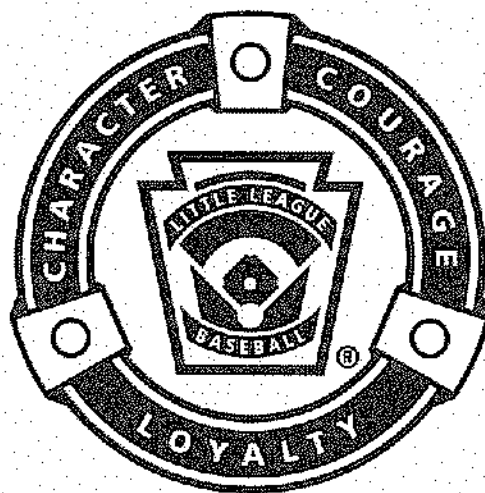


# ***FIELD MECHANICS MANUAL***

**60 FOOT DIAMOND**



LITTLE LEAGUE® BASEBALL AND SOFTBALL  
Williamsport, Pennsylvania

Little League Baseball wants to sincerely thank all those Volunteer Umpires who made contributions to this publication;

Bob Bouton, Umpire-in-Chief, Southern Region and Staff  
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And especially Mike Messick, Umpire-in-Chief, Pennsville, NJ Little League for his many hours of hard work making this publication the valuable training aid it is for those volunteer umpires who are looking for guidance in the umpire field.

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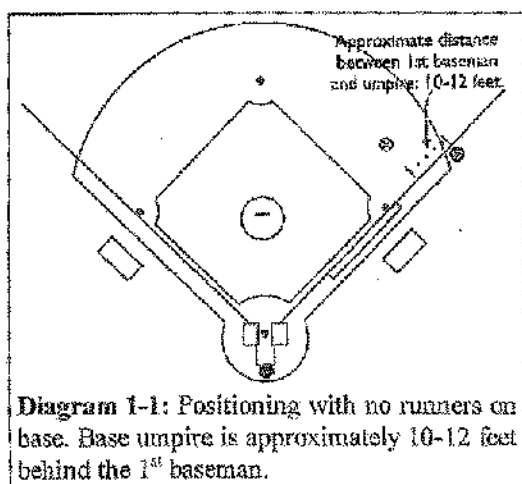
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## SECTION 1 NO RUNNERS ON BASE

### 1.1 POSITIONING

With no runners on base, the base umpire shall position himself/herself approximately 10 to 12 feet behind the 1<sup>st</sup> baseman with both feet in foul territory. The base umpire's right foot should be just off the foul line, and his/her body should be squared to home plate. Legs should be spread just over shoulder width apart. The base umpire should be in a "ready" set position with both hands on his/her knees as the pitcher is preparing to deliver the ball to the batter.



Should the 1<sup>st</sup> baseman position himself/herself deeper than normal, the base umpire will similarly back up onto the outfield grass a bit, although the 10 to 12 foot distance may be cut back somewhat so that a proper pivot is still possible on a ball hit to the outfield. Likewise, should the 1<sup>st</sup> baseman be playing in (shallow), the base umpire will also move up with the 1<sup>st</sup> baseman, never coming closer than 10 to 12 feet from the 1<sup>st</sup> base bag. The idea in each of these positions is to have the base umpire in a good position for help on the catch/no catch and fair/foul decisions involving the 1<sup>st</sup> baseman. While at the same time

allowing the fielder adequate room should he/she dive for a ball in the direction of the umpire. This positioning also gives the base umpire room to "recover" and get into position for a play at 1<sup>st</sup> base should the 1<sup>st</sup> baseman dive towards the umpire while fielding the ball with a play then following at 1<sup>st</sup> base. The base umpire must be conscious about these positions so that he/she is never too close nor too far back from the 1<sup>st</sup> baseman when no one is on base.

When the pitcher is in possession of the ball, the base umpire must keep his/her eyes on the pitcher for any violations of the pitching rules that the pitcher may commit. Then, when the pitcher is into his/her windup and is about ready to deliver the ball, the umpire's head should turn towards the plate, and he/she should then focus on the plate area, being ready to help the home plate umpire with any check swing possibilities. Also, for help in the possibility of the batter being struck by a batted ball and to help the plate umpire with any balls that go out of play that the plate umpire may have trouble locating or tracking.



## 1.2 FLY BALLS AND LINE DRIVES TO THE OUTFIELD-RESPONSIBILITIES

With no one on base, all fly balls (or line drives) belong to the plate umpire. On all fly balls and line drives to the outfield the base umpire will come into the infield and pivot. The plate umpire will assume responsibility for all fair/foul, catch/no catch. The thinking here is that the plate umpire will be no further away on the smaller field than the base umpire would be on the full size field. The plate umpire already has everything in front of him/her and it is a simple matter to move up the line on fair/foul or develop an angle for the catch/no catch.

Little League recommends that the base umpire not go out, but there may be instances where the experienced umpire judges that it is necessary to go out for better coverage of a trouble ball. (See the section below.)

## 1.3 THE "PAUSE - READ - REACT" TECHNIQUE

When a fly ball or line drive is hit to the outfield, that could possibly be a "trouble ball," the base umpire must determine whether or not he/she should go out on the ball. In order to make this decision, the base umpire should use a procedure called the pause-read-react technique. In this technique, after the ball has been batted the base umpire will *hesitate* momentarily ("pause"), actually take his/her eye off the ball, and focus his/her attention on the reactions of the outfielder ("read"). The outfielder's reactions will then tell the base umpire whether or not he/she should go out on the ball ("react"). In other words, by the base umpire hesitating momentarily and taking his/her eye off the ball so as to "key" off the outfielders, he/she will be able to tell if the play looks like "trouble," indicating that he/she should go out on the ball. (By "trouble" we mean balls such as fair/foul decisions down the right field line, home runs, balls off the outfield wall, diving catches by the outfielder, catches at the warning track or at the wall, catches made by the outfielder with his/her back towards the infield, catches made by the outfielder below his/her waist on a full run, three players converging on a fly ball, etc.) Again, by the base umpire watching for the outfielder's reactions, he/she will be able to tell if there is a possibility of "trouble" on a particular fly ball or line drive, thereby indicating that he/she should go out on the ball.

Specifically, the base umpire should be looking for any of the following four reactions from the outfielders, any one of which would indicate that he/she should go out on the ball:

- (1) The outfielder is running hard in towards the infield as though he/she is going to make the catch on a dead run (or as though he/she will dive to make the catch). (In addition to this, the infielders will usually be yelling "in, in, in!" on such a play.) This would be an indication that the base umpire should go out on the ball.
- (2) The outfielder has turned his/her back to the infield and is running towards the outfield wall with his/her back to the infield. This is another indication that the base umpire should immediately go out on the ball.
- (3) Three fielders (for example, the center fielder, right fielder, and 2<sup>nd</sup> baseman) are all *converging* on the ball, and it appears that any one of the three might catch the ball. This again is another indication that the base umpire should go out.
- (4) The right fielder is running *towards the right field line* (i.e., towards his/her left), and it appears that a fair/foul decision may have to be made on the line. (Note that a fair/foul decision should be made any time the ball drops, or is initially touched, within approximately 20 feet of the foul line.) Again, this would be another indication that the base umpire should go out.

By the base umpire hesitating momentarily, taking his/her eye off the ball, zeroing in on the reactions of the outfielders, and watching for the movements described above, he/she will gain a very good indication of whether or not he/she should go out on a ball with no one on.

Should the base umpire observe any one of the four preceding keys which would indicate he/she should go out on a ball, he/she would communicate to the plate umpire that he/she is going out by shouting at his/her partner, "Going out!" or "I'm going out!" He/she would then run to the outfield, getting the best possible distance and angle for the play. The base umpire should slow his/her run down to a virtual stop as he/she feels the play is about to occur. Moreover, should the ball require a fair/foul decision down the right field line, the base umpire must make sure he/she is completely stopped and set for this particular call. (The same would be true for a home run decision, particularly if it were a home run call close to the right field foul pole.) In other words, if the decision is a fair/foul decision down the right field line (or a fair/foul home run decision), the base umpire must be *certain* he/she comes to a *complete stop and set* while straddling the foul line when observing the play.

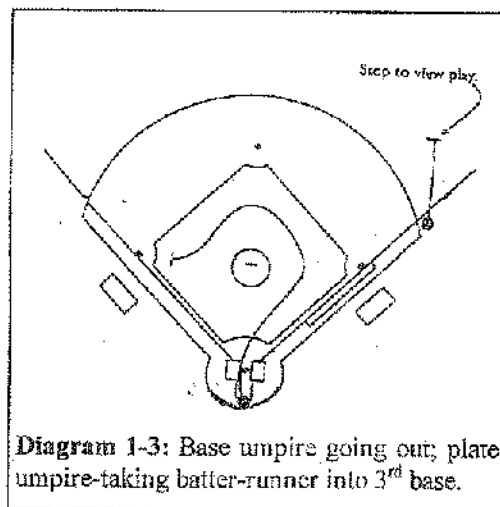
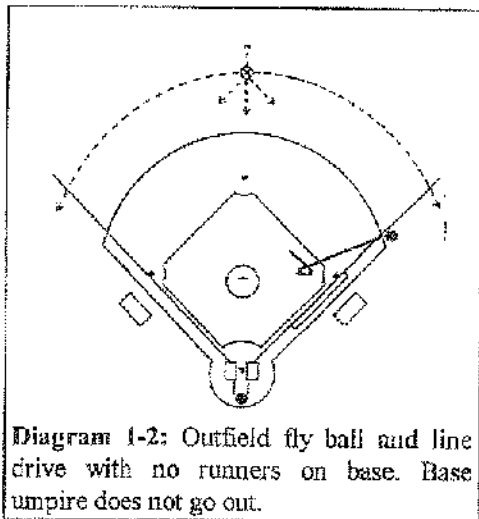
On a fly ball or line drive which will be fielded near the foul line, the base umpire should indicate fair or foul by pointing in the appropriate direction the moment the ball is touched by the fielder. Then, after the fair/foul indication has been made, the umpire will wait for the catch or no catch to occur and signal that (when needed). Umpires should remember: Fair/foul FIRST, THEN catch/no catch.

#### 1.4 FLY BALLS AND LINE DRIVES TO THE OUTFIELD-BASE UMPIRE GOES OUT

On a 60 foot diamond it is best when teaching volunteer Little League umpires that any time the ball is hit to the outfield, the base umpire should move into the infield and pivot. The plate umpire will take all fair/foul, catch/no-catch. On a 60-foot diamond the plate umpire should have no trouble making these calls and these mechanics result in fewer choices that the new umpire may have to consider thus resulting in less confusion.

When the base umpire goes out into the outfield to rule on the play or ball, he/she will stay out until the play is completed. The base umpire will allow the ball to guide him/her to any continuing play and will stay out in the outfield and observe, but should always be ready to help the plate umpire if the need arises. When he/she goes into the outfield the base umpire is looking for the batted ball hooking towards the bullpen, or if the ball is headed towards an out-of-play line, or if there is a possibility of spectator interference in addition to the fair/foul and the catch/no catch responsibility.

When the base umpire goes out, the plate umpire will be responsible for the batter-runner and will take the batter-runner all the way around the bases. The plate umpire will stay on the inside of the diamond even if it results in a play being made on the batter-runner at home plate while the plate umpire is in fair territory. The plate umpire would also have any plays made on the batter-runner back into 1<sup>st</sup> base.



## 1.5 FLY BALLS AND LINE DRIVES TO THE OUTFIELD-BASE UMPIRE DOES NOT GO OUT ON THE BALL

If a fly ball or line drive is hit from the center fielder straight in all the way to the right field line and the base umpire using the "pause-read-react" technique outlined in Section 1.3, decides NOT to go out, then the responsibility of the ball reverts to the **plate umpire**. If this is the case, the base umpire will take a pivot and pick up the batter-runner, making all decisions at 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> on the batter-runner.

