F5 if R1 attempts to advance on an overthrow • Be alert for interference by the batter 	<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk 	<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • Move, if necessary, to get the best angle to observe the play, but be set when the play occurs • Observe the play and make the call • Do not make a call if no tag attempt was made • On an overthrow, observe the ball to determine if it goes into a dead ball area • Be prepared for a play at 3rd if R2 attempts to advance



RUNNERS ON ALL BASES Base Umpire Positioning

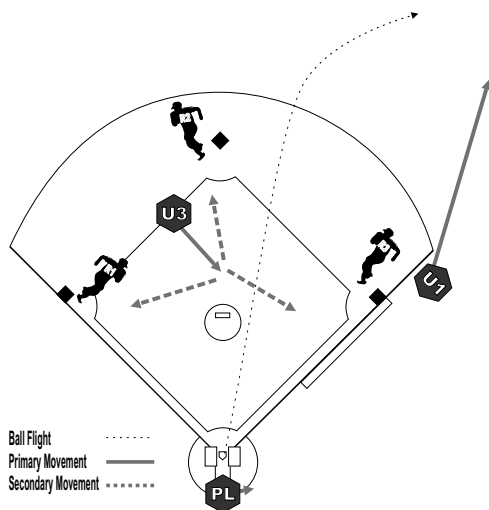


- U1 will be in Position “Shallow A” to observe any pickoff attempt on R3 or for a throwback to first by the catcher. If F3 is not in position to hold the runner at first, U1 should be Position “A”. U1 must always keep F3 just in front of him so that F3 is in his peripheral vision so U1 can avoid interfering with F3 on a batted ball.
- U3 will be in Position “Deep C”
 - *Position “Deep C” puts U3 in the best position to be able to react to plays in the infield that occur at 2nd and 3rd. While some umpires may feel that “Deep B” gives them a better look at the possible pickoff at 2nd, which is true, that position makes calls at 3rd, such as a throwback by the catcher, a much more difficult call. “Deep B” also makes it more difficult for U3 to get into the proper position for any double play.*



RUNNERS ON ALL BASES

Fly Ball – U1’s Responsibility



U1 must read the ball as being in his area of responsibility and immediately move to the outfield to rule on the play. If fair/foul is a possibility, straddle the foul line.

U3 will move to the working area near the rear of the mound and observe the tag-ups of R2 at second and R3 at first. U3 will be responsible for all calls in the infield.

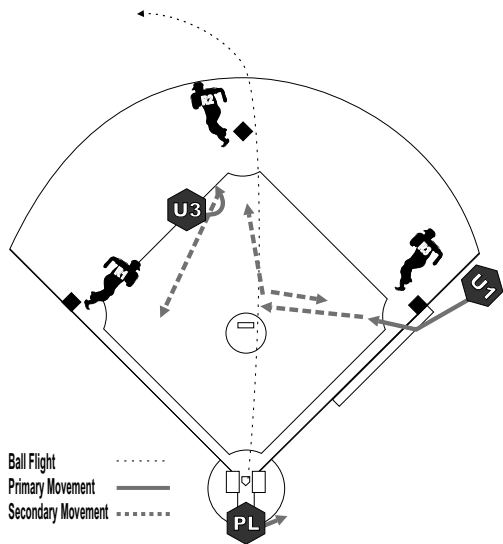
PL will step back and observe R1’s tag-up at third base. Move as appropriate for any play at the plate.

PL	U1	U3
<ul style="list-style-type: none"> Coverage reverts to 2 umpire mechanics Move to observe R1’s tag at 3rd Observe all touches of home Move as necessary for any play on the runners at home 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <u>DO NOT</u> return to the infield 	<ul style="list-style-type: none"> Coverage reverts to 2 umpire mechanics Move into the “working area” favoring the third base side to observe R2’s tag at 2nd Glance at R3’s tag at 1st Be ready to take R2 into 3rd Be alert for R3 moving to 2nd Be alert for throws behind R2 and R3 Let the throw take you to the play



RUNNERS ON ALL BASES

Fly Ball – U3's Responsibility



U3 must read the ball as being in his area of responsibility and immediately move to a position to observe the catch attempt and R2's tag-up at second base. Once the catch/no catch decision is made, U3 should move toward third base for any play there.

U1 will move into fair territory near the cutout to observe R3's tag-up at first base. Once the catch/no catch decision is made, U1 must move into the working area near the rear of the mound and be prepared to rule on all calls at first and second bases. Let U3 know that you have second base so he can move to cover plays at third.

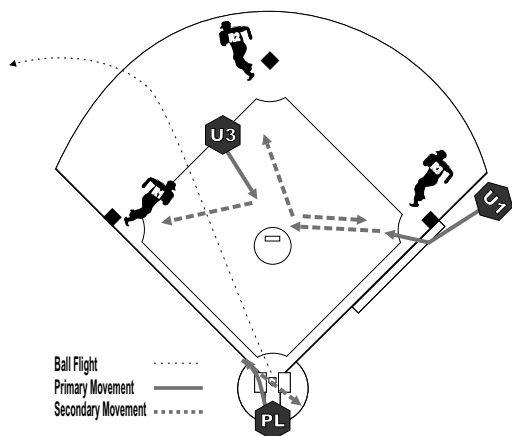
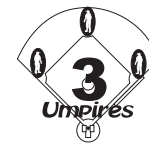
PL will step back and observe R1's tag-up at third base. Move as appropriate for any play at the plate.

PL	U1	U3
<ul style="list-style-type: none"> Move to the point-of-the-plate extended and observe R1's tag Observe all touches of home Move as necessary for any play on runners at home 	<ul style="list-style-type: none"> Move quickly into the cutout and observe R3's tag at 1st, getting the best angle possible Move quickly to the "working area" near the rear of the mound and be prepared to make all calls at 1st and 2nd Let U3 know that you are in position to make calls at 2nd 	<ul style="list-style-type: none"> Move into position to get the best possible angle for the catch/no catch and to see R2's tag Give a visual signal of the catch/no catch Verbally let your partners know, "That's a catch!" <u>DO NOT</u> verbally indicate a catch/no catch unless it is a "trouble" ball Glance at R2's tag at 2nd Take R2 into 3rd



RUNNERS ON ALL BASES

Fly Ball – PL’s Responsibility



PL must read the ball as being in his area of responsibility and immediately move to a position to observe the catch attempt and R1’s tag-up at third base. If fair/foul is a possibility, straddle the foul line. Do not move too far up the third base line, as you will need to make the call at the plate if R1 advances on a catch.

U1 will move into fair territory near the cutout to observe R3’s tag-up at first base. Once the catch/no catch decision is made, U1 must move into the working area near the rear of the mound and be prepared to rule on all calls at first and second bases. Let U3 know that you have second base so he can move to cover plays at third.

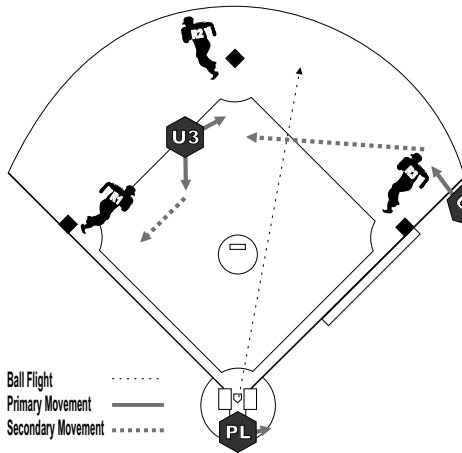
U3 must move to a position to line up R2’s tag-up at second base. Once the catch/no catch decision is made, U3 should move toward third base for any play there.

PL	U1	U3
<ul style="list-style-type: none"> Move up the 3rd baseline and get the best angle to observe the catch attempt and R1’s tag-up at 3rd If fair/foul is a possibility, straddle the line and observe the play Be stopped when making the call Make a visual signal of fair/foul and then catch/no catch On a catch, tell your partners, “That’s a catch!” If there is not a catch, signal no catch, no verbal call is used unless it was a “trouble” ball Retreat to cover any play at the plate 	<ul style="list-style-type: none"> Move quickly into the cutout and observe R3’s tag at 1st, getting the best angle possible Move quickly to the “working area” near the rear of the mound and be prepared to make all calls at 1st and 2nd Let U3 know that you are in position to make calls at 2nd 	<ul style="list-style-type: none"> Move into position to take all touches and plays at 2nd and at 3rd When U1 moves into position to take calls at 2nd, move into position to take all calls at 3rd Be prepared for a throwback behind R1 at 3rd or R2 at 2nd on a catch



RUNNERS ON ALL BASES

Base Hit



U1 and U3 will “slide” to cover plays in the infield.

U1 will come into the infield and pivot to observe the touch of first base by the BR. If the BR advances to second base, move to second for any play there. If the BR does not advance to second base, move to the working area near the rear of the mound to allow U3 to move to cover plays at third base. Let U3 know that you are in position to take all plays at 2nd so he can move to third base.

U3 will move into the infield to observe any play at second or third bases. When U1 moves fully into the infield to take responsibility for plays at second, move to third base for any play there.

PL will step back and observe playing action. Move as appropriate for any play at the plate.

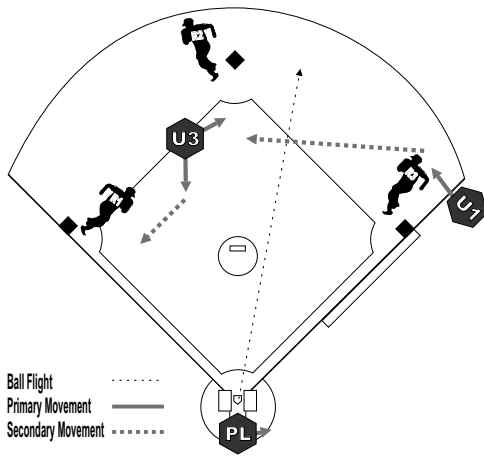
PL	U1	U3
<ul style="list-style-type: none"> Move to the point-of-the-plate extended Observe touches of 3rd and home Move as necessary to make all calls on plays at home 	<ul style="list-style-type: none"> Move into the infield and pivot observing the BR's touch of 1st Move into position to take all calls at 1st and 2nd Let U3 know that you are in position to take calls at 2nd Let the throw take you to the play 	<ul style="list-style-type: none"> Observe touches at 2nd and 3rd Move into position to make all calls at 3rd as soon as U1 lets you know he is position to make the calls at 2nd



RUNNERS ON ALL BASES

Hit to the Infield

Possible Double Play



U1 will move into the infield to rule on plays at first base. It may be necessary to move back toward the outfield to get the appropriate angle and distance to observe the play.

U3 will move into position to make the call at either second or third bases on both the first and second plays in the infield.

On an overthrow at any base, U1 and U3 must be prepared to “slide” to cover all plays in the infield.

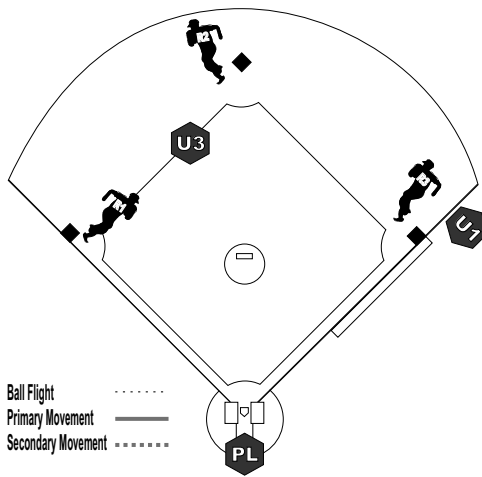
PL will step back and observe playing action. Move as appropriate for any play at the plate.

PL	U1	U3
<ul style="list-style-type: none"> Move to the point-of-the-plate extended Watch for interference on an illegal slide or other actions by R1 If no play on R1, glance at his touch of home Be alert for a “timing” play Move as necessary to rule on any play at home 	<ul style="list-style-type: none"> Move in to make the call at 1st May have to take a couple steps deeper in order to get the best angle for the play at 1st Come set, observe the play, make the call On an overthrow observe the ball to determine if it goes out of play 	<ul style="list-style-type: none"> Turn with the ball and move into position to make the first call in the infield at 3rd or 2nd Come set, observe the play, make the call Watch for interference on an illegal slide by R2 or R3 Let the second throw take you to the play if at 3rd or 2nd



RUNNERS ON ALL BASES

Pickoff at First



U1 will be in position “Shallow A” and will be squared up facing the pitcher. U1 should be facing the pitcher as soon as he has the ball in his possession.

U1 should be in a position that allows him to see the potential play at first as well as being able to observe the pitcher. U1 should watch the pitcher while he is on the mound for any balks. On a left-handed pitcher, be particularly observant of the pitcher’s non-pivot foot and be prepared to determine if the foot passes the back plane of the pitcher’s rubber before the pitcher makes a pickoff move to first.

As soon as U1 reads the pickoff move, he should glance at the runner and the first baseman to determine if he needs to move in order to get a better angle to observe the play. If a better angle is needed, take one or two quick steps toward fair territory so you can look directly at the inside

portion of the base. U1 should keep his chest squared up to first base.

Once the play is over, and all action by the fielder and runner is over, then U1 should make the call of safe or out. If there is not a tag attempt, then no call should be made.

On an overthrow, PL will observe the ball to determine if it goes into a dead ball area. U1 must be observant for obstruction by F3 if R1 attempts to advance to second on the overthrow.

On an overthrow, U3 must be prepared for a play at either second or third if any runners attempt to advance.

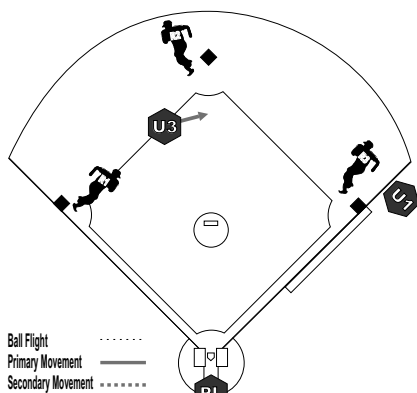
PL must be prepared for a play at the plate if R1 attempts to advance on an overthrow. Be observant for interference by the batter.

PL	U1	U3
<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • On an overthrow, observe the ball to determine if it goes into a dead ball area • Move as necessary to observe a play at the plate if R1 advances • Watch for interference by the batter 	<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • Move, if necessary, to get the best angle to observe the play, but be set when the play occurs • Observe the play and make the call • Do not make a call if no tag attempt was made • On an overthrow, observe the runner and watch for obstruction by the fielders 	<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • Move into position to make calls at 2nd or 3rd on an overthrow



RUNNERS ON ALL BASES

Pickoff at Second



U3 will be in position “Deep C” and will be squared up facing the plate. U3 should be observing the pitcher as soon as he has the ball in his possession.

The umpire must be very careful to keep his eye on the ball as he starts his movement toward second base. The umpire should move towards the cutout and keep his eyes focused on the pitcher’s hand to make sure he releases the ball toward the play at second. Only after the ball is released should the umpire turn with the ball toward second base and the play.

Once the play is over, and all action by the fielder and runner is over, then U3 should make the call of safe or out. If there is not a tag attempt, then no call should be made.

On an overthrow, U3 must be observant for obstruction by F4 or F6 if R2 attempts to advance to third. U3 will be responsible for all calls at second and third.

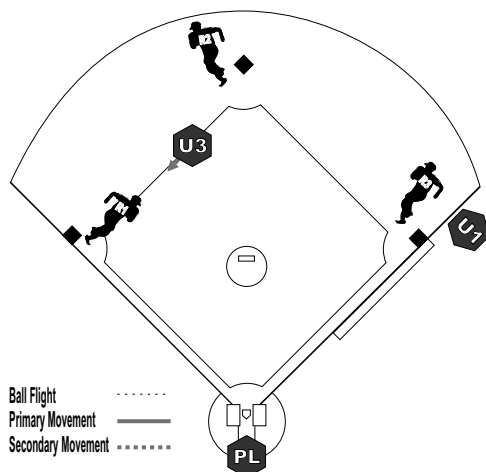
On an overthrow, PL must be prepared to move into position for a play at the plate if R1 attempts to advance. Be alert for interference by the batter.

