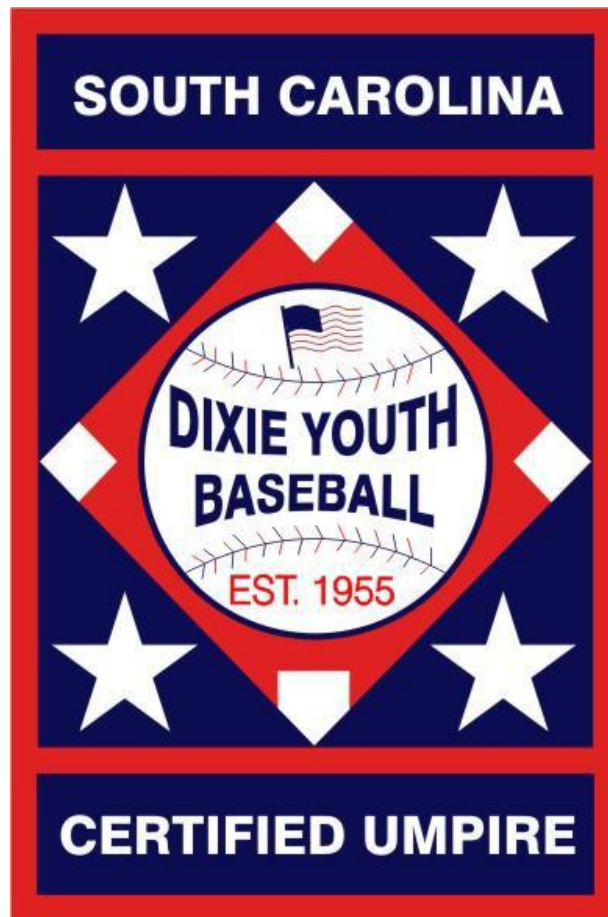


SOUTH CAROLINA DIXIE YOUTH BASEBALL

UMPIRE MANUAL



Rev. 12/2015

SOUTH CAROLINA DIXIE YOUTH BASEBALL UMPIRE TRAINING MANUAL

The purpose for this Umpire Manual is to provide SC Dixie Youth Umpires a tool to use so that all Umpires in the state will be “on the same page” when calling in regular season and tournament season games. For rules and regulations refer to the Official Dixie Youth Baseball Rule Book.

SOUTH CAROLINA DIXIE YOUTH BASEBALL CONSTITUTION (Sections concerning State Umpire-in-Chief and District Umpire-in-Chief)

ARTICLE II. PURPOSE

The purpose of this organization is to direct the **Dixie Youth Baseball** program for the youth of the **State of South Carolina**; twelve years of age and under, and in doing so to promote the growth of all participants, physically, mentally, socially, and spiritually.

ARTICLE IV. OFFICERS AND DIRECTORS

A. The Officers and Directors of this organization shall be:

1. The State Director / Treasurer
2. Assistant State Director / Secretary
3. The District Directors (11)
4. The National Directors
5. The State Umpire-in-Chief (ex-officio)

B. Each elected member of the Board of Directors will be entitled to one (1) vote on all matters before the Board of directors.

C. The State Umpire-in-Chief, an appointed position by the State Director, will serve as an ex-officio, non-voting member.

ARTICLE V – STATE UMPIRE-IN-CHIEF

A. The State Umpire-in-Chief

1. Shall be an ex-officio member of the Board of Directors
2. Shall not have voting rights on any matter before the Board of Directors.
3. Shall advise the Board of Directors on the umpire training program, procedures to be followed and suggest changes that, with the Board of Directors approval, should be implemented.
4. Shall have the responsibility of certifying umpires or setting up an umpire certification program for those umpires working South Carolina Dixie Youth Baseball tournament games.
5. Shall evaluate umpires during the regular season and during tournament games to determine their progress and the progress of the certification program.
6. Shall certify all district umpire-in-chiefs and instruct them in the procedures they must follow in training local tournament umpires.
7. Shall work with the State Director and District Directors to insure Dixie Youth Baseball rules and procedures are being followed during the certification programs.
8. Shall maintain a directory of all certified umpires for each year and provide such a directory to the State Director or District Director upon request.
9. Shall appoint an Assistant State Umpire-in-chief(s) with approval of State Director
10. Shall select and schedule all SC State Tournament umpires with approval of the State Director.

B. The Assistant State Umpire-in-Chief(s)

1. Shall assist the State Umpire-in-Chief in performing all duties as directed by the State Umpire-in-Chief and approved by the State Director.

C. The District Umpire-in-Chief

1. Shall be selected by the District Director

2. Shall be certified by the State Umpire-in-Chief

3. Shall hold training sessions in their district for the purpose of training umpires for use in tournament games.

4. Shall notify, with the assistance of the District Director, all leagues of certification meetings.

5. Shall maintain a directory of all certified umpires within their district and provide such directory upon request to a league, State Director, District Director, or State Umpire-in-Chief.

6. Shall, upon request, assist a league(s) in obtaining certified umpires for their tournament games.

7. Shall evaluate umpires during regular season and tournament games to determine their progress and the progress of the certification program.

The State UIC will maintain the finances of the program and will submit an annual financial report at the State Board February Meeting. All expenses (including training materials, patches, rule books, travel, per diem, etc.) incurred by the UIC will be paid from the umpire certification fee paid by the class attendees.

South Carolina Dixie Youth Baseball Tournament Umpires:

To be eligible to umpire in a sanctioned Dixie Youth Tournament at any level, the umpire must have attended one of the South Carolina Dixie Youth Baseball umpire certification clinics that will be offered each year.

A) South Carolina Dixie Youth Baseball will offer annually a certification training program at the State level to insure uniformity in the certification process.

B) The State Umpire in Chief (UIC) will develop the training curriculum. The State UIC will coordinate the training through each District Director and District UIC for scheduling and meeting room purposes including but not limited to on-field training and giving exam.

C) The grade of eighty (80) or higher on the certification exam will qualify an umpire to call in any sanctioned SC Dixie Youth Baseball Tournaments. An exam grade of 79 or below will disqualify an umpire from calling tournament games.

CODE OF ETHICS SC DIXIE YOUTH BASEBALL UMPIRES

1. This Code of Ethics for SC Dixie Youth Baseball has been developed to protect and promote the best interest of Dixie Youth Baseball and the officiating profession. Its primary purpose is to clarify and distinguish ethical and approved professional practices from those that are detrimental and harmful.
2. Respect and adhere to the principle that Dixie Youth Baseball is a "fun" program, and that it is designed for the enjoyment of youngsters and is not meant to be a hobby for adults.
3. I will study the rules; observe the work of other officials, and will, at all times, attempt to improve myself.
4. I will endeavor to keep my body in sound physical condition. I will have regular physical examinations to assure myself and my associates of my physical capabilities.
5. I will remember that while my work as an official is important, I must conduct myself in such a way that attention is drawn, not to me, but to the boys and girls playing the game. I will keep in mind that the game is more important than the wishes of any individual player or the ambitions of any individual official.
6. I will dress and maintain my appearance in a manner befitting the dignity and importance of my profession.
7. I will shape my character and conduct so as to be a worthy example to the boys and girls who play under my jurisdiction.
8. I will be fair and unbiased in my decision, rendering them without regard to the score.
9. I will give my complete cooperation to the leagues, which I serve, the officials' association of which I am a member and to SC Dixie Youth Baseball.
10. I will cooperate with my fellow officials and will do nothing to cause them public embarrassment.
11. I will, in my actions in the field, be firm but not overbearing; courteous, but not ingratiating; positive, but never rude; dignified, but never "cocky"; friendly, but not companionable; calm, but always alert.
12. I will not officiate a game after having any alcoholic drink that day.
13. I will abide by the "zero tolerance" policy of Dixie Youth Baseball, Inc. concerning the use of illegal drugs.
14. I will not approach coaches, league directors, or SC Dixie Youth Officials personally or by mail, relative to assignments or selection to tournaments.
15. I will not make a request to officiate a specific game or games for any coach or league.
16. I will not criticize or attempt to explain a fellow officials' judgment or decision.

Check the blanks signifying acceptance of the following terms for application.

_____ I hereby agree to umpire according to the official DIXIE YOUTH BASEBALL, INC. rulebook, as well as any appropriate state adoptions.

_____ I hereby release Dixie Youth Baseball, Inc., South Carolina Dixie Youth Baseball and the participating leagues from all claims which I might have, except for this release, have or hereafter may have, and from any liability whether imposed by common law or statute or under the South Carolina laws of workers' compensation on account of any accident which may occur and/or injury which I may incur.

_____ It is further agreed that I am assuming all the risks of this undertaking and that I am acting as an independent contractor.

_____ It is further stipulated and agreed that my compensation is based upon a lump sum fee for a single competitive event and that no withholdings of these funds are made by the payer.

_____ I understand and agree that any league retains the authority not to employ my services.

_____ I agree to uphold and observe the constitution, by-laws and booking regulations of South Carolina Dixie Youth Baseball.

_____ I believe that Dixie Youth Baseball is an integral part of recreational programs and that good officiating promotes enjoyment of these athletic contests as well as protection to the participants. Because I want to render a service to the youth of South Carolina and progressively improve and elevate officiating standards in South Carolina, I agree to abide by the above Code of Ethics.

Date _____

Signature _____

SOUTH CAROLINA DIXIE YOUTH BASEBALL

THE WAY IT SHOULD BE DONE – THE WAY I WANT IT DONE

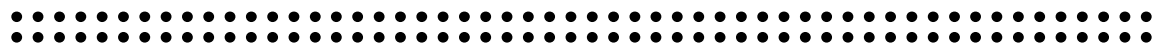
OR

HOW TO BE PERFECT EVERY TIME YOU UMPIRE

1. ARRIVE ON TIME AND BE PREPARED
2. ALWAYS HAVE A PREGAME WITH YOUR PARTNER(S)
3. LOOK SHARP AND DRESS THE PART
4. ALWAYS PUT THE BALL BACK INTO PLAY
5. GET YOUR BUTT OUT FROM BEHIND THE PLATE
6. ALWAYS HUSTLE
7. AS THE BASE UMPIRE, WATCH THE RUNNERS
8. AS THE BASE UMPIRE, YOUR RESPONSIBILITIES INCLUDE FAIR/FOUL DOWN THE LINE AND POSSIBLE TROUBLE BALLS FROM THE RIGHT FIELDER TOWARDS THE FOUL LINE WITH NO RUNNERS ON BASE
9. AS THE BASE UMPIRE, STOP MAKING OUT CALLS ON FLY BALLS TO CENTER AND LEFT FIELD WITH NO ONE ON BASE
10. BE HUMBLE – NEVER TRY TO RUN THE GAME, A COACH OR PLAYER
11. BE AWARE – THE STRICT INTERPRETATION OF THE RULE BOOK IS NOT ALWAYS THE SAME
12. USE, GIVE, AND RESPOND TO SIGNALS WITH YOUR PARTNER
13. STOP COMING IN TO TALK WITH YOUR PARTNER BETWEEN EVERY HALF INNING
14. WATCH EVERY TOUCH OF EVERY BASE BY EVERY RUNNER
15. DO NOT SAY “STRIKE THREE YOUR OUT”
16. DO NOT SAY “BALL FOUR TAKE YOUR BASE”
17. DON’T POINT THE RUNNER TO FIRST BASE ON A BASE ON BALLS
18. PLATE UMPIRE – ON AN APPEAL TO BASE UMPIRE FOR A CHECK SWING USE YOUR LEFT HAND
19. DO NOT INDICATE PITCH LOCATION ON CALLED BALLS
20. DO NOT CALL “TIME” EVERY TIME THE DEFENSE ASKS FOR IT
21. SLOW DOWN YOUR TIMING
22. PLATE UMPIRE – WORK IN THE SLOT AND KEEP YOUR CHIN LEVEL WITH THE TOP OF THE CATCHER’S HEAD
23. PLATE UMPIRE - DO NOT MOVE YOUR HEAD
24. NEVER MAKE A CALL ON THE RUN
25. DON’T WEAR A WATCH
26. A FOUL BALL IS NEVER A FOUL TIP
27. A FOUL TIP IS NEVER A FOUL BALL
28. DON’T GET TALKED INTO ASKING FOR HELP ON YOUR CALL AFTER IT HAS BEEN MADE
29. DO NOT PUT YOUR HANDS IN YOUR POCKETS
30. ALWAYS ENTER AND LEAVE THE FIELD WITH YOUR PARTNER(S)
31. LEAVE THE FIELD IMMEDIATELY AT THE CONCLUSION OF THE GAME
32. DON’T LAY YOUR MASK ON THE GROUND BETWEEN INNINGS OR HOLD IT BY THE STRAP

IF THESE ARE NOT YOUR MECHANICS AND NOT THE WAY YOU CONTROL OR WORK A GAME, DO NOT ASK ME WHY YOU NEVER WORK AT A HIGHER LEVEL

UMPIRE EQUIPMENT & DRESS CODE



1. **MASK** ----- Umpires will furnish their own mask. A throat protector of hard plastic **MUST** be attached to the mask even if the mask has an extended frame.
EXCEPTION: HOCKEY STYLE MASK.
2. **CHEST PROTECTOR** ---- Umpires will furnish their own inside chest protector.
3. **SHIN GUARDS** ----- Must be worn inside pants legs.
4. **INDICATORS** ----- Each Umpire will **CARRY** a ball/strike indicator in each game.
5. **PLATE BRUSHES** ----- The plate Umpire must carry a plate brush in their ball bag. Base Umpires **WILL NOT** carry a plate brush on their person.
6. **BALL BAGS** ----- Navy, gray, or black in color. No multi-colored ball bags allowed. Ball bags are to be worn by the plate Umpire only. You may wear one (1) or two (2) ball bags as long as both of them are the same color.
7. **FLAGS (DYB ONLY)** ----- Yellow or gold in color. Bring your own flag. Flags are not needed in the O'Zone Division. Keep your flag tucked away in your pocket. No visibility.
8. **PROTECTIVE CUP** ----- All male Umpires will wear a protective cup. Female Umpires will select accordingly.
9. **HATS** ----- Umpires are to furnish their own plate hat and base hat. Both hats must be black or navy in color. No emblem, symbol, number, name, lettering, or insignia will be allowed on the hats. If the tournament host provides a base hat, such hat will be allowed. Hats are to be worn bill forward by both the plate and base Umpires. **NO visors allowed.**
10. **SHIRTS** ----- Acceptable colors: Navy (red & blue trim); Pink (black trim)
Light Blue (navy trim); Red (navy & white trim); Black (white trim); Polo Blue (black trim)
Cream (black trim); White (red and blue trim)

All shirts will be the MLB pull-over type. All shirts must have the South Carolina Dixie Youth Certified Umpire patch on the left shirt pocket or the left sleeve. If desired a Dixie Youth Baseball patch may be worn on the left sleeve with the SCDYB Certified Umpire patch on the left pocket. **ALL** Umpires on the same field **MUST** wear the same color shirt and the same style shirt. Shirt tails are to be tucked in.
11. **TEE SHIRTS** ----- **NAVY:** Worn with Navy Blue, Light Blue, White and Red Umpire shirt.
BLACK: Worn with Polo Blue, Black, Pink, and Cream Umpire shirt.
12. **PANTS** ----- Heather or charcoal gray in color that fit properly and are cleaned and pressed with belt loops.