If the base umpire does not go out, then as just mentioned, the responsibility of any fly ball or line drive to the outfield belongs to the **plate umpire**. The plate umpire will come out from behind the plate in the direction the ball is hit and will make all catch/no catch and fair/foul decisions on the ball. If the ball is a "routine" fly ball, the plate umpire will come out from behind the plate in the direction the ball is hit and will go **no farther than an imaginary line between 1<sup>st</sup> and 3<sup>rd</sup>** to observe the play (See Diagram 1-4). If the play results in a routine catch, the plate umpire will make the signal and should audibly inform his/her partner, "That's a catch, Sam", so that his/her partner is aware the ball has been caught. If the ball is dropped, the plate umpire should call and signal, "No catch! No catch!" The plate umpire should be completely stopped for these decisions.

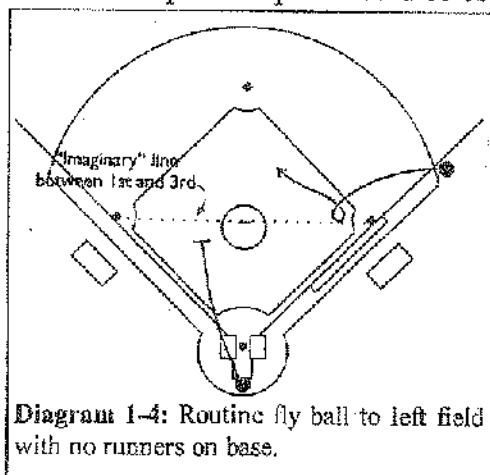


Diagram 1-4: Routine fly ball to left field with no runners on base.

On fly balls to the outfield, if the base umpire does not go out and the play results in a *difficult play* (for example: a diving catch, a home run, a ball hit off the wall, a fair/foul decision, a catch at the warning track, etc.), then the plate umpire should come out in front of the plate in the direction the ball is hit and go as far as **he/she can towards** the ball to make his/her decision. If the play results in a "tough" catch (shoestring catch, diving catch, catch after which the fielder falls down, etc.), the plate umpire should call and signal (and sell), "That's a catch! That's a catch!" (Signaling the catch should be

done with the right arm fully extended upward and right hand in a fist.) If this type of play results in a "tough" no catch, the plate umpire again should come out in the direction the ball was hit as far as possible and sell the call, "No catch! No Catch!" Again, the plate umpire should be stopped to make such a call. As soon as he/she has made the call, the plate umpire should retreat in a straight line back towards home plate for any possible play there (See Diagram 1-5 below).

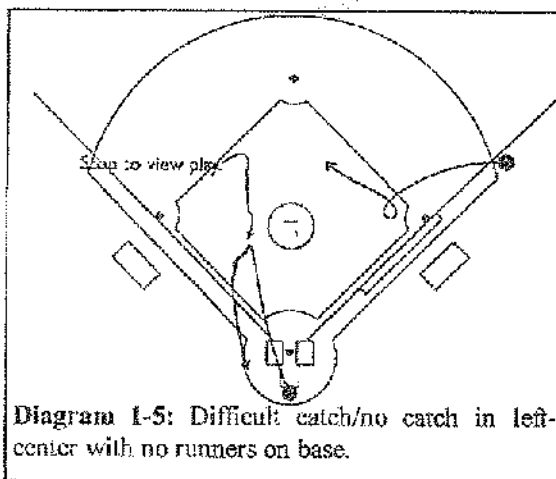


Diagram 1-5: Difficult catch/no catch in left-center with no runners on base.

Summarizing on fly balls (or line drives) hit to the outfield with no one on, (1) if the base umpire does not go out, the decision on the ball belongs to the plate umpire. If it is a "routine" play, the plate umpire should come out no farther than an imaginary line between 1<sup>st</sup> and 3<sup>rd</sup>. If it is a "tough" play, then the plate umpire should come out as far as possible in the direction the ball was hit. Also, the plate umpire should be completely stopped to make all of these decisions.

## 1.6 BASE HITS TO THE OUTFIELD

With no one on base, on clean hits to the outfield, the base umpire will come in, pivot and take responsibility of the batter-runner at 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> base. The plate umpire will come out from behind home plate *in the direction the ball is hit* a few feet onto the grass in front of home plate (approximately midway from the home plate cutout to the front edge of the grass of the pitcher's mound). The base umpire has the responsibility for

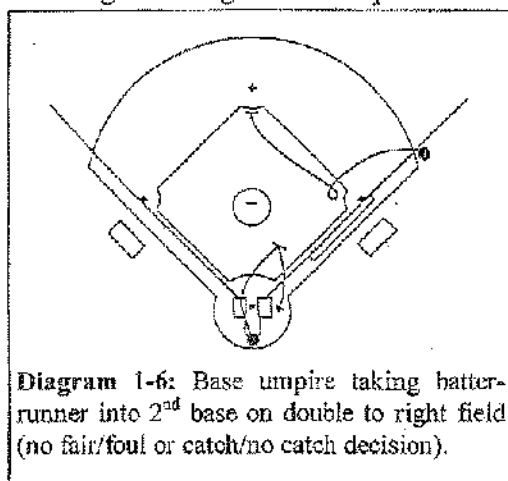


Diagram 1-6: Base umpire taking batter-runner into 2<sup>nd</sup> base on double to right field (no fair/foul or catch/no catch decision).

the batter-runner at 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> base. The responsibility of the plate umpire is simply to come out in front of the plate and observe the play, watching for any possible infractions (for example, obstruction; ball getting past the outfielder and rolling under the outfield fence; ball being overthrown back into the infield; helping out should the batter-runner get trapped in a rundown; etc.). For that reason, it is not necessary for the plate umpire to come out as far onto the infield grass as it would be in the case of a fly ball to the outfield (See Section 1.5). The plate umpire would of course also

have responsibility for any play at the plate on the batter-runner.

The base umpire should take his/her pivot at approximately the cutout area at 1<sup>st</sup> base, preferably two to three steps to the 2<sup>nd</sup> base side of the cutout. Ideally, he/she should time his/her pivot so that it occurs as the batter-runner is touching 1<sup>st</sup> base. The base umpire should pivot so as to **stay ahead** of the batter-runner in case he/she should decide to try for extra bases. For this reason, it is best for the base umpire to pivot two or three steps to the 2<sup>nd</sup> base side of the cutout.

After the base umpire has pivoted and watched the batter-runner touch 1<sup>st</sup> base, he/she will then turn and pick up the ball. Then, after he/she has taken a couple steps towards 2<sup>nd</sup> base, he/she should again **glance back** and *pick up the reactions of the batter-runner*. If the

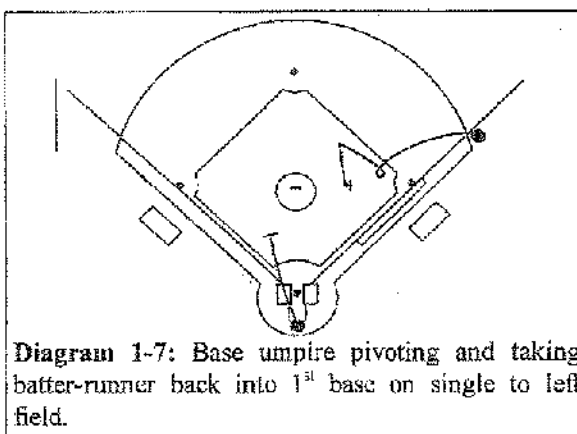


Diagram 1-7: Base umpire pivoting and taking batter-runner back into 1<sup>st</sup> base on single to left field.

batter-runner rounds 1<sup>st</sup> base and breaks towards 2<sup>nd</sup> base, the base umpire will see this and will likewise accelerate towards the 2<sup>nd</sup> base cutout for a possible play there. At this point (after the batter-runner has committed), the base umpire will again pick up the ball to determine whether a play is imminent at 2<sup>nd</sup> or whether the hit will be a possible triple and react accordingly. For example, if the umpire reads that there will probably be a play at 2<sup>nd</sup> base, he/she will rapidly move towards the cutout at 2<sup>nd</sup> and be set for the play there. On the other hand, should the umpire determine that there will be no play at 2<sup>nd</sup> base but instead there is the possibility of a triple, he/she will continue to take the batter-runner around the bases, staying ahead of the runner and not approaching the cutout at 2<sup>nd</sup> base as he/she would had he/she determined a play was imminent at 2<sup>nd</sup> base. As the batter-runner reaches 2<sup>nd</sup> base, the base umpire must take his/her eye off the ball to watch the batter-runner touch 2<sup>nd</sup> pick up the ball again as he/she continues to take a couple more steps, but then again take his/her eye off the ball and look back in order to pick up the reactions of the batter-runner as he/she rounds 2<sup>nd</sup> base. By doing so, the base umpire will determine whether he/she should continue on to 3<sup>rd</sup> base for a possible play there or whether he/she should retreat back towards 2<sup>nd</sup> base because that is where the batter-runner will hold up. The base umpire's continual glancing back and forth between the ball and the runner is necessary in this situation for the umpire to react as quickly as possible to the development of this type of play and consequently be in the best possible position for the play.

After the base umpire has pivoted at 1<sup>st</sup> base on a base hit to the outfield, if he/she determines that the batter-runner will hold up with a single, he/she should stop and retreat back in the direction of the cutout at 1<sup>st</sup> but *not all the way back to the cutout*. He/she should retreat in such a way so that he/she will always be ahead of the runner should the runner decide to try for 2<sup>nd</sup> base unexpectedly (for example, on a bad throw coming in from the outfield). However, should the outfielder (in many cases the right fielder) throw behind the batter-runner at 1<sup>st</sup> base, the umpire must then come all the way back to the cutout in order to be in a good position for the play in its entirety. Should the plate umpire see that an inside-the-park home run is a possibility, he/she would retreat at that moment into foul territory and set up for any play at the plate. Also, should a rundown develop on the batter-runner, the plate umpire should be ready to move into position to help out with the rundown. (See the following section)

## 1.7 RUNDOWNS

On a base hit with no one on base, it would be possible for a rundown to develop on the batter-runner between 1<sup>st</sup> and 2<sup>nd</sup> or between 2<sup>nd</sup> and 3<sup>rd</sup> or conceivably between 3<sup>rd</sup> and home. If a rundown develops between 3<sup>rd</sup> and home, the umpires will split the rundown half-and-half, i.e., the plate umpire will take the home plate half of the rundown while the base umpire takes the 3<sup>rd</sup> base half. Communication between the umpires would be, "I've got this half, Sam! I've got this half!" or "Half and half! Half and half!"

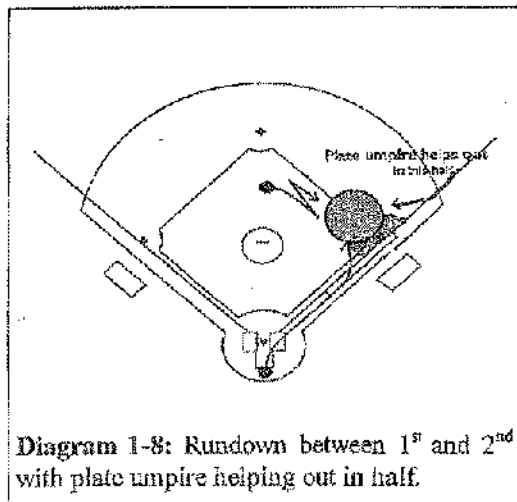


Diagram 1-8: Rundown between 1<sup>st</sup> and 2<sup>nd</sup> with plate umpire helping out in half.

The rundown between 1<sup>st</sup> and 2<sup>nd</sup> or between 2<sup>nd</sup> and 3<sup>rd</sup> is handled in a similar manner. In this case, once the plate umpire sees that a rundown is developing, he/she will run down the foul line approximately  $\frac{3}{4}$  of the way towards 1<sup>st</sup> or 3<sup>rd</sup> staying about 3 feet in foul territory. He/she must be careful not to run his/her partner off during the rundown, but instead should wait until the batter-runner (runner) is moving away from him/her. As he/she moves in and is ready to assume responsibility, he/she will communicate to his/her partner; "I've got this half, Sam! I've got this half!" The plate umpire will then be responsible for any play made on the batter-runner (runner) in his/her half. The base umpire will have the responsibility for the rest of the rundown.