PL	U1	U3
<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • Move into position for a play at the plate if R1 attempts to advance 	<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk 	<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • Move, as necessary, to get the best angle to observe the play, but be set when the play occurs • Observe the play and make the call • Do not make a call if no tag attempt was made • Responsible for all calls at 2nd and 3rd



RUNNERS ON ALL BASES

Pickoff at Third



U3 will be in position “Deep C” and will be squared up facing the plate. U3 should be watching the pitcher as soon as he has the ball in his possession.

As soon as U3 reads the pickoff move, he should turn and step toward third base, keeping his eye on the ball. When the pitcher releases the ball, U3 should come set and observe the play.

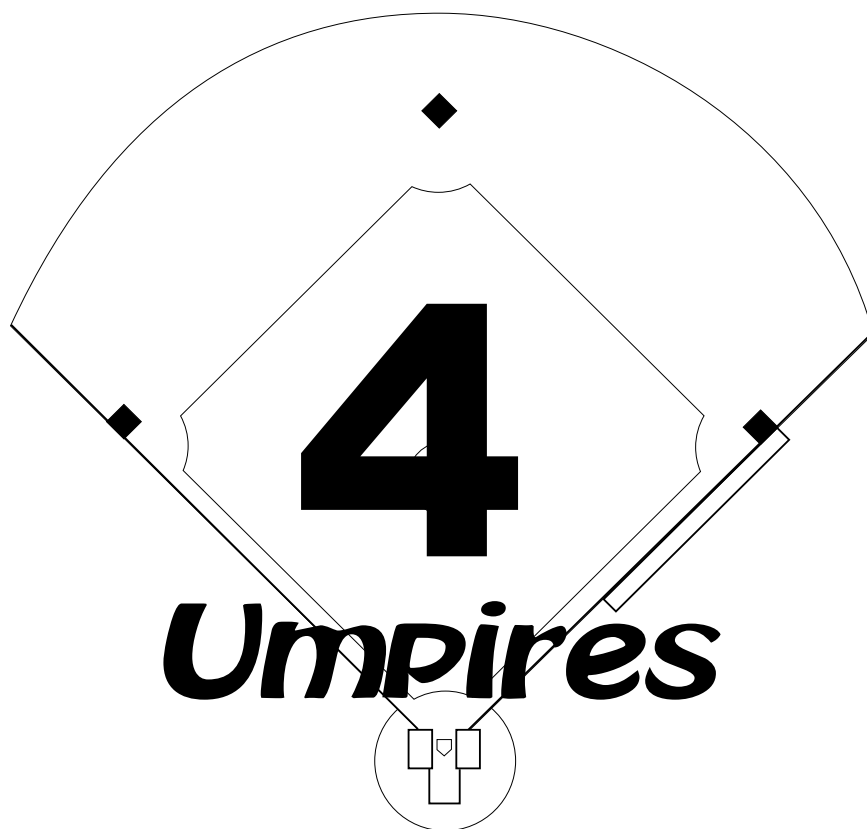
Once the play is over, and all action by the fielder and runner is over, then U3 should make the call of safe or out. If there is not a tag attempt, then no call should be made.

On an overthrow, U3 will observe the ball to determine if it goes into a dead ball area. PL must be observant for obstruction by F5 if R1 attempts to advance to home on the overthrow. U3 will be responsible for all calls at 2nd and 3rd.

On an overthrow, PL should be prepared to move into position for a play at the plate in case R1 attempts to advance. Be alert for interference by the batter.

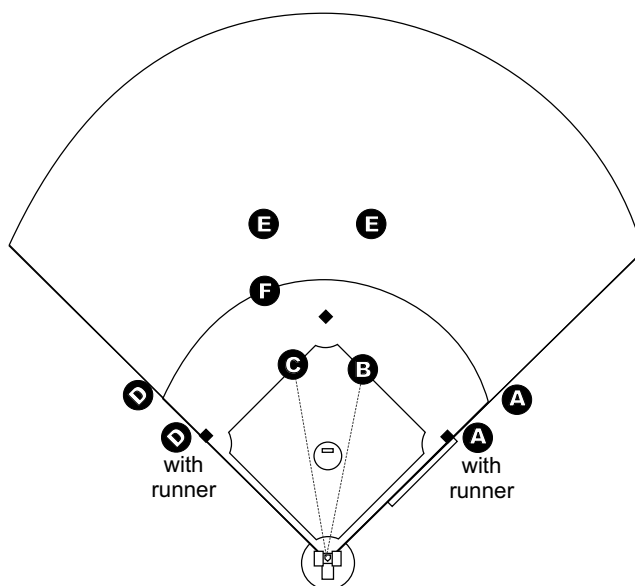
PL	U1	U3
<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • Be prepared to move into position for a play at the plate if R1 attempts to advance • Watch for interference by the batter 	<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk 	<ul style="list-style-type: none"> • Watch the pitcher to ensure he does not balk • Move, if necessary, to get the best angle to observe the play, but be set when the play occurs • Observe the play and make the call • Do not make a call if no tag attempt was made • On an overthrow, observe the ball to determine if it goes into a dead ball area • Responsible for all calls at 2nd and 3rd

Mechanics for FOUR Umpires



It is expected that the umpire is thoroughly familiar with 2 and 3 umpire mechanics. Because the mechanics for four umpires builds upon the skills learned and used in the 2 and 3 umpire systems, certain plays and mechanics are not covered in this section. That does not mean that those mechanics do not apply. They just are not repeated in this section.

- Someone goes out on ALL fly balls
- If you go out on a fly ball, *STAY OUT*
- If U2 is in position “E” or “F”, then U2 is the “KEY” to determining responsibility for a fly ball in the outfield
- If U2 is in position “B” or “C”, then fly ball coverage is the same as in 3-umpire mechanics and U3 is the “KEY” to determining responsibility for a fly ball in the outfield
- If U1, U2, or U3 go out on a fly ball, the remaining umpires revert to 3-umpire mechanics
- Check swings appeals go to U1 on right handed batter and U3 on left handed batters
- Move, go out on fly balls, PL should rarely stay planted at the plate
- Any time U2 or U3 must move into the infield toward second base, U1 should move into the infield and be ready to move to second base in case something happens to prevent the other umpire from reaching second base
- Cover your partner (“Fill the Hole”) if a rotation is missed or if your partner falls down, is injured, etc. Understand that mistakes and unusual things will happen. You can discuss what happened when the game is over, but for the moment, FILL THE HOLE and MAKE THE CALL.
- Communicate with your partners.....often
- Try to keep an umpire ahead of the lead runner and the next play.
- The ideal is to have one umpire ahead of the runner, one umpire with the runner making the call, and one umpire behind the runner.
- With no runners on base or a runner on 1st base only, the rotation is to the LEFT
- With a runner on 2nd or 3rd base, PL will stay at the plate. If U3 goes “out”, the rotation for U1 and U2 is to the RIGHT. *This is known as a “slide and is the same movement used in 3-umpire mechanics.*
- **Anytime** there is a runner on first base and no runner on second, U2 will be in Position “Deep “B” or Deep C”
- **Anytime** there is a runner on first and second base, U2 will be in position “Deep B”
- U2 will use “Position F” ONLY when then there is a runner on third only. “Position F” will not be used if there is a runner on first base or second base, regardless of how many other runners there may be.
- If U2 is in the infield (position “B” or “C”), U2 has no fly ball responsibility. U2 never crosses the dirt to go out on a fly ball
- If U2 is in position “F”, then U2 has fly ball responsibility in the “V” and will go out on a fly ball in that area



Regardless of which position the base umpire is using, he should always keep his chest facing the plate. If the base umpire is in Position Shallow A or Shallow D with a runner on base, then the umpire should square up to the pitcher. Once the pitcher has committed to the pitch, he should quickly turn to face the plate. This is best accomplished by simply pivoting on the outside foot and moving the foot nearest the foul line even with it. Remember, you must be set before the pitch gets to the plate so your eyes have time to refocus. If the pitcher is too quick for this technique, you may only have time to turn your head as he starts the pitch.

The umpires has several responsibilities while in any of these positions:

- The pitcher (balks, illegal actions, etc.)
- Check swing by the batter
- Batter hit by batted ball (in either fair or foul territory)
- Pickoff by the pitcher at any base
- Return throw to any base by the catcher

It is critical that the base umpires be squared up to the plate in order to assist the plate umpire with these calls. If a base umpire observes something, such as a batter struck by a batted ball, that would cause the ball to become dead, he should give the plate umpire time to make the call. If the plate umpire does not do so, then the base umpire should, emphatically and loudly, call TIME. Do not call it a foul ball or anything else. Simply call TIME and then get together with your partner, explain what you saw, and sort out what happened. The plate umpire may have seen something in addition to what the base umpire saw, such as catcher interference or the batter being in fair territory, which may impact the play/call.

When in position “Deep A” and “Deep D”, umpires should learn and use a technique known as *stepping into the pitch*. As the pitcher prepares to pitch, the umpire should take one or two steps forward and then come to a set position facing the plate before the pitch is made. This movement helps keep the base umpire “in the game” and ensures that he is concentrating on the pitch, the swing by the batter, and the subsequent play, if any. This technique takes some practice to get the timing down and is a bit different with each pitcher.

When the pitch is made, the base umpires should shift their focus from the pitcher to the batter. The focus should be on the bat, not the pitch itself. The plate umpire will call the pitch a strike or a ball. The base umpires, by focusing on the bat, will be in a position to more readily assist on a check swing, see the batter being hit by the

batted ball, and be able to more easily see the ball if it is hit. Don't allow yourself to get tunnel vision by focusing solely on the bat. The bat is the primary focal point, but you must still be able to observe the entire area of the plate in order to fulfill all of your responsibilities as a base umpire. Once the pitch is over, don't lose your focus, especially if there are runners on base. A catcher may very well throw back to an occupied base and you need to be ready to move appropriately and make the call.

On a third strike, the base umpires should be observant as to whether or not the ball was caught by the catcher or whether it hit the ground first. Umpires should, in their pre-game conference, make sure they know how this will be handled between them. A subtle signal, such as an open hand or a finger pointing downward for no-catch or a fist for a catch, can be given by the base umpire for the plate umpire's reference if he needs it. The base umpire should not make a call in this instance, but should, if possible, indicate what he saw so the plate umpire can quickly look at him if he is unsure if the pitch was caught or bounced first. The base umpire on the "open" side of the batter usually has the best opportunity to observe this.

The same holds true for a pitch that is fouled by the batter. The base umpire should be observant as to whether the ball goes directly to the catcher's glove if it is a possible foul tip. If the ball is not caught or does not go directly to the catcher's glove first, and the plate umpire does not see it, then the base umpire should call TIME and then let the plate umpire know what he observed.

There are a number of other observations that the base umpire must be prepared for which, while unusual, do happen on occasion. This includes a pitch that gets caught in the catcher's gear, usually behind the chest protector and a ball getting lodged in the backstop fence or bounding over the backstop.

Some fields have unusual configurations behind the plate, such as overhanging nets, which may require that the base umpire watch for contact in the event of a popup behind the plate. These items should be covered in the pre-game conference so both umpires know who is going to do what in those circumstances.

Position Shallow A	<p>This position is used by U1 anytime there is a runner on first base.</p> <p>The umpire will be in foul territory with his right foot near to the foul line. He should be about ten (10) to twelve (12) feet behind first base in a position that provides him with a good angle for the pickoff at first and will allow him to observe the pitcher.</p>
Position A	<p>This position is used by U1 with no runners on base.</p> <p>The umpire will be in foul territory with his right foot adjacent to the foul line. He should be about ten (10) feet behind the first baseman and will be squared up facing the plate.</p> <p>If the first baseman is playing "deep", then this distance can be reduced, but the umpire should always remain behind the first baseman at least 3-6 feet to avoid interfering with a play by the first baseman.</p> <p>Stepping into the pitch: <i>As the pitcher prepares to pitch, the umpire should take one or two steps forward and then come to a set position facing the plate. This movement helps keep the base umpire "in the game" and ensures that he is concentrating on that pitch and subsequent play, if any.</i> </p>
Position B	<p>This position is not used in the 4-umpire system.</p>

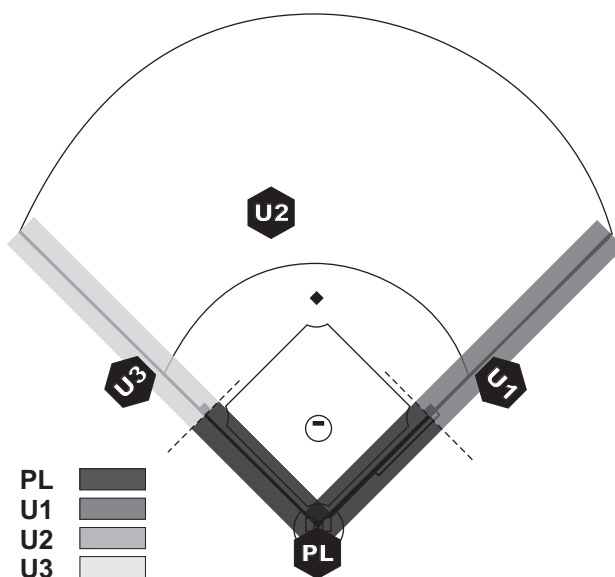
BASE UMPIRE POSITIONS

Position Deep B	<p>This position is used by U2 when there is a runner on 2nd base or, optionally, when there is a runner on 1st only or runners on 1st and 3rd.</p> <p>The umpire will be at the edge of the grass straddling a line running from the plate through the edge of the pitcher's mound. He will be squared up and facing the plate. He should never have his body/chest facing first base while the pitcher is preparing to pitch. When the pitcher intentionally addresses the pitcher's plate, the base umpire should assume a set position with his hands on his knees. The umpire should never remain standing once the pitcher addresses the pitcher's plate. Remember that the defensive players need to be able to see over the top of you. Don't block their view. If a fielder asks you to move to the left or right so that you do not interfere with his view, then the umpire should make every attempt to accommodate that request. The umpire should not, however, let a player move him so much that he is so far out of position that he cannot fulfill his responsibilities. Remember, a step forward or backward along the line of sight to the plate often accomplishes the same thing as moving to the left or right.</p>
Position C	This position is not generally used in the 4-umpire system.
Position Deep C	<p>This position is used by U2 whenever there runners on first, or first and third</p> <p>The umpire will be at the edge of the grass straddling a line running from the plate through the edge of the pitcher's mound. He will be squared up and facing the plate. He should never have his body/chest facing first base while the pitcher is preparing to pitch. When the pitcher intentionally addresses the pitcher plate, the base umpire should assume a set position with his hands on his knees. The umpire should never remain standing once the pitcher addresses the pitcher's plate. Remember that the defensive players need to be able to see over the top of you. Don't block their view. If a fielder asks you to move to the left or right so that you do not interfere with his view, then the umpire should make every attempt to accommodate that request. The umpire should not, however, let a player move him so much that he is so far out of position that he cannot fulfill his responsibilities. Remember, a step forward or backward along the line of sight to the plate often accomplishes the same thing as moving to the left or right.</p>
Position Shallow D	<p>This position is used by U3 when there is a runner on third base.</p> <p>The umpire will be in foul territory with his left foot near to the foul line. He should be about ten (10) to twelve (12) feet behind third base in a position that provides him with a good angle for the pickoff at third and will allow him to observe the pitcher.</p>
Position D	<p>This position is used by U3 with no runners on third base.</p> <p>The umpire will be in foul territory with his left foot adjacent to the foul line. He should be at the edge of grass between the infield and outfield and will be squared up facing the plate.</p> <p>Stepping into the pitch:</p> <p><i>As the pitcher prepares to pitch, the umpire should take one or two steps forward and then come to a set position facing the plate. This movement helps keep the base umpire "in the game" and ensures that he is concentrating on that pitch and subsequent play, if any.</i></p>