13. **BELTS** ----- All belts shall be black in color.
14. **SHOES** ----- Official's shoes or turf shoes. Black in color. (Some white striping will be allowed). **NO METAL CLEATS!** It is recommended that the Plate Umpire wear plate shoes. **NO LOAFERS ALLOWED!** Black shoe strings.
15. **SOCKS** ----- Black in color. **NO** white socks unless they are worn underneath black socks.
16. **SUNGLASSES** ----- Permissible during "sun" games, if needed. Prescription glasses are allowed.
17. **SUNFLOWER SEEDS** are not allowed. Gum is permissible.
18. **LINE UP CARDS** will not be kept by the Plate Umpire.
19. **RULE BOOKS** are **NOT** to be carried onto the field of play. The Official Scorer or Tournament Director will have a DYB rule book if needed.

UMPIRE TO UMPIRE CONFERENCE (PRE-GAME)

- Introductions – if new partner
- Fair/Foul coverage – Who is responsible for what and when?
- Tag-ups/touches
- Fly balls to outfield
- Fly balls to infield
- Coverage of third base
- Putting ball back into play
- Batted ball hits batter while still in box
- Check swings
- Umpire positioning
- Signals

PRE-GAME AND PRE-GAME PLATE CONFERENCE

- Introductions (self and partner(s) to coaches and/or manager of both teams)
- Inspect equipment in both dugouts
- Ask Coaches:
 1. Are all of your players legally and properly equipped according to the rules of Dixie Youth Baseball?
 2. Is all of your equipment legal according to the rules of Dixie Youth Baseball?
 3. Stress Sportsmanship for players and coaches.
 4. Remind Manager/Head coach that he/ she is the only one to talk to the umpires or to question a call AFTER receiving time out.
 5. One (1) minute between innings... hustle players on and off the field!

Fifteen Helpful Hints to Better Umpiring

1. Relax when you work, enjoy the experience, and be willing to laugh at yourself.
2. From arrival at the game site to departure, look the part in dress, demeanor, and enthusiasm.
3. Keep your cool at all times.
4. Don't talk to spectators between innings.
5. Be prepared to handle the unexpected.
6. Work diligently to perfect your timing. **Study your rule book daily.**
7. Be teachable and keep your ego in check.
8. Know what to call, when to call it, and how to call it. Pause-Read-Pause-React
9. Make learning your primary goal and never become complacent.
10. Remember: You are never so sure you can't miss a call.
11. Do not rush your call. Pause-Read-Pause-React
12. Know your signals.
13. Never assume anything.
14. Always prepare, concentrate, anticipate, and hustle.
15. If you're not working hard, growing, and getting better, you are falling further behind.

Umpire Communication During a Game

It is very important that umpires clearly communicate with everyone, including each other, throughout the game. This is accomplished with verbal calls and hand signals.

Calls

These communicate what is happening during a game and are intended for everyone to see. Some calls are verbal only, some are a signal with no voice, and some are both verbal and signal combined.

- Play
- Balls
- Strike
- Time
- Safe
- Safe, off the bag
- Out
- Out on the tag
- Fair
- Foul
- Foul Tip
- No Catch
- Catch
- Infield Fly
- Interference
- Obstruction
- Runner leaves base early
- Home run

Umpire to Umpire Signals

Umpires communicate with each other primarily through signals. This is because contact between umpires during a game, even between innings, should be minimized. Umpire to umpire communication should be done discreetly from their normal positions whenever possible. Always echo the signal back to your partner to acknowledge you have received their signals and to confirm that you agree.

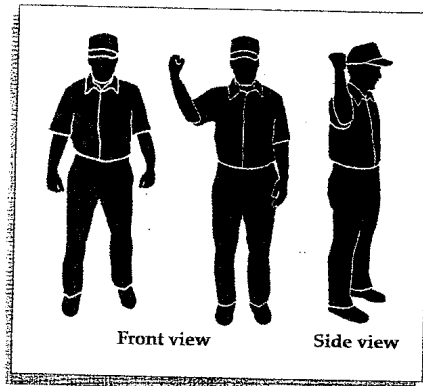
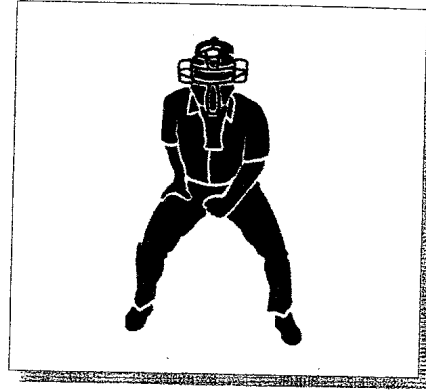
- Infield fly situation
- Number of outs
- Timing play situation
- What is the count?
- The count is:
- Plate umpire will cover 3rd
- Plate umpire will stay at home plate
- Check Swing

GENERAL UMPIRING MECHANICS

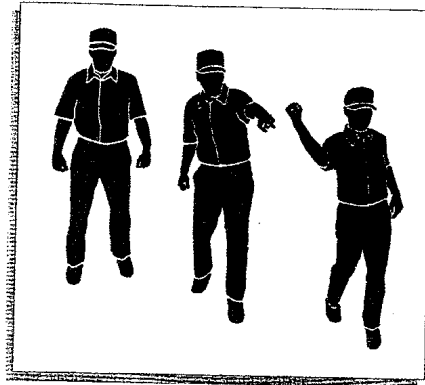
1. LEFT HAND BALLS
2. RIGHT HAND STRIKES
3. REMOVE MASK WITH LEFT HAND
4. STAY DOWN ON BALL CALL
5. RISE UP AND VOICE STRIKE CALL
6. NO VOICE CALL NEEDED ON SWINGING STRIKE
7. DO NOT RUN OUT OF BASEBALLS
8. NEVER VOICE A FAIR BALL – POINT WITH THE CORRECT HAND
9. ON FOUL BALLS – USE HAND SIGNAL TO KILL ALL PLAY – THEN VOICE FOUL BALL
10. FOUL TIP – NO VOICE CALL – HAND SIGNAL ONLY – REMEMBER FOUL CALL STOPS ALL PLAY – FOUL TIP IS NOT DEAD BALL!
11. TIMING IS VERY IMPORTANT
 - A. PAUSE
 - B. READ
 - C. PAUSE
 - D. REACT
12. ON SAFE OR OUT CALLS AVOID MAKING A DOUBLE CALL!
13. ALWAYS USE COMMON SENSE AND FAIR PLAY
14. CALL WHAT YOU SEE
15. NEVER SHOW UP YOUR PARTNER IN FRONT OF COACHES AND PLAYERS

Basic signals and calls

Ball. On a pitch that is a ball, stay in your stance and verbalize, "Ball." There is no signal for a pitch that is a ball. Verbalize a ball so that your voice can be heard in both dugouts.



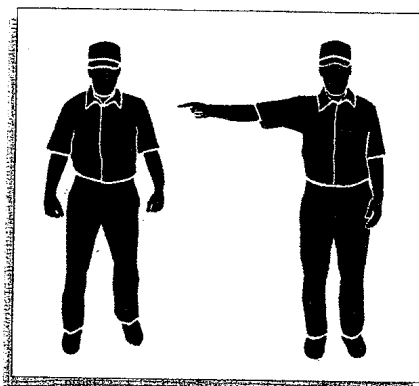
Out. Begin in a set position. Stand with your shoulders square to the play, keeping your head still. Bring your right arm up, arm extended and parallel to the ground. Bend the elbow 90-degrees; close your fingers into a fist, thumb tucked along the front of the curled fingers and facing you. Motion your right forearm forward and then back, as if pounding a nail. Declare loudly, "He's out!" as you pound the nail. Return to a set position.



Out on a tag. Begin in a set position. Stand upright, take at least one step forward and point with your left hand at the location where the tag occurred. Declare, "On the tag..." Next, signal out: Bring your right arm up, arm extended and parallel to the ground. Bend the elbow 90-degrees; close your fingers into a fist, thumb tucked along the front of the curled fingers and facing you. Motion your right forearm forward and then back, as if pounding a nail. Complete your declaration with, "...he's out!"



Dead ball. Extend both arms out in front of your body, slightly higher than your shoulders and slightly wider than shoulder width. Extend your hands out, fingers together and pointed up, palms forward as if trying to stop something with your hands. Declare, "Time!" Remember, in any dead ball situation, the ball must be put back into play.



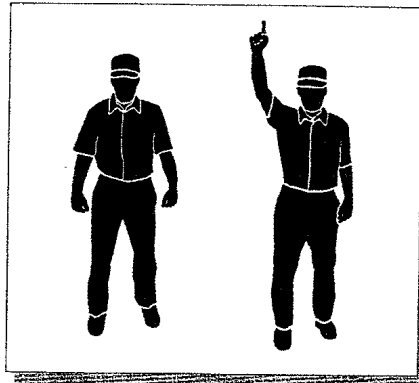
Fair ball. Move as close to the ball as safety and the play will allow, then straddle the foul line. Come to a standing set position before the play happens. Point to fair territory with the hand and arm on that side of your body.



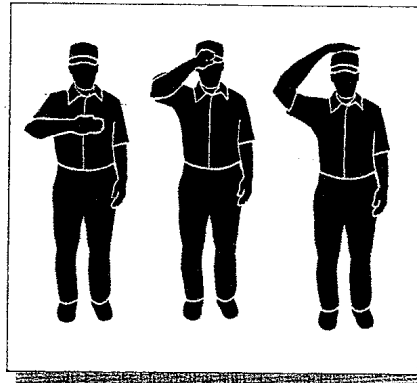
Foul ball. Move as close to the ball as safety and the play will allow, then straddle the foul line. Come to a standing set position before the play happens. Extend both arms out in front of your body, slightly higher than your shoulders and slightly wider than shoulder width. Extend your hands out, fingers together and pointed up, palms forward as if trying to stop something with your hands. Declare, "Foul!" Then, point to foul territory with the hand and arm on that side of your body.



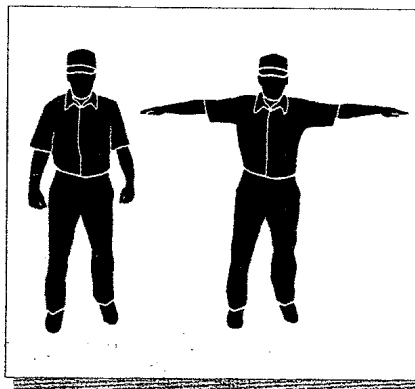
Infield fly. Begin in a set position; when the ball is hit, pause, read and react; step up, turn and face the fielder(s) and the play. When the ball is descending and you are convinced the batted ball is an infield fly, point straight up with your right hand and declare, "Infield fly! The batter is out." If the batted ball is near foul territory, the verbal call is, "Infield fly! The batter is out, if fair!" If the batted ball is fair but uncaught, signal an out and declare, "He's out! He's out! The batter is still out!" If the batted ball becomes an uncaught foul ball, signal and declare a foul ball.



Infield fly possible. On a regional basis, there are a number of signals used by crews to remind partners that the an infield fly situation exists. The most popular signal is still an open right hand placed across the chest; among professional baseball umpires, the most common is a simple touch of the bill of the cap, using a closed fist to simultaneously indicate no outs or an extended forefinger to indicate one out; a few areas still have umpires pat the top of their heads. Which "infield fly possible" signal is used is not important; the fact that one is used and recognized is very important.

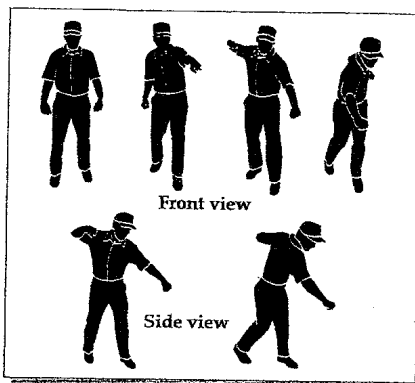


No catch. Begin from a set position. To signal the absence of a catch, stand with your shoulders square to the play, keeping your head still. Extend both arms straight out parallel to the ground in front of your chest, shoulder high. The fingers of each hand are straight and together, thumbs along forefingers. Sweep both arms out, separating toward the sides of your body even with your shoulders until the arms are fully extended along the lines of your shoulders and hold the position momentarily. Declare, "No catch! No catch!"

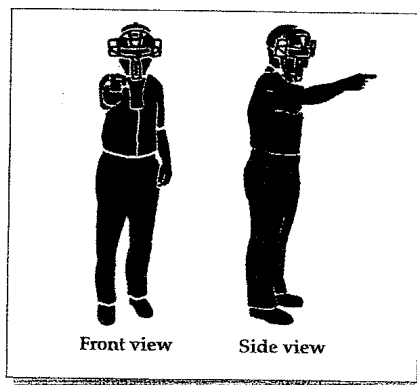




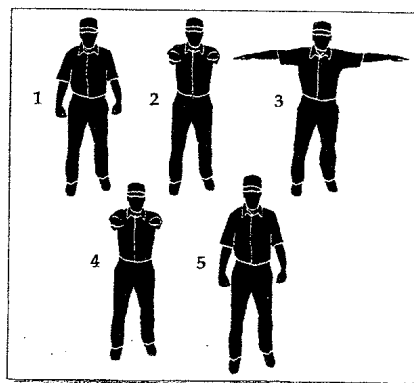
Out — Sell. To sell an out call on a difficult catch, simply extend your right arm fully and exaggerate the standard “pounding a nail” motion described above. To sell a close play on the bases, begin in a set position. Stand with your shoulders square to the play, keeping your head still. Instead of bringing your right arm up extended and parallel to the ground (as in a standard out signal), draw your right fist straight up toward your armpit (elbow fully bent). Simultaneously, extend your left arm toward the play, left fist clenched. Take one full step toward the play with your left foot and thrust your right fist toward the play as if throwing an overhand punch. Declare loudly, “He’s out!” as you “throw” the “punch” signal. Finally, return to your set position.

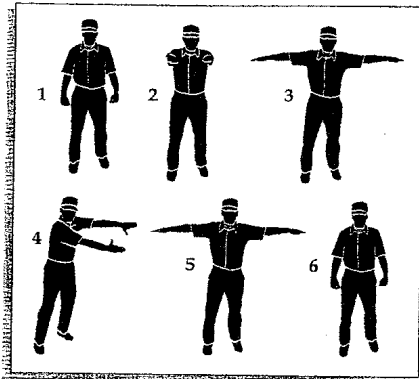


Play or play ball. Point with either hand directly at the pitcher. Call forcefully, “Play ball!”