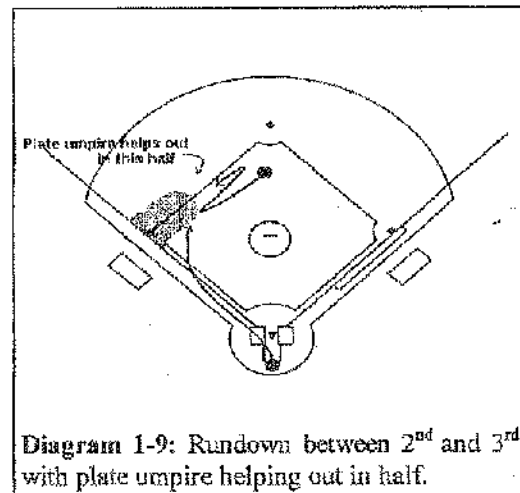
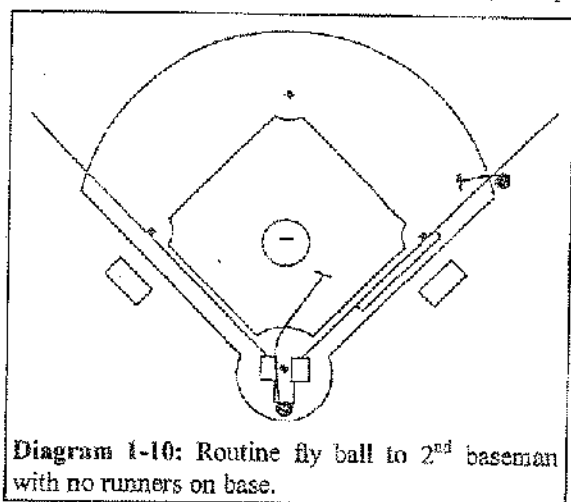


Diagram 1-9: Rundown between 2<sup>nd</sup> and 3<sup>rd</sup> with plate umpire helping out in half.

### 1.8 FLY BALLS AND LINE DRIVES TO THE INFIELDF

On the 60-foot diamond, the responsibility for all *fair fly balls* hit to all infield positions belongs to the **plate umpire**. On any fair fly ball hit to the infield with no one on base, the plate umpire will come out in front of the plate in the direction the ball is hit, probably no farther than midway to the pitcher's mound (on routine pop-ups), and be responsible for the catch/no catch decision. (The plate umpire would come out farther if the pop turned out to be a difficult catch for the infielder.) On a strictly routine play whether safe or out, the umpire should use the visual and verbal mechanic but the umpire should make sure that he/she is not overly loud on the routine calls as to not draw any unnecessary attention to himself/herself or the play. The base umpire will step up and take his/her 90° angle on these plays and be responsible for all decisions on the batter-runner should the ball be dropped.

If the pop-up is a routine catch, the plate umpire will give a visual sign and a verbal call but he/she does not have to be over



zealous. If the catch turns into a difficult play, the plate umpire will sell it emphatically. However, if the ball is dropped, the plate umpire will signal and call, "No Catch, No Catch."

Again on the 60-foot diamond, all line drives to the infield are the responsibility of the home plate umpire. The base umpire, from his/her "A" position, is not in a good position, behind the infielders, to have a really good view of the plays on the line drives to make these calls.

## 1.9 GROUND BALLS TO THE INFIELd

With no runners on base, on a ground ball to the infield the base umpire will move from his/her position on the foul line and set up for the play at 1<sup>st</sup> base. He/she should generally move to a position approximately 10 to 12 feet from the base and such that he/she will be approximately at a *right angle* to the throw from the infielder. Umpires at all levels should strive to take as many of these plays as possible in *fair territory*.

When the base umpire comes in to set up for the play at 1<sup>st</sup> base, he/she should come off the foul line while facing the batted ball. As the ball is about to reach the fielder, the umpire should square his/her body towards 1<sup>st</sup> base - with proper distance and angle to the base - while continuing to watch the ball by keeping his/her head turned towards the fielder. Then, as the fielder releases the ball (and the umpire sees that the throw is "true"), he/she will come to a set position (hands on knees as a basic fundamental). Turn his/her head towards the base, and focus on the bag, while he/she utilizes his/her peripheral vision watching the tag of the base by the runner and the ball hitting the glove. *It is highly recommended that the base umpire have his/her hands on his/her knees for this type of play at 1<sup>st</sup> base.*

The base umpire should call the play at 1<sup>st</sup> base using a crisp, clear, visible and verbal mechanic. On a routine out call, the base umpire should make sure that he/she is not overly loud on the call so as to not draw unnecessary attention to himself/herself or the play. However, the umpire should *vary the intensity of his/her signal and voice* based on the closeness of the play. In other words, the closer the play, the louder the umpire's voice and the stronger his/her signal, so that he/she is using his/her loudest voice and strongest signal on "bangers."



After calling the batter-runner out at 1<sup>st</sup> base, the umpire will return to his/her original position on the 1<sup>st</sup> base foul line. He/she may either jog back to that position or walk **briskly**; either method is acceptable.

After calling the batter-runner safe at 1<sup>st</sup> base, the umpire will come back down to his/her "set" position (hands on knees) watching the batter-runner return to 1<sup>st</sup> base and watching for any possible action or play that may occur. By coming back to the set position and keeping his/her eyes on what has happened since the batter-runner has crossed over the 1<sup>st</sup> base bag, the base umpire is stating to all that "I saw the play, I got it right and I'm here for anything that may happen." After the batter-runner has returned to 1<sup>st</sup> base, the base umpire will either jog or walk briskly to the "B" position.

On a ground ball to the infield with no one on base, the plate umpire will come out from behind home plate by coming around the left side and then proceed to jog (not sprint) down the 1<sup>st</sup> base line (straddling the foul line to a position no more than two to three feet into foul territory), going *no farther than the 30-foot line*. He/she should be completely stopped when the play occurs at 1<sup>st</sup> base. There are four reasons for having the plate umpire come up the line with no one on base:

- (1) The plate umpire will be watching for interference by the batter-runner while out of the 30-foot runner's lane. Should the plate umpire see such an infraction, he/she should make the call. This is not to say, however, that the base umpire may never make such a call. For example, if the base umpire observes the batter-runner interfere with the play at 1<sup>st</sup> base while clearly out of the 30-foot runners lane, it is of course permissible for the base umpire to make this call also.
- (2) The plate umpire will be ready for any overthrows at 1<sup>st</sup> base. If the plate umpire sees the ball being overthrown at 1<sup>st</sup> base, he/she will immediately and rapidly move with the overthrow and take responsibility for the ball going out of play.
- (3) The plate umpire is also in a position to help on swipe tags on the batter-runner at 1<sup>st</sup> base. Although this is rarely used, it is permissible for the base umpire to ask for help on a swipe tag on this play if, for some reason, the base umpire has not had a good look at the play. (Note that the base umpire should initiate the "appeal" *immediately and before* a confrontation with a player or manager occurs.) The terminology by the base umpire would be, "Sam, did he/she tag him/her!" or "Sam, do you have a tag?" while pointing to the plate umpire. The response by the plate umpire would be a **very emphatic**, "Yes! He/she's out on the tag!" or "No! He/she missed him/her!" (While using a strong visual signal). Again, this technique is rarely used (because, for one thing the base umpire should be in fairly good position for the play to begin with); and when it is used, the plate umpire must **emphatically** sell the call (verbally and with a strong visual signal).
- (4) The plate umpire is also in position to help on a pulled foot by the first baseman. It is highly recommended that if the first basemen has pulled his/her foot off the bag and the base umpire does not have a good angle or vision on the play, he/she will ask the plate

umpire for help before making a call. The terminology by the base umpire would be "Sam, did he/she pull his/her foot?" or "Sam, did he/she have his/her foot on the base?" while pointing at the home plate umpire. The response would be a very emphatic "Yes his/her foot was off the bag!" or No, he/she had contact all the way!" by the plate umpire

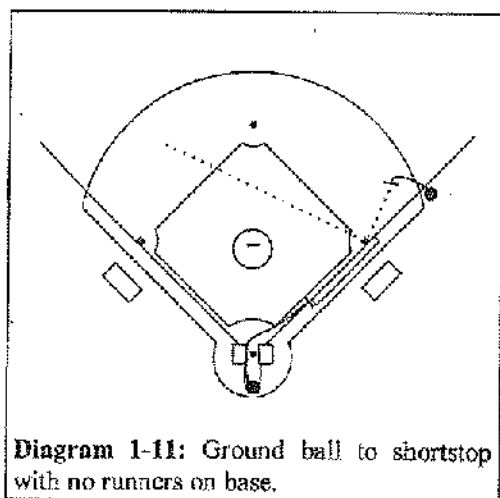
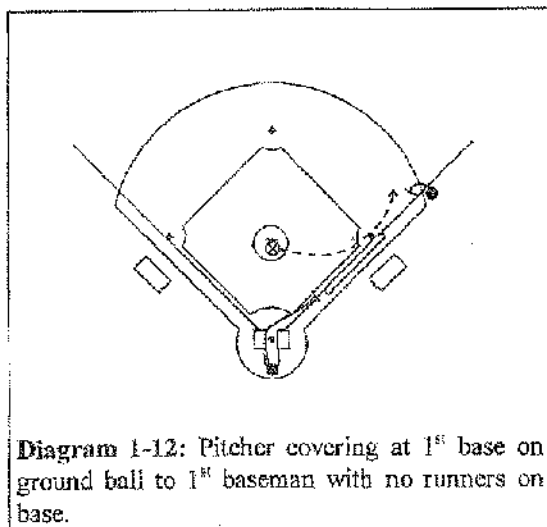


Diagram 1-11: Ground ball to shortstop with no runners on base.

Once again, on a ground ball hit to the infield, the base umpire should try to take all plays in **fair territory**, working for an approximate 90° angle to the throw. This would include all ground balls hit to 3<sup>rd</sup> base, shortstop, back to the pitcher, and to the 2<sup>nd</sup> baseman's right or directly at the 2<sup>nd</sup> baseman.

If the ground ball is tapped in front of the plate, or down either baseline within the imaginary box area, a unique and different positioning will be used. The imaginary box area is an area formed by two lines, one starting at the 30 foot line on the 1<sup>st</sup> base line, the other starting at the 30 foot line on the 3<sup>rd</sup> base line and intersecting at the pitchers mound. In this area when the catcher, pitcher, first baseman or third baseman fields the ball, the base umpire will come into fair territory as far as, but not beyond the 1<sup>st</sup> to 2<sup>nd</sup> baseline, and try to establish a 90° angle to the throw. This happens frequently on a half swing or bunt and the theory behind this is that after establishing the 90° angle and there is an overthrow at first base, the base umpire is in a perfect position to take a step or two into the infield "working area" to be ready for any possible play on the batter-runner if he/she decides to advance to second base. This will make it possible for the base umpire to stay ahead of the runner and to be in position for the play at 2<sup>nd</sup> base.

However, if the ground ball is hit down the 1<sup>st</sup> base line *in the vicinity of 1<sup>st</sup> base*, the base umpire must stay on the line until the ball is touched (or passes 1<sup>st</sup> base) because the base umpire has fair/foul responsibility **after** 1<sup>st</sup> base, while the plate umpire has this responsibility **until** the ball reaches 1<sup>st</sup> base. If the base umpire must point the ball fair (as on a ball fielded by the 1<sup>st</sup> baseman behind the bag, but near the line); he/she would first indicate that the ball is fair (by pointing) and then move off the line into fair territory to make the call at 1<sup>st</sup> base.



If the ground ball is hit to the 2<sup>nd</sup> baseman's left, the base umpire should again try to move into fair territory to make the call (his/her angle would be cut back from the 90° angle in this case). However, if the base umpire feels **pressure** from the 2<sup>nd</sup> baseman moving to his/her left (or from the 1<sup>st</sup> baseman), it is permissible for the base umpire to move into foul territory to take this type of play, keeping in mind the concepts of proper distance and angle to the play while trying to always establish the 90° angle to the play. In this situation, should the ball be overthrown at 1<sup>st</sup> base, the base umpire must be ready to swing around in

front of the cutout at 1<sup>st</sup> base and then get a wide angle so as to be "ahead" of the batter-runner for any play at 2<sup>nd</sup> base.

On plays where the pitcher will be covering at 1<sup>st</sup> base, the base umpire should again try to take the play in fair territory. When the pitcher will be covering, the base umpire should move approximately two steps off the foul line into fair territory and position himself/herself approximately 18 feet from the 1<sup>st</sup> base bag. Although this positioning does not provide a 90° angle to the throw, the umpire is in very good position to see the pitcher touch the inside edge of the base. Also, this positioning will allow the umpire to be out of the way for both the pitcher covering the bag as well as the batter-runner overrunning 1<sup>st</sup> base. Again, if the base umpire is pressured by the 1<sup>st</sup> baseman (or 2<sup>nd</sup> baseman) on this play, it is permissible to take the play in foul territory, but the suggested and recommended position is in fair territory as just explained.