BASE UMPIRE POSITIONS

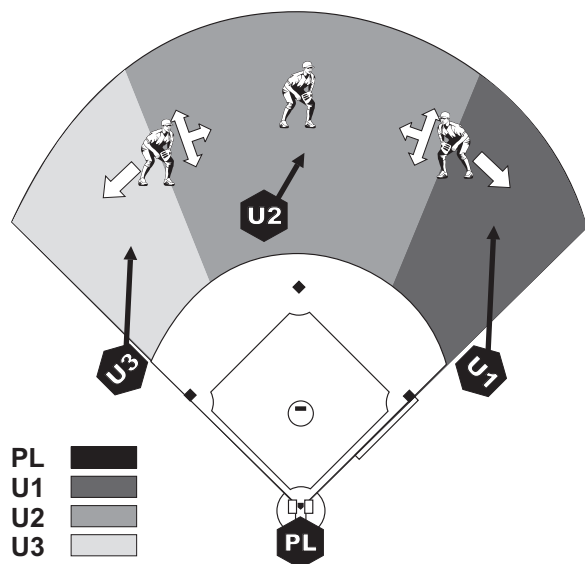
Position E	<p>This position is used by U2 when there are no runners on either first or second base.</p> <p>The umpire will be in fair territory in the outfield, approximately 10-15 yards from the back edge of the dirt. (Be certain you do not get too deep in the outfield and are not directly behind second base.) The umpire can be on the third base side or the first base side of second base. EXCEPTION: <i>With a runner on 3rd base only, U2 should always be on the third base side in order to move to 3rd if U3 goes out and there is a throw behind R1 at 3rd.</i></p>
Position F	<p>This optional position may be used by U2 when there is a runner on third only.</p> <p>The umpire will be on the third base side of the infield at the back edge of the infield dirt. The umpire should be in a position to move to the outfield on a fly ball in his area or responsibility</p>

FAIR/FOUL RESPONSIBILITY (Regardless of the number of runners on base)



PL	U1	U2	U3
<ul style="list-style-type: none"> Fair/Foul responsibility on any ball up the first or third base line where the ball is fielded or comes to rest before it reaches the front edge of the base 	<ul style="list-style-type: none"> Fair/Foul responsibility for any ball up the first base line that will pass the front edge of first base all the way to the foul pole 	<ul style="list-style-type: none"> No Fair/Foul responsibility 	<ul style="list-style-type: none"> Fair/Foul responsibility for any ball up the third base line that will pass the front edge of the third base all the way to the foul pole

FLY BALL RESPONSIBILITY IN THE OUTFIELD WITH U2 IN POSITION “E” or “F” (U2 is “out”)



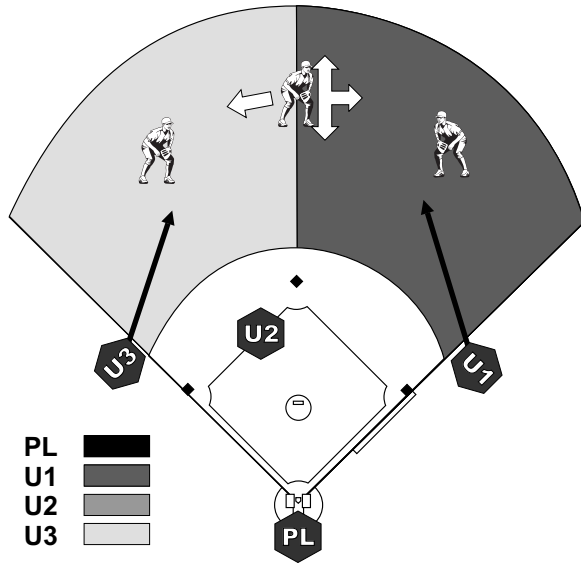
In the 4-umpire system, U2 is the “key” to going out on a fly ball. If U2 goes out, U1 and U3 stay in and coverage reverts to 3-umpire mechanics. Before going out on a ball near their areas of responsibility, U1 and U3 must make sure they glance at U2 to make certain that U2 is not already going out to make the call on the catch/no catch. *NOTE: Even if U2 goes out in error, U2 is “right” and U1/U3 remain in the infield.*

Whichever umpire is going to “go out”, should raise his hand high (similar to the infield fly signal) to let his partners know that he is going to the outfield for a call and they will need to revert to 3-umpire mechanics.

If an umpire “goes out” to make a call on a fly ball, he **STAYS OUT** until all playing action is over. The umpire should remain in the outfield and observe the action in the event that either of the other umpires needs assistance on a call or play.

PL	U1	U2	U3
<ul style="list-style-type: none"> No fly ball responsibility in the outfield 	<ul style="list-style-type: none"> Responsible for all fly balls hit to right field where the right fielder is moving towards the foul line, including fair/foul calls 	<ul style="list-style-type: none"> Responsible for all fly balls between the left and right fielders (in the “V”) Responsible for all fly balls with the left or right fielder coming straight in, straight back, or toward center field 	<ul style="list-style-type: none"> Responsible for all fly balls hit to left field where the left fielder is moving towards the foul line, including fair/foul calls

FLY BALL RESPONSIBILITY IN THE OUTFIELD WITH U2 IN POSITION “B” OR “C” (U2 is “In”)



In the 4-umpire system, When U2 is in Position B or C, U2 has no fly ball responsibility. Fly ball coverage is then the same as for the 3-umpire system, with U1 and U3 having all responsibility for fly balls in the outfield.

U1 is the “key” to going out on a fly ball. If either U1 or U3 “go out”, the other stays in and coverage reverts to 3-umpire mechanics.

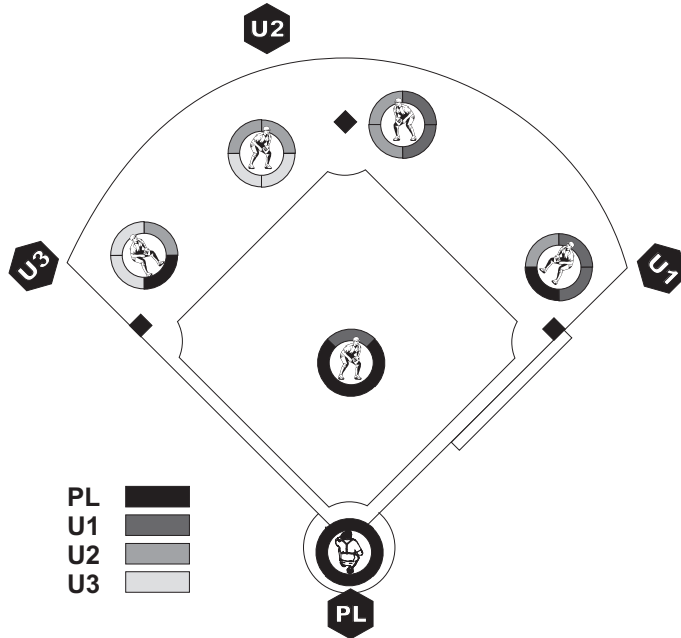
Before going out on a ball in center field, U3 must make sure he glances at U1 to make certain that U1 is not already going out to make the call on the catch/no catch. *NOTE: Even if U1 goes out in error, U1 is still “right” and U3 stays in the infield.*

If U1 or U3 is going to “go out”, then that umpire should raise his hand high (similar to the infield fly signal) to let his partners know that he is going to the outfield for a call and they will need to revert to 3-umpire mechanics.

If an umpire “goes out” to make a call on a fly ball, he **STAYS OUT** until all playing action is over. The umpire should remain in the outfield and observe the action in the event that either of the other umpires needs assistance on a call or play.

PL	U1	U2	U3
<ul style="list-style-type: none"> No fly ball responsibility in the outfield 	<ul style="list-style-type: none"> Responsibility for all fly balls hit to right field, including fair/foul calls Responsibility for balls hit to center field when the center fielder moves straight forward, backward or toward right field 	<ul style="list-style-type: none"> No fly ball responsibility in the outfield 	<ul style="list-style-type: none"> Responsibility for all balls hit to left field, including fair/foul calls Responsibility for all balls hit to center field where the center fielder moves toward left field

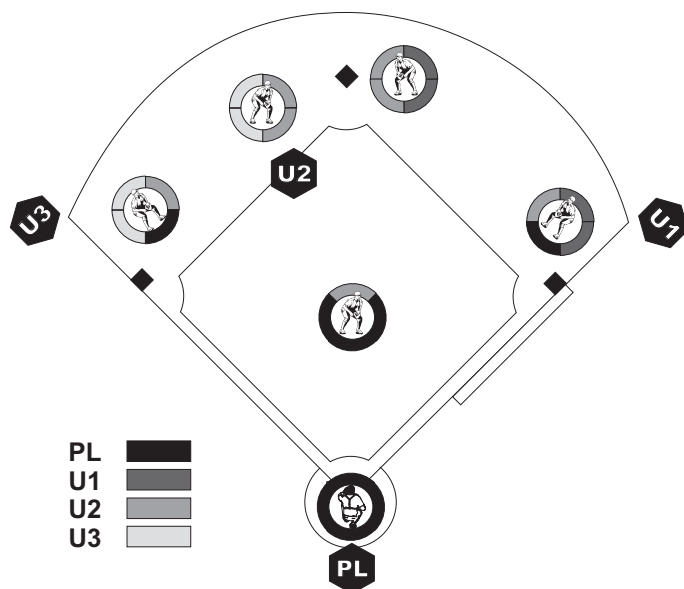
FLY BALL & LINE DRIVE RESPONSIBILITY IN THE INFIELD WITH U2 IN POSITION "E" or "F" (U2 is "Out")



NOTE: This is NOT as difficult as it might appear. It is based upon a common sense approach as to which umpire has the best look at the possible catch/no catch. Umpires are generally responsible for catch attempts as shown above. However, certain mechanics and situations may require that a different umpire take responsibility for a catch/no catch call that is normally the responsibility of another umpire. In such cases, it is critical that the umpires communicate with one another so they each know who is making the call and avoid any "double calls" on the play.

PL	U1	U2	U3
<ul style="list-style-type: none"> • All catches by the catcher • Catches by the pitcher moving forward or toward the sides of the mound • Catches by the third baseman moving toward the plate • Catches by the first baseman toward the plate 	<ul style="list-style-type: none"> • Catches made by the first baseman moving toward the foul line or back • Catches made by the second baseman moving forward or towards 1st base • Catches made by the pitcher moving backwards off the mound 	<ul style="list-style-type: none"> • Catches made by the second baseman moving toward the outfield or 2nd base • Catches made by the first baseman moving toward 2nd base • Catches made by the shortstop moving toward the outfield or 2nd base • Catches made by the third baseman moving toward 2nd base 	<ul style="list-style-type: none"> • Catches made by the third baseman moving toward the foul line or back • Catches made by the shortstop moving toward 3rd base or forward

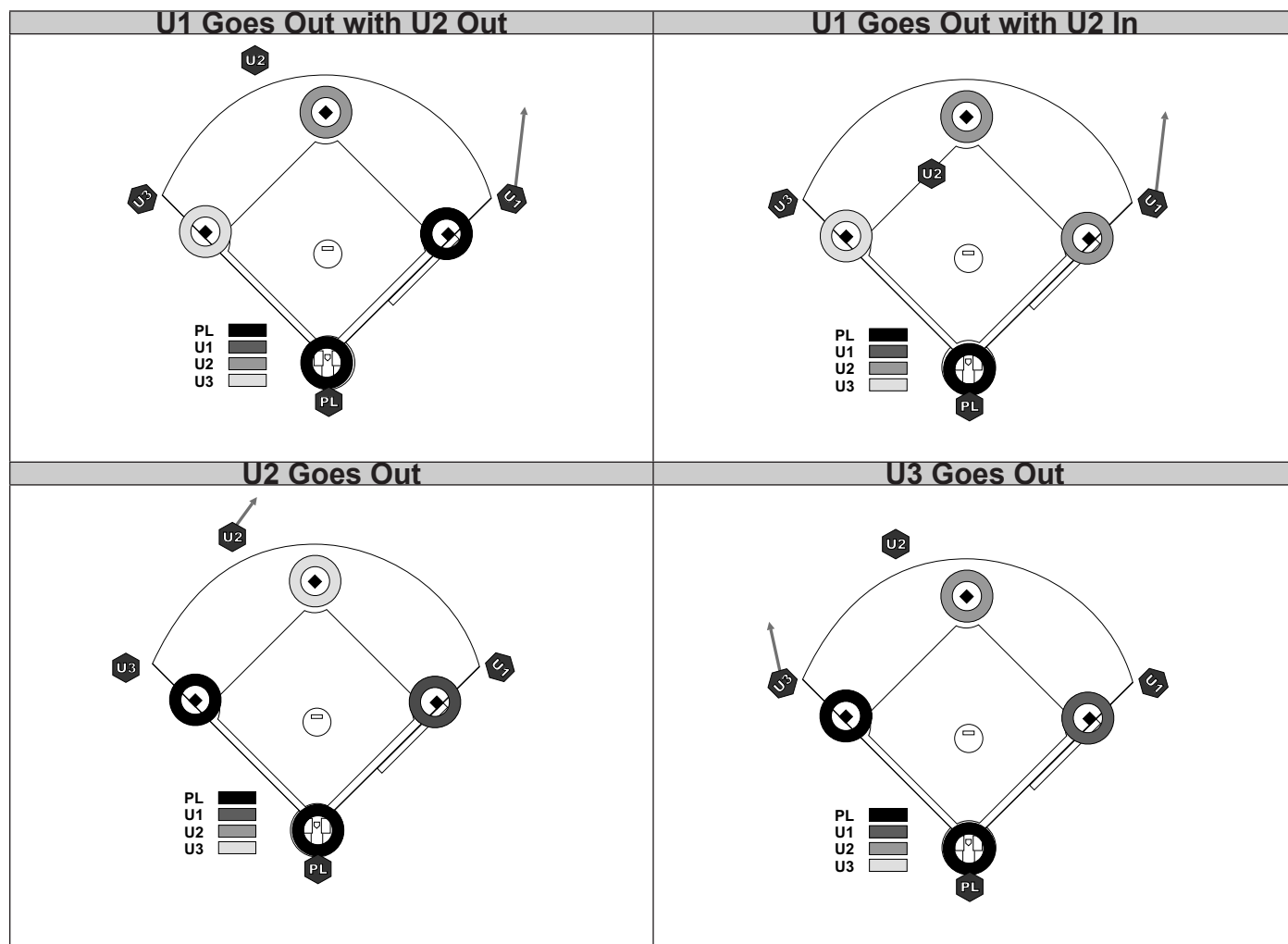
FLY BALL & LINE DRIVE RESPONSIBILITY IN THE INFIELD WITH U2 IN POSITION "B" OR "C" (U2 is "In")



NOTE: This is NOT as difficult as it might appear. It is based upon a common sense approach as to which umpire has the best look at the possible catch/no catch. Umpires are generally responsible for catch attempts as shown above. However, certain mechanics and situations may require that a different umpire take responsibility for a catch/no catch call that is normally the responsibility of another umpire. In such cases, it is critical that the umpires communicate with one another so they each know who is making the call and avoid any "double calls" on the play.

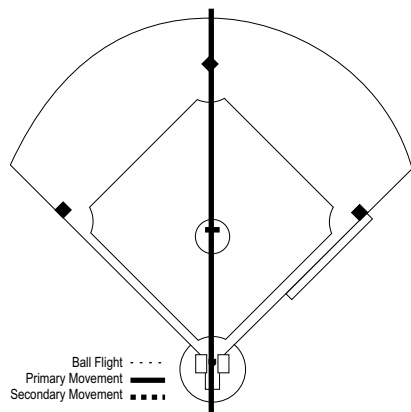
PL	U1	U2	U3
<ul style="list-style-type: none"> • All catches by the catcher • Catches by the pitcher moving forward or toward the sides of the mound • Catches by the third baseman moving toward the plate • Catches by the first baseman toward the plate 	<ul style="list-style-type: none"> • Catches made by the first baseman moving toward the foul line or back • Catches made by the second baseman moving toward the outfield or towards 1st base 	<ul style="list-style-type: none"> • Catches made by the second baseman moving forward or towards 2nd base • Catches made by the first baseman moving toward 2nd base • Catches made by the shortstop moving forward or towards 2nd base • Catches made by the third baseman moving toward 2nd base • Catches made by the pitcher moving backwards off the mound 	<ul style="list-style-type: none"> • Catches made by the third baseman moving toward the foul line or back • Catches made by the shortstop moving toward 3rd base or the outfield

RESPONSIBILITY FOR TAG-UPS AND TOUCHING THE BASE

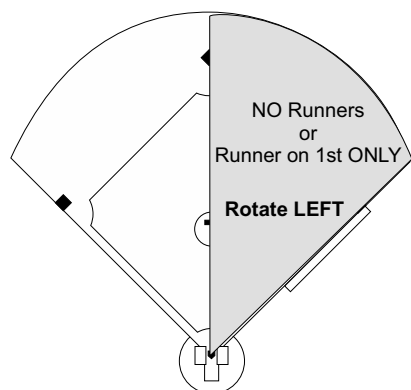


NOTE: Umpires are generally responsible for these designated bases. Certain mechanics and situations may require that a different umpire take responsibility for a touch or tag at base that is normally the responsibility of another umpire. In such cases, it is critical that the umpires communicate with one another so they each know who is making the call and avoid any “double calls” on the play.