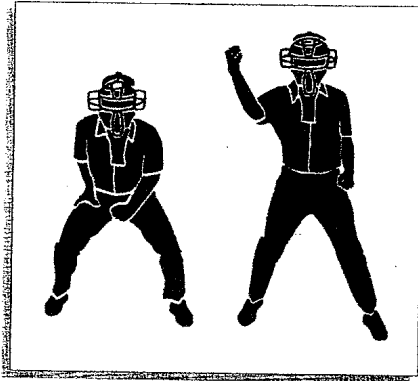


Safe. Begin in a set position. Stand with your shoulders square to the play, keeping your head still. Extend both arms straight out parallel to the ground in front of your chest, shoulder high. The fingers of each hand are straight and together, thumbs along forefingers. Sweep both arms out, separating toward the sides of your body even with your shoulders until the arms are fully extended along the lines of your shoulders. Call, “Safe!” (not “He’s safe!”) as you sweep your arms. Return your arms, still parallel to the ground, in front of your chest, drop your arms to your sides and resume a set position. When BU responds to UIC’s question about a check-swing, the safe signal is used to indicate that a batter did not swing.

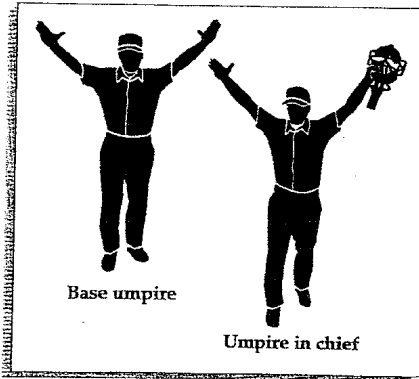




Safe — Fielder off the base. Begin in a set position. Stand with your shoulders square to the play, keeping your head still. Extend both arms straight out parallel to the ground in front of your chest, shoulder high. The fingers of each hand are straight and together, thumbs along forefingers. Sweep both arms out, separating toward the sides of your body even with your shoulders until the arms are fully extended along the lines of your shoulders. Call, "Safe!" (not "He's safe!") as you sweep your arms. Return your arms, still parallel to the ground, in front of your chest. Next, with both arms chest high, "sweep" the arms together in a sideways motion indicating the direction in which a fielder lost contact with the base as you declare, "He's off the base!" Then, repeat the safe signal and again say, "Safe!" Finally, resume a set position.



Strike. As UIC, stand up from your stance and step back away from the catcher. Continue watching the ball, normally in the catcher's possession; bring your right arm up, arm extended and parallel to the ground. Bend the elbow 90-degrees; close your fingers into a fist, thumb tucked along the front of the curled fingers and facing you. Motion your right forearm forward and then back, as if pounding a nail. Declare loudly, "Strike!" as you pound the nail. Then, relax as you prepare for the next pitch. Verbalize a strike so that your voice can be heard in the outfield. When BU responds to UIC's question about a check-swing, the strike signal is used to indicate that a batter did swing.



Time. Extend both arms out in front of your body, slightly higher than your shoulders and slightly wider than shoulder width. Extend your hands out, fingers together and pointed up, palms forward as if trying to stop something with your hands. Declare, "Time!" Remember, in any dead ball situation, the ball must be put back into play.

Some Baseball Myths:

Test your knowledge with some easy questions. See the explanations and rule references for more details.

(Hint: All of the following statements are FALSE!)

1. The hands are considered part of the bat.
2. The batter-runner must turn to his right after over-running first base.
3. If the batter breaks his wrists when swinging, it's a strike.
4. If a batted ball hits the plate first it's a foul ball.
5. The batter cannot be called out for interference if he is in the batter's box.
6. The ball is dead on a foul-tip.
7. The batter may not switch batter's boxes after two strikes.
8. The batter who batted out of order is the person declared out.
9. The batter may not overrun first base when he gets a base-on-balls.
10. The batter is out if he starts for the dugout before going to first after a dropped third strike.
11. If the batter does not pull the bat out of the strike zone while in the bunting position, it's an automatic strike .
12. The batter is out if a bunted ball hits the ground and bounces back up and hits the bat while the batter is holding the bat.
13. The batter is out if his foot touches the plate.
14. The batter-runner is always out if he runs outside the running lane after a bunted ball.
15. A runner is out if he slaps hands or high-fives other players, after a homerun is hit over the fence.
16. Tie goes to the runner.
17. The runner gets the base he's going to, plus one on a ball thrown out-of-play.
18. Anytime a coach touches a runner, the runner is out.
19. Runners may never run the bases in reverse order.
20. The runner must always slide when the play is close.
21. The runner is always safe when hit by a batted ball while touching a base.
22. A runner may not steal on a foul-tip.
23. It is a force out when a runner is called out for not tagging up on a fly ball.
24. An appeal on a runner who missed a base cannot be a force out.
25. A runner is out if he runs out of the baseline to avoid a fielder who is fielding a batted ball.
26. Runners may not advance when an infield fly is called.
27. No run can score when a runner is called out for the third out for not tagging up.
28. A pitch that bounces to the plate cannot be hit.

29. The batter does not get first base if hit by a pitch after it bounces.
30. If a fielder holds a fly ball for 2 seconds it's a catch.
31. You must tag the base with your foot on a force out or appeal.
32. If a player's feet are in fair territory when the ball is touched, it is a fair ball.
33. The ball must always be returned to the pitcher before an appeal can be made.
34. If a fielder catches a fly ball and then falls over the fence it is a homerun.
35. The ball is dead anytime an umpire is hit by the ball.
36. The home plate umpire can overrule the other umps at anytime.

Explanations and Rule References

1. The hands are part of a person's body. If a pitch hits the batter's hands the ball is dead; if he swung at the pitch, a strike is called (NOT a foul). If he was avoiding the pitch, he is awarded first base. Rules: 2.00 PERSON, TOUCH, STRIKE (e) and 6.05(f) Official Baseball Rules {OBR}
2. The batter-runner may turn left or right, provided that if he turns left he does not make an attempt to advance. An attempt is a judgment made by the umpire. The requirement is that the runner must immediately return to first after overrunning or over sliding it. Rule: 7.08(c and j) OBR
3. A strike is a judgment by the umpire as to whether the batter attempted to strike the ball. Breaking the wrists, or the barrel of the bat crossing the plate are simply guides to making the judgment of an attempt, these are not rules. Rule: 2.00 STRIKE OBR
4. The plate is in fair territory. There is nothing special about it. If a batted ball hits it, it is treated like any other batted ball.
5. The batter's box is not a safety zone. A batter could be called out for interference if the umpire judges that interference could or should have been avoided. Rules: 2.00 INTERFERENCE, 6.06(c) OBR.
6. There is nothing foul about a foul-tip. If the ball nicks the bat and goes sharp and direct to the catcher's hand or glove and is caught, this is a foul-tip by definition. A foul-tip is a strike and the ball is alive. It is the same as a swing-and-miss. If the ball is not caught, it is a foul ball. If the nicked pitch first hits the catcher somewhere other than the hand or glove, it is not a foul-tip, it is a foul ball. Rules: 2.00 FOUL-TIP, STRIKE OBR
7. The batter can switch boxes at any time, provided he does not do it after the pitcher is ready to pitch. Rule: 6.06(b) OBR
8. The PROPER batter is the one called out. Any hit or advance made by the batter or runners due to the hit, walk, error or other reason is nullified. The next batter is the one who follows the proper batter who was called out. Rule: 6.07(b, 1) OBR
9. Rule 7.08(c and j) simply state that a batter-runner must immediately return after overrunning first base. It doesn't state any exceptions as to how the player became a runner. It could be a hit, walk, error or dropped third strike.

10. The batter may attempt to reach first base any time prior to entering the dugout or a dead ball area. Rule: 6.05(c), 6.09(b) Casebook interpretation OBR.
11. A strike is an attempt to hit the ball. Simply holding the bat over the plate is not an attempt. This is umpire judgment. Rule 2.00 STRIKE OBR
12. The rule says the BAT cannot hit the ball a second time. When the BALL hits the bat, it is not an out. Rules: 6.05(h) and 7.09(b) OBR
13. To be out the batter's foot must be ENTIRELY outside the box when he contacts the pitch. There is no statement about touching the plate. The toe could be on the plate and the heel could be touching the line of the box, which means the foot is not entirely outside the box. Rule: 6.06(a) OBR
14. The runner must be out of the box AND cause interference. He is not out simply for being outside the lane. He could be called for interference even while in the lane. This is a judgment call. Rules: 2.00 INTERFERENCE, 6.05(k), 7.09(k) OBR
15. The ball is dead on a homerun over the fence. You can't be put out while the ball is dead except when you pass another runner. Rules: 5.02, 7.05(a) OBR
16. There is no such thing in the world of umpiring as a tie goes to the runner. The runner is either out or safe.
17. When a fielder other than the pitcher throws the ball into dead ball area, the award is 2 bases. The award is from where the runners were at the time of the pitch if it is the first play by an infielder before all runners have advanced or from where each runner was physically positioned at the time the ball left the throwers hand on all other plays. Rule: 7.05(g) OBR
18. Rule 7.09(I) says the runner is out if the coach PHYSICALLY ASSISTS the runner. Hand slaps, back pats or simple touches **ARE NOT** physical assists.
19. In order to correct a base running mistake, the runner MUST retrace his steps and retouch the bases in reverse order. The only time a runner is out for running in reverse, is when he is making a travesty of the game or tries to confuse the defense. Rules: 7.08(I), 7.10(b) OBR
20. There is no "must slide" rule. When the fielder has the ball in possession, the runner has two choices; slide OR attempt to get around the fielder. He may NOT deliberately or maliciously contact the fielder, but he is NOT required to slide. Rule: 7.08(a, 3) this rule does not apply to professionals. See Sliding and Collisions.
21. The bases are in fair territory. A runner is out when hit by a fair batted ball, except an infield-fly. Rules: 5.09(f), 7.08(f) OBR
22. There is nothing foul about a foul-tip. If the ball nicks the bat and goes to the catcher's glove and is caught, this is a foul-tip by definition. A foul-tip is a strike and the ball is alive. It is the same as a swing-and-miss. If the ball is not caught, it is a foul ball. Rules: 2.00 FOUL-TIP, STRIKE OBR
23. A force play is when a runner is forced to advance because the batter became a runner. When the batter is out on a caught fly, all forces are removed. An out on a failure to tag-up, is NOT a force out. Any runs that cross the plate before this out will count. Rules: 2.00 FORCE PLAY, 4.09 OBR

24. A runner must touch all the bases. If the runner misses a base to which he was forced because the batter became a runner and is put out before touching that base, the out is still a force play. If this is the third out, no runs may score. The base can be touched or the runner can be touched, either way it's a force out. Rules: 2.00 FORCE PLAY, TAG, 7.08(e), 7.10(b) OBR
25. The runner MUST avoid a fielder attempting to field a BATTED ball. A runner is out for running out of the baseline, only when attempting to avoid a tag. Rules: 7.08(a), 7.09(L) OBR
26. An Infield-fly is no different than any other fly ball in regard to the runners. The only difference is that they are never forced to advance because the batter is out whether the ball is caught or not. Rules: 2.00 INFIELD-FLY, 6.05(e), 7.10(a) OBR
27. Yes it can. This is not a force play. A force play is when a runner is forced to advance because the batter became a runner. When the batter is out on a caught fly, all forces are removed. An out on a failure to tag-up, is NOT a force out. Any runs that cross the plate before this out will count. Rules: 2.00 FORCE PLAY, 4.09, 7.10(a) OBR
28. A pitch is a ball delivered to the batter by the pitcher. It doesn't matter how it gets to the batter. The batter may hit any pitch that is thrown. Rule: 2.00 PITCH.
29. A pitch is a ball delivered to the batter by the pitcher. It doesn't matter how it gets to the batter. If the batter is hit by a pitch while attempting to avoid it, he is awarded first base. Rules: 2.00 PITCH, 6.08(b).
30. A catch is legal when the umpire judges that the fielder has COMPLETE control of the ball. The release of the ball must be voluntary and intentional. Rule: 2.00 CATCH OBR
31. You can tag a base with ANY part of the body. Rules: 2.00 FORCE PLAY, PERSON, TAG, 7.08(e) OBR
32. The position of the player's feet or any other part of the body is irrelevant. A ball is judged fair or foul based on the relationship between the ball and the ground at the time the ball is touched. Rule: 2.00 FAIR, FOUL OBR
33. An appeal may be made anytime the ball is alive. The only time the ball must go to the pitcher, is when time is out. The ball cannot be made live until the pitcher has the ball while on the rubber and the umpire says "Play." If time is not out, the appeal can be made immediately. Rule: 2.00 APPEAL, 5.11, 7.10 OBR
34. As long as the fielder is not touching the ground in dead ball territory when he catches the ball, it is a legal catch if he holds onto the ball and meets the definition of a catch. If the catch is not the third out and the fielder falls down in dead ball territory, all runners are awarded one base. If the fielder remains on his feet in dead ball territory after the catch, the ball is alive and he may make a play. Rules: 2.00 CATCH, 6.05(a), 7.04(c) OBR
35. If an umpire is hit by a batted ball before it passes a fielder, the ball is dead. On any other batted or thrown ball, the ball is alive when the umpire is hit with the ball. Umpire interference also occurs when the plate umpire interferes with the catcher's attempt to prevent a stolen base. Rules: 2.00 INTERFERENCE, 5.09(b), 5.09(f) OBR
36. The umpire who made a call or ruling may ask for help if he wishes. No umpire may overrule another umpire's call. Rules: 9.02(b, c) OBR

MECHANICS, GENERAL REMINDERS:

1. Always keep an Umpire ahead of the lead runner.
2. All Umpires can carry an indicator.
3. All Umpires should carry their plate equipment in case of an emergency.
4. Any Umpire may call an Infield fly. The primary responsibility rests with the Umpire nearest the fly ball. Do not make this call too quickly. Umpires should wait until the ball has reached its apex before making the decision.
5. Run toward the ball initially. As the fielder is about to make a play on the ball, move into a position to get the best angle on the play. Never make a call while in motion.

Plate Umpire:

1. Position yourself to rule on bunted balls down the foul lines.
2. Rule catch/no catch on all fly balls and line drives on the infield.
3. Rule fair/foul on all balls up to the first and third base bags.
4. Signal partner(s) in an infield fly situation, rotations or when a two out timing play is possible.
5. Watch every play as if it were yours to call. Your partner(s) may appeal to you for help and you may also be required to decide on play situations involving rules.
6. Calling “Foul” halts all play. **This is the one call you can’t change.**
7. Hustle, **get out from behind the plate**, and be ready to move into position to make calls.