### 1.10 SWIPE TAGS AT FIRST BASE WITH NO RUNNERS ON

When the base umpire moves in to take his/her position for plays at 1<sup>st</sup> base, he/she should remember that he/she is not "cemented" to the ground at that spot. For example, after the base umpire has watched the infielder field the ground ball (with his/her head turned towards the ball and his/her body already squared to the base), he/she will watch the throw released by the infielder. If the umpire sees the throw is not "true", that is, if he/she anticipates a high or wide throw at 1<sup>st</sup> base, then he/she must be ready for a possible swipe tag at 1<sup>st</sup> base. To be in position for the swipe tag, the base umpire must step around to his/her left or right, depending where the throw is, in order to see the swipe tag. If the fielder comes off the bag at 1<sup>st</sup> base but the fielder tags the batter-runner before he/she reaches the base, the mechanic by the base umpire would be an emphatic, "On the tag!" (while pointing at the play with his/her left arm) and then followed by "He/she's out!" (while giving the out signal). Should the throw pull the fielder off the bag and the swipe tag miss the runner as well, the terminology by the base umpire

would be, "Safe! You missed the tag! Safe!" or "Safe! No tag! Safe!" Should the throw pull the 1<sup>st</sup> baseman off the bag but no tag attempt is made, then the mechanic by the base umpire would be, "Safe!" (giving the safe mechanic); followed by "He/she's off the bag!" (giving a sweeping motion away from the bag with both arms). All of these types of mechanics need to be given *very forcefully and emphatically* by the base umpire.

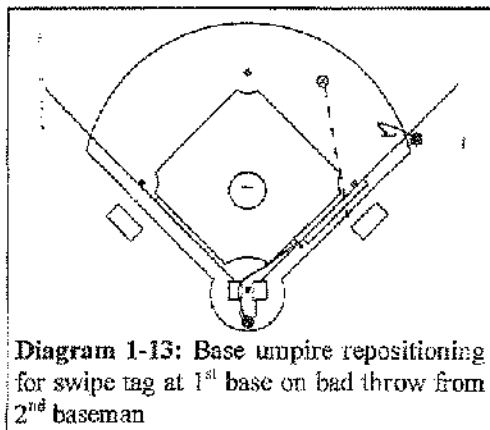


Diagram 1-13: Base umpire repositioning for swipe tag at 1<sup>st</sup> base on bad throw from 2<sup>nd</sup> baseman

With no one on base, should the batter hit a ground ball up the 1<sup>st</sup> base line, the plate umpire will come up the foul line and be responsible for the fair/foul decision (provided the ball becomes fair or foul before reaching 1<sup>st</sup> base). The plate umpire will also be responsible for the four items listed in Section 1.9 (interference out of the lane, overthrows, help with swipe tags and pulled foot). If the ball is fielded, for example, by the pitcher up the 1<sup>st</sup> base line and the pitcher tags or attempts to tag the batter-runner, the responsibility for the tag is based upon the field location of where the

batter-runner is tagged. If the tag (or attempted tag) is made *before* the 30-foot line, the responsibility belongs to the **plate umpire**. If the tag is made *past* the 30-foot line, the responsibility belongs to the **base umpire**. This would be one occasion when a swipe-tag appeal could be legitimately used. (For example, the base umpire could ask for help if he/she doesn't see a swipe tag made just past the 30-foot line.) Otherwise, as mentioned earlier in this manual, the swipe-tag appeal is rarely used.

### 1.11 FOUL POP-UPS WITH NO RUNNERS ON

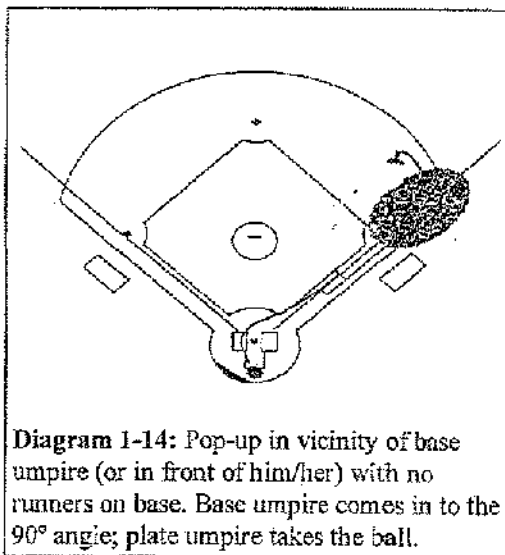
With no one on base, if the batter hits a pop-up between 1<sup>st</sup> and home which is obviously going to be foul and has no *chance* of becoming fair (for example, a pop-up in front of the 1<sup>st</sup> base dugout or in front of the 1<sup>st</sup> base stands), if the catcher and 1<sup>st</sup> baseman **both** attempt to catch the ball, the plate and base umpires will **both** move into position to judge the catch. If the catch is made facing the base umpire, then it is his/her call (no matter who catches the ball). If the catch is made facing the plate umpire, it becomes his/her call (again, no matter who catches the ball). If the fielder is facing neither umpire, the catch/no catch belongs to the umpire who is closer. However, if there is any chance whatsoever of such a pop-up becoming fair, the base umpire should assume his/her 90° angle in case the ball should be dropped and a play is possible, and the plate umpire should take responsibility of fair/foul and catch/no catch.

On such a foul pop-up, if only the 1<sup>st</sup> baseman goes for the ball (for example, past the 1<sup>st</sup> base dugout or near the 1<sup>st</sup> base stands), then only the base umpire should go with the ball. Likewise, should only the catcher be attempting to catch such a foul pop-up, then only the plate umpire will go with the ball. In this case the base umpire will remain at

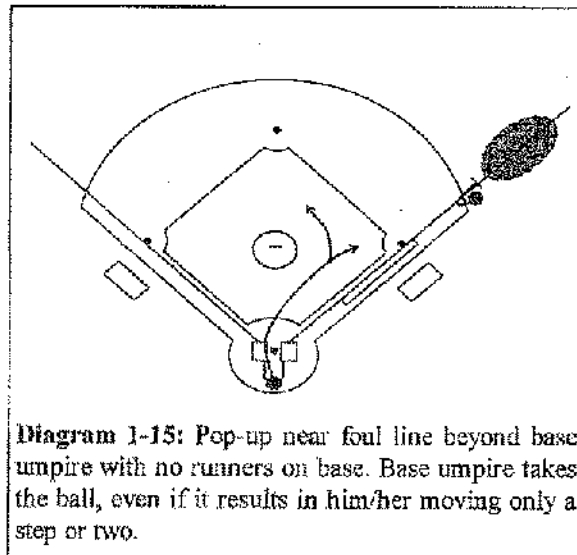
his/her position provided there is no chance of the ball becoming fair (and if there is a chance of the ball becoming fair, take his/her 90° angle position).

With no one on base, any pop-up in foul territory on the 3<sup>rd</sup> base side of the infield belongs to the plate umpire. If there is a chance the ball will become fair, the base umpire should take his/her 90°-angle position; if not, the base umpire would remain at his/her position. If such a foul pop-up on the 3<sup>rd</sup> base side is close to the foul line, the plate umpire should straddle the line to make the call, indicating (by pointing) fair or foul *the moment the ball is touched*. The base umpire will of course be taking his/her 90°-angle position if the pop-up is near the 3<sup>rd</sup> base foul line.

If the foul pop-up on the 3<sup>rd</sup> base side of the field has no chance of becoming fair, the plate umpire will take the ball and get as close as he/she can to the play. He/she should not come off the line until he/she is convinced that the ball will be well onto foul territory and will have no chance of coming back near the line. Unless the base umpire is absolutely sure there is no chance the ball could be fair, he/she should always come into his/her 90° angle position to be ready in case the ball should drop and a play made on the batter-runner.

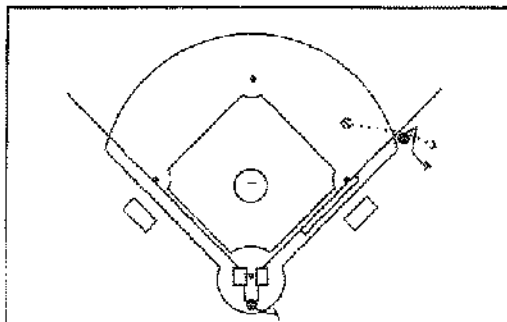


**Diagram 1-14:** Pop-up in vicinity of base umpire (or in front of him/her) with no runners on base. Base umpire comes in to the 90° angle; plate umpire takes the ball.



**Diagram 1-15:** Pop-up near foul line beyond base umpire with no runners on base. Base umpire takes the ball, even if it results in him/her moving only a step or two.

If the pop-up is hit *front of or immediately behind the base umpire* (or in the *general* vicinity of the base umpire) and has a possibility of becoming a fair/foul decision, the base umpire will come in to his/her 90°-angle position. The plate umpire will take the ball by moving up the 1<sup>st</sup> base line (as far as necessary to make the call) and straddling the foul line. If the pop-up is beyond the base umpire, he/she should communicate that he/she is taking the ball ("Going out!" even though he/she may merely turn around or only move out a step or two in order to judge the ball). The plate umpire will come out and take responsibility of the batter-runner at 1<sup>st</sup> base and beyond if necessary (See Section 1.4). If the foul pop-up will be fielded by the 1<sup>st</sup> baseman in foul territory near the 1<sup>st</sup> base stands (i.e., well onto foul territory past 1<sup>st</sup> base), the base umpire should take the ball. On this



**Diagram 1-16:** Foul pop-up beyond 1<sup>st</sup> base (going towards stands) with no runners on base; base umpire letting 1<sup>st</sup> baseman clear and going with ball (no chance for ball to become fair).

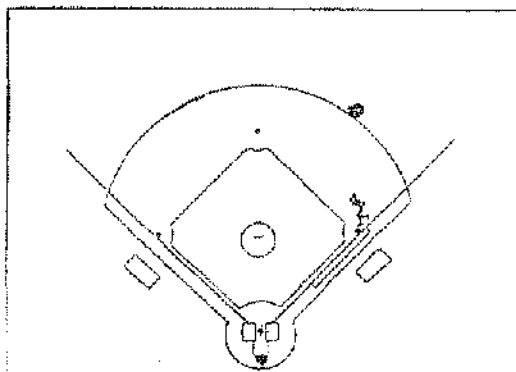
play, the base umpire will let the 1<sup>st</sup> baseman clear in front of him/her (pivoting out of the way if necessary).

The base umpire should then break in front of the 1<sup>st</sup> baseman and obtain a proper angle to judge the catch/no catch. The plate umpire would remain at home on this play since only the 1<sup>st</sup> baseman is attempting to make the catch (i.e., there is no need for the plate umpire to follow the play since the call belongs solely to the base umpire).

## SECTION 2 RUNNER ON FIRST BASE ONLY

### 2.1 POSITIONING

With a runner on 1<sup>st</sup> base only, the base umpire will position himself/herself midway between the second baseman and the 2<sup>nd</sup> base bag approximately halfway (30 to 40 feet) between 1<sup>st</sup> and 2<sup>nd</sup> base and outside the infield/baseline. The umpires' body



**Diagram 2-1:** Base umpire sets up approximately halfway between 1<sup>st</sup> and 2<sup>nd</sup> base. This is 30 to 40 feet from the 1<sup>st</sup> base bag.

should be square to the front edge of home plate and in the "set" position (hands locked lightly on the knees). The base umpire should key this position off of the second baseman and be two to three steps to the side and behind the second baseman's left shoulder. If the second baseman is shaded to his/her left towards 1<sup>st</sup> base, the base umpire must adjust his/her position to being off the second baseman's right shoulder. It is also important to be very careful not to take a position that will be in the line of sight of the right fielder to home plate. If the right fielder asks the umpire to move, DO IT!