Rotations for umpires in a 4-umpire configuration are dependant upon where the runners are located and which umpire, if any, goes to the outfield on a fly ball.. Rotation will be either to the LEFT or to the RIGHT.

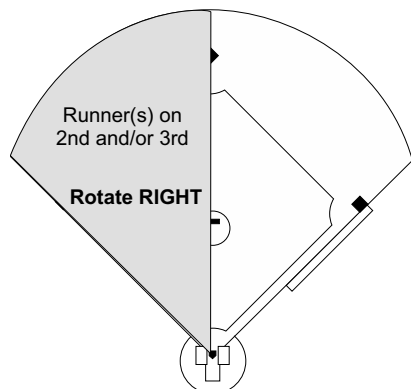


The easiest way to remember the direction of rotation is to think of the field as being split in half by a line running from the plate through second base.



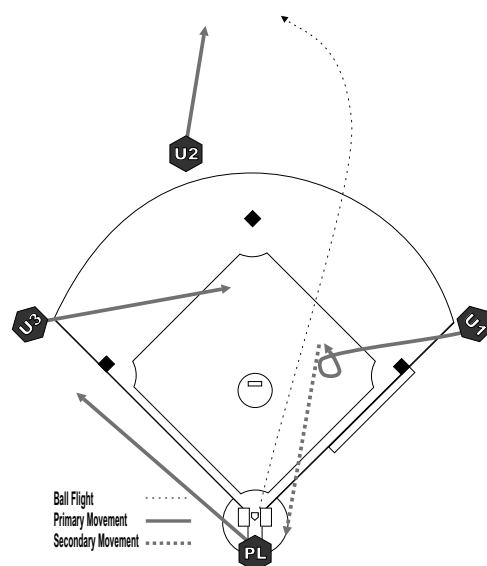
If there are **no runners** on base and either **U2 or U3 go out** on a fly ball, rotation is to the LEFT

If there is a **runner on first base only**, and **U3 goes out** on a fly ball, rotation is to the LEFT



If there are any **runners on 2nd and/or 3rd**, rotation is to the RIGHT ("Slide" rotation)

When there are **no runners on base** or a **runner on first base only**, the rotation will be to the LEFT.

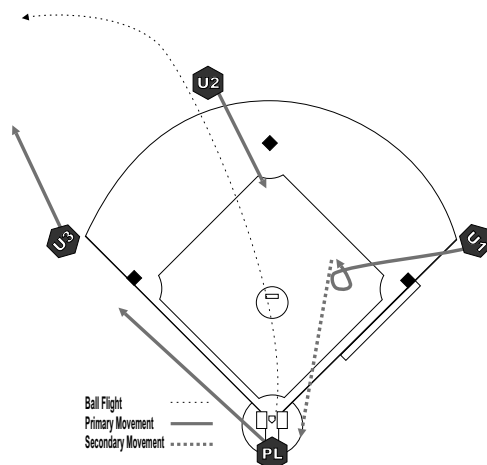


With NO RUNNER ON BASE and a fly ball hit to the outfield and either U2 or U3 goes out, U1 will move into the cutout and pivot to observe the touch of first by the BR. U1 should glance at toward second and make sure either U2 or U3 will be at second if the BR attempts to advance to second.

If U2 or U3 will be at second, and the BR attempts to advance to second, U1 will move to rule on any play at the plate, letting PL know you are there. Do not commit to moving to home too soon. Be alert for the BR returning to first. If U1 moves to the plate, U2 or U3 will be responsible for all calls at first and second.

If U2 or U3 is NOT able to be at second base for some reason (fell down, had to hold up to avoid interfering with a play, etc.), U1 will be in position to move to second to rule on a play there. If this happens, PL must be ready to retreat to home, if necessary.

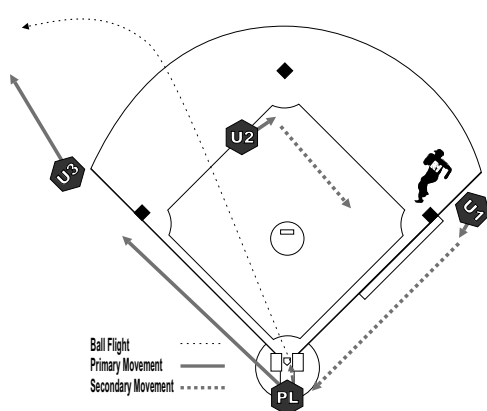
PL will move into position for any play at third.



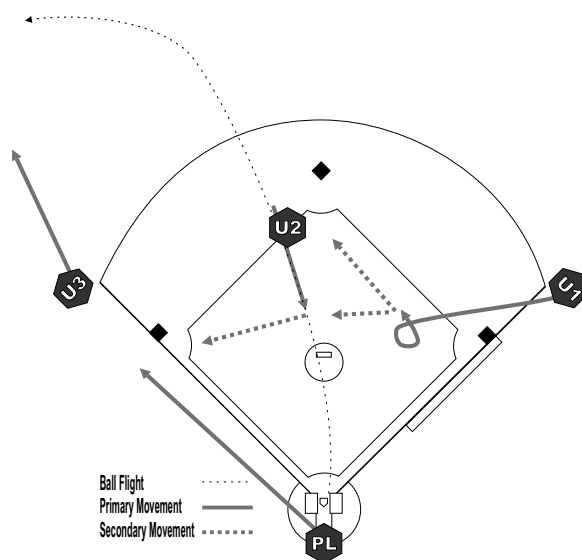
With a RUNNER ON FIRST ONLY, U2 will already be in the infield. If U3 goes out on a fly ball, U1 will move into position in foul territory to observe the BR's touch of first and rule on any play at first. If the BR commits to advancing to second, U1 will move to cover any play at the plate. Do not commit too soon to moving to the plate. Be alert for the BR returning to first and a possible play there.

U2 will move into position to rule on any play at second. If U1 moves to the plate, U2 will be responsible for all calls at first and second.

PL will move into position for any play at third.



Rotation to the RIGHT (aka: “SLIDE” Rotation)



When there are one or more runners in scoring position (on 2nd and/or 3rd) and PL is staying at the plate, the rotation for all umpires will to the RIGHT, but ONLY IF U3 goes out on a fly ball to the outfield.

Certain other situations, as decided by the crew, may require the use of this mechanic to ensure coverage in the infield.

Generally speaking, if PL indicates (or the crew decides in a specific situation) that he is staying at the plate, U1 and U2 must “slide” to cover the calls in the infield if U3 goes out on a fly ball.

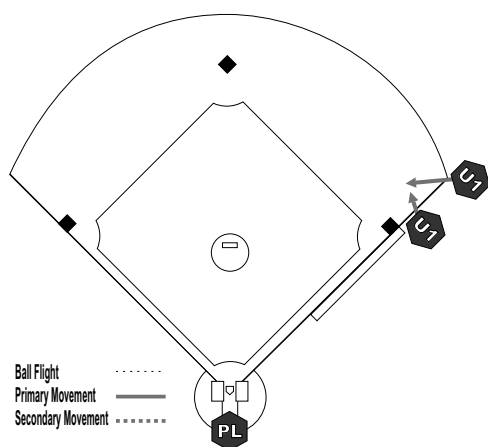
U1 will come into the infield and pivot with the BR, watching the touch of first base. If the BR advances to second base, go with him and let U2 know you have second by stating “I’ve got second”. If the BR does not attempt to advance to second, move quickly to the working area near the rear of the mound and let U2 know that you have second base by stating “I’ve got second”. U1 will then be responsible for all calls at either first or second base.

U2 will move to the working area, favoring the third base side, observe the runner’s touch of the bases. U2 is responsible for all calls at second and third bases until U1 is in position to take the calls at second. When U1 is in position to cover second base, U2 will move to the cutout near third base and will be responsible for all calls at third.

PL will remain at the plate and be responsible for any runner advancing to home.

POSITIONING FOR PLAYS AT FIRST

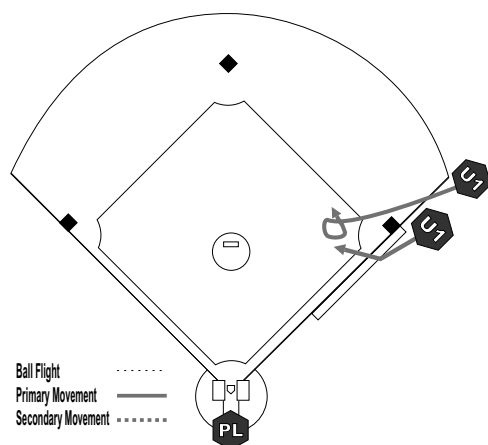
There are several positions available to U1 for ruling on plays at first. Which position to use is dependant on a number of factors including the direction of rotation (left or right), number and location of runners on base, and where the ball is hit.



In the infield between first base and the outfield.

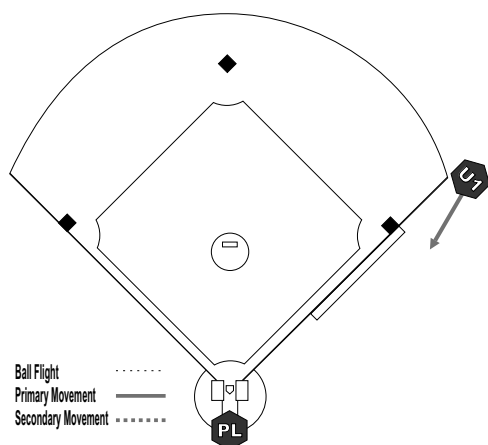
This position is generally used when U1 is in Position “A” or Portion “Shallow A” and

- There is no runner on first, or
- There is a runner on first and a possible double play with runners on first and second or first, second, and third



In the cutout at first base. This position is generally used when

- There is a rotation to the RIGHT (“Slide”) and U1 in Position “A” or Portion “Shallow A”
- There is no runner on first base and U2 is still in outfield in Portion “E” and U3 is in Position “D” at third. U1 should move into the infield in case U2 or U3 cannot, for some reason, make it to second base in time for a play at second.
- There is a runner on first and U3 goes out on a fly ball, and the rotation is to the RIGHT



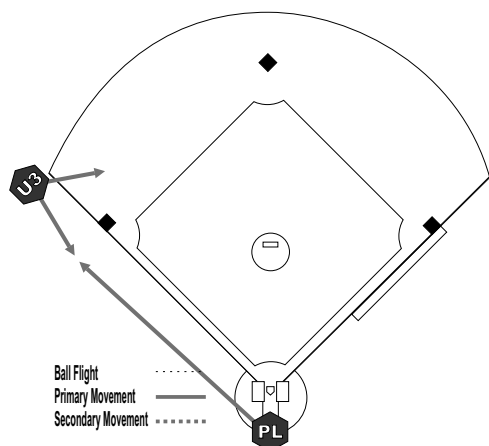
In FOUL territory near first base (second base extended).

This position is used when:

- There is a runner on first
- U2 is already in the infield
- The rotation is to the LEFT

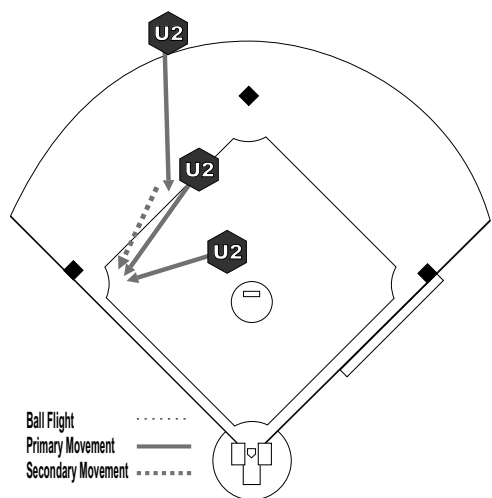
POSITIONING FOR PLAYS AT THIRD

Positioning for plays at third depends on whether U3, U2, or PL is responsible for plays at third



If U3 is Portion “D” or “Shallow D”, U3 can move into the preferred portion in foul territory (2nd base extended) or, optionally, into fair territory (in the infield dirt behind third base) to observe and rule on any play at third.

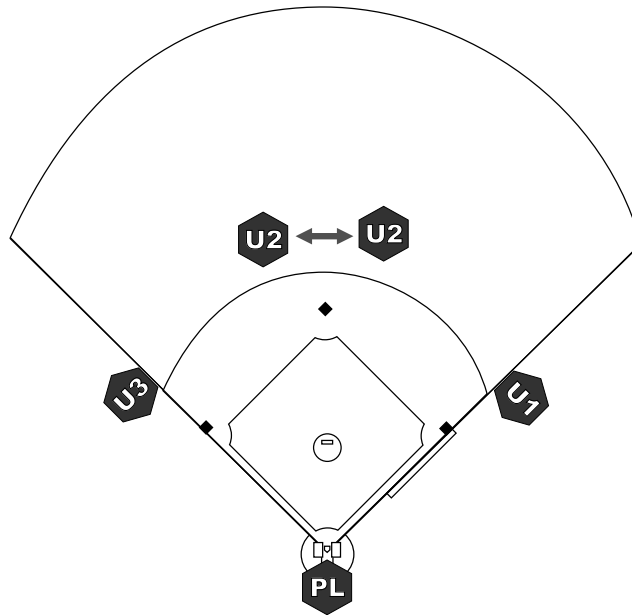
If PL is responsible for plays at third (rotation is to the LEFT), PL will remain in foul territory (2nd base extended) to rule on any play at third.



If U2 is in the infield (Position “Deep C”, Positions “C”, or Portion “F”), and is responsible for plays at third (“Slide” rotation), then U2 will remain in fair territory and move to the cutout at third base, moving as necessary to get the best view of the play, to rule on plays at third.



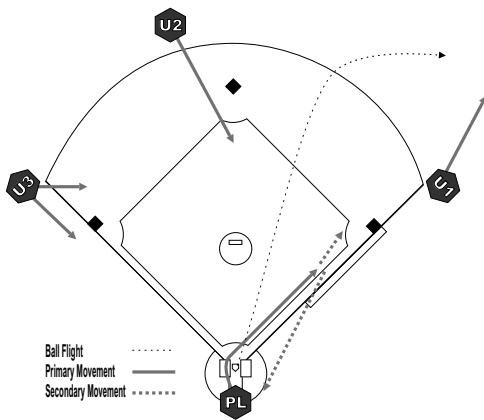
NO RUNNERS ON BASE Base Umpire Positioning



- U1 will be in Position “A”
- U2 will be in Position “E”
- U3 will be in Position “D”



NO RUNNERS ON BASE Fly Ball - U1's Responsibility



U1 must read the ball as being in his area of responsibility and immediately move to the outfield to rule on the play. If fair/foul is a possibility, straddle the foul line.

PL will clear the catcher and trail the runner to first base. PL has the play at first base if there is no catch and there is a throwback behind the BR at first base. If the BR advances to second base, retreat to the plate. Before retreating to the plate, make certain that the BR is going to second and is not going to attempt to return to first.

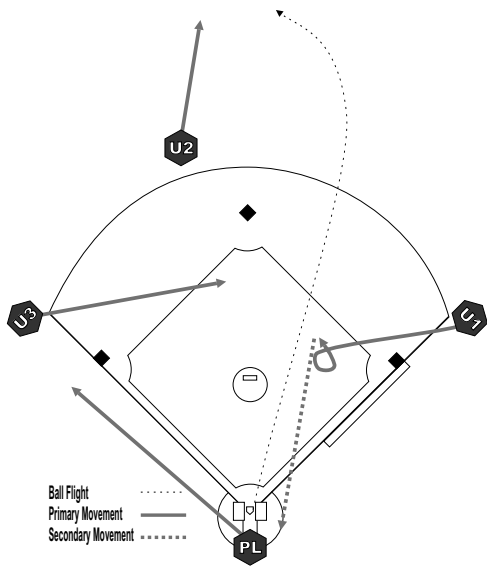
U2 will move into the infield into a position to make calls at second base.

U3 will move into position to make calls at third base.