Field Umpire(s):

1. Move with the pitch (one or two steps), so that when the ball is hit you are ready to move into position to cover any plays for which you are responsible.
2. Always signal partner(s) in an infield fly situation, rotations and when a two out time play is possible.
3. Use your head and eyes to keep from having to scurry out of the way of players.
4. Exhibit proper posture at all times. Do not stand with your arms crossed. Do not cross your legs or slouch on one leg not squatting and no kneeling.
5. Watch the batter, you may be asked for help on check swings.
6. Encourage players to hustle on and off the field between half innings.
7. Hustle, don’t be lazy. Being lazy will get you into trouble quicker than anything else.
8. If requested by the plate umpire, be prepared to assist on check swings.

DIXIE YOUTH AAA & MAJORS BASEBALL TWO MAN UMPIRE MECHANICS

The following two man umpiring mechanics are a general guideline for use during regular season play. Veteran umpires may cover some plays differently than the way they are covered here, but these are a very good start for umpires that are not sure as to what to do or beginning umpires. All umpiring crews should have a pre-game with each other to make sure they are on the “same page” during the game.

******COACH'S PITCH & MACHINE PITCH TWO MAN UMPIRE MECHANICS******

These two man mechanics will be used in all AA tournament games with the following inclusion: THE PLATE UMPIRE HAS THE RESPONSIBILITY OF CALLING THE PLAY DEAD WHEN THE PITCHER SECURES THE BALL INSIDE THE PITCHING CIRCLE AND ALL ACTION HAS CEASED.

GENERAL MECHANICS:

1. Have fun, learn every time you go out on the field, and promote sportsmanship to everyone involved.
2. Once the ball clears the infield, the base umpire should move into position on the infield. Reminder: If the ball is in stay out, if the ball is out come in.
3. The umpire who does not have fly ball coverage will cover the tag-ups with runners on base.
4. Always have a pre-game with your partner. Discuss responsibilities.
5. **COMMUNICATION:** Let your partner know where you are going during a play.
6. Watch the play develop, hustle to position to make the call, **PAUSE - READ – PAUSE - REACT.**
7. Always keep an umpire ahead of the lead runner.

ABBREVIATIONS:

PU: Plate umpire	B/R: batter/runner
U1: First base umpire	R1: Runner at first
U2: Second base umpire	R2: Runner at second
U3 Third base umpire	R3: Runner at third

No One on Base:

Plate Umpire {PU} Responsibilities:

- Fair/foul down the third base line and fair/foul up to first base.
- Fly ball coverage from Center Fielder going to fielder's right to left field line.
- Line drives and pop-ups in the infield
- For be a possible play at first base, position yourself in the best spot to assist U1 on pulled foot as well as running lane violations and possible swipe tag.
- Overthrows at first base and rules if enters dead ball area.
- On obvious extra base hit observes the play and positions himself for a possible play at the plate.
- If U1 goes out for catch/ no catch, PU moves into the infield and rules on all plays on the batter/runner {B/R} at first, second, & third bases.

Base Umpire {U1} Responsibilities:

- Starts in the “A” Position behind first base in foul territory
- Fair/foul from the front edge of first base to the foul pole in right field.
- Fly ball coverage from Center Fielder moving in and out and to the right field line.
- Move into best position for ruling on plays at first base.
- On obvious extra base hit moves to the infield and rules on all plays on batter/runner {B/R} at first, second, & third bases.

On fly ball hit toward the right field line, go out to rule on fair/foul; catch/no catch. If no catch is ruled, circle in foul territory for a play at the plate

Runner on First {R1} only:

Plate Umpire Responsibilities:

Fair/foul down both baselines.

Fly ball coverage from the left fielder to the left field line and from the right fielder to the right field line.

Line drives and pop-ups in the infield.

On ground ball to infield move toward infield and make ruling on legality of slide at second base by R1 and observe secondary responsibilities of swipe tag and pulled foot at first base.

Overthrow responsibilities at first base.

On a clean base hit, the plate umpire moves into position to make any calls at third base on R1.

On hit beyond first base in the air close to the base line, has fair/foul responsibilities and U1 will be responsible for R1 & B/R

Tag up responsibilities if U1 has catch/ no catch coverage

Base Umpire Responsibilities:

Set up behind the second baseman “B” Position

NO fair/foul responsibilities

Fly ball coverage from left center to right center; (working the “V”).

Can assist with line drives to infielders.

Responsible for making calls at first and second bases on ground balls to infielders.

Sets up for call at second base in a steal situation.

On clean base hit to outfield is responsible for rulings at second base on R1 and first, second and third base for B/R.

Responsible for runner leaving the base before the pitch reaches the plate.

Runner on Second {R2} only:

Plate Umpire Responsibilities:

Fair/foul down both base lines.

Fly balls from the left fielder to the left field line and right fielder to the right field line.

Line drives and pop-ups in the infield.

Plate umpire will stay home with a runner at second base in scoring position on base hits.

On balls hit to infield, position yourself in the best spot to assist U1 on pulled foot and swipe tag.

Move into best position to observe touch of third base by R2 and return for ruling on play at the plate.

Move into position for tag up on fly balls not in coverage area.

Base Umpire Responsibilities:

Set up behind shortstop “C” Position.

NO fair/foul responsibilities

Fly ball coverage from left center to right center; (working the “V”).

Can assist with line drives to infielders.

Move into best position to make all calls at first and second and third.

On clean base hit to outfield is responsible for rulings at second base on R1 and first, second and third base for B/R.

Move into position for tag up on fly balls not in coverage area.

Responsible for runner leaving the base before the pitch reaches the plate.

Runner on Third {R3} only:

Plate Umpire Responsibilities:

Fair/foul down both base lines.

Fly balls coverage from the left fielder to the left field line and from the right fielder to the right field line.

Line drives and pop-ups in the infield.

Move into the best position to observe tag up at third base and plays at the plate.

Base Umpire Responsibilities:

Sets up behind shortstop in the gap between shortstop and third "C" Position.

Fly ball coverage from left center to right center; (working the "V").

Can assist with line drives to infielders.

Responsible for all calls at first, second and third.

Responsible for runner leaving the base before the pitch reaches the plate.

Runners on First {R1} and Second {R2}:

Plate Umpire Responsibilities:

Fair/foul down both base lines.

Fly balls from the left fielder to the left field line and right fielder to the right field line.

Line drives and pop-ups in the infield.

Plate umpire will stay home with a runner at second base in scoring position on base hits.

On balls hit to infield, position yourself in the best spot to assist U1 on pulled foot and swipe tag.

Move into best position to observe touch of third base by R2 and return for ruling on play at the plate.

Move into position for tag up on fly balls not in coverage area.

Base Umpire Responsibilities:

Set up behind shortstop "C" Position.

NO fair/foul responsibilities

Fly ball coverage from left center to right center; (working the "V").

Can assist with line drives to infielders.

Move into best position to make all calls at first and second and third.

On clean base hit to outfield is responsible for rulings at second base on R1 and first, second and third base for B/R.

Move into position for tag up on fly balls not in coverage area.

Responsible for runners leaving the base before the pitch reaches the plate.

Runners on First {R1} and Third {R3}:

Plate Umpire Responsibilities:

Fair/foul down both base lines.

Fly balls coverage from the left fielder to the left field line and from the right fielder to the right field line.

Line drives and pop-ups in the infield.

Move into the best position to observe tag up at third base and plays at the plate.

If runner on 3rd base comes home on a hit ball, the responsibilities are the same as runner on first.

Make you see the runner from third touch home plate.

Base Umpire Responsibilities:

Sets up behind shortstop in the gap between shortstop and third “C” Position.

Fly ball coverage from left center to right center; (working the “V”).

Can assist with line drives to infielders.

Responsible for all calls at first, second and third.

Responsible for runner leaving the base before the pitch reaches the plate.

Runners on First {R1}, Second {R2} and Third {R3}:**Plate Umpire Responsibilities:**

Fair/foul down both base lines.

Fly balls coverage from the left fielder to the left field line and from the right fielder to the right field line.

Line drives and pop-ups in the infield.

Move into the best position to observe tag up at third base and plays at the plate.

Base Umpire Responsibilities:

Sets up behind shortstop in the gap between shortstop and third “C” Position.

Fly ball coverage from left center to right center; (working the “V”).

Can assist with line drives to infielders.

Responsible for all calls at first, second and third.

Responsible for runner leaving the base before the pitch reaches the plate

TRADITIONAL - 3 MAN UMPIRING MECHANICS

These mechanics will be used in tournament play.

NO ONE ON BASE:

1. The first base Umpire should be about 10-12 feet behind the first baseman “A” with both feet in foul territory. The third base Umpire should be in the same approximate position behind the third baseman “D”.
2. If U1 or U3 are required to go to the outfield to make a call, you will revert to the two man umpire mechanics. If you **GO OUT AND STAY OUT!!**
3. If U1 goes out, U3 will come straight into the “working area” behind the pitcher’s mound and take any play at second or third base on the batter runner. The PU will come down towards first base and be responsible for the B/R touching first base and any plays back into first base. The Plate Umpire will not release the batter runner until U1 has returned and playing action has ceased. If the batter runner continues to second or third base, should there be a play at the plate, it will be the PU responsibility.
4. On all ground balls and fly balls to the infield, U3 will come straight into the working area and take all plays at second and third base. The U1 will move into the best position needed to make a decision at first base. PU will move into the best position to assist U1 with pulled foot and swipe tags and rule on running lane violations.
5. If U3 goes to the outfield for a catch/no catch, U1 will come in and pivot, watching the B/R touch first and be responsible for the batter runner returning to first base. If the B/R continues beyond first base, U1 has the responsibility to make the call.
6. On a base hit to the outfield that no one goes out on, U1 will watch the touch at first base by the B/R. U3 will go to the working area to rule on any plays at second base. Once the B/R advances to second base, the PU will rotate up toward third base and rule on any play at third base. Once the B/R advances past second base, U1 will rotate to the plate and rule on any plays made at the plate. In these two situations it is very important that both verbal and hand signals be used to communicate with each other.
7. U3 will have the catch/no catch responsibility from the center fielder to the left field line. U1 will have the catch/no catch from center fielder to the right field line including the center fielder coming straight in and straight back. Fly balls and line drives on the infield are PU responsibility.

RUNNER ON FIRST BASE:

1. The U1 should be about 6 - 8 feet behind the first baseman “A” with both feet in foul territory. You should be close enough to make a decision on the runner leaving the base too soon.
2. The U3 will move to a position behind the shortstop “C”, in a position to take the steal play or force play at second base.
3. The U3 will have the part of a rundown going into second base and any subsequent play into third base. The U1 should move towards second base as the runner continues to third base and assume responsibility for the back end of a run down between second and third base.

Three Man Mechanics Continued...

4. With R1, and the U1 goes out for any reason, the U3 will move into the infield and assume full responsibility for R1 at second base and B/R at first, second and third bases The PU will move into a position to make a ruling on R1 at third base and if that runner continues on to home plate, the plate Umpire will also have that responsibility.

5. With R1, and the U1 does not go out, the U1 will observe the B/R touch first base. Once the R1 passes second base, U1 will move toward the plate and move into the best position to make a ruling on a play at the plate. The U3 will take the R1 and B/R into second base and B/R back into first base. The PU will have the responsibility of R1 and B/R at third.

6. With a runner on first, fly balls and line drives to the outfield become the responsibility of the U3 who is in a position behind the shortstop "C". If the ball is down the right field line and the right fielder comes straight in to make the catch, the U1 has the catch/no catch. If the ball is hit down the left field line and the left fielder is moving towards the foul line, the PU has the catch/no catch responsibility.

RUNNERS ON FIRST AND SECOND BASE:

1. The U1 will position himself 6 - 8 feet behind the first base bag with both feet in foul territory "A".

2. The U3 Umpire will move into position behind the shortstop "C".

3. Fly balls and line drives to the outfield become the responsibility of the third base Umpire. Fly balls down the right field line are the responsibility of the PU. If U3 goes out, the tag up at second base and the possible play at third base are the responsibilities of the PU since the third base Umpire has gone out to the outfield. The tag up at first base and the possible play at second base is the responsibility of the U1. Any play at the plate is the responsibility of the PU.

4. On a base hit, the PU will remain at home, and the first and third base Umpires have the responsibility for all plays on the bases. Let the ball take you to your play.

5. The U1 will have the responsibility of the R1 leaving too soon. The U3 will have the responsibility of the R2 leaving too soon.

RUNNERS ON FIRST, SECOND, AND THIRD BASE:

1. The U1 will position himself 6 - 8 feet behind the first base bag with both feet in foul territory "A".

2. The U3 Umpire will move into position behind the shortstop "C".

3. The U1 will have the responsibility of the first base runner and the third base runner leaving too soon. The U3 will have the responsibility of the second base runner leaving too soon.

Three Man Mechanics Continued...

4. On ground balls hit to the infield, the U3 will render all decisions second and third base. The U1 will render all decisions at first base. The PU will remain in his position for all decisions at home plate.
5. On fly balls to the outfield, the U3 will be responsible for the catch/no catch for all balls hit from the left fielder over to balls hit directly to the right fielder. The U1 will be responsible for any fly balls down the right field line. The PU will be responsible for any fly ball hit down the left field line.
6. Preferably, U3 should not go out to the outfield on any fly balls. The position behind the shortstop should be adequate to make the call. Make sure to signal to your partners!!
7. If the U1 goes down the right field line for a catch/no catch call, the U3 Umpire will take the tag ups at first and second base and any possible plays at second and third base. The PU will take the tag up at third base and any play at the plate.

RUNNERS ON FIRST AND THIRD BASE:

1. The U1 will take a position behind the second baseman "B".
2. The U3 will position himself 6 - 8 feet beyond the third base bag with both feet in foul territory "D".
3. On fly balls to the outfield, the U3 will be responsible for the catch/no catch for all balls hit from the center fielder over to the left field line. The U1 will be responsible for the catch/no catch on balls from the right fielder to the center fielder. The PU will be responsible for all calls down the right field line.
4. On fly balls where the U3 goes out, the U1 will take the tag up of the runner at first base. The PU will take the tag up of the runner at third base. If the U1 goes out, the U3 will watch for the tag up at first base and move toward the working area. The PU has the tag up at third base. If the PU has to go down the base line for a catch/no catch or fair/foul call, the U3 will watch the tag up of the runner at third. The PU will still have to return and move into a position to make any calls at home plate.

RUNNER ON SECOND BASE:

1. The U3 will position himself 6 - 8 feet behind the third baseman with both feet in foul territory "D".
2. The U1 will move to a position behind the second baseman "B".
3. On any ball hit to the infielders, the U3 will be responsible for all plays at third base. The U1 will be responsible for all plays at second and first base.
4. The U1 has responsibility for catch/no catch on fly balls and line drives hit from the right fielder over to the left fielder. The U3 will make all calls on fly balls hit directly to the left fielder over to and down the left field line. The PU will make the fly ball calls on balls hit down the right field line.
5. If the U3 goes out to make a call, the U1 will watch the tag of R2. U1 will move into the working area and assume all responsibility for all base runners at all bases. The PU will observe the play and move into the best position to make any calls at the plate.