From this position, the base umpire will be in a good position to watch the pitcher for any violations. Also, to help the plate umpire on half swings or batted balls that strike the batter; to be able to observe if the runner leaves early and if there could possibly be any obstruction on the runner stealing. It is also a very good starting position from which the base umpire can get into the proper position for any plays. With a few steps or minimal movement, he/she should be able to cover steals at 2<sup>nd</sup> base, double plays, plays at 1<sup>st</sup> base only and any possible pick offs at 1<sup>st</sup> base.

It is very important that the base umpire not setup too deep into the outfield or too far towards 1<sup>st</sup> or 2<sup>nd</sup> base. That could put the base umpire in a poor position or angle that would make it difficult to properly cover and make the calls on the plays at 1<sup>st</sup> or 2<sup>nd</sup> base.

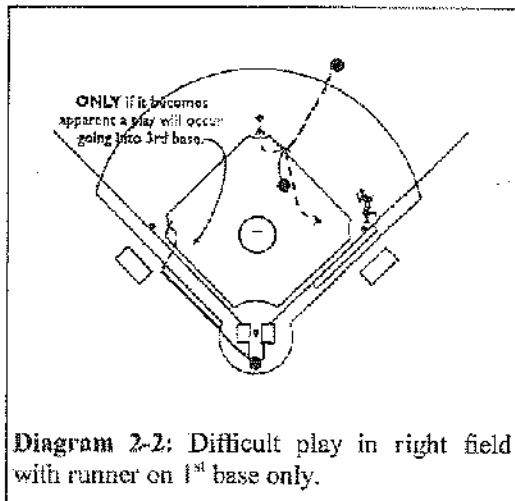
### 2.2 FLY BALLS AND LINE DRIVES TO THE OUTFIELD

On any ball hit to the outfield in Little League it is important to "pause-read-and-react" and remember that in all cases, except "trouble balls", the base umpire will come into the infield and pivot. The home plate umpire will have the responsibility for all fly balls and line drives to the outfield.

If the runner at 1<sup>st</sup> base is tagging or holding, the base umpire will go directly into the infield. If the runner is moving on the pitch or hit, the base umpire must be alert to possibly allow the runner from 1<sup>st</sup> base to pass in front of him/her before going into the infield "working area".

### 2.3 FLY BALLS AND LINE DRIVES TO THE OUTFIELD-COVERAGE AND MECHANICS

With a runner on 1<sup>st</sup> base only, all fly balls or line drives belong to the plate umpire as described in Section 1.2. The base umpire will use the "pause-read-and-react" theory and will only go out on "trouble balls" that are outlined in Section 1.3. Once the base umpire goes out, he/she will stay out until the play has been completed.



holding up at the base. If the base runner is not advancing towards 2<sup>nd</sup> base, the base umpire will go directly in and pivot to watch for the tag up by the baserunner; the touch of 1<sup>st</sup> base by the batter-runner; that there is no obstruction or that the batter-runner does not pass the baserunner.

The base umpire should set himself/herself up within the area behind the pitcher's mound that is commonly called the "working area". This is an area approximately 15 to 18 feet long; about 3 to 4 feet wide and about 10 to 12 feet behind the pitcher's mound. From this area the base umpire is in a good position to perform his/her responsibilities and for moving into the proper position and angle as the plays develop.

As the ball is batted the plate umpire will clear the catcher to his/her left. Remove his/her mask and move into a position that he/she feels will give him/her the best opportunity to view the entire field and the play (normally a few feet into foul territory and up the third base line). Whenever the plate umpire is moving into a position to make a call

Once the base umpire determines that the ball is not in his/her area of responsibility, he/she will move directly and quickly (but always under control) into the infield and pivot. The base umpire should allow the baserunner to pass in front of him/her first, if necessary, before the umpire moves into the infield, unless the runner is tagging up or

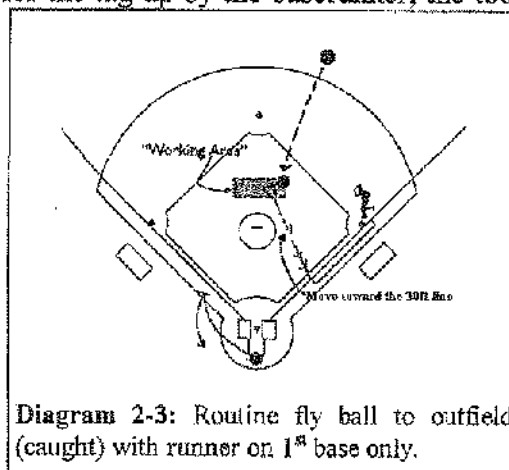


Diagram 2-3: Routine fly ball to outfield (caught) with runner on 1<sup>st</sup> base only.

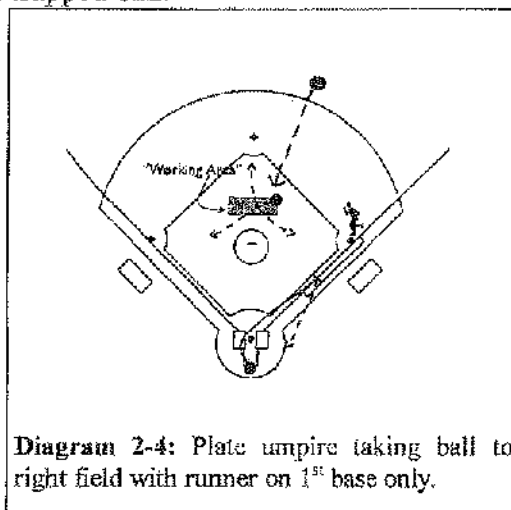


on a fly ball or line drive to the outfield, he/she must keep in mind that he should never go straight at the fielder who is going to make the play. The plate umpire should always move at an angle to the play in case the routine play turns into a last second shoe top catch attempt. With this angle to the fielder, the plate umpire will be in a better position to see if the fielder makes a clean catch or perhaps it was a trapped ball.

If the fly ball or line drive is close to the foul line causing the right fielder to move any distance towards the right field foul line, the plate umpire will move up the 1<sup>st</sup> base line as far as he/she deems necessary to rule on the ball. Always keeping in mind that he/she should judge fair or foul first and then catch/no catch. The plate umpire must also keep in mind that he/she may have to come back to home plate for a possible play there. The plate umpire will come to a complete stop to see the play and make the call and will either stay with the ball (if it appears to be trouble or may go out of play); or will bounce back to home plate immediately

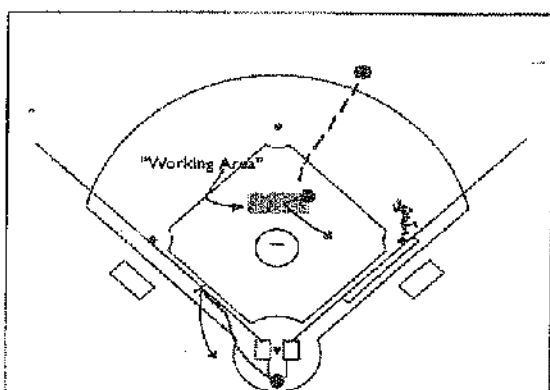
after rendering the decision (if it is apparent that the play is routine and that the ball will not go out of play). In either case, the plate umpire will keep his/her eye and attention on the ball and **MUST** always remember to never go so far up the baseline that there is not ample time to return to home plate and get setup in the proper position for any potential play at home plate.

If the fly ball or line drive is close to the foul line causing the left fielder to move any distance towards the left field foul line, the plate umpire will move up the 3<sup>rd</sup> base line as far as he/she deems necessary to rule on the ball. Always keeping in mind that he/she should judge fair or foul first and then catch/no catch. The plate umpire will come to a complete stop to see the play and make the call. If it appears to be a trouble ball or if there is a chance that the ball will go out of play the plate umpire will stay with the ball. Since the plate umpire also has the 1<sup>st</sup> to 3<sup>rd</sup> base responsibility for the runner in this situation (if the ball is not caught), the plate umpire must be prepared to move into the cutout area at 3<sup>rd</sup> base, when he/she sees the ball is not caught and a play at 3<sup>rd</sup> base is imminent. (See Section 2.4). In other words, after making the call on the fly ball or line drive the plate umpire will react to the development of the play. If the ball is not caught and the plate umpire sees that there will be a play going into 3<sup>rd</sup> base on the runner originally on 1<sup>st</sup> base, he/she will move into the cutout area at 3<sup>rd</sup> base and communicate loudly to his/her partner "I've got 3<sup>rd</sup>, Sam! I've got 3<sup>rd</sup>."



**Diagram 2-4:** Plate umpire taking ball to right field with runner on 1<sup>st</sup> base only.

If the ball is not caught and the plate umpire sees that there will be no possible play at 3<sup>rd</sup> base, he/she will drift back towards home plate in foul territory keeping his/her eye



**Diagram 2-5:** Plate umpire taking fly ball to left field (caught) with runner on 1<sup>st</sup> base only (not tagging).

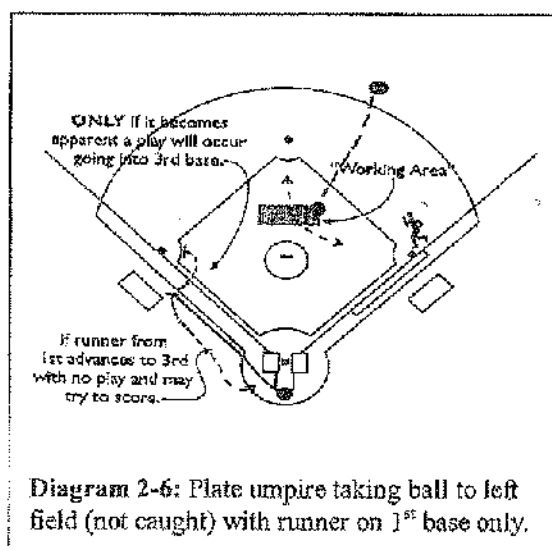
on the ball and runner in case the runner decides to continue on towards home plate or decides to try to score on a possible overthrow. If the ball is caught, the plate umpire will drift back towards home plate in foul territory, keeping his/her eye on the runner at 1<sup>st</sup> base to help the base umpire if he/she needs any assistance. The plate umpire must remember to never go so far up the line that he/she does not have time to return to the plate and setup in the proper position for any potential play at home plate.

With a runner on 1<sup>st</sup> base only, the base umpire has responsibility for the tag-up at 1<sup>st</sup> base. The base umpire also has responsibility for all touches at 1<sup>st</sup> and 2<sup>nd</sup> base

and will also take the responsibility for the touch of 3<sup>rd</sup> base by the batter-runner. The plate umpire will have the responsibility for the touch of 3<sup>rd</sup> base by the runner on 1<sup>st</sup> base.

All touches of home plate, of course, belong to the plate umpire. With a runner on 1<sup>st</sup> base only, if the fly ball is caught, the base umpire will have the responsibility for any play back into 1<sup>st</sup> base. In situations where the runner on 1<sup>st</sup> base starts towards 2<sup>nd</sup> base on a fly ball and then retreats towards 1<sup>st</sup> base, should the batter-runner pass this runner in the vicinity of 1<sup>st</sup> base, the primary responsibility of this infraction would belong to the plate umpire. However, either umpire may make the call.

If the fly ball or line drive is hit to an area from the left fielder's normal position through to the right fielder's normal position, the plate umpire will clear the catcher to his/her left. While removing his/her mask he/she should come out from behind home plate in the direction of 3<sup>rd</sup> base and keeping approximately 3 to 6 feet into foul territory as he/she moves up the 3<sup>rd</sup> baseline. The plate umpire will move into a position that he/she feels will give the best opportunity to view the field and watch the play develop. The plate umpire will come to a complete stop and make the call. The plate umpire will have the 1<sup>st</sup> to 3<sup>rd</sup> base responsibility for the runner on 1<sup>st</sup> base in the event the ball is not caught. The plate umpire must be prepared to move into the cutout area at 3<sup>rd</sup> base and communicate loudly to his/her partner "I've got 3<sup>rd</sup> base, Sam I've got 3<sup>rd</sup>." If the ball is caught and



**Diagram 2-6:** Plate umpire taking ball to left field (not caught) with runner on 1<sup>st</sup> base only.

there will be no play at 3<sup>rd</sup> base, the plate umpire will give the visual and verbal call and drift back towards home plate in foul territory. Always keeping his/her eye on the runner at 1<sup>st</sup> base to help the base umpire if he/she needs any assistance.