PL	U1	U2	U3
<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Clear the catcher Trail the BR up the 1st base line and fill in behind U1 If the BR goes on to 2nd, retreat to home for a possible play 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <u>DO NOT</u> return to the infield 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into the infield to take all touches and plays at 2nd Come in on the side of the base away from the throw of the fielder Stay on the outfield side of the base if you cannot make it inside If PL returns to home, responsible for all plays at 1st and 2nd 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move down the line ready to move into position to take the runner into 3rd



NO RUNNERS ON BASE Fly Ball – U2's Responsibility



U2 must read the ball as being in his area of responsibility and immediately move to the outfield to rule on the play.

U1 will move into the infield and pivot to observe the BR's touch of 1st. If the BR advances to second base, move to cover any play at the plate. Don't leave first too soon. Make certain that the BR is not going to retreat to first base before moving to the plate.

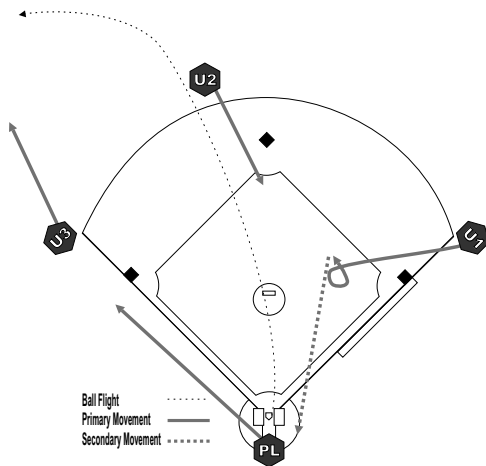
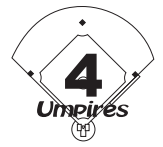
U3 will move into the infield and into position to cover any play at second base.

PL will move toward third base in foul territory and move into position to rule on any play at third.

PL	U1	U2	U3
<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move out on the batted ball to fill in behind U3 Be prepared to take the runner into 3rd 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into the infield and pivot observing touch of 1st Be prepared to take the runner back into 1st or into 2nd if U3 gets hung up at 3rd If the runner goes to 2nd, retreat toward home telling PL, "I've got the plate" <u>DO NOT</u> commit to home too soon 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <u>DO NOT</u> return to the infield 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into infield ready to take all touches and calls at 2nd <u>DO NOT</u> retreat to 3rd



NO RUNNERS ON BASE Fly Ball – U3’s Responsibility



U3 must read the ball as being in his area of responsibility and immediately move to the outfield to rule on the play. If fair/foul is a possibility, straddle the foul line.

U1 will move into the infield and pivot to observe the BR’s touch of 1st. If the BR advances to second base, move to cover any play at the plate. Don’t leave first too soon. Make certain that the BR is not going to retreat to first base before moving to the plate.

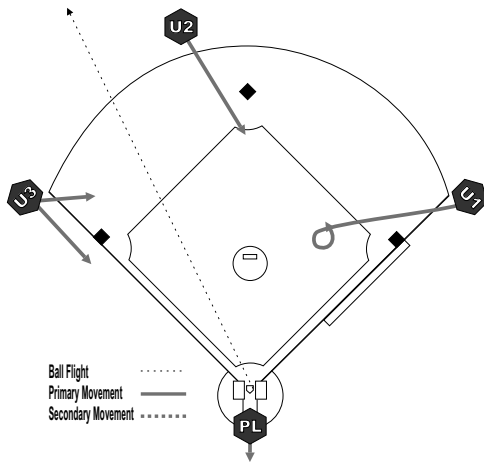
U2 will move into the infield to cover any play at second base.

PL will move toward third base in foul territory and move into position to rule on any play at third.

PL	U1	U2	U3
<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move down the 3rd base line to fill in behind U3 Be prepared to take the runner into 3rd 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into the infield and pivot to observe the BR’s touch of 1st Be prepared to take the runner back into 1st If the runner goes to 2nd, move to home telling your partners, “I’ve got home” 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into the infield to take all touches and plays at 2nd Come in on the side of the base <u>away</u> from the throw of the fielder Stay on the outfield side of the base if cannot make it inside 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <u>DO NOT</u> return to the infield



NO RUNNERS ON BASE Base Hit



U1 will move into the infield and pivot to observe the BR's touch at first. Be ready to take the BR to second if something happens to prevent U2 from getting into position at second.

U2 will move into the infield and take a position to make all calls at second base.

U3 will move into position to rule on any play at third.

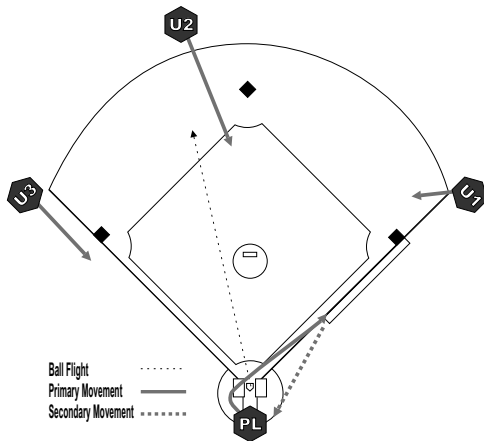
PL will step back and observe playing action. Move as appropriate for any play at the plate.

PL	U1	U2	U3
<ul style="list-style-type: none"> Move to the point-of-the-plate extended and observe playing action 	<ul style="list-style-type: none"> Move into the infield and pivot observing the BR's touch of 1st Be prepared to take the runner back into 1st 	<ul style="list-style-type: none"> Move into the infield to take all touches and plays at 2nd Come in on the side of the base away from the throw of the fielder Stay on the outfield side of the base if cannot make it inside 	<ul style="list-style-type: none"> Move into position to rule on any plays at 3rd



NO RUNNERS ON BASE

Hit to the Infield



U1 will move into the infield to observe the play at first. On an overthrow, observe the ball to determine if it goes into a dead ball area.

U2 will move into the infield and into position to make all calls at second base.

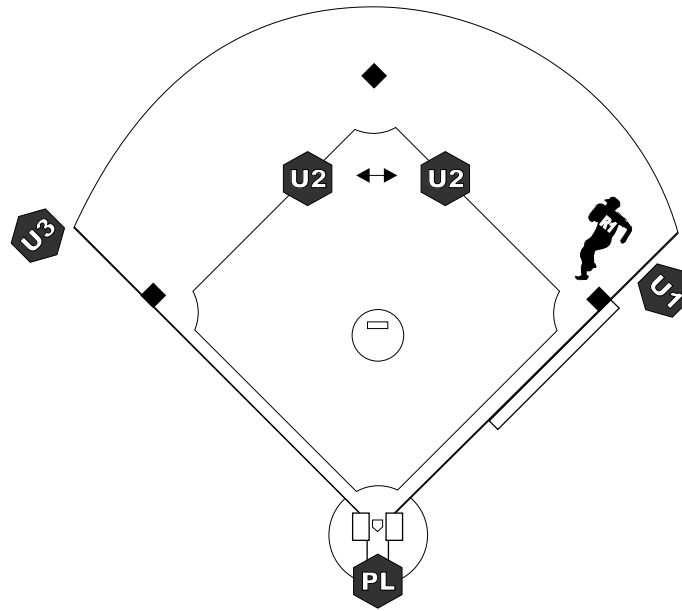
U3 will move to third base in foul territory. If the BR advances to second, U3 should move into fair territory near the cutout to rule on any play at third.

PL will clear the catcher and trail the runner up the first base line to observe playing action. Retreat to home after the play at first is concluded.

PL	U1	U2	U3
<ul style="list-style-type: none"> Trail the BR up the 1st base line in order to rule on a pulled foot or swipe tag If the BR goes on to 2nd, retreat to home for a possible play 	<ul style="list-style-type: none"> Move in to make the call at 1st Come set, observe the play, make the call Be prepared to take the BR back into 1st On an overthrow, observe the ball and see if it goes into a dead ball area 	<ul style="list-style-type: none"> Move into the infield to take all touches and plays at 2nd Come in on the side of the base away from the throw of the fielder Stay on the outfield side of the base if you cannot make it inside 	<ul style="list-style-type: none"> Move down the line ready to move into position to make all calls at 3rd



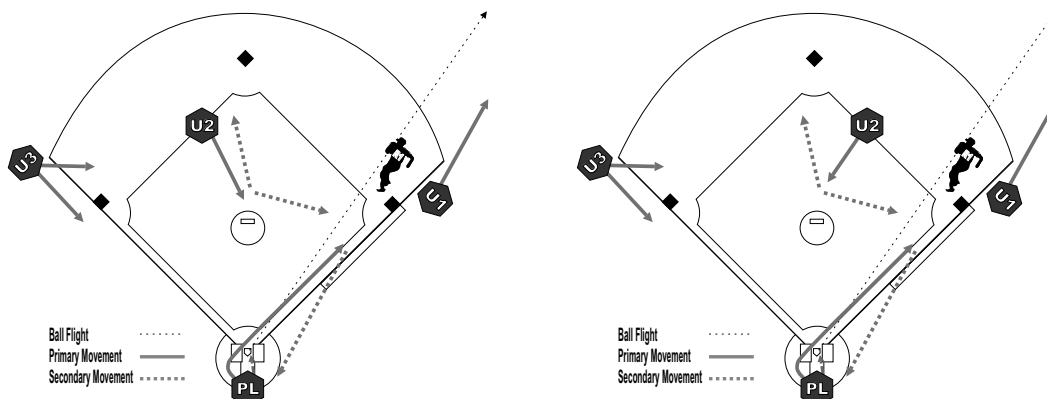
RUNNER ON FIRST BASE Base Umpire Positioning



- U1 will be in Position “Shallow A” to observe any pickoff attempt on R1 or for a throwback to first by the catcher
- U2 will be in Position “Deep B” or “Deep C”
- U3 will be in Position “D”



RUNNER ON FIRST BASE Fly Ball – U1’s Responsibility



U1 must read the ball as being in his area of responsibility and immediately move to the outfield to rule on the play. If fair/foul is a possibility, straddle the foul line.

PL will clear the catcher and trail the runner up the first base line. Be prepared to take the R1 back into first base on a throwback behind R1 or the BR at first.

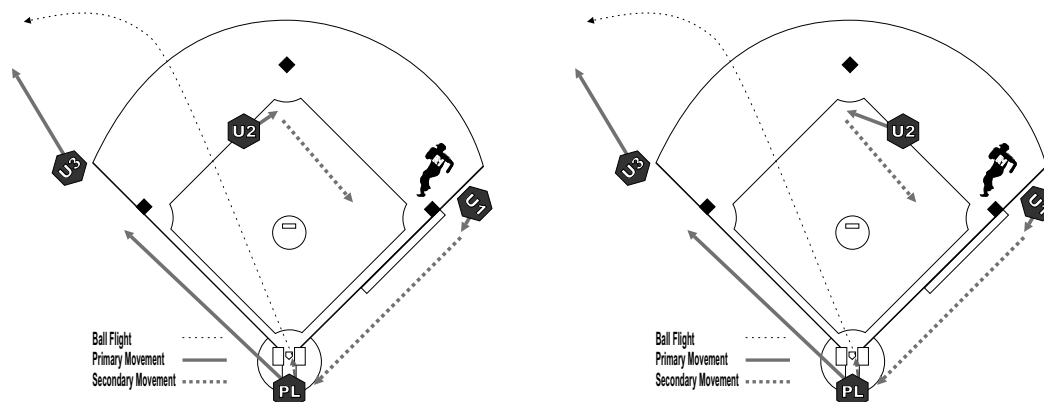
U2 will move to the working area and observe R1’s tag-up at first. Be prepared to take R1 into second. If PL retreats to the plate, make all calls at first and second bases.

U3 will move into position to make all calls at third base.

PL	U1	U2	U3
<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move out on the batted ball to fill in behind U1 Be prepared to take the runner back into 1st If BR goes to 2nd, move to cover home 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <u>DO NOT</u> return to the infield 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into the “working area” at the rear of the mound: If PL has to retreat to home, be prepared to move into position to take plays at 1st If R1 tries to advance to 2nd, be prepared to move into position to make all calls at 2nd 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move down the line ready to move into position to take all touches and calls at 3rd



RUNNER ON FIRST BASE Fly Ball – U3's Responsibility



U3 must read the ball as being in his area of responsibility and immediately move to the outfield to rule on the play. If fair/foul is a possibility, straddle the foul line.

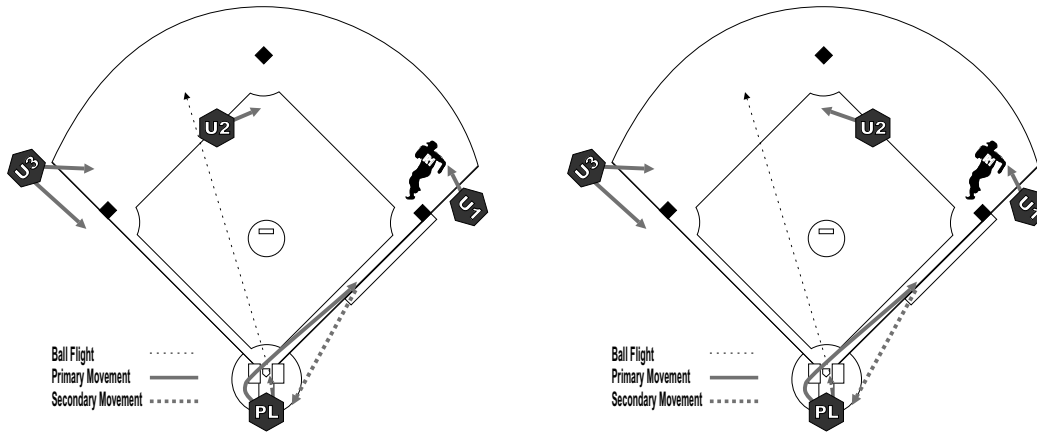
U1 will move to the foul side of first base to line up R1's tag-up at first. If there is no catch, observe the BR's touch of first. If the BR advances to second, move to cover any play at the plate.

U2 will move to cover any play at second base. If U1 moves to cover home, U2 will also make all calls at first base.

PL will move toward third base in foul territory and move into position to rule on any play at third.

PL	U1	U2	U3
<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move out on the batted ball to fill in behind U3 Be prepared to take the runner into 3rd 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into position to observe tags and touches of 1st Be prepared to take R1 back into 1st Be prepared to move to home telling your partners "I've got home" 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into position to take all touches and calls at 2nd Move into position to cover plays at 1st if U1 covers home 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <i>DO NOT</i> return to the infield





U1 will move into the infield to make the call on plays at first base. It may be necessary to move back toward the outfield in order to get the appropriate angle and distance to observe the play. On an overthrow, observe the ball to determine if it goes into a dead ball area.

U2 will move into position to make all calls at second base.

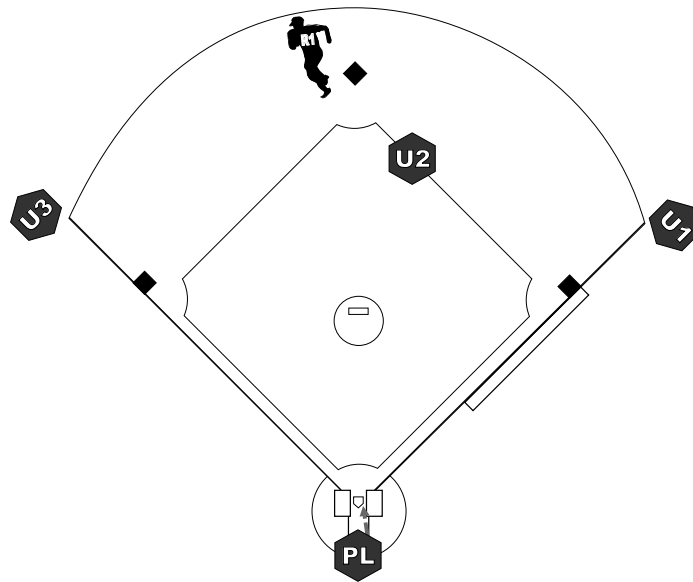
U3 will move into position to make all calls at third base.