Three Man Mechanics Continued...

6. If the U1 goes out to the outfield, the U2 will come into the infield and be responsible for calls at first, second and third base. The PU will observe the play and move into the best position to make any calls at the plate. Remember: You have now returned to the two umpire mechanics.

RUNNERS ON SECOND AND THIRD BASE:

1. The U3 will position himself 6 - 8 feet behind the third baseman with both feet in foul territory "D".
2. The U1 will take a position behind the second baseman approximately 10 - 12 feet from second base "B".
3. On any ball hit to the infielders, the U3 will be responsible for all plays at third base. The U1 will be responsible for all plays at first and second base.
4. On fly balls hit from the left fielder over to the right fielder, the catch/no catch responsibility is the U1. On fly balls hit directly at the left fielder to the left field line is the responsibility of the U3. Fly balls hit down the right field line are the responsibility of the PU.
5. If U1 goes out for catch/no catch, the tag up of the R3 is the responsibility of the PU and PU has calls at the plate. The U3 will watch the tag up of the R2 and make any call at third base.
6. If U3 goes out for catch/no catch or fair/foul, the tag up of R3 is the responsibility of PU and PU has any calls at the plate. The tag up of R2 will be the responsibility of U1 and U1 will have play into third base.
6. The U3 will watch R3 leaving the base too soon. The U1 will watch R2 leaving the base too soon.

RUNNER ON THIRD BASE:

1. The U3 will position himself 6 - 8 feet behind the third baseman with both feet in foul territory "D".
2. The U1 will take a position 10 - 12 feet behind the first baseman with both feet in foul territory "A".
3. The U3 will be responsible for R3 leaving too soon.
4. On any ball hit the infield, the U3 will remain at third base for a possible play there. The U1 will move into the best position to rule on plays at first base. Should the ball be overthrown, the U1 will continue in to the infield, pivot, and take the B/R into second base or back to first base.
5. On a fly ball where R3 may be tagging up to advance, the U3 will position himself in such a position as to line up the tag at third base. The U1 will come in and pivot, assuming responsibility for the B/R going into second base or returning to first base should the ball be dropped.

Three Man Mechanics Continued...

6. On a clean base hit, the U3 will come into the infield taking responsibility for the B/R going into second base.

7. If the U3 goes out to the outfield, the U1 will come in and pivot taking responsibility for the B/R at all bases thus, reverting back to the two man umpire system.

8. If the U1 goes out to the outfield, the U3 will come into the infield taking responsibility for the B/R going into second base or returning to first base. The PU will move into the best position to observe the tag up of R3 and subsequent play at the plate. The U3 is also responsible for the B/R touching first base.

“O”ZONE – 3 MAN MECHANICS

NO ONE ON BASE:

1. The first base Umpire should be about 10-12 feet behind the first baseman “A” with both feet in foul territory. The third base Umpire should be in the same approximate position behind the third baseman “D”.
2. If U1 or U3 are required to go to the outfield to make a call, you will revert to the two man umpire mechanics. If you **GO OUT AND STAY OUT!!**
3. If U1 goes out, U3 will come straight into the “working area” behind the pitcher’s mound and take any play at second or third base on the batter runner. The PU will come down towards first base and be responsible for the B/R touching first base and any plays back into first base. The Plate Umpire will not release the batter runner until U1 has returned and playing action has ceased. If the batter runner continues to second or third base, should there be a play at the plate, it will be the PU responsibility.
4. On all ground balls and fly balls to the infield, U3 will come straight into the working area and take all plays at second and third base. The U1 will move into the best position needed to make a decision at first base. PU will move into the best position to assist U1 with pulled foot and swipe tags and rule on running lane violations.
5. If U3 goes to the outfield for a catch/no catch, U1 will come in and pivot, watching the B/R touch first and be responsible for the batter runner returning to first base. If the B/R continues beyond first base, U1 has the responsibility to make the call.
6. On a base hit to the outfield that no one goes out on, U1 will watch the touch at first base by the B/R. U3 will go to the working area to rule on any plays at second base. Once the B/R advances to second base, the PU will rotate up toward third base and rule on any play at third base. Once the B/R advances past second base, U1 will rotate to the plate and rule on any plays made at the plate. In these two situations it is very important that both verbal and hand signals be used to communicate with each other.
7. U3 will have the catch/no catch responsibility from the center fielder to the left field line. U1 will have the catch/no catch from center fielder to the right field line including the center fielder coming straight in and straight back. Fly balls and line drives on the infield are PU responsibility.

RUNNER ON FIRST BASE:

1. U1 should be about 6 - 8 feet behind the first baseman “A” with both feet in foul territory. You should be close enough to make a decision pick off attempts on R1.
2. U3 will move to a position inside the baselines in either “B” or “C”, so as to take the steal play or force play at second base.
3. With R1, and the U1 goes out for any reason, the U3 will assume full responsibility for R1 at second base and B/R at first, second and third bases The PU will move into a position to make a ruling on R1 at third base and if that runner continues on to home plate, the PU will also have that responsibility.

“O” ZONE - 3 Man Mechanics Continued...

4. With R1, and the U1 does not go out, the U1 will observe the B/R touch first base. Once the R1 passes second base, U1 will move toward the plate and move into the best position to make a ruling on a play at the plate. The U3 will take the R1 and B/R into second base and B/R back into first base. The PU will have the responsibility of R1 and B/R at third.

5. With R1, routine fly balls and line drives to the outfield from the left fielder to the right fielder become the responsibility of the U3. If the ball is down the right field line and the right fielder comes straight in to make the catch, the U1 has the catch/no catch. If the ball is hit down the left field line and the left fielder is moving towards the foul line, the PU has the catch/no catch responsibility.

6. All umpires are responsible for balks.

RUNNERS ON FIRST AND SECOND BASE:

1. The U1 will position himself 6 - 8 feet behind the first base bag with both feet in foul territory “A”.

2. The U3 will move to a position inside the baselines in either “C”, so as to take the steal play or force play at second base including any interference by R1.

3. Fly balls and line drives to the outfield between the left fielder and right fielder become the responsibility of the U3. Fly balls down the right field line are the responsibility of the U1. Fly balls down the left field line are the responsibility of the PU. If U1 goes out, the tag up at second base and the possible plays at first, second and third base are the responsibilities of the U3. The tag up at first base any play at the plate is the responsibility of the PU.

4. On a base hit, the PU will remain at home, and the U1 and U3 have the responsibility for all plays on the bases. Let the ball take you to your play.

5. All umpires are responsible for balks.

RUNNERS ON FIRST, SECOND, AND THIRD BASE:

1. The U1 will position himself 6 - 8 feet behind the first base bag with both feet in foul territory “A”.

2. The U3 Umpire will move into position behind the shortstop “C”.

3. All umpires are responsible for balks.

4. On ground balls hit to the infield, the U3 will render all decisions second and third base. The U1 will render all decisions at first base. The PU will remain in his position for all decisions at home plate.

5. On fly balls to the outfield, the U3 will be responsible for the catch/no catch for all balls hit from the left fielder over to balls hit directly to the right fielder. The U1 will be responsible for any fly balls down the right field line. The PU will be responsible for any fly ball hit down the left field line.

6. Preferably, U3 would not go out to the outfield on any fly balls from inside the baseline.

“O” ZONE - 3 Man Mechanics Continued...

7. If the U1 goes down the right field line for a catch/no catch call, the U3 Umpire will take the tag ups at first and second base and any possible plays at first, second and third base. The PU will take the tag up at third base and any play at the plate.

RUNNERS ON FIRST AND THIRD BASE:

1. The U1 will position himself 6 - 8 feet beyond the first base bag with both feet in foul territory “A”.
2. The U3 will take a position inside the baseline in “C”.
3. On fly balls to the outfield, the U3 will be responsible for the catch/no catch for all balls hit from the center fielder over to the left field line. The U1 will be responsible for the catch/no catch on balls from the right fielder to the center fielder. The PU will be responsible for all calls down the right field line.
4. Preferably, U3 would not go out to the outfield on any fly balls from inside the baseline. If the U1 goes out, the U3 will watch for the tag up at first base and move toward the working area. The PU has the tag up at third base. If the PU has to go down the base line for a catch/no catch or fair/foul call, the U3 will watch the tag up of the runner at third. The PU will still have to return and move into a position to make any calls at home plate.

RUNNER ON SECOND BASE:

1. The U3 will position himself 6 - 8 feet behind the third baseman with both feet in foul territory “D”.
2. The U1 will move to a position inside the baseline in position “B”.
3. On any ball hit to the infielders, the U3 will be responsible for all plays at third base. The U1 will be responsible for all plays at second and first base.
4. The U1 has responsibility for catch/no catch on fly balls and line drives hit from the right fielder over to the left fielder. The U3 will make all calls on fly balls hit directly to the left fielder over to and down the left field line. The PU will make the fly ball calls on balls hit down the right field line.
5. If the U3 goes out to make a call, the U1 will watch the tag of R2. U1 will move into the best position to make calls and assume all responsibility for all base runners at all bases. The PU will observe the play and move into the best position to make any calls at the plate.
6. Preferably, U1 would not go out to the outfield on any fly balls from inside the baseline.
7. All umpires are responsible for balks.

RUNNERS ON SECOND AND THIRD BASE:

1. The U3 will position himself 6 - 8 feet behind the third baseman with both feet in foul territory “D”.
2. The U1 will move to a position inside the baseline in position “B”.

“O” ZONE - 3 Man Mechanics Continued...

3. On any ball hit to the infielders, the U3 will be responsible for all plays at third base. The U1 will be responsible for all plays at first and second base.
4. On fly balls hit from the left fielder over to the right fielder, the catch/no catch responsibility is the U1. On fly balls hit directly at the left fielder to the left field line is the responsibility of the U3. Fly balls hit down the right field line are the responsibility of the PU.
5. Preferably, U1 would not go out to the outfield on any fly balls from inside the baseline.
6. If U3 goes out for catch/no catch or fair/foul, the tag up of R3 is the responsibility of PU and PU has any calls at the plate. The tag up of R2 will be the responsibility of U1 and U1 will have play into third base.
7. All umpires are responsible for balks.

RUNNER ON THIRD BASE:

1. The U3 will position himself 6 - 8 feet behind the third baseman with both feet in foul territory “D”.
2. The U1 will take a position 10 - 12 feet behind the first baseman with both feet in foul territory “A”.
3. On any ball hit the infield, the U3 will remain at third base for a possible play there. The U1 will move into the best position to rule on plays at first base. Should the ball be overthrown, the U3 will move into the working area for any play at second base on the B/R.
4. On a fly ball where R3 may be tagging up to advance and U3 doesn't go out, the U3 will position himself in such a position as to line up the tag at third base. The U1 will come in and pivot and assuming responsibility for the B/R going into second base or returning to first base should the ball be dropped.
6. On a clean base hit, the U3 will come into the infield taking responsibility for the B/R going into second base.
7. If the U3 goes out to the outfield, the U1 will come in and pivot taking responsibility for the B/R at all bases thus, reverting back to the two man umpire system.
8. If the U1 goes out to the outfield, the U3 will come into the infield taking responsibility for the B/R going into second base or returning to first base. The PU will move into the best position to observe the tag up of R3 and subsequent play at the plate. The U3 is also responsible for the B/R touching first base.

“O” ZONE - 4 MAN MECHANICS

DUTIES OF THE UMPIRES

PLATE UMPIRE

1. Position yourself to rule on bunted balls down the foul lines.
2. Rule fair/foul down both the first and third base lines up to the front edge of the bag.
A ball that goes over the bag or hits the bag is the line umpires call.
3. Rule catch/no catch on **all** fly balls and line drives in the infield when the infielder is facing the plate umpire. If the infielder is not facing the plate umpire, the catch/no catch will be the line umpires call. Infield fly balls that are hit in foul territory near the dugout area will be the responsibility of the plate umpire or the umpire the fielder is facing at the time of the play will be responsible for the catch/no catch. If the fielder is not facing either umpire at the time of the play, the call will be made by the nearest umpire.
4. Signal to your partners potential infield fly situations and timing plays.
5. A crew chief will be assigned for each game and all protests, rules and judgment questions shall go thru crew chief.
6. The plate umpire will rule on tag ups at third base when U3 goes out and at first base when U1 goes out.
7. Check swings - appeal to the first base umpire on right handed batters and to the third base umpire on left handed batters.
8. Conduct the pre-game conference and ask your partners for input. Conduct the plate meeting when necessary.
9. Call balls, strikes, illegal pitches, and balks.
10. Responsible for rundown plays between third and home, possibly between third and second.

FIRST BASE UMPIRE

1. Rule catch/no catch on fly balls and line drives in the infield, between the first and second base bag, when the infielder has back turned to the plate umpire. If the infielder is facing the plate umpire this will be the plate umpire decision.
2. Signal to partners infield fly and timing plays, rule on base tag ups.
3. On a base hit, do not pivot into the infield. Simply circle around the base in foul territory and watch the batter runner touch the base and any throw backs to the bag.
4. Rule fair/foul from the front of the base on. Any ball that hits the bag or goes over the bag is the line umpires call.
5. Responsible for catch/no catch on fly balls from the right fielder to the right field foul line with nobody on base or a runner on third base only. Responsible for catch/no catch on fly balls from the center fielder (straight in and straight back) all the way to the right field foul line when U2 is initially positioned “inside”. Also responsible for tag ups of runners at first base when U3 goes out.
6. Responsible for possible plate calls in certain base running situations.
7. With no runners on first base line up about 15 ft. beyond the bag, near the line, with both feet in foul territory. If there is a runner on first, move to about 8-10 ft. from the bag, both feet in foul territory. The line umpire is responsible for the base runner on pickoff plays and run downs between first and second, possibly between third and home. Rule on illegal pitches and balks.
8. If asked by the plate umpire, rule on a check swing of a right-handed batter.

SECOND BASE UMPIRE

1. Take a position in the outfield behind the second base bag about 12- 15 ft. or deeper. It is acceptable to be on either side of the second base bag base. Line up inside the second bag (inside the infield) in position “B” or “C” in certain base running situations.
2. Rule catch/no catch on all line drives and fly balls hit straight to the right field or left fielder and anything between these two outfielders with nobody on base or runner on third base only.
3. Signal infield fly and timing plays to your partners.
4. Make the calls at second base and possible plays at first base in certain fly ball situations. Also responsible for run down plays between first and second and between second and third.
5. Rule on base running tag ups at second base (runner leaving the base too soon on a caught fly ball).
6. Rule on illegal pitches and balks.