## 2.4 BASE HITS TO THE OUTFIELD; FIRST-TO-THIRD RESPONSIBILITIES

With a runner on 1<sup>st</sup> base only, on a clean hit to the outfield the base umpire will step up with the foot on the side the ball is hit and bust into the infield, turn in the direction of the ball and back up toward the mound to open up the playing field. (See Section 2.3). (NOTE: We call this area behind the mound the "working area" for the base umpire. From this area he/she is in good position to perform his/her responsibilities and for moving into proper position as plays develop. When the base umpire has multiple runner responsibilities, if no play develops after the base hit, the base umpire should maintain his/her basic position in this "working area" and not be drawn unnecessarily towards a base without a potential play developing there. (See "Staying within the Working Area" on page 49.)

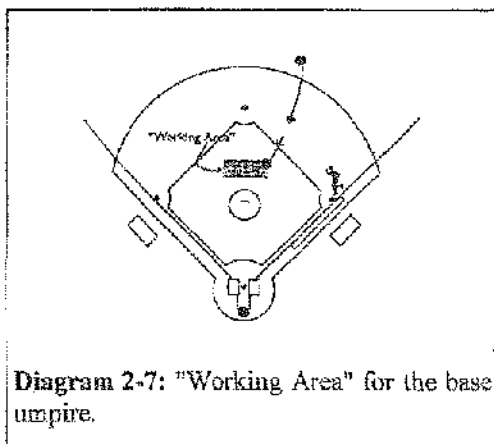


Diagram 2-7: "Working Area" for the base umpire.

The base umpire has the responsibility of the touch at 2<sup>nd</sup> base by the runner from 1<sup>st</sup> as well as the touch of 1<sup>st</sup> base by the batter-runner. The plate umpire will come out from behind home plate in the direction of 3<sup>rd</sup> base, keeping approximately *three to six feet into foul territory* as he/she moves down the 3<sup>rd</sup> base line. It is suggested that as the plate umpire leaves the cutout area at home plate, if he/she observes that a possibility exists of a play at 3<sup>rd</sup> on the runner originally on 1<sup>st</sup> that the plate umpire make an initial communication to his/her partner, "I've got 3<sup>rd</sup> if he/she comes!" alerting his/her partner to the possibility of a 1<sup>st</sup>-to-3<sup>rd</sup> play.

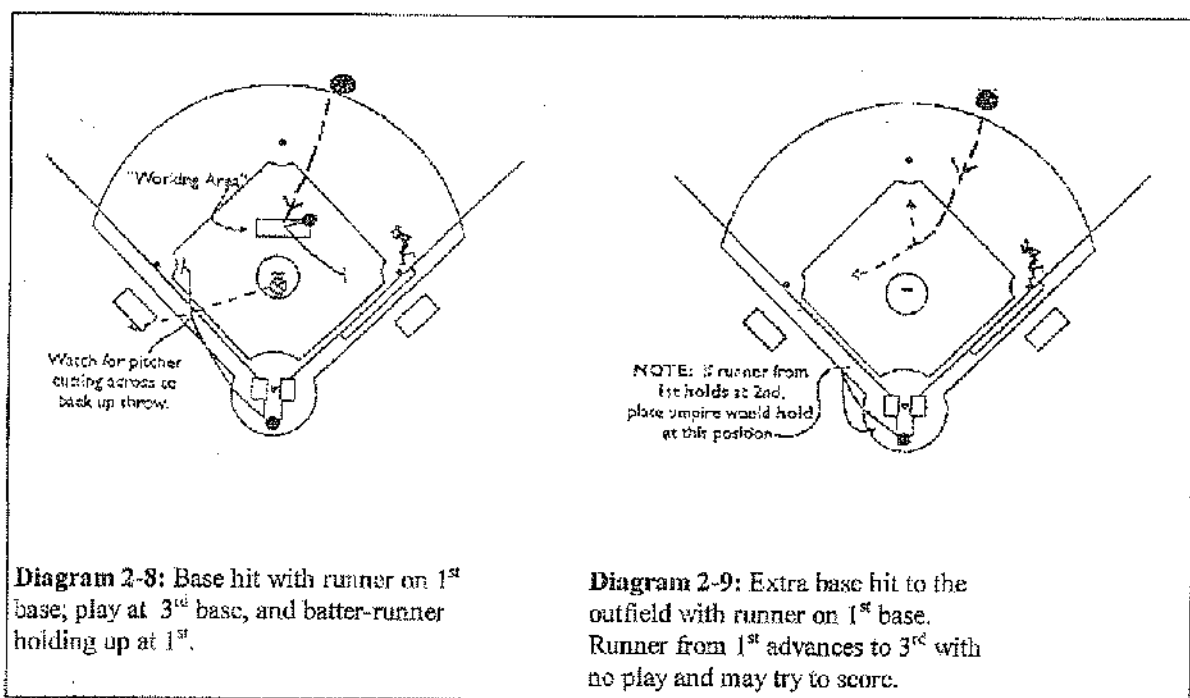
### IMPORTANT CONCEPTS OF 1<sup>st</sup>-TO-3<sup>rd</sup> MECHANICS

While the ball is in the outfield, the plate umpire will have to make an important decision. He/she must immediately "read" the play -- taking into consideration the location of the ball, the reactions of the runner rounding 2<sup>nd</sup> base, and the position and reactions of the outfielder -- determine the likely hood of a play at 3<sup>rd</sup> base on the runner originally at 1<sup>st</sup> base. If the plate umpire observes that the runner has committed to 3<sup>rd</sup> and that a play at 3<sup>rd</sup> base is *likely* (or in fact, *imminent*); he/she will cut into fair territory somewhere between halfway and three-quarters of the way to 3<sup>rd</sup>. He/she will break quickly ("bust") towards the cutout at 3<sup>rd</sup>, and communicate loudly to his/her partner, "I've got 3<sup>rd</sup>, Sam! I've got 3<sup>rd</sup>!" When the base umpire -- who at this point has come into the infield and pivoted (into the "working area") to observe the play and watch the

runners touch their bases -- hears the plate umpire communicate, "I've got 3<sup>rd</sup>!" he/she will then transfer responsibility of the runner originally at 1<sup>st</sup> to the plate umpire. If the base umpire does not hear the plate umpire declare "I've got 3<sup>rd</sup>", the base umpire must assume that all the runners at all the bases are his/her responsibility and the base umpire will let the ball take him/her to whatever play that develops. The base umpire from the working area will try to get into the best angle/distance position that he/she can to make the call. This is why it is VERY IMPORTANT that the umpires communicate often and loudly and that they never take anything for granted. At that point the base umpire will start to slide over to the 1<sup>st</sup> base side and pick up the batter-runner, who at this point becomes *his/her only runner*. If the batter-runner rounds 1<sup>st</sup> and commits to 2<sup>nd</sup>, the base umpire will quickly move towards the 2<sup>nd</sup> base cutout. If the batter-runner rounds 1<sup>st</sup> and holds up there, the base umpire will slide still closer to the 1<sup>st</sup> base cutout -- but he/she will not go all the way back to the cutout in case the runner originally on 1<sup>st</sup> should happen to get into a rundown between 3<sup>rd</sup> and 2<sup>nd</sup>. (And should a rundown develop between 2<sup>nd</sup> and 3<sup>rd</sup>, the entire rundown would belong to the base umpire until the plate umpire could move into position and help with half.) On the other hand, if the plate umpire sees there will be *no possible play going into 3<sup>rd</sup> on the runner from 1<sup>st</sup>* (indicating that the runner from 1<sup>st</sup> will either (1) hold up at 2<sup>nd</sup>, or (2) will easily attain 3<sup>rd</sup> base with no play on him/her -- and instead the possibility exists of a play at the plate on the runner), the plate umpire will retreat back towards home in foul territory and communicate to his/her partner, "Going home, Sam! Going home!" at the moment he/she recognizes no play will occur going into 3<sup>rd</sup> base. (See Diagrams 2-8 and 2-9 on page 22)

When the plate umpire sees that there is a good possibility for a play at 3<sup>rd</sup>, as previously mentioned, he/she would communicate to the base umpire as he/she moves into the cutout at 3<sup>rd</sup>. At that point he/she should immediately get into position for the play at 3<sup>rd</sup>, obtaining proper distance and angle for the play. He/she should be completely set at the cutout and waiting for the play (ball and runner), NOT timing his/her arrival so that he/she is getting set as the play is about to occur. In getting into position for the play, the plate umpire should initially square his/her body towards 3<sup>rd</sup> base as he/she sets for the play and watches the ball by turning his/her head.

If the runner is declared out at 3<sup>rd</sup> base, the plate umpire will pivot out of the cutout and head back to home plate in foul territory, keeping the ball in front of him/her and his/her eye on the ball. If the runner is safe at 3<sup>rd</sup>, the plate umpire will again keep his/her eye on the ball, and after the ball is thrown to the pitcher he/she will pivot out of the cutout, come across the 3<sup>rd</sup> base foul line into foul territory, and head back to home plate. If the ball is over thrown at 3<sup>rd</sup> base (so that the runner may get up and start home), the plate umpire will stay in fair territory and take responsibility of the runner going home. In this situation, he/she should pivot out of the cutout at 3<sup>rd</sup> with his/her left leg opening up towards home and move in fair territory in the direction of the home plate cutout, staying, of course, off of the foul line so as not to interfere with the runner's progress. Again, he/she must turn with the ball and keep his/her eye on the ball.



Should a play develop at the plate, the plate umpire will be set in fair territory (usually in front of the plate) with proper distance and angle for the play. In the meantime, the base umpire will be with the batter-runner, his/her only runner at this time.

## 2.5 FLY BALLS AND LINE DRIVES TO THE INFIELD

All fly balls and line drives to the infield, including fly balls fielded by the catcher, on the 60-foot diamond are the responsibility of the home plate umpire. The home plate umpire by moving out into foul territory, in the direction of 3<sup>rd</sup> base, should be able to observe the play and view the field in its entirety to make whatever call is necessary and will have everything in front of him/her.

It is important to remember that the base umpire should NOT move into the infield on fly balls to the infield, but should position himself/herself in the best position to be ready for any play or situation that may develop. The base umpire is already in a position where the runner, ball and any play will be in front of him/her.

If the fly ball is caught the base umpire should be alert to any possible throw to 1<sup>st</sup> base to catch the runner either off of the base or before the runner can

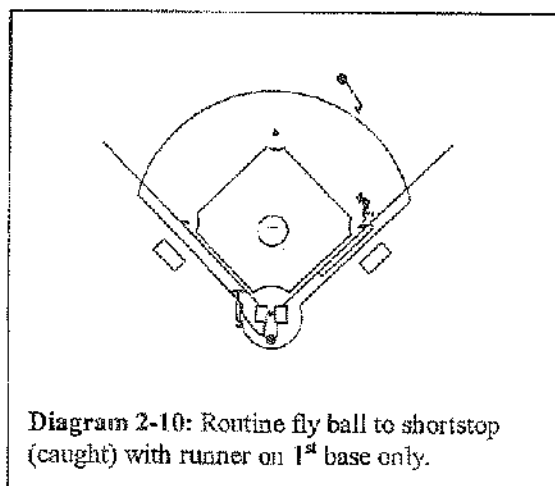


Diagram 2-10: Routine fly ball to shortstop (caught) with runner on 1<sup>st</sup> base only.

return to 1<sup>st</sup> base. If the fly ball is not caught the base umpire must be alert to any possible play at 2<sup>nd</sup> base for the force out on the runner or to any play at 1<sup>st</sup> base attempting to put out the batter-runner at 1<sup>st</sup> base.

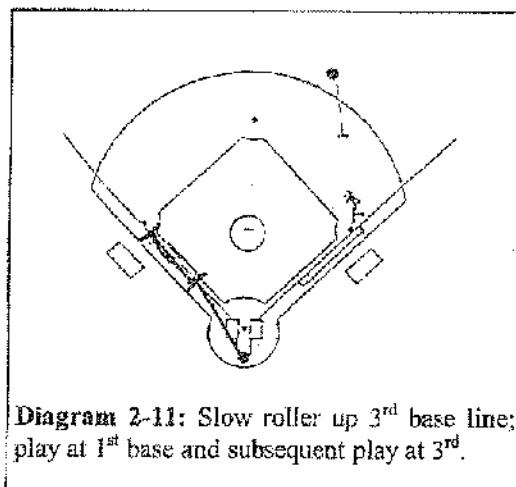
On all line drives to the infield the base umpire will be positioned behind the infielders which will make it difficult for the base umpire to see the play properly and to be able to make a good, unobstructed call on the line drive. There are times when the base umpire will be in a position that he/she may have a good side angle on a line drive to help the home plate umpire as to whether the ball was trapped or not, but generally speaking the basic position of the base umpire on a 60 foot diamond puts the base umpire at a disadvantage on the line drive calls. So the primary responsibility for all line drives will fall on the plate umpire.