PL will trail the runner up the first base line and observe playing action at first. On an overthrow, retreat to cover any play at the plate

PL	U1	U2	U3
<ul style="list-style-type: none"> Trail the BR up the 1st base line in order to rule on a pulled foot or swipe tag Be prepared to retreat to home for a possible play 	<ul style="list-style-type: none"> Move in to make the call at 1st Come set, observe the play, make the call On an overthrow observe the ball to determine if it goes out of play 	<ul style="list-style-type: none"> Move into position to rule on any play at 2nd Watch for interference on an illegal slide or contact by R1 	<ul style="list-style-type: none"> Move into position to observe all touches and make all calls at 3rd



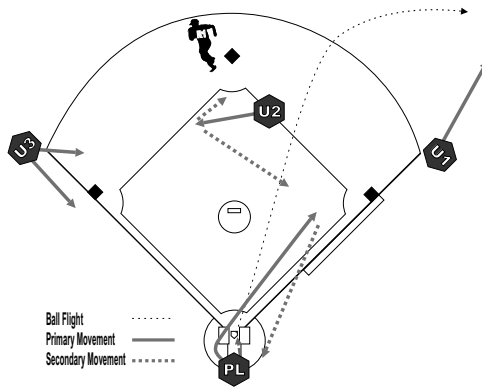
RUNNER ON SECOND Base Umpire Positioning



- U1 will be in Position “A”
- U2 will be in Position “Deep B”
- U3 will be in Position “D”



RUNNER ON SECOND Fly Ball – U1's Responsibility



U1 must read the ball as being in his area of responsibility and immediately move to the outfield to rule on the play. If fair/foul is a possibility, straddle the foul line. If the ball is near center field, look at U3 and make sure that U3 is not taking responsibility for the ball before going out.

U2 will move into a position to line up the tag of R2 at second. If there is no catch, U2 will be responsible for all calls at first and second bases.

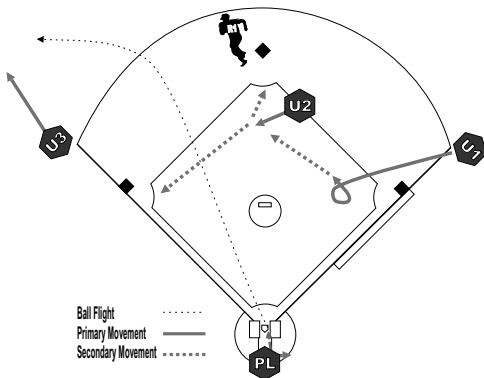
U3 will move into position to make any calls at third base.

PL will clear the catcher and trail the BR up the first base line. PL will observe the touch of first by the BR if there is not a catch. Be alert for a throwback behind the BR at first base. If R1 advances to third base, PL will retreat to the plate to cover a possible play at home.

PL	U1	U2	U3
<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Trail the BR up the 1st base line and fill in behind U1 If the ball falls in, retreats to home for a possible play 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <i><u>DO NOT</u></i> return to the infield 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into position to line up the tag of R1 Move into position to take all touches and calls at 2nd If PL has to retreat to home, move into position to take all plays at 1st 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into position to make all calls at 3rd



RUNNER ON SECOND Fly Ball – U3’s Responsibility



With a runner in scoring position, PL will remain at home. U1 and U2 will “slide” to provide coverage in the infield.

U3 must read the ball as being in his area of responsibility and immediately move to the outfield to rule on the play. If fair/foul is a possibility, straddle the foul line.

U1 will move into the infield and pivot to observe the touch of first by the BR. If the BR advances to second, move to cover any play at 2nd, letting U3 know you are there.

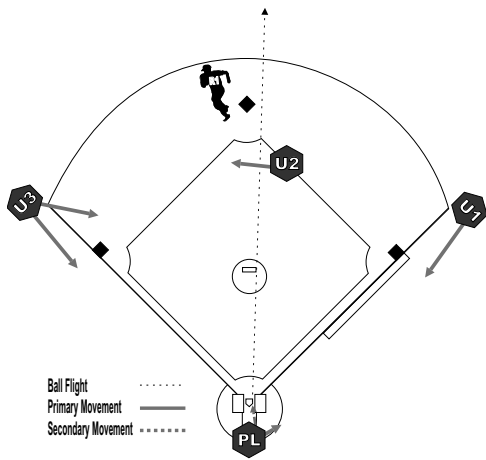
U2 will move into position to line up the tag-up of R1 at second. If U1 moves to cover 2nd, U2 will move into position for any play at 3rd.

PL will remain at home and step back from the plate to observe playing action. Move as necessary if there is a play at the plate.

PL	U1	U2	U3
<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Step back from the plate to observe playing action Move as necessary to rule on any play at the plate. 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into the infield and pivot to observe tags and touches of 1st Be prepared to take the runner back into 1st Move to cover 2nd if BR advances to 2nd or R1 advances to 3rd 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into position to line up the tag of R1 Be prepared for a throw being R1 at 2nd if he take a lead instead of tagging up. When U1 moves into position to cover 2nd, move into position to rule on any calls at 3rd 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <u>DO NOT</u> return to the infield



RUNNER ON SECOND Base Hit



U1 will move in foul territory near 1st base to make all calls at first base.

U2 will move into position to make all calls at second base.

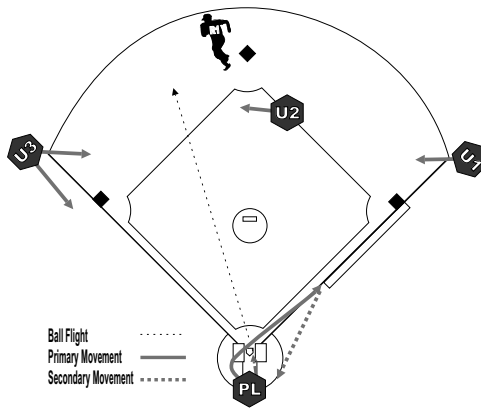
U3 will move into position to make all calls at third base.

PL will step back and observe playing action. Move as appropriate for any play at the plate.

PL	U1	U2	U3
<ul style="list-style-type: none"> Move back from the plate to observe playing action Move as necessary to observe the touches of home and to rule on any play at home 	<ul style="list-style-type: none"> Move to the foul side of 1st base observe tags and touches of 1st Be prepared to take the BR back into 1st 	<ul style="list-style-type: none"> Move into position and be prepared to take all touches and calls at 2nd 	<ul style="list-style-type: none"> Move into position to take all touches and calls at 3rd



RUNNER ON SECOND Hit to the Infield



U1 will move into the infield and into position to make all calls first base.

U2 will move into position to make all calls at second base.

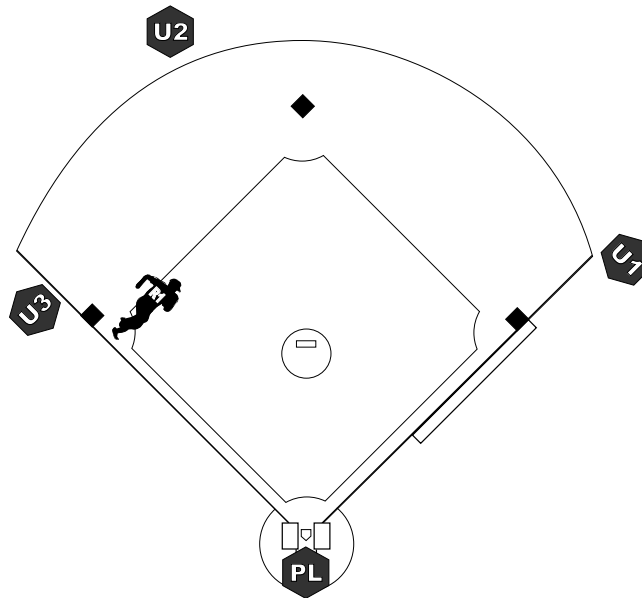
U3 will move into the infield and into position to make all calls at third base.

PL will clear the catcher and trail the runner partially up the first base line and observe playing action at first base. If R1 advances to third base, retreat to home for a possible play there.

PL	U1	U2	U3
<ul style="list-style-type: none"> • Clear the catcher • Move up the first base line, trailing the BR • Be ready to rule on the fielder pulling his foot or a swipe tag • Retreat to home to be prepared for any play there • Move as necessary to observe the touches at home and make calls on any play at home 	<ul style="list-style-type: none"> • Move into the infield make the call at 1st • On an overthrow observe the ball to determine if it goes out of play 	<ul style="list-style-type: none"> • Move into position and be prepared to take all touches and calls at 2nd 	<ul style="list-style-type: none"> • Move down the line ready to move into position to take all touches and calls at 3rd



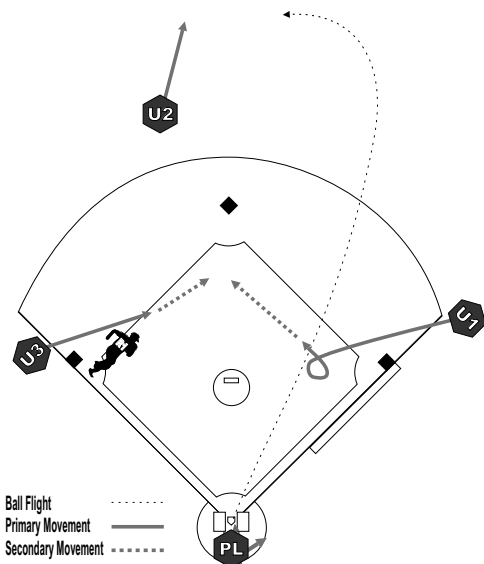
RUNNER ON THIRD Base Umpire Positioning



- U1 will be in Position “A”
- U2 will be in Position “F”
- U3 will be in Position “Shallow D” to observe any pickoff attempt on R1 or for a throwback to third by the catcher



RUNNER ON THIRD Fly Ball – U2’s Responsibility



U2 must read the ball as being in his area of responsibility and immediately move to the outfield to rule on the play

U1 will come into the infield and pivot to observe the BR’s touch of first. If there is no catch and BR advances to second, move to rule on any play at 2nd. Do not commit to moving to 2nd too soon. Be alert for BR retreating to first base if the ball doesn’t get past the outfielder.

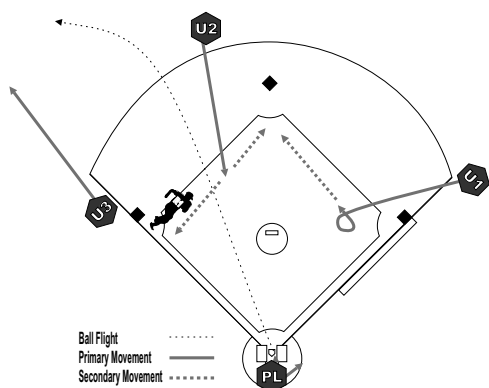
U3 will move into position in the infield about halfway between second and third base. Be prepared to rule on any play at third if R1 has to retreat on a catch or to assist in a rundown.

PL will step back and into position to observe R1 tag at third. If there is a catch, move as necessary for any play at the plate.

PL	U1	U2	U3
<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into position to observe R1’s tag at 3rd On a catch, move to observe touches and make calls at the plate 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into the infield and pivot observing the BR’s touch of 1st Be prepared to take the runner back into 1st if there is no catch If there is no catch and the BR advances to 2nd, move to rule on any play at 2nd, letting U3 know you are there so he can move to 3rd 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <u>DO NOT</u> return to the infield 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into fair territory about halfway between second and third If there is a catch, be ready to move into position for any play at 3rd if R1 has to retreat or there is a rundown If there is not a catch, move into position to rule on any play at 2nd, if U1 is unable to get there When U1 is in position to take responsibility for calls at 2nd, move to rule on any play at 3rd



RUNNER ON THIRD Fly Ball – U3’s Responsibility



This is often called the “nightmare scenario” for four umpire mechanics and is the reason that U2 should always be on the 3rd base side of field in Position F with a runner on 3rd only.

U2 is coming in from the outfield and U3 has gone out, leaving R1 at 3rd base. If R1 takes a large lead and the ball is caught, or he retreats because he can’t make it to home, there is a real possibility of a close play at 3rd base. U2 must be either a track star, or compromise his positioning to be ready for this eventuality.

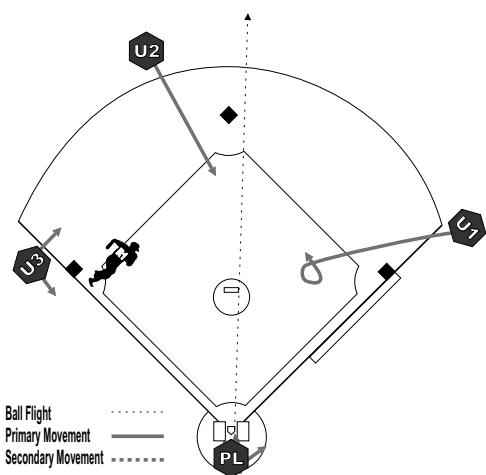
The best compromise is to move to a position between second and third near the edge of the dirt. This provides U2 with a position to go out on a fly ball and still be able to get into position for a play on R1 at 3rd. When U3 goes out, U2 will move into a position in the infield about midway between 2nd and 3rd, which allows U2 to move to either 2nd or 3rd, as needed.

U1 will be in the infield and can take the BR into 2nd, if necessary. IF U1 moves into position to assume responsibility for plays at 2nd, U2 will move into position to rule on any play at 3rd.

PL	U1	U2	U3
<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move to the 3rd base extended Get the best angle to observe R1’s tag at third Move as necessary to observe touches and make calls at home. 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into the infield and pivot to observe tags and touches of 1st Be prepared to take the runner back into 1st If the ball gets past the outfielder, be prepared to take the BR to 2nd, letting U3 know you are there 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into the infield to a point midway between 2nd and 3rd Be alert for a throw to 3rd base for a play on R1 if he takes a large lead and has to return to 3rd If the ball gets past the outfielder, be prepared to move to 3rd for a play if the BR tries to advance beyond 2nd 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <u>DO NOT</u> return to the infield



RUNNER ON THIRD Base Hit



U1 will move into the infield and pivot to make all calls at first base.

U2 will come into the infield and into position to make all calls at second base.

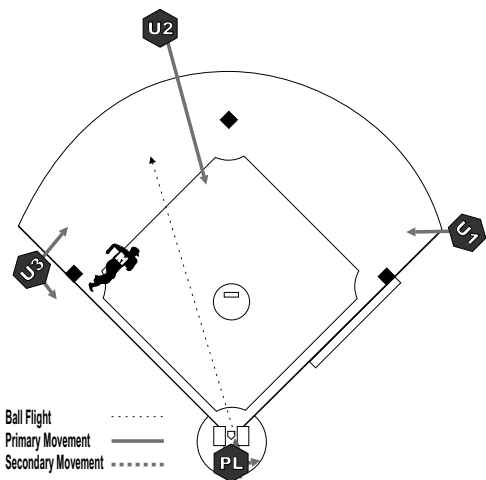
U3 will move into position to make all calls at third base.

PL will step back and observe playing action. Move as necessary for any play at the plate.

PL	U1	U2	U3
<ul style="list-style-type: none"> Move back from the plate to observe playing action Move as necessary to observe the touches at home and make calls at home 	<ul style="list-style-type: none"> Move into the infield and pivot to make the call at 1st Be prepared to take the BR back into 1st 	<ul style="list-style-type: none"> Move into the infield to take all touches and plays at 2nd Come in on the side of the base away from the throw of the outfielder Stay on the outfield side of the base if cannot make it inside 	<ul style="list-style-type: none"> Move down the line ready to move into position to take all touches and calls at 3rd



RUNNER ON THIRD Hit to the Infield



U1 will move into the infield and into position to make all calls at first base.

U2 will come into the infield and into position to make all calls at second base.

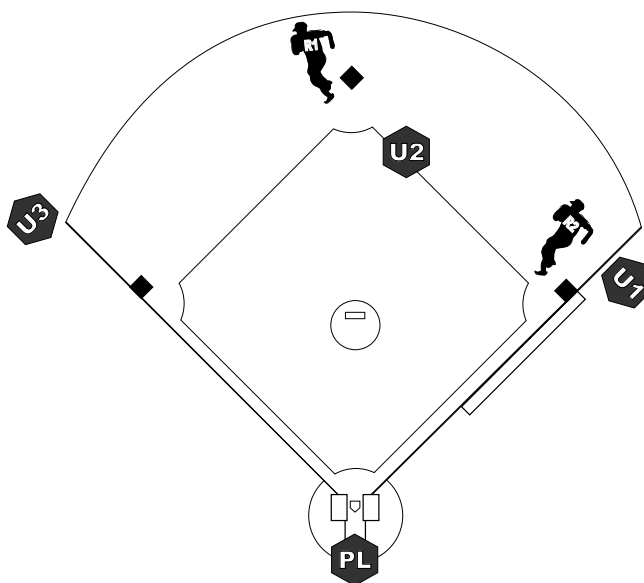
U3 will move into position to observe any play on R1 at third.