THIRD BASE UMPIRE

1. Rule catch/no catch on fly balls and line drives in the infield that are on the third base side of second base, when the infielder has back turned to the plate umpire. This would be the plate umpire decision if the infielder was facing the plate umpire.
2. Signal to partners infield fly and timing signals.
3. Rule fair/foul from the front of the base on. Any ball that hits the bag or goes over the bag is the line umpires call.
4. Responsible for the catch/no catch on fly balls and line drives where the left fielder is going toward the line with nobody on base or runner at third base only. Responsible for catch/ no catch.on fly balls from the center fielder all the way to the left field line when U2 is initially positioned “inside”
5. Responsible for calls at the second base bag when the second base umpire goes out on fly balls, possible plays at first base in certain fly ball situations.
6. With no runners on base, line up about 15 ft. beyond the bag, near the line, with both feet in foul territory. If there is a runner on second or third base, line up 8-10 ft. from the bag in foul territory.
7. If asked by the plate umpire, rule on a check swing of a left-handed batter.
8. Rule on base running tag ups at third base (runner leaving base too soon on a caught fly ball).
9. Rule on illegal pitches and balks. Also responsible for run down plays between second and third and between third and the plate.

UMPIRE I.D.

PU – PLATE UMPIRE

U1 - FIRST BASE UMPIRE

U2 - SECOND BASE UMPIRE

U3 - THIRD BASE UMPIRE

UMPIRE POSITIONING

POSITION “A” – U1 is on the line and about 15 ft. down the line, behind the base, with both feet in foul territory. If there is a runner on first base, the umpire should be lined up about 8-10 ft. behind the base and in foul territory.

POSITION “B” - The first base side of second base. With nobody on or runner at third base only, Position “B” will be approximately 12-15 ft. behind the second base bag. With runners first or second base, Position “B” would be inside the baseline more or less on a line extended from the plate through the outer edge of the mound and positioned less than halfway between the pitcher’s mound and the second base bag (closer to second base than the mound). Note: It is acceptable to be on either side of second base as you feel comfortable.

POSITION “C” - The third base side of second base. With nobody on or runner at third base only, Position “C” will be approximately 12-15 ft. behind the second base bag. With runners first or second base, Position “C” would be inside the baseline more or less on a line extended from the plate through the outer edge of the mound and positioned less than halfway between the pitcher’s mound and the second base bag (closer to second base than the mound). Note: It is acceptable to be on either side of second base as you feel comfortable.

POSITION “D” – U3 is on the line and about 15 ft. down the line, behind the base, with both feet in foul territory if there is not a runner on base. Line up about 8-10 ft. behind the base if there is a runner on second or third base in foul territory.

BASE RUNNING AND PLAY COVERAGE

NO RUNNERS ON BASE

PU - behind the plate

U1 - Position "A" - 15 ft. down the line

U2 - Position "B" or "C" - 12-15 ft. behind the second base bag, either side of bag is acceptable

U3 - Position "D" - 15 ft. down the line

THE PLAY: Base hit (no umpire goes out)

PU - stay - play at the plate

U1 - stay - circle around in foul territory behind the base for plays on the batter/runner at first base..

U2 - move into apposition for a possible play at second base

U3 - stay - play at third base.

THE PLAY: Fly ball hit toward the right field line

PU - move down the first base line for a play on the batter/runner at first base. If the batter/runner reaches second base, start back toward the plate for play at the plate.

U1 - go out on the fly ball and stay out, rule on catch/no catch.

U3 - move into position, face the ball, plays at second base.

U3 - stay - play at third base.

THE PLAY: Fly ball hit toward the left field line

PU - rotate - move down for a play at third base.

U1 - rotate - circle around in foul territory behind the base for play on the batter/runner at first base, possible play at the plate if **PU** has a play at third base on the runner (wait for the batter runner to touch second base before going to the plate). **When going to the plate for a call, always work off the home plate umpire (PU) position.**

U2 - move straight into the infield, face the ball, play at second base.

U3 - go out on the fly ball and stay out, rule on catch/no catch.

THE PLAY: Fly ball hit straight to the right or left fielder and anything between these two fielders

PU - rotate - move down for play at third base.

U1 - rotate - circle around in foul territory behind the base for possible play on the batter/runner at first base, possible play at the plate if **PU** has a play at third base (wait for the batter/runner to touch second base before going to the plate) When going to the plate for a call, always work off the home plate umpire (**PU**) position.

U2 - go out on the fly ball and stay out, rule on the catch/no catch.

U3 - move straight across into the infield for a play on the batter/runner at second base.

BASE RUNNING AND PLAY COVERAGE

RUNNER ON FIRST BASE

PU - behind the plate

U1 - Position "A" - 8-10 ft. down the line

U2 - Position "B" or "C" - move inside the infield

U3 - Position "D" - 10- 15 ft. down the line

THE PLAY: Base hit (no umpire goes out)

PU - stay - play at the plate

U1 - stay - circle around in foul territory behind the base for play on the batter/runner at first base.

U2 - move into a position for possible plays at second base

U3 - stay - plays at third base

THE PLAY: Fly ball hit straight to the center fielder or to the left of the center fielder all the way to the right field line

PU - move down and verify batter/runner touched first base, responsible for tag up play on the batter/runner at first base. If the lead runner has advanced past second base work back toward the home plate for a possible play at the plate.

U1 - go out on the fly ball and stay out, rule on catch/no catch.

U2 - slide - face the ball, plays at second base and a possible play on the batter/runner at first base including a throw back on the base runner (slide between second and first base)

U3 - stay - plays at third base.

THE PLAY: Fly ball hit to the right of the center fielder all the way to the left field line

PU - rotate - move down the line for a possible plays at third base.

U1 - rotate - circle around in foul territory behind the base for plays at first base, plays at the plate if umpire (**PU**) commits to third base. When going to the plate for a call, always work off the home plate umpire (PU) position. Responsible for tag up at first base on a caught fly ball.

U2 - slide - face the ball, plays at second base, possible play on the batter/runner at first base if **U1** has a play at the plate.

U3 - go out on the fly ball and stay out, rule on catch/no catch

BASE RUNNING AND PLAY COVERAGE

RUNNER ON SECOND BASE

PU - behind the plate

U1 - Position "A" - 15 ft. down the line

U2 - Position "B" or "C" - move inside the infield

U3 - Position "D" - 8-10 ft. down the line

THE PLAY: Base hit (no umpire goes out)

PU - stay for plays at the plate

U1 - circle around in foul territory behind the base, for plays on the batter/runner at first base.

U2 - move into position for plays at second base.

U3 - stay for plays at third base

THE PLAY: Fly ball hit straight to the center fielder or to the left of the center fielder all the way to the right field line

PU - stay - watch for the batter/runner touching first base, plays at the plate.

U1 - go out on the fly ball and stay out, rule on catch/no catch

U2 - slide - face the ball, possible plays at second and first base, tag up at second base on a caught fly ball.

U3 - stay - plays at third base

THE PLAY: Fly ball to the right of the center fielder and all the way to the left field line

PU - stay - watch for runner touching third base, plays at the plate.

U1 - circle around in foul territory behind the base for plays on the batter/runner at first base

U2 - slide - face the ball, possible plays at second and third base Responsible for tag up at second base on a caught fly ball.

U3 - go out on the fly ball and stay out, rule on catch/no catch

BASE RUNNING AND PLAY COVERAGE

RUNNER ON THIRD BASE

PU - behind the plate

U1 - Position "A" - 15 ft. down the line

U2 - Position "B" or "C" - 12-15 ft. behind the second base bag, either side of bag is acceptable

U3 - Position "D" - 8-10 ft. down the line

THE PLAY: Base hit (no umpires go out)

PU - stay - plays at the plate

U1 - stay- circle around in foul territory behind the base for plays on the batter/runner at first base.

U2 – move into position for a possible play at second base.

U3 - stay - plays at third base.

THE PLAY: Fly ball to the right field line

PU - stay - plays at the plate, watch for the batter/runner touching first base.

U1 - go out on the fly ball and stay out, rule on catch/no catch

U2 - slide – move into position, face the ball, plays at first and second base (slide between second and first base).

U3 - stay - plays at third base, responsible for tag up at third base on a caught fly ball.

THE PLAY: Fly ball to the left field line

PU – stay - responsible for tag up at third base on a caught fly ball.

U1 - circle around in foul territory behind the base for plays on the batter/runner at first base.

U2 - slide -move into position in the infield, face the ball, plays at second and third.

U3 - go out on the fly ball and stay out, rule on catch/no catch.

RUNNER ON THIRD BASE

THE PLAY: Fly ball hit straight to the right fielder or left fielder and anything between these two fielders

PU – Stay - responsible for the tag up at third base on a caught fly ball.

U1 - stay - circle around in foul territory behind the base for plays on the batter/runner at first base.

U2 - go out on the fly ball and stay out, rule on catch/no catch.

U3 - slide - move straight across into the infield for plays at second and third.

BASE RUNNING AND PLAY COVERAGE

RUNNERS ON FIRST AND SECOND BASE

PU - behind the plate

U1 - Position "A" - 8-10 ft. down the line

U2 - Position "B" or "C" – move inside the infield

U3 - Position "D" - 8-10 ft. down the line

THE PLAY: Base hit (no umpire goes out)

PU - stay - plays at the plate

U1 - stay - circle around in foul territory behind the base for plays at first base.

U2 - plays at second base

U3 - stay - plays at third base

THE PLAY: Fly ball hit straight to the center fielder or to the left of the center fielder all the way to the right field line

PU - stay - plays at the plate, watch for the batter/runner touching first base, responsible for tag up at first base on a caught fly ball.

U1 - go out on the fly ball and stay out, rule on catch/no catch

U2 - slide - face the ball, possible plays at second and first base (slide between second and first base).

Responsible for tag up at second base on a caught fly ball.

U3 - stay - plays at third base.

THE PLAY: Fly ball hit to the right of the center fielder all the way to the left field line

PU – stay – plays at the plate.

U1 - circle around in foul territory behind the base for plays at first base. Responsible for tag up at first base on a caught fly ball.

U2 - slide - face the ball, plays at second and third base. Responsible for tag up at second base on a caught fly ball.

U3 - go out on the fly ball and stay out, rule on catch/no catch.

BASE RUNNING AND PLAY COVERAGE

RUNNER ON FIRST AND THIRD BASE

PU - behind the plate

U1 - Position "A" - 8-10 ft. down the line

U2 - Position "B" or "C" – move inside the infield

U3 - Position "D" - 8-10 ft. down the line

THE PLAY: Base hit (no umpire goes out)

PU - stay - plays at the plate

U1 - stay - circle around in foul territory behind the base for plays at first base.

U2 - plays at second base

U3 - stay - plays at third base

THE PLAY: Fly ball hit straight to the center fielder or to the left of the center fielder all the way to the right field line

PU - stay - plays at the plate, responsible for tag up at first base on a caught fly ball.

U1 - go out on the fly ball and stay out, rule on catch/no catch

U2 - slide - face the ball, possible plays at second and first base (slide between second and first base).

U3 - stay - plays at third base. Responsible for tag up at third base on a caught fly ball.

THE PLAY: Fly ball hit to the right of the center fielder all the way to the left field line

PU – stay - plays at the plate, responsible for tag up at third base on a caught fly ball.

U1 -circle around in foul territory behind the base for plays at first base. Responsible for tag up at first base on a caught fly ball.

U2 - slide - face the ball, plays at second and third (slide between second and third base).

U3 - go out on the fly ball and stay out, rule on catch/no catch.

BASE RUNNING AND PLAY COVERAGE

RUNNER ON SECOND AND THIRD BASE

PU - behind the plate

U1 - Position "A" - 15ft. down the line

U2 - Position "B" or "C" – move inside the infield

U3 - Position "D" - 8-10 ft. down the line

THE PLAY: Base hit (no umpire goes out)

PU - stay - plays at the plate

U1 - stay - circle around in foul territory behind the base for plays on the batter/runner

U2 - plays at second base

U3 - stay - possible plays at third

THE PLAY: Fly ball hit straight to the center fielder or to the left of the center fielder all the way to the right field line

PU - stay - plays at the plate, watch for the batter runner touching first base..

U1 - go out on the fly ball and stay out, rule on catch/no catch

U2 - slide - face the ball, plays at second and first base (slide between second and first base). Responsible for the tag up at second base on a caught fly ball.

U3 - stay - plays at third base. Responsible for tag up at third base on a caught fly ball.

THE PLAY: Fly ball hit to the right of the center fielder all the way to the left field line

PU - plays at the plate. Responsible for tag up at third base on a caught fly ball.

U1 - circle around in foul territory behind the base for plays on the batter/runner at first base.

U2 - slide - face the ball, plays at second and third base (slide between second and third base).

Responsible for tag up at second base on a caught fly ball.

U3 - go out on the fly ball and stay out, rule on catch/no catch

BASE RUNNING AND PLAY COVERAGE

RUNNERS ON FIRST, SECOND, AND THIRD BASE

PU - behind the plate

U1 - Position "A" - 8-10 ft. down the line

U2 - Position "B" or "C" – move inside the infield

U3 - Position "D" - 8-10 ft. down the line

THE PLAY: Base hit (no umpire goes out)

PU - stay - plays at the plate

U1 - stay - circle around in foul territory behind the base for plays at first base

U2 - plays at second base

U3 - stay - plays at third base

THE PLAY: Fly ball hit straight to the center fielder or to the left of the center fielder all the way to the right field line.

PU - stay - plays at the plate, watch for the batter/runner touching first base, responsible for tag up at first base on a caught fly ball.

U1 - go out on the fly ball and stay out, rule on catch/no catch

U2 - slide - face the ball, plays at second and first base (slide between second and first base). Responsible for tag up at second base on a caught fly ball.

U3 - stay - plays at third base, responsible for tag up at third base on a caught fly ball.

THE PLAY: Fly ball hit to the right of the center fielder all the way to the left field line

PU - play at the plate. Responsible for tag up at third base on a caught fly ball.

U1 - circle around in foul territory behind the base for plays at first base. Responsible for tag up at first base on a caught fly ball.

U2 - slide - face the ball, plays at second and first base. Responsible for tag up at second base on a caught fly ball.

U3 - go out on the fly ball and stay out, rule on catch/no catch.

“O” ZONE - 4 MAN MECHANIC SUMMARY

THE PLAYS

	PU	U1	U2	U3
Check swing on right hand batter	-	X	-	-
Check swing on left hand batter	-	-	-	X
Infield fly and line drives facing plate umpire	X	-	-	-
Infield fly and line drives not facing plate umpire	-	X	-	X
Tags	X	X	X	X
Base hit	X	X	X	X
Rule fair/foul down each line up to the front edge of the bag	X	-	-	-
Rule fair/foul from the front of the base on and any ball that hits the bag on the line	-	X	-	X

SUMMARY OF “O” ZONE - 4 MAN MECHANICS: UMPIRE RESPONSIBILITY

PLAY: FLY BALL TO THE RIGHT FIELD LINE (U1 GOES OUT AND STAYS OUT)

RESPONSIBILITY:

NO RUNNER

<u>PU</u>	<u>U1</u>	<u>U2</u>	<u>U3</u>
1st. plate	catch/ no catch	2nd.	3rd.