## 2.6 GROUND BALLS TO THE INFELD

With a runner on 1<sup>st</sup> base only, on a ground ball to the infield (other than those rolling down the foul lines), the plate umpire will swing out from behind the plate a few feet into foul territory in the direction of 3<sup>rd</sup> base. He/she will be moving towards 3<sup>rd</sup> base in case the runner originally on 1<sup>st</sup> should attempt 3<sup>rd</sup> on the play, in which case the play at 3<sup>rd</sup> base would belong to the plate umpire. Should the ground ball develop into a double-play situation, *as soon as the lead runner is declared out at 2<sup>nd</sup> base*, the plate umpire will stop his/her movement in the direction of 3<sup>rd</sup> base and will immediately retreat in one of two ways to take his/her usual responsibilities with a ground ball with no one on base. The plate umpire, after the out has occurred at 2<sup>nd</sup> base, may either (1) retreat straight back down the 3<sup>rd</sup> base foul line towards home plate so that he/she is looking up the 1<sup>st</sup> base foul line as the play is being made at 1<sup>st</sup> base; or (2) he/she may cut *straight across* the infield towards the 1<sup>st</sup> base foul line so that he/she again will have a view of the play at 1<sup>st</sup> base looking up the 1<sup>st</sup> base foul line. (See Diagram 2-13 on page 26.) Either method is acceptable, and in either method the plate umpire will be responsible for the four items listed earlier in Section 1.9 (See page 9).

If the ground ball is rolling up the 3<sup>rd</sup> base line, the plate umpire must come out from behind the plate and be prepared to make a fair/foul decision on the ball rolling up the line. If the plate umpire points the ball fair and the ball is then thrown to 1<sup>st</sup> base, he/she will then continue up the 3<sup>rd</sup> base line towards 3<sup>rd</sup> base and assume responsibility of the runner coming from 1<sup>st</sup> to 3<sup>rd</sup>. In this situation where the plate umpire is going to take the responsibility of the runner on 1<sup>st</sup> base continuing on to 3<sup>rd</sup> base there needs to be a slight variation in the positioning required to make the call. Because the ball has stayed within the confines of the infield and due to the smallness and closeness of the 60-foot diamond, the plate umpire cannot go into the normal position at the 3<sup>rd</sup> base cutout for the play. Adhering to the "in/out" theory of the 60-foot diamond, (if the ball is in the outfield, you go in; if the ball is in the infield, you stay outside). The plate umpire will go up the 3<sup>rd</sup> base line staying in foul territory or straddling the line if he/she prefers to observe the play. The umpire will come to a complete stop as the play is being made to 1<sup>st</sup> or 2<sup>nd</sup> base.

If there is any possibility of the runner from 1<sup>st</sup> advancing to 3<sup>rd</sup>, the plate umpire will continue up the line in foul territory to a position approximately 9 to 12 feet from 3<sup>rd</sup> base and from 3 feet off of or straddling the foul line. The umpire will be trying to establish a good 90° angle to the throw from the 1<sup>st</sup> baseman. The umpire should set up square to 3<sup>rd</sup> base and turn his/her head to see the play develop. When the throw is released, the umpire will let the ball turn his/her head ahead of the throw as the ball crosses the pitcher's mound area.



If the ball is overthrown, this position will give the umpire a good position to cut to the inside of the diamond and continue to home plate in fair territory for a possible play at home plate after the overthrow if the runner decides to try to advance from 3<sup>rd</sup> base.

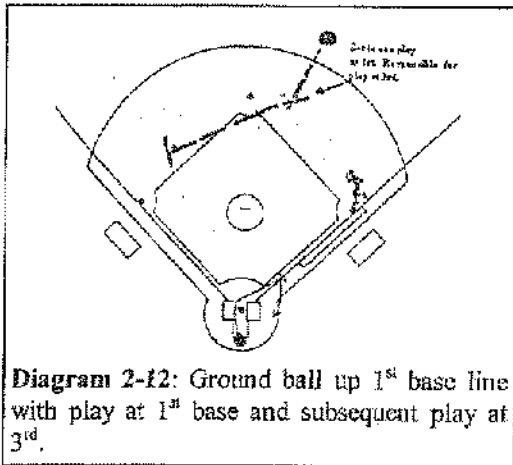
Using the above mechanic, the plate umpire will be in a good position to observe any possible plays or make any calls that are necessary. Because of the smallness or the crowded conditions of the 60-foot diamond, the umpire will not have to wait for the throw to clear so that he/she can get into the cutout to make the call. If the umpire was to wait for the throw there would be no way to get into a good set position to make the call. From the above position, the umpire is less likely to be in the way and hit by the throw from the 1<sup>st</sup> baseman and this positioning gives the 1<sup>st</sup> baseman a good, unobstructed throwing lane to 3<sup>rd</sup> base.

If the ball is fielded and thrown to 2<sup>nd</sup> base forcing out the runner from 1<sup>st</sup>, the plate umpire would then retreat to either of the two positions described in the first paragraph.

If the ground ball is rolling up the 1<sup>st</sup> base line, the plate umpire will go up the 1<sup>st</sup> base line for the fair/foul decision as well as taking responsibility of the tag/no tag on the batter-runner up to the 30-foot line. In response to this situation, the plate umpire will stay on the line and WILL NOT assume the responsibility of the runner going from 1<sup>st</sup> to 3<sup>rd</sup> base. (The base umpire in this case will assume that responsibility). It is a good idea, therefore, for the plate umpire to communicate with his partner on this type of play by saying "I'm on the line, Sam!". Although this must be done with some care so that the infielders are not confused by the umpires communications. In any case the base umpire should come to a complete stop as the play is being made to first or second base.

In any case, the base umpire should be aware that if the ball is rolling up the 1<sup>st</sup> base line, the plate umpire will be taking responsibility for the fair/foul and will NOT be able to take the usual 1<sup>st</sup> to 3<sup>rd</sup> coverage. This makes it very difficult for the base umpire on the occasions when the play is made at 1<sup>st</sup> with a following (and usually very close) play at 3<sup>rd</sup>.

In this situation where the base umpire will have the responsibility of the runner on 1<sup>st</sup> base continuing to 3<sup>rd</sup> base after a play at 1<sup>st</sup> base, the base umpire as soon as the play at 1<sup>st</sup> base has been completed and recognizes that the runner is going to continue to 3<sup>rd</sup> base, will cut across the diamond behind 2<sup>nd</sup> base (always staying on the outside of the infield).



**Diagram 2-12:** Ground ball up 1<sup>st</sup> base line with play at 1<sup>st</sup> base and subsequent play at 3<sup>rd</sup>.

The base umpire will try to get to as close as possible to a 90° angle to the throw from the 1<sup>st</sup> baseman, get set and squared up to the 3<sup>rd</sup> base bag and let the throw turn him/her into the play. Remember angle is more important than distance. The base umpire will try to get into a position which would normally be somewhere around the "C" position or as close to the play as his/her agility and quickness will allow, but always remembering to come to a complete stop and be set to make the call. Also note that this same mechanic (i.e., plate umpire staying with the ball and remaining on the 1<sup>st</sup>

base line to watch for interference out of the three-foot lane, overthrows, etc.) would also be used on a ground ball fielded in, the *general vicinity of home plate* with a runner on 1<sup>st</sup> base only in addition to those hit up the 1<sup>st</sup> base line.

With a runner on 1<sup>st</sup> base only, on any ground ball to the infield, the base umpire will step up and turn with the ball, facing the fielder as he/she is fielding the ball. With less than two out the double play is in order and the base umpire must react with good anticipation as to how the play will develop. If the base umpire reads that a double-play attempt will occur, he/she would use the double-play mechanic described below.

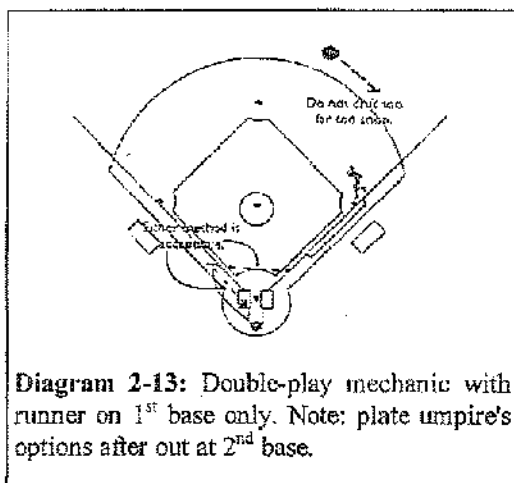
### **2<sup>nd</sup>-to-1<sup>st</sup> Double-Play Mechanic (Runner on 1<sup>st</sup> only)**

The base umpire will step up, turn with the ball, and will stay in the approximate position he/she started, taking no more than a step or two in any direction. As the ball is being thrown to 2<sup>nd</sup> base, he/she will turn with the ball and be set\* for the play at 2<sup>nd</sup>. When the decision is rendered at 2<sup>nd</sup> base, he/she will turn and set up an angle for the play at 1<sup>st</sup> base by taking several steps in the direction of the foul line (individual agility and speed will determine how many steps are possible). The base umpire should be completely stopped and set\* for each play. It is also important that the base umpire NOT drift towards 1<sup>st</sup> base more than a step or two as the ball is originally fielded and thrown to 2<sup>nd</sup> base so as not to be too far from the play at 2<sup>nd</sup> base when it occurs. (The intent is to have the base umpire remain in good position for potential "problems" at 2<sup>nd</sup> base, including, but not limited to: bobbled balls, dropped balls, close plays, possible interference, etc.).

\* The intent of the word "set" as it appears here is that the umpire will come to a complete stop, facing the play, and be in a ready position to make the call preferably, but not always possible, with hands on knees unless so specified in this manual.



As the ball is being originally fielded, the base umpire must recognize that there are several possibilities other than the double play that could occur in this situation. These would include the ball being fielded and thrown directly to 1<sup>st</sup> base instead of 2<sup>nd</sup>; the ball being fielded by the 2<sup>nd</sup> baseman and a possible tag on the runner from 1<sup>st</sup>; the ball getting past the infielder and going into the outfield, as well as several other possibilities. Therefore, it



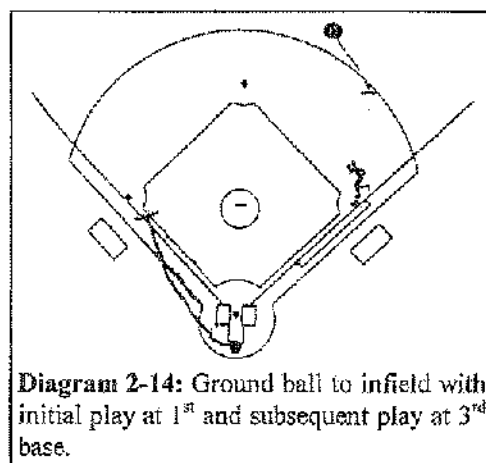
**Diagram 2-13:** Double-play mechanic with runner on 1<sup>st</sup> base only. Note: plate umpire's options after out at 2<sup>nd</sup> base.

is again important that the base umpire not drift too far from his/her original position and that he/she let the ball take him/her to the play. For example, if the 2<sup>nd</sup> baseman muffs the ball to begin with and it becomes apparent that his/her only play is at 1<sup>st</sup> base, as the base umpire recognizes this he/she should then move several steps in the direction of the 1<sup>st</sup> base foul line for his/her "only" play. However, after the initial play at 1<sup>st</sup> base, the base umpire must be aware of potential plays elsewhere and immediately and rapidly "bounce back" to the other runner after the initial play is completed, always keeping the ball in front of

him/her. The base umpire must also keep in mind that the plate umpire may be covering 3<sup>rd</sup> base on a potential 1<sup>st</sup>-to-3<sup>rd</sup> play (plate umpire would communicate loudly that he/she has 3<sup>rd</sup> in this situation). Therefore, the bottom line for the base umpire on ground balls to the infield with a runner on 1<sup>st</sup> only is to remain in his/her approximate original position and then to react with the development of the play.