PL will step back and observe playing action. Move as necessary for any play at the plate.

PL	U1	U2	U3
<ul style="list-style-type: none"> Move to the point-of-the-plate extended Move as necessary to observe the touches at home and make calls at home 	<ul style="list-style-type: none"> Move in to make the call at 1st On an overthrow observe the ball to determine if it goes out of play 	<ul style="list-style-type: none"> Move into the infield to take all touches and plays at 2nd Come in on the side of the base away from the throw Stay on the outfield side of the base if cannot make it inside 	<ul style="list-style-type: none"> Move down the line ready to move into position to take all touches and calls at 3rd Be ready for a throw behind R1 or a possible rundown



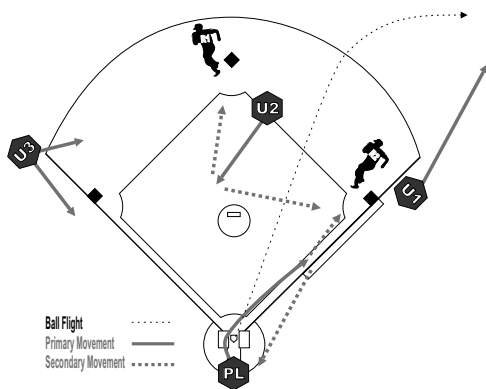
RUNNER ON FIRST AND SECOND Base Umpire Positioning



- U1 will be in Position “A” or “Shallow A”, if F3 playing to hold R2 on 1st. U1 must always keep F3 just in front of him in his peripheral vision in order to not interfere with F3’s play on a batted ball.
- U2 will be in Position “Deep B”
- U3 will be in Position “D”



RUNNER ON FIRST AND SECOND Fly Ball – U1's Responsibility



U1 must read the ball as being in his area of responsibility and immediately move to the outfield to rule on the play. If fair/foul is a possibility, straddle the foul line.

U2 will move into position to line up the tag-up of R1 at second base and observe the tag-up of R2 at first base. If PL retreats to the plate, U2 will be responsible for all calls at first and second bases.

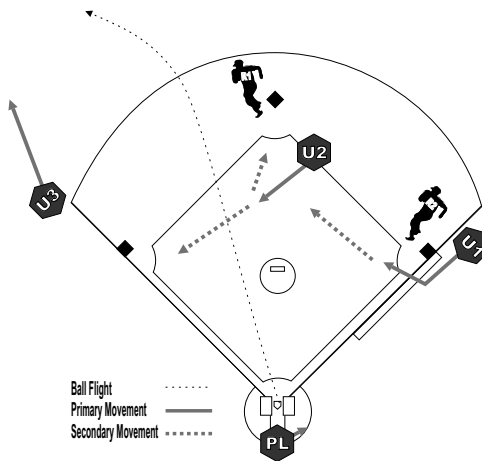
U3 will move into the infield and into position to make all calls at third base.

PL will clear the catcher and trail the BR up the first base line. If there is a catch, be prepared to make a call on R2 retreating to the first. If there is not a catch, be prepared for a throwback behind the BR at first. Be observant for the BR passing R2 if there is not a catch. If R1 advances to third base, retreat to home for a possible play there.

PL	U1	U2	U3
<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Clear the catcher Trail the BR in fair territory and fill in behind U1 Be prepared to take R2 or the BR back into 1st If the BR goes on to 2nd or R1 goes to 3rd, retreat to home for a possible play 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <u>DO NOT</u> return to the infield 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into position near the rear of the mound to observe the tag-ups of R1 at 2nd and R2 at 1st Make all calls at 2nd If PL has to retreat to home, move into position to take all plays at 1st or 2nd Let the throw take you to the play 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Be ready to move into position to take all calls and touches at 3rd



RUNNER ON FIRST AND SECOND Fly Ball – U3's Responsibility



U3 must read the ball as being in his area of responsibility and immediately move to the outfield to rule on the play. If fair/foul is a possibility, straddle the foul line.

U1 will move in fair territory into the cutout to observe the tag-up of R2 at first base. If R2 or the BR advances to second base, move to cover any play at 2nd, letting U2 know you are there so he can move to 3rd..

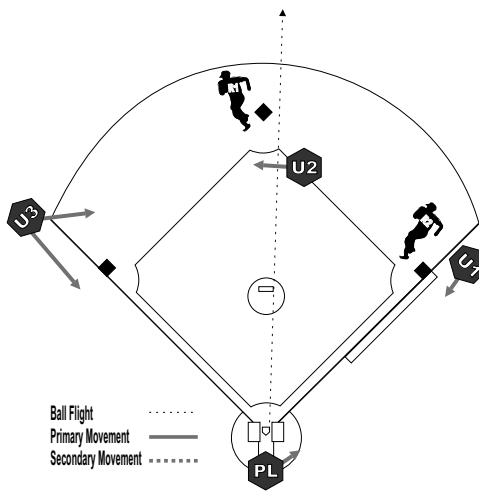
U2 will move into position to observe the tag-up of R1 at second. IF R1 advances to 3rd or U1 moves into position to cover calls at 2nd, U2 will move into position to rule on any play at 3rd.

PL will remain at home with a runner in scoring position.

PL	U1	U2	U3
<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move back from the plate to observe playing action. Move as necessary to rule on any play at the plate 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into position to observe R2's tag and the BR's touch of 1st Be prepared to take the R2 or the BR back into 1st On a catch, if R2 goes to 2nd, move toward 2nd ling your partners, "I've got second" If there is no catch and the BR goes to 2nd move toward 2nd telling your partners, "I've got 2nd" 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into position to observe R1's tag at 2nd Move to take all touches and calls at 3rd, if R1 advances When U1 is in position to take responsibility for calls at 2nd, move into position to rule on any call at 3rd 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <u>DO NOT</u> return to the infield



RUNNER ON FIRST AND SECOND Base Hit



U1 will move in foul territory near 1st and pivot to make all calls at first base.

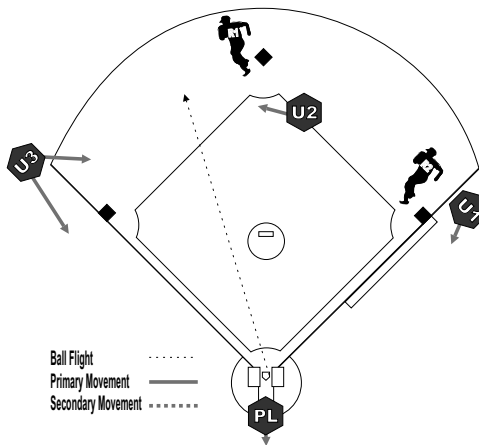
U2 will move into position to make all calls at second base.

U3 will move into position to make all calls at third base.

PL will step back and observe playing action. Move as necessary for any play at the plate

PL	U1	U2	U3
<ul style="list-style-type: none"> Move back from the plate and observe playing action Move as necessary to observe the touches at home and make calls at home 	<ul style="list-style-type: none"> Move in foul territory near 1st base to observe all touches and rule on calls at 1st On an overthrow observe the ball to determine if it goes out of play 	<ul style="list-style-type: none"> Move into position to take all touches and calls at 2nd 	<ul style="list-style-type: none"> Moves into position to observe all touches and rule on all calls at 3rd





U1 will move near 1st base in foul territory and make all calls at first base.

U2 will move into position to make all calls at second base. Be observant for any interference by R2 on a double play.

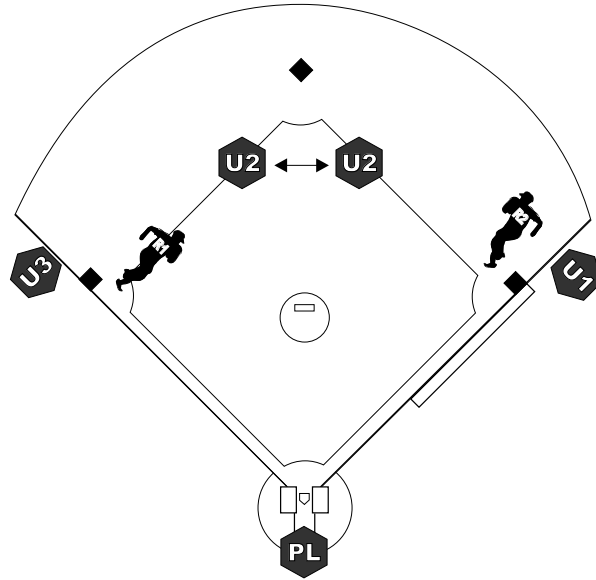
U3 will move into position to make all calls at third base. Be observant for any interference by R1 on a double play.

PL will step back and observe playing action. Move as necessary for any play at the plate

PL	U1	U2	U3
<ul style="list-style-type: none"> Move to the point-of-the-plate extended Move as necessary to observe the touches at home and make calls at home 	<ul style="list-style-type: none"> Move into the infield to take all touches and calls at 1st On an overthrow observe the ball to determine if it goes out of play 	<ul style="list-style-type: none"> Move into position to take all touches and calls at 2nd Watch for interference on the play by R2 on the first play of a double play 	<ul style="list-style-type: none"> Moves down the line ready to move into position to take all touches and calls at 3rd Watch for interference by R1 on the first play of the double play



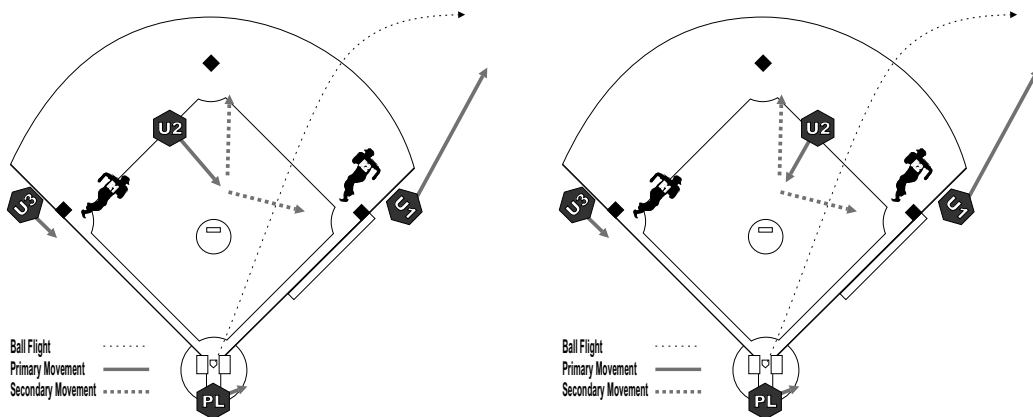
RUNNERS ON FIRST AND THIRD Base Umpire Positioning



- U1 will be in Position “Shallow A” to observe a pickoff attempt on R2 or for a throwback to first by the catcher
- U2 will be in Position “Deep B” or “Deep C”
- U3 will be in Position “Shallow D” to observe a pickoff attempt on R1 or for a throwback to third by the catcher



RUNNERS ON FIRST AND THIRD Fly Ball – U1's Responsibility



U1 must read the ball as being in his area of responsibility and immediately move to the outfield to rule on the play. If fair/foul is a possibility, straddle the foul line.

U2 will move to the working area and observe R2's tag-up at first. U2 is responsible for all calls at first and second bases.

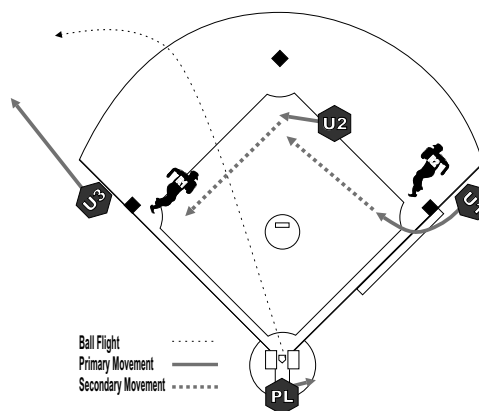
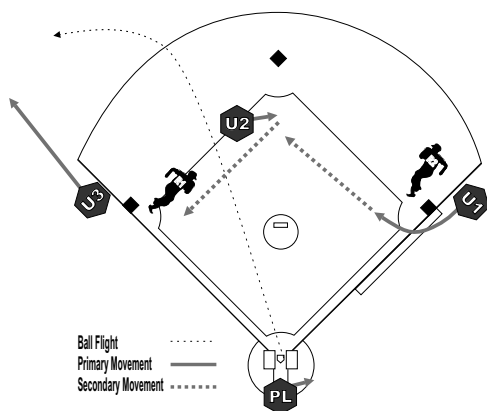
U3 will move in foul territory to line up the tag-up of R1 at third and to rule on any plays at third base.

PL will step back and observe playing action. Move as necessary to call any play at the plate.

PL	U1	U2	U3
<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move back from the plate and observe playing action Move as necessary to observe touches and make calls at home 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <u>DO NOT</u> return to the infield 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into the "working area" Observe R2's tag at 1st on a catch Be prepared to take all touches and calls at 2nd and 1st 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move down to line up R1's tag of 3rd On a catch, observe R1's tag Rule on all plays at 3rd



RUNNERS ON FIRST AND THIRD Fly Ball – U3's Responsibility



U3 must read the ball as being in his area of responsibility and immediately move to the outfield to rule on the play. If fair/foul is a possibility, straddle the foul line.

If R1 and/or BR advance, U1 and U2 must be prepared to “slide” in order to make the calls in the infield.

U1 will move into fair territory near the cutout to observe R2's tag-up at first. If the BR advances to second, move to cover the play at second.

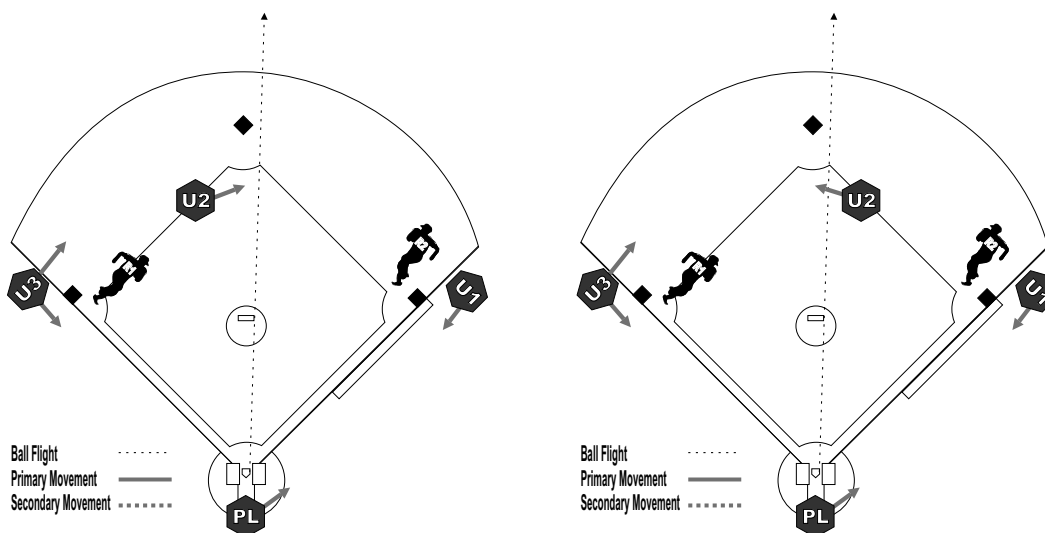
U2 will move into position to make calls at second base. If R2 attempts to advance to third base, move to cover the play at third. U1 will take plays at second.

PL will step back and observe playing action. Move as necessary to call any play at the plate.

PL	U1	U2	U3
<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move to the point-of-the-plate extended On a catch, observe R1's tag at 3rd Move as necessary to observe touches and make calls at home. 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into position to line up R2's tag of 1st On a catch, observe R2's tag Be prepared to take the runner back into 1st Move into the infield to take runner into 2nd if U2 has to cover 3rd 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into position and be prepared to take all touches and calls at 2nd Move to cover 3rd if necessary on a throw behind R1 retreating to 3rd base or a rundown Move to cover 3rd if R2 attempts to advance beyond 2nd base 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <u>DO NOT</u> return to the infield



RUNNERS ON FIRST AND THIRD Base Hit



U1 will move near first base in foul territory to make all calls at first base.