RUNNER ON 3RD

plate touch @ 1st.	catch/ no catch	2nd 1st.	3rd. tag@3rd
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PLAY: FLY BALL TO THE LEFT FIELD LINE (U3 GOES OUT AND STAYS OUT)

RESPONSIBILITY:

NO RUNNER

3rd.	1st. plate	2nd	catch/ no catch
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RUNNER ON 3RD

3rd tag @ 3rd plate	1st	2nd & 3rd	catch/ no catch
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SUMMARY OF “O” ZONE - 4 MAN MECHANICS: UMPIRE RESPONSIBILITY

PLAY: FLY BALL HIT STRAIGHT TO THE RIGHT OR LEFT FIELDER AND ANYTHING BETWEEN THESE TWO FIELDERS (U2 GOES OUT AND STAYS OUT).

RESPONSIBILITY:

NO RUNNER

<u>PU</u>	<u>U1</u>	<u>U2</u>	<u>U3</u>
3rd	1st plate	catch/ no catch	2nd

RUNNER ON 3 RD

tag @ 3 rd	1st	catch	2nd
3 rd	plate	no catch	1st
plate			

SUMMARY OF “O” ZONE - 4 MAN MECHANICS: UMPIRE RESPONSIBILITY

THE PLAY: FLY BALL HIT STRAIGHT TO THE CENTER FIELDER OR TO THE LEFT OF THE CENTER FIELDER ALL THE WAY TO THE RIGHT FIELD LINE
(U1 GOES OUT AND STAYS OUT)

RESPONSIBILITY:

RUNNER ON 1ST

<u>PU</u>	<u>U1</u>	<u>U2</u>	<u>U3</u>
tag@ 1st	catch/	2nd	3rd
touch @ 1st	no catch	1st	
plate			

RUNNER ON 2ND

touch @ 1st	catch/	2nd	3rd
plate	no catch	tag @ 2nd	
		1st	

RUNNERS ON 1ST AND 2ND

plate	catch/	2nd	3rd
touch @ 1st	no catch	tag @ 2nd	
tag @ 1st		1st	

RUNNERS ON 1ST AND 3RD

plate	catch/	2nd	3rd
tag @ 1st	no catch	1st	tag @ 3rd

RUNNERS ON 2ND AND 3RD

plate	catch/	2nd	3rd
touch @ 1st	no catch	tag @ 2nd	tag @ 3rd

RUNNERS ON 1ST, 2ND AND 3RD

plate	catch/	2nd	3rd
touch @ 1st	no catch	tag @ 2nd	tag @ 3rd
tag @ 1st		1st	

SUMMARY OF "O" ZONE - 4 MAN MECHANICS: UMPIRE RESPONSIBILITY

PLAY: FLY BALL HIT TO THE RIGHT OF THE CENTER FIELDER ALL THE WAY TO THE LEFT FIELD LINE (U3 GOES OUT AND STAYS OUT)

RESPONSIBILITY:

RUNNER ON 1ST

<u>PU</u>	<u>U1</u>	<u>U2</u>	<u>U3</u>
3 rd plate	1st tag @ 1st	2nd 1st	catch/ no catch

RUNNER ON 2ND

plate	1st	2nd tag @ 2nd	catch/ no catch
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RUNNERS ON 1ST AND 2ND

plate	1st tag @ 1st	2nd tag @ 2nd 3rd	catch/ no catch
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RUNNERS ON 1ST AND 3RD

plate tag @ 3rd 3rd	1st tag @ 1st plate	2nd 1st	catch/ no catch
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RUNNERS ON 2ND AND 3RD

plate	1st tag @ 1st	2nd tag @ 2nd 3rd	catch/ no catch
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RUNNERS ON 1ST, 2ND AND 3RD

plate tag @ 3rd plate	1st tag @ 1st	2nd tag @ 2nd 3rd	catch/ no catch
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TRADITIONAL - 4 MAN MECHANICS

DUTIES OF THE UMPIRES

PLATE UMPIRE

1. Position yourself to rule on bunted balls down the foul lines.
2. Rule fair/foul down both the first and third base lines up to the front edge of the bag. A ball that goes over the bag or hits the bag is the line umpires call.
3. Rule catch/no catch on **all** fly balls and line drives in the infield when the infielder is facing the plate umpire. If the infielder is not facing the plate umpire, the catch/no catch will be the line umpires call. Infield fly balls that are hit in foul territory near the dugout area will be the responsibility of the plate umpire or the umpire the fielder is facing at the time of the play will be responsible for the catch/no catch. If the fielder is not facing either umpire at the time of the play, the call will be made by the nearest umpire.
4. Signal to your partners potential infield fly situations and timing plays.
5. A crew chief will be assigned for each game and all protests, rules and judgment questions shall go thru crew chief.
6. The plate umpire will rule on tag ups at third base when U3 goes out and at first base when U1 goes out.
7. Check swings - appeal to the first base umpire on right handed batters and to the third base umpire on left handed batters.
8. Conduct the pre-game conference and ask your partners for input. Conduct the plate meeting when necessary.
9. Call balls, strikes, illegal pitches, and balks.
10. Responsible for rundown plays between third and home, possibly between third and second.

FIRST BASE UMPIRE

1. Rule catch/no catch on fly balls and line drives in the infield, between the first and second base bag, **when the infielder has back turned to the plate umpire.** If the infielder is facing the plate umpire this will be the plate umpire decision.
2. Signal to partners infield fly and timing plays, **rule** on base tag ups.
3. On a base hit do not pivot into the infield. Simply circle around the base in foul territory and watch the batter runner touch the base and any throw backs to the bag.
4. Rule fair/foul from the front of the base on. Any ball that hits the bag or goes over the bag is the line umpires call.
5. Responsible for catch/no catch on fly balls and line drives where the right fielder is going toward the foul line.
6. Responsible for possible plate calls in certain base running situations.
7. With no runners on first base line up about 15 ft. beyond the bag, near the line, with both feet in foul territory. If there is a runner on first, move to about 8-10 ft. from the bag, both feet in foul territory. The line umpire is responsible for the base runner leaving too early on a pitched ball or a caught fly ball in certain situations.
8. If asked by the plate umpire, rule on a check swing of a right-handed batter.
9. Rule on base running tag ups (runner leaving base too soon on the pitch or a caught fly ball)

Traditional - 4 Man Mechanics continued...

DUTIES OF THE UMPIRES

SECOND BASE UMPIRE

1. Take a position in the outfield behind the second base bag about 12- 15 ft. It is acceptable to be on either side of the second base bag base. Line up 8-10 ft. deep if there is a runner on first or second base.
2. Rule catch/no catch on all line drives and fly balls hit straight to the right field or left fielder and anything between these two outfielders.
3. Signal infield fly and timing plays to your partners.
4. Make the calls at second base and possible plays at first base in certain fly ball situations.
5. Rule on base running tag ups (runner leaving the base too soon on the pitch or a caught fly ball).

THIRD BASE UMPIRE

1. Rule catch/no catch on fly balls and line drives in the infield that are on the third base side of second base, **when the infielder has back turned to the plate umpire**. This would be the plate umpire decision if the infielder was facing the plate umpire.
2. Signal to partners infield fly and timing signals.
3. Rule fair/foul from the front of the base on. Any ball that hits the bag or goes over the bag is the line umpires call.
4. Responsible for the catch/no catch on fly balls and line drives where the left fielder is going toward the line.
5. Responsible for calls at the second base bag when the second base umpire goes out on fly balls, possible plays at first base in certain fly ball situations.
6. With no runners on base line up about 15 ft. beyond the bag, near the line, with both feet in foul territory.
7. If there is a runner **on any base** move up to about 8-10 ft. from the bag, feet in foul territory, because the line umpire has responsibility for the third base runner leaving the base too early on a pitched ball, possible throw backs to the third baseman, the runner stealing from second to third, and possible plays at second base.
8. If asked by the plate umpire, rule on a check swing of a left-handed batter.
9. Rule on base running tag ups (runner leaving base too soon on the pitch or a caught fly ball).

Traditional - 4 Man Mechanics continued...

UMPIRE I.D.

PU - PLATE UMPIRE

U1 - FIRST BASE UMPIRE

U2 - SECOND BASE UMPIRE

U3 - THIRD BASE UMPIRE

UMPIRE POSITIONING

POSITION "A" – U1 is on the line and about 15 ft. down the line, behind the base, with both feet in foul territory. If there is a runner on first base the umpire should be lined up about 8-10 ft. behind the base and in foul territory.

POSITION "B" or "C"- U2 can be on either side of the base. Position "B" will be approximately 12-15 ft. behind the base line or behind the second baseman. Position "C" will be approximately 8-10 ft. behind the base line or behind the shortstop. Either position is acceptable depending on preference of the umpire

POSITION "D" – U3 is on the line and about 15 ft. down the line, behind the base, with both feet in foul territory. If there is a runner **on any base** the umpire should be about 8-10 ft. behind the base in foul territory.

Traditional - 4 Man Mechanics continued...

BASE RUNNING AND PLAY COVERAGE

NO RUNNERS ON BASE

PU - behind the plate

U1 - Position "A" - 15 ft. down the line

U2 - Position "B" or "C" - 12-15 ft. behind the second base bag, either side acceptable

U3 - Position "D" - 15 ft. down the line

THE PLAY: Base hit (no umpire goes out)

PU - stay - play at the plate

U1 - stay - circle around in foul territory behind the base for plays on the batter/runner at first base..

U2 - play at second base

U3 - stay - play at third base.

THE PLAY: Fly ball hit toward the right field line

PU - move down the first base line for a play on the batter/runner at first base. If the batter/runner reaches second base return back toward the plate for play at the plate.

U1 - go out on the fly ball and stay out, rule on catch/no catch.

U2 - move straight into the infield, face the ball, play at second base.

U3 - stay - play at third base.

THE PLAY: Fly ball hit toward the left field line

PU - rotate - move down for a play at third base.

U1 - rotate - circle around in foul territory behind the base for play on the batter/runner at first base, possible play at the plate if **PU** has a play at third base on the runner (wait for the batter runner to touch second base before going to the plate). **When going to the plate for a call always work off the home plate umpire (PU) position.**

U2 - move straight into the infield, face the ball, play at second base.

U3 - go out on the fly ball and stay out, rule on catch/no catch.

THE PLAY: Fly ball hit straight to the right or left fielder and anything between these two fielders

PU - rotate - move down for play at third base.

U1 - rotate - circle around in foul territory behind the base for possible play on the batter/runner at first base, possible play at the plate if **PU** has a play at third base (wait for the batter/runner to touch second base before going to the plate) When going to the plate for a call always work off the home plate umpire (**PU**) position.

U2 - go out on the fly ball and stay out, rule on the catch/no catch.

U3 - move straight across into the infield for a play on the batter/runner at second base

Traditional - 4 Man Mechanics continued...

BASE RUNNING AND PLAY COVERAGE

RUNNER ON FIRST BASE

PU - behind the plate

U1 - Position "A" - 8-10 ft. down the line

U2 - Position "B" or "C" - 8-10 ft. behind the second base bag, either side acceptable

U3 - Position "D" and 8-10 ft. down the line

THE PLAY: Base hit (no umpire goes out)

PU - stay - play at the plate

U1 - stay - circle around in foul territory behind the base for play on the batter/runner at first base.

U2 - plays at second base

U3 - stay - plays at third base

THE PLAY: Fly ball to the right field line

PU - come down the line for a play on the batter/runner at first base, if the lead runner has advanced past second base work back toward the plate for a play at the plate, responsible for tag at first base (runner leaving the base too soon on a caught fly ball).

U1 - go out on the fly ball and stay out, rule on catch/no catch.

U2 - slide - move straight into the infield, face the ball, plays at second base and a possible play on the batter runner at first base (slide between second and first base) .

U3 - stay - plays at third base.

THE PLAY: Fly ball hit toward the left field line

PU - rotate - move down the line for a possible plays at third base.

U1 - rotate - circle around in foul territory behind the base for a play at first base, plays at the plate if umpire (PU) commits to third base (when going to the plate for a call always work off the home plate umpire (PU) position). Responsible for tag at first (runner leaving the base too soon on a caught fly ball).

U2 - slide - move straight into the infield, face the ball, plays at second base, possible play on the batter runner at first if umpire (U1) has a play at the plate (slide between second and first base).

U3 - go out on the fly ball and stay out, rule on catch/no catch

THE PLAY: Fly ball hit straight to the right or left fielder and anything between these two fielders

PU - rotate - move down for a possible plays at third.

U1 - rotate - circle around in foul territory behind the base for plays at first base, possible plays at the plate. Do not commit to the plate until you see that the lead runner is advancing to third base. When going to the plate for a call, work off the home plate umpire (PU) position. Responsible for tag at first (runner leaving the base too soon on a caught fly ball).

U2 - go out on the fly ball and stay out, rule on catch/no catch

U3 - slide -move straight across into the infield for plays at second base, possible play on the batter/runner at first base if umpire (U1) has a play at the plate (slide between second and first base).

Traditional - 4 Man Mechanics continued...

BASE RUNNING AND PLAY COVERAGE

RUNNER ON SECOND BASE

PU - behind the plate

U1 - Position "A" - 15 ft. down the line

U2 - Position "B" or "C" - 8-10 behind the second base bag, either side acceptable

U3 - Position "D" - 8-10 ft. down the line

THE PLAY: Base hit (no umpire goes out)

PU - stay for plays at the plate

U1 - circle around in foul territory behind the base, for plays on the batter/runner at first base.

U2 - plays at second base.

U3 - stay for plays at third base

THE PLAY: Fly ball to the right field line

PU - stay - watch for the batter/runner touching first base, plays at the plate.

U1 - go out on the fly ball and stay out, rule on catch/no catch

U2 - slide - move straight into the infield, face the ball, plays at second and first base (slide between second and first base). Responsible for tag at second base (runner leaving the base too soon on a caught fly ball).

U3 - stay - plays at third base

THE PLAY: Fly ball to the left field line

PU - stay - possible plays at the plate

U1 - circle around in foul territory behind the base for plays on the batter/runner at first base.

U2 - slide - move straight into the infield, face the ball, possible plays at second and third base (slide between second and third base). Responsible for tag at second base (runner leaving the base too soon on the pitch or a caught fly ball).

U3 - go out on the fly ball and stay out, rule on catch/no catch

Traditional - 4 Man Mechanics continued...

BASE RUNNING AND PLAY COVERAGE (CONTINUED)

RUNNER ON SECOND BASE

THE PLAY: Fly ball hit straight to the right fielder or left fielder and anything between these two fielders

PU – stay – possible plays at the plate.

U1 - circle around in foul territory behind the base for plays on the batter/runner at first base.

U2 - go out on the fly ball and stay out, rule on catch/no catch.