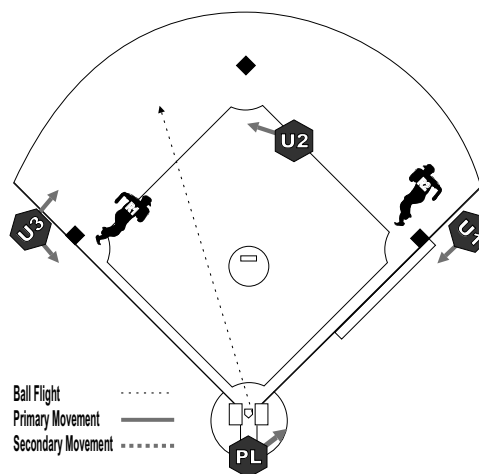
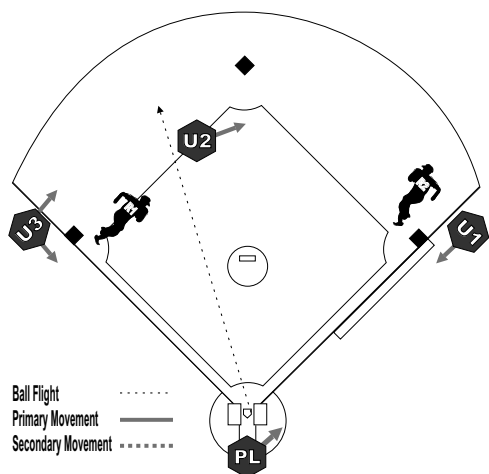
U2 will move into position to make all calls at second base.

U3 will move into position to make all calls at third base.

PL will step back and observe playing action. Move as necessary for any play at the plate

PL	U1	U2	U3
<ul style="list-style-type: none"> Move back from the plate to observe playing action Move as necessary to take all touches and calls at home. 	<ul style="list-style-type: none"> Move in foul territory near 1st base to take all touches and calls at 1st 	<ul style="list-style-type: none"> Move into position to take all touches and calls at 2nd 	<ul style="list-style-type: none"> Move into position to take all touches and calls at 3rd





U1 will move in foul territory into position near 1st base to make all calls at first base.

U2 will move into position to make all calls at second base. Be observant for interference by R2 on the double play.

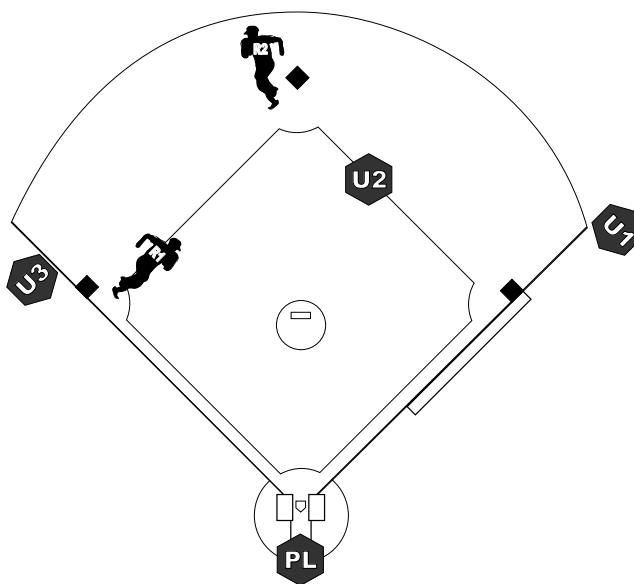
U3 will move into position to rule on any play at third.

PL will step back and observe playing action. Move as necessary for any play at the plate.

PL	U1	U2	U3
<ul style="list-style-type: none"> Move back from the plate to observe playing action Move as necessary to observe touches and make calls at home 	<ul style="list-style-type: none"> Move near 1st in foul territory to observe touches and rule on any play at 1st 	<ul style="list-style-type: none"> Move into position to take all touches and calls at 2nd Be sure you are not in the path of a throw by the fielder Watch for interference by R2 due to an illegal slide or contact 	<ul style="list-style-type: none"> Move into position to take observe touches and rule on any calls at 3rd



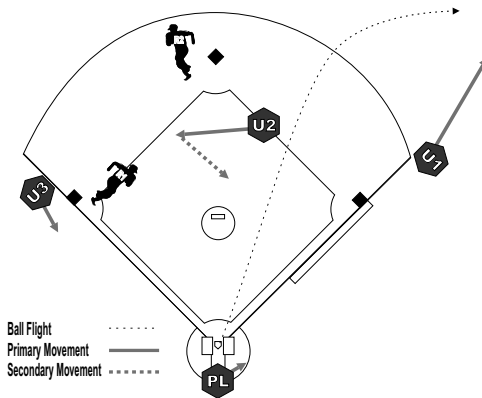
RUNNERS ON SECOND AND THIRD Base Umpire Positioning



- U1 will be in Position “Deep A”
- U2 will be in Position “Deep B”
- U3 will be in Position “Shallow D” to observe any pickoff play on R1 or for a throwback to third by the catcher



RUNNERS ON SECOND AND THIRD Fly Ball – U1's Responsibility



U1 must read the ball as being in his area of responsibility and immediately move to the outfield to rule on the play. If fair/foul is a possibility, straddle the foul line.

U2 will move into position to line up the tag-up of R2 at second. U2 will be responsible for all calls at first and second bases.

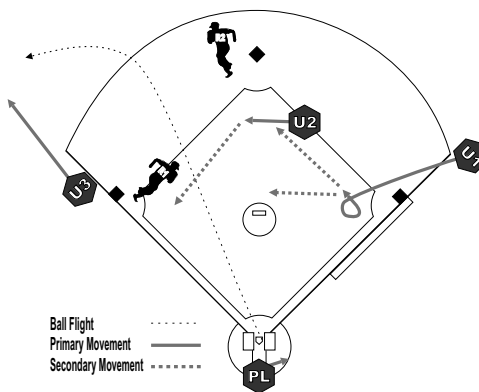
U3 will move up in foul territory to line up the tag-up of R1 at third. If R1 attempts to advance, move into fair territory near the cutout to rule on any play at third.

PL will step back and observe playing action. Move as necessary to call any play at the plate.

PL	U1	U2	U3
<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move to the point-of-the-plate extended Move as necessary to observe touches and make calls at home 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <u>DO NOT</u> return to the infield 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into position to line up the R2's tag-up at 2nd If no catch, glance at the BR's touch of 1st Move to the "working area" near the rear of the mound and be prepared to make all calls at 1st and 2nd 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into position to line up R1's tag-up at 3rd Be ready to move into position to make a call on any runner(s) advancing or retreating to 3rd



RUNNERS ON SECOND AND THIRD Fly Ball – U3's Responsibility



U3 must read the ball as being in his area of responsibility and immediately move to the outfield to rule on the play. If fair/foul is a possibility, straddle the foul line.

U1 and U2 must “slide” in order to cover calls in the infield.

U1 will move into the infield and pivot to observe the BR's touch of first. If there is no catch, and the BR advances to second, move to make the call at second. If the BR does not advance, move to the working area near the rear of the mound and be prepared to make calls at first and second bases. If there is a catch, move toward second base to fill in behind U2.

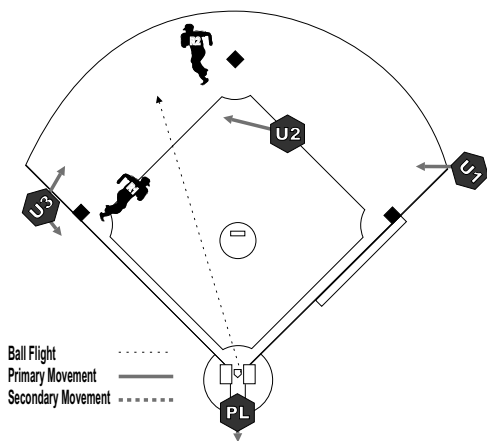
U2 will move to line up the tag-up of R2 at second. Whether or not there is a catch, be prepared to move to third base for a call there.

PL will step back and observe the tag-up of R1 at third. Move as necessary to call any play at the plate.

PL	U1	U2	U3
<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move to the point-of-the-plate extended On a catch, observe R1's tag at 3rd Move as necessary to observe touches and make calls at home 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into the infield and pivot observing the BR's touch of 1st Be prepared to take the runner back into 1st If U2 moves to cover 3rd, be prepared to move into position to make all calls at 1st or 2nd 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into position to take all touches and calls at 2nd On a catch, observe R2's tag at 2nd Move to 3rd with R2, if he goes Be prepared to move to 3rd on a throw behind R1 retreating to 3rd or on a rundown 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <u>DO NOT</u> return to the infield



RUNNERS ON SECOND AND THIRD Hit to the Infield



U1 will move into the infield and into position to make all calls at first base.

U2 will move into position to make all calls at second base.

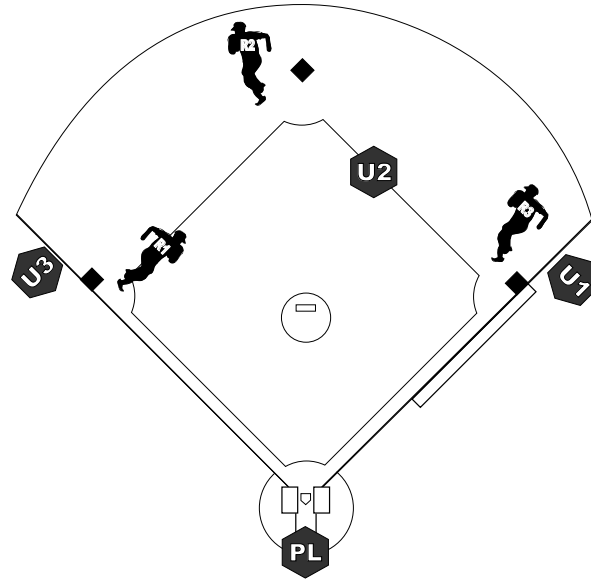
U3 will move into position to make all calls at third base

PL will step back and observe playing action. Move as necessary for any play at the plate

PL	U1	U2	U3
<ul style="list-style-type: none"> Move to the point-of-the-plate extended Move as necessary to observe touches and make calls at home 	<ul style="list-style-type: none"> Move in to make the call at 1st On an overthrow observe the ball to determine if it goes out of play 	<ul style="list-style-type: none"> Move into position to take all touches and calls at 2nd 	<ul style="list-style-type: none"> Move down the line ready to move into position to take all touches and calls at 3rd



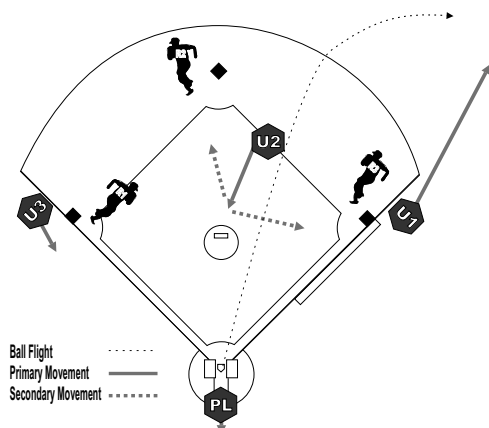
RUNNERS ON ALL BASES Base Umpire Positioning



- U1 will be in Position “Shallow A” to observe a pickoff play on R3 or for a throwback to first by the catcher
- U2 will be in Position “Deep B”
- U3 will be in Position “Shallow D” to observe a pickoff attempt on R1 or for a throwback to third by the catcher



RUNNERS ON ALL BASES Fly Ball – U1's Responsibility



U1 must read the ball as being in his area of responsibility and immediately move to the outfield to rule on the play. If fair/foul is a possibility, straddle the foul line.

U2 is responsible for all calls at first and second bases. U2 will move into the working area near the rear of the mound and observe the tag-ups of R2 at second and R3 at first. Move as necessary to make any calls at first or second, letting the ball take you to the play.

U3 will move up in foul territory to line up the tag-up of R1 at third. If R1 attempts to advance, move into fair territory near the cutout to make all calls at third base.

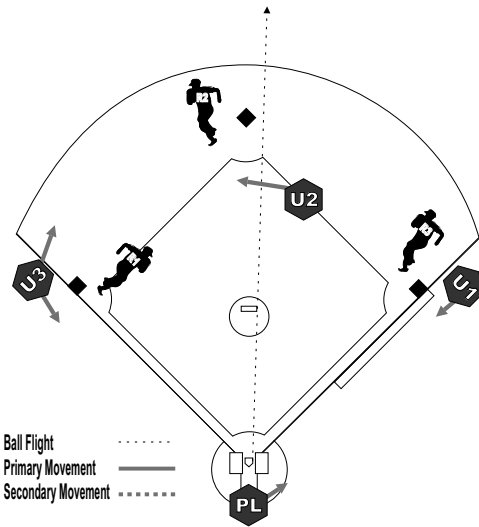
PL will step back and observe playing action. Move as necessary to call any play at the plate.

PL	U1	U2	U3
<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move back from the plate to observe playing action Move as necessary to observe touches and make calls at home 	<ul style="list-style-type: none"> Move out on the ball getting the best possible angle for the catch/no catch Be stopped when observing the play and making the call Give a visual signal of the catch/no catch <u>DO NOT</u> return to the infield 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move into "working area" On a catch, observes R2's tag at 2nd and R3's tag at 1st If no catch, glance at the BR's touch of 1st Be prepared to make calls at 1st or 2nd Let the throw take you to the play 	<ul style="list-style-type: none"> Coverage reverts to 3 umpire mechanics Move to line up R1's tag On a catch, observe R1's tag of 3rd Be ready to make a call on any runner(s) advancing to 3rd



RUNNERS ON ALL BASES

Base Hit



U1 will move into the infield and pivot to make all calls at first base.

U2 will come into the infield and into position to make all calls at second base.

U3 will move into the infield and into position to make all calls at third base.

PL will step back and observe playing action. Move as necessary for any play at the plate

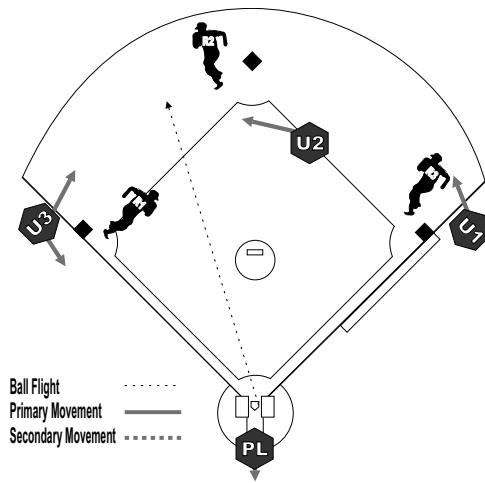
PL	U1	U2	U3
<ul style="list-style-type: none"> Move back from the plate to observe playing action Move as necessary to observe touches and make calls at home 	<ul style="list-style-type: none"> Move near first base in foul territory observing the BR's touch of 1st Be prepared to take the runner back into 1st 	<ul style="list-style-type: none"> Move into position to observe all touches and make all calls at 2nd 	<ul style="list-style-type: none"> Move into position to take all touches and calls at 3rd



RUNNERS ON ALL BASES

Hit to the Infield

Possible Double Play



U1 will move into the infield and into position to make all calls at first base. It may be necessary to move back toward the outfield in order to get the appropriate angle and distance to observe the play.

U2 will move into position to make all calls at second base. Be observant for interference by R3 on the double play.

U3 will move into position to make all calls at 3rd base. Be observant for interference by R2 on the double play.

PL will step back and observe playing action. Move as necessary for any play at the plate. Be observant for interference by R1 on the double play.

PL	U1	U2	U3
<ul style="list-style-type: none"> Move back from the plate to observe playing action Move as necessary to observe touches and make calls at home Watch for interference by R1 on the force play 	<ul style="list-style-type: none"> Move in to make the call at 1st On an overthrow observe the ball to determine if it goes out of play 	<ul style="list-style-type: none"> Move into position to observe all touches and make all calls at 2nd Watch for interference by R3 on the force play 	<ul style="list-style-type: none"> Move into position to take all touches and calls at 3rd Watch for interference by R2 on the force play On an overthrow observe the ball to determine if it goes into out of play

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