U3 - slide - move straight across into the infield for possible plays at second and third base (slide between second and third base). Responsible for tag at second base (runner leaving the base too soon on the pitch or a caught fly ball).

Traditional - 4 Man Mechanics continued...

BASE RUNNING AND PLAY COVERAGE

RUNNER ON THIRD BASE

PU - behind the plate

U1 - Position "A" - 15 ft. down the line

U2 - Position "B" of "C" - 12-15 ft. down the line

U3 - position "D" - 8-10 ft. down the line

THE PLAY: Base hit (no umpires go out)

PU - stay - plays at the plate

U1 - stay- circle around in foul territory behind the base for plays on the batter/runner at first base.

U2 - plays at second base.

U3 - stay - plays at third base.

THE PLAY: Fly ball to the right field line

PU - stay - plays at the plate, watch for the batter/runner touching first base.

U1 - go out on the fly ball and stay out, rule on catch/no catch

U2 - slide - move straight into the infield, face the ball, plays at first and second base (slide between second and first base).

U4 - stay - plays at third base, responsible for tag at third base (runner leaving the base too soon on the pitch or a caught fly ball).

THE PLAY: Fly ball to the left field line

PU - possible throw back play on the runner at third base, possible plays at the plate on the third base runner, possible plays at third base on the batter/runner, responsible for tag at third base (runner leaving the base too soon on a caught fly ball).

U1 - circle around in foul territory behind the base for plays on the batter/runner at first base.

U2 - slide -move straight into the infield, face the ball, plays at second and third base on the batter/runner (slide between second and third base).

U3 - go out on the fly ball and stay out, rule on catch/no catch.

THE PLAY: Fly ball hit straight to the right fielder or left fielder and anything between these two fielders

PU - possible plays at the plate on the runner at third base, responsible for the tag at third base (runner leaving the base too soon on a caught fly ball).

U1 - stay - circle around in foul territory behind the base for plays on the batter/runner at first base.

U2 - go out on the fly ball and stay out, rule on catch/no catch.

U3 - slide - move straight across into the infield for plays at second and third base (slide between second and third base).

Traditional - 4 Man Mechanics continued...

BASE RUNNING AND PLAY COVERAGE

RUNNERS ON FIRST AND SECOND BASE

PU - behind the plate

U1 - Position "A" - 8-10 ft. down the line

U2 - Position "B" or "C" - 8-10 ft. behind the base

U3 - Position "D" - 8-10 ft. down the line

THE PLAY: Base hit (no umpire goes out)

PU - stay - plays at the plate

U1 - stay - circle around in foul territory behind the base for plays at first base.

U2 - plays at second base

U3 - stay - plays at third base

THE PLAY: Fly ball to the right field line

PU - stay - plays at the plate, watch for the batter/runner touching first base, responsible for tags at first base (runners leaving the base too soon on a caught fly ball).

U1 - go out on the fly ball and stay out, rule on catch/no catch

U2 - slide - move straight into the infield, face the ball, plays at second and first base (slide between second and first base). Responsible for tag at second base (runner leaving the base too soon on a caught fly ball).

U3 - stay - plays at third base.

THE PLAY: Fly ball to the left field line

PU – stay - plays at the plate.

U1 - circle around in foul territory behind the base for plays at first base. Responsible for tag at first base (runner leaving the base too soon on a caught fly ball).

U2 - slide - move straight into the infield, face the ball, plays at second and third (slide between second and third base). Responsible for tag at second base (runner leaving the base too soon on a caught fly ball).

U3 - go out on the fly ball and stay out, rule on catch/no catch.

THE PLAY: Fly ball hit straight to the right or left fielder and anything between these two fielders

PU – stay - possible plays at the plate.

U1 -circle around in foul territory behind the base for plays at first base. Responsible for tag at first base (runner leaving the base too soon on a caught fly ball).

U2 - go out on the fly ball and stay out, rule on catch/no catch.

U3 - slide - move straight across into the infield for plays at second and third (slide between second and third base). Responsible for tag at second base (runner leaving the base too soon on a caught fly ball).

Traditional - 4 Man Mechanics continued...

BASE RUNNING AND PLAY COVERAGE

RUNNER ON FIRST AND THIRD BASE

PU - behind the plate

U1 - Position "A" - 8-10 ft. down the line

U2 - Position "B" or "C" - 8-10 ft. behind the second base bag, either side acceptable

U3 - Position "D" - 8-10 ft. down the line

THE PLAY: Base hit (no umpire goes out)

PU - stay - plays at the plate

U1 - stay - circle around in foul territory behind the base for plays at first base.

U2 - plays at second base

U3 - stay - plays at third base

THE PLAY: Fly ball to the right field line

PU - stay - plays at the plate, responsible for tag at first base (runner leaving the base too soon on a caught fly ball).

U1 - go out on the fly ball and stay out, rule on catch/no catch

U2 - slide - move straight into the infield, face the ball, plays at second and first base (slide between second and first base).

U3 - stay - plays at third base. Responsible for tag at third base (runner leaving the base too soon on a caught fly ball).

THE PLAY: Fly ball to the left field foul line

PU - responsible for any throw back on the runner at third base, plays at the plate on the runner at third base, plays at third base on the first base runner and the batter/runner, responsible for tag at third base (runner leaving the base too soon on a caught fly ball).

U1 - circle around in foul territory behind the base for plays at first base, possible plays at the plate if **PU** rotates to third base. Responsible for tag at first base (runner leaving the base too soon on a caught fly ball).

U2 - slide - move straight into the infield, face the ball, plays at second and first base if **U1** rotates to the plate (slide between second and first base).

U3 - go out on the fly ball and stay out, rule on catch/no catch.

THE PLAY: Fly ball hit straight to the right fielder or left fielder and anything between these two fielders

PU - plays at the plate, responsible for tag at third base (runner leaving the base too soon on a caught fly ball).

U1 - circle around in foul territory behind the base for plays at first base. Responsible for tag at first base (runner leaving the base too soon on a caught fly ball).

U2 - go out on the fly ball and stay out, rule on catch/no catch.

U3 - slide - move straight across into the infield for plays at second and third base (slide between second and third base).

Traditional - 4 Man Mechanics continued...

BASE RUNNING AND PLAY COVERAGE

RUNNER ON SECOND AND THIRD BASE

PU - behind the plate

U1 - Position "A" - 15ft. down the line

U2 - Position "B" or "C" - 8-10 ft. behind the bag, either side acceptable

U3 - Position "D" - 8-10 ft. down the line

THE PLAY: Base hit (no umpire goes out)

PU - stay - plays at the plate

U1 - stay - circle around in foul territory behind the base for plays on the batter/runner

U2 - plays at second base

U3 - stay - possible plays at third

THE PLAY: Fly ball to the right field line

PU - stay - plays at the plate, watch for the batter runner touching first base..

U1 - go out on the fly ball and stay out, rule on catch/no catch

U2 - slide - move straight into the infield, face the ball, plays at second and first base (slide between second and first base). Responsible for the tag at second base (runner leaving the base too soon on a caught fly ball).

U3 - stay - plays at third base. Responsible for tag at third base (runner leaving the base too soon on a caught fly ball).

THE PLAY: Fly ball to the left field line

PU – stay - possible plays at the plate on the runner at third base. responsible for tag at third base (runner leaving the base too soon on a caught fly ball).

U2 - circle around in foul territory behind the base for plays on the batter/runner at first base.

U3 - slide - move straight into the infield, face the ball, plays at second and third base (slide between second and third base). Responsible for tag at second base (runner leaving the base too soon on a caught fly ball).

U4 - go out on the fly ball and stay out, rule on catch/no catch

THE PLAY: Fly ball hit straight to right or left fielder and anything between these two fielders

U1 – stay - plays at the plate on the runner at third base. Responsible for tag at third base (runner leaving the base too soon on a caught fly ball)

U2 -circle around in foul territory behind the base for plays on the batter/runner at first base.

U3 - go out on the fly ball, rule on catch/no catch

U4 - slide - move straight across into the infield for plays at second and third base (slide between second and third base). Responsible for tag at second base (runner leaving the base too soon on a caught fly ball).

Traditional - 4 Man Mechanics continued...

BASE RUNNING AND PLAY COVERAGE

RUNNERS ON FIRST, SECOND, AND THIRD BASE

PU - behind the plate

U1 - Position "A" - 8-10 ft. down the line

U2 - Position "B" or "C" - 8-10 ft. behind the base

U3 - Position "D" - 8-10 ft. down the line

THE PLAY: Base hit (no umpire goes out)

PU - stay - plays at the plate

U1 - stay - circle around in foul territory behind the base for plays at first base

U2 - plays at second base

U3 - stay - plays at third base

THE PLAY: Fly ball to the right field line

PU - stay - plays at the plate, watch for the batter/runner touching first base, responsible for tag at first base (runner leaving the base too soon on a caught fly ball).

U1 - go out on the fly ball and stay out, rule on catch/no catch

U2 - slide - move straight into the infield, face the ball, plays at second and first base (slide between second and first base). Responsible for tag at second base (runner leaving the base too soon on a caught fly ball).

U3 - stay - plays at third base, responsible for tag at third base (runner leaving the base too soon on a caught fly ball).

THE PLAY: Fly ball to the left field line

PU - - plays at the plate, watch for the batter/runner touching first base, responsible for tag at third base (runner leaving the base too soon on a caught fly ball).

U1 - circle around in foul territory behind the base for plays at first base. Responsible for tag at first base (runner leaving the base too soon on a caught fly ball).

U2 - slide - move straight into the infield, face the ball, plays at second and third base (slide between second and third base). Responsible for tag at second base (runner leaving the base too soon on a caught fly ball).

U4 - go out on the fly ball and stay out, rule on catch/no catch.

THE PLAY: Fly ball hit straight to the right or left fielder and anything between these two fielders

PU - plays at the plate, watch for the batter/runner touching first base, responsible for tag at third base (runner leaving the base too soon on a caught fly ball).

U1 - circle around in foul territory behind the base for plays at first base. Responsible for the tag at first base (runner leaving the base too soon on a caught fly ball).

U3 - go out on the fly ball and stay out, rule on catch/no catch.

U4 - slide - move straight across into the infield for plays at second and third (slide between second and third base). Responsible for tag at second base (runner leaving the base too soon on a caught fly ball).

TRADITIONAL - 4 MAN MECHANIC SUMMARY

THE PLAYS

	PU	U1	U2	U3
Check swing on right hand batter	-	X	-	-
Check swing on left hand batter	-	-	-	X
Infield fly and line drives facing plate umpire	X	-	-	-
Infield fly and line drives not facing plate umpire	-	X	-	X
Tags	X	X	X	X
Base hit	X	X	X	X
Rule fair/foul down each line up to the front edge of the bag	X	-	-	-
Rule fair/foul from the front of the base on and any ball that hits the bag on the line	-	X	-	X

SUMMARY OF TRADITIONAL - 4 MAN MECHANICS: UMPIRE RESPONSIBILITY

PLAY: FLY BALL TO THE RIGHT FIELD LINE (U1 GOES OUT AND STAYS OUT)

RESPONSIBILITY:

NO RUNNER

<u>PU</u>	<u>U1</u>	<u>U2</u>	<u>U3</u>
1st. plate	catch/ no catch	2nd.	3rd.

RUNNER ON 3RD

plate touch @ 1st.	catch/ no catch	2nd 1st.	3rd. tag@3rd
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PLAY: FLY BALL TO THE LEFT FIELD LINE (U3 GOES OUT AND STAYS OUT)

RESPONSIBILITY:

NO RUNNER

3rd.	1st. plate	2nd	catch/ no catch
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RUNNER ON 3RD

3rd tag @ 3rd plate	1st	2nd & 3rd	catch/ no catch
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SUMMARY OF TRADITIONAL - 4 MAN MECHANICS: UMPIRE RESPONSIBILITY

PLAY: FLY BALL HIT STRAIGHT TO THE RIGHT OR LEFT FIELDER AND ANYTHING BETWEEN THESE TWO FIELDERS (U2 GOES OUT AND STAYS OUT).

RESPONSIBILITY:

NO RUNNER

<u>PU</u>	<u>U1</u>	<u>U2</u>	<u>U3</u>
3rd	1st plate	catch/ no catch	2nd

RUNNER ON 3 RD

tag @ 3 rd	1st	catch	2nd
3 rd	plate	no catch	1st
plate			

SUMMARY OF TRADITIONAL - 4 MAN MECHANICS: UMPIRE RESPONSIBILITY

THE PLAY: FLY BALL HIT STRAIGHT TO THE CENTER FIELDER OR TO THE LEFT OF THE CENTER FIELDER ALL THE WAY TO THE RIGHT FIELD LINE
(U1 GOES OUT AND STAYS OUT)

RESPONSIBILITY:

RUNNER ON 1ST

<u>PU</u>	<u>U1</u>	<u>U2</u>	<u>U3</u>
tag @ 1st	catch/	2nd	3rd
touch @ 1st	no catch	1st	
plate			

RUNNER ON 2ND

touch @ 1st	catch/	2nd	3rd
plate	no catch	tag @ 2nd	
		1st	

RUNNERS ON 1ST AND 2ND

plate	catch/	2nd	3rd
touch @ 1st	no catch	tag @ 2nd	
tag @ 1st		1st	

RUNNERS ON 1ST AND 3RD

plate	catch/	2nd	3rd
tag @ 1st	no catch	1st	tag @ 3rd

RUNNERS ON 2ND AND 3RD

plate	catch/	2nd	3rd
touch @ 1st	no catch	tag @ 2nd	tag @ 3rd

RUNNERS ON 1ST, 2ND AND 3RD

plate	catch/	2nd	3rd
touch @ 1st	no catch	tag @ 2nd	tag @ 3rd
tag @ 1st		1st	

SUMMARY OF TRADITIONAL - 4 MAN MECHANICS: UMPIRE RESPONSIBILITY

PLAY: FLY BALL HIT TO THE RIGHT OF THE CENTER FIELDER ALL THE WAY TO THE LEFT FIELD LINE (U3 GOES OUT AND STAYS OUT)

RESPONSIBILITY:

RUNNER ON 1ST

<u>PU</u>	<u>U1</u>	<u>U2</u>	<u>U3</u>
3 rd plate	1st tag @ 1st	2nd 1st	catch/ no catch

RUNNER ON 2ND

plate	1st	2nd tag @ 2nd	catch/ no catch
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RUNNERS ON 1ST AND 2ND

plate	1st tag @ 1st	2nd tag @ 2nd 3rd	catch/ no catch
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RUNNERS ON 1ST AND 3RD

plate tag @ 3rd 3rd	1st tag @ 1st plate	2nd 1st	catch/ no catch
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RUNNERS ON 2ND AND 3RD

plate	1st tag @ 1st	2nd tag @ 2nd 3rd	catch/ no catch
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RUNNERS ON 1ST, 2ND AND 3RD

plate tag @ 3rd plate	1st tag @ 1st	2nd tag @ 2nd 3rd	catch/ no catch
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