## 2.7 STEALS AT SECOND BASE

If the runner on 1<sup>st</sup> base is stealing, the plate umpire will watch carefully for the batter interfering with the catcher's throw to 2<sup>nd</sup>. If it is questionable as to whether or not the batter interfered with the catcher's throw, it is permissible, but not required, for the plate umpire to call and signal, "That's nothing" (arms extended in a safe mechanic), indicating there was no interference on the play. Again, this is an optional mechanic and is not required but is permissible. After the ball is thrown to 2<sup>nd</sup> base, the plate umpire will simply observe the play, not leaving the plate area other than perhaps swinging out a few feet to his/her left to watch the play. This is because if the throw gets away at 2<sup>nd</sup> base and the runner decides to try for 3<sup>rd</sup>, the play at 3<sup>rd</sup> base would belong to the *base umpire*. The plate umpire would remain at home.



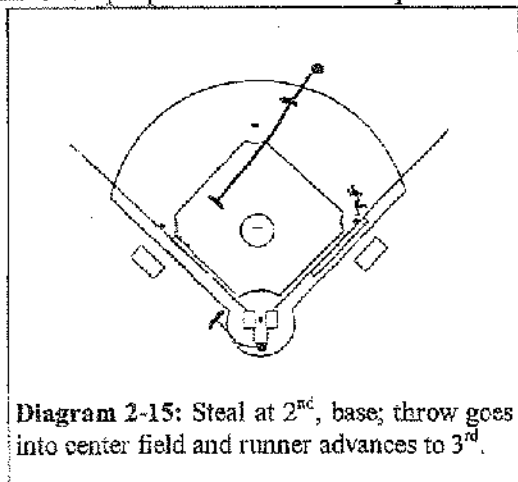
**Diagram 2-14:** Ground ball to infield with initial play at 1<sup>st</sup> and subsequent play at 3<sup>rd</sup> base.

On steals at 2<sup>nd</sup> base, it is important that the base umpire has established a good original position, one that will be advantageous for both steals as well as pick-off at 1<sup>st</sup> base (See Section 2.1).

The base umpire should be adept at recognizing that the runner on 1<sup>st</sup> is stealing while being alert and picking up on certain actions and cues on the field. For example, the base umpire should be able to pick up the initial movements of the runner breaking to 2<sup>nd</sup> base through his/her peripheral vision, even though his/her eyes are still focused on the plate. Also, the base umpire should react to the defense's exclamation, "Going!" as the runner breaks for 2<sup>nd</sup> base. Carefully watching the catcher's reactions is also important.

The base umpire should begin his/her reactions to the steal as the ball is about to be caught by the catcher. The base umpire must be aware of the fact that the ball may be hit or that a check swing is possible, and therefore he/she be careful not to take his/her focus away from the plate area too soon. He/she must also keep in mind the count on the batter and whether the plate umpire calls the pitch a ball or a strike (for example, on 3-1 or 3-2 counts). The base umpire will begin the steal mechanic by making a step or two toward 2<sup>nd</sup> base from his/her original position, keeping his/her eye on the ball. Then, as the catcher throws the ball to 2<sup>nd</sup> base, the umpire should continue to move towards 2<sup>nd</sup>. In essence, the ball will take the umpire into the play. The base umpire already has everything in front of him/her and it is a simple matter to step forward and develop an angle. It is *imperative* that the umpire become *completely set* and not moving for this play; it is recommended that the umpire have his/her hands on his/her knees for this play.

Should the ball get away at 2<sup>nd</sup> base and roll towards the outfield, the base umpire must be prepared to move into position for a possible play at 3<sup>rd</sup> base if the runner decides



to go. The umpire must also keep his/her eye on the original play at 2<sup>nd</sup> base, watching for possible obstruction. As the runner is getting up and deciding to try for 3<sup>rd</sup> base, the base umpire should move into the infield and move towards the cutout at 3<sup>rd</sup> base for a possible play. The base umpire must make sure to keep his/her eye on the play for any possible obstruction. He/she must glance at the location of the ball and then back at the runner so as to "key" off the reactions of the runner. The base umpire should try to get to the 3<sup>rd</sup> base cut out, get set and let the ball take him/her to the play, but if the umpire finds that he/she cannot make it all the way to the cut out the umpire must be completely stopped and set for the play in the best position and angle that the base umpire can possibly get too make the call.

## 2.8 PICK-OFFS AT FIRST BASE, RUNDOWNS

It is very important that the base umpire assume the proper starting position with a runner on 1<sup>st</sup> base (See Section 2.1). This starting position is particularly critical when it comes to pick-offs at 1<sup>st</sup> base. If the umpire is too "deep" or too close to 2<sup>nd</sup> base to start, he/she will never be able to get a proper angle for the pick-off at 1<sup>st</sup> base and will end up looking up the back end of the play at 1<sup>st</sup>. Assuming that the base umpire is in the correct starting position, he/she will be focused on the pitcher prior to the pick-off. As he/she sees the pitcher begin to throw to 1<sup>st</sup> base in a pick-off attempt, there are two acceptable methods of covering the play. These two methods differ only in the steps taken by the umpire as he/she moves into position for the play, and either of the following two procedures is acceptable:

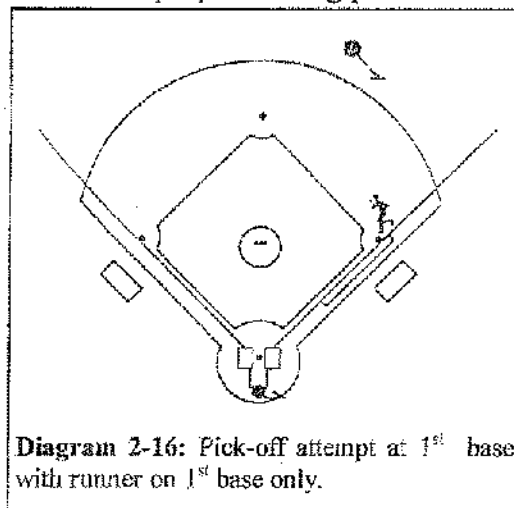


Diagram 2-16: Pick-off attempt at 1<sup>st</sup> base with runner on 1<sup>st</sup> base only.

- (1) The umpire will take a quick step with his/her *left* foot, moving *in the direction of the foul line*. After taking this initial step, the umpire will turn (pivoting on his/her right foot), face the play, and set for the call.
- (2) The umpire will take two quick steps starting with his/her right foot, moving in the direction of the foul line. After taking two steps forward (right followed by left), the umpire will turn (pivoting on his/her right foot), face the play, and set for the call. The preceding two techniques are very similar, the basic difference being which foot begins the pick-off move. The second alternative allows the umpire to take one extra step towards the foul line before turning (by pivoting on his/her right foot) and facing the play. As mentioned previously, either of the preceding two techniques is acceptable in covering pick-off at 1<sup>st</sup> base.

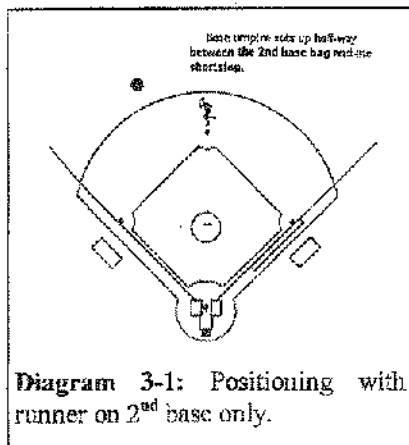
As was the case with steal plays, it is imperative that the umpire be completely stopped and set for the pick-off play at 1<sup>st</sup> base. His/her body should be facing the play, and it would be best if the umpire is set with his/her hands on his/her knees for this play. Angle is critical for pick-offs, and, it is very important that the umpire set up in the proper starting position and that he/she move, towards the foul line for the pick-off. It is possible that the catcher may try to pick off the runner at 1<sup>st</sup> base with a quick throw following a pitch. If this should happen, the base umpire's movements would be virtually the same as just described for a pick-off move by the pitcher.

Occasionally the runner on 1<sup>st</sup> base may get into a rundown after a pick-off attempt. If this occurs, it would be handled by the base and plate umpires in the manner previously described in Section 1.7 (See page 8 and Diagram 1-8).

## SECTION 3 RUNNER ON SECOND BASE ONLY

### 3.1 POSITIONING

With a runner on 2<sup>nd</sup> base only, the base umpire will position himself/herself two to three steps behind and two to three steps to the left of the shortstop when the shortstop is



in his/her normal position. If the shortstop is crowding towards or playing exceptionally close to the 2<sup>nd</sup> base bag the base umpire should take a position to the right of the shortstop but no further than halfway between the 2<sup>nd</sup> and 3<sup>rd</sup> base bags (about 20 to 30 feet from the 2<sup>nd</sup> base bag). When taking this alternate position the base umpire must be able to have an unobstructed view of home plate and must be careful that he/she is not in the left fielders line of sight to home plate.

The umpire's body should be squared to the front edge of home plate, the umpire should be in a good set position watching the pitcher for any violations, following the pitch to the batter and to be ready to help the home plate umpire if the need arises. This is the same positioning that will be used with a runner on 3<sup>rd</sup> base only, runners on 1<sup>st</sup> and 2<sup>nd</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> bases or when the bases are loaded.

This initial positioning with a runner on 2<sup>nd</sup> base only is very important. The umpires should make sure that they are not too deep or shaded too far towards either base when they assume this position. Being too deep or shaded too far either way could place the umpire at a poor angle or distance to be able to react and make a good, well educated call on the play. If the umpire is positioned as described in the previous paragraph, he/she will be in a good starting position for steals at 3<sup>rd</sup> base (See Section 3.7) as well as other plays to the infield including runners leaving before the ball reaches the batter.

### 3.2 FLY BALLS AND LINE DRIVES TO THE OUTFIELD-RESPONSIBILITIES

With a runner on 2<sup>nd</sup> base only, all fly balls and line drives to the outfield are the responsibility of the home plate umpire as described in Sections 1.2 and 2.3.

Again as with a runner on 1<sup>st</sup> base only, the base umpire must use the "pause-read-react" theory and **ONLY** go out into the outfield to make the call on "trouble balls" that are described in Section 1.3. The umpire must also remember that once he/she does go out that he/she will stay out until the play has been completed and only be available to help the plate umpire if requested.

### 3.3 FLY BALLS AND LINE DRIVES TO THE OUTFIELD-COVERAGE AND MECHANICS

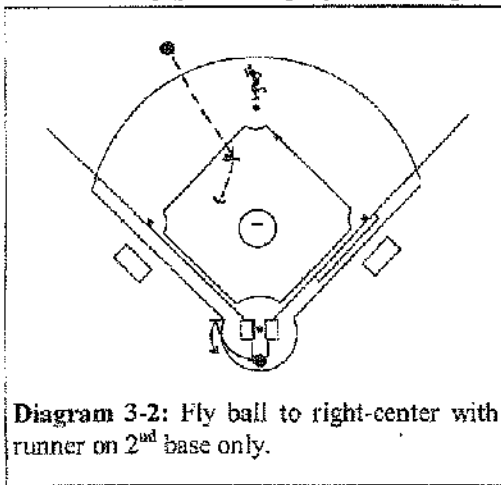
With a runner on 2<sup>nd</sup> base only, all fly balls and line drives to the outfield belong to the home plate umpire as described in Section 1.2. The base umpire will use the "pause-read-react" theory to determine if the ball will be a "trouble" ball or not. Once it is determined that the ball is not his/her responsibility, the base umpire will move directly and quickly (always under control) into the infield and pivot. The base umpire must always be aware of the presence of the runner at 2<sup>nd</sup> base and be able to cross into the infield without getting involved in a collision if the runner is breaking on the fly ball or is returning to the 2<sup>nd</sup> base bag to tag up.

The base umpire will pivot into the "working area" (See Section 2.3) and be responsible for the runner tagging up at 2<sup>nd</sup> base as well as the batter-runner touching 1<sup>st</sup> base. The base umpire will also be responsible for the play at 3<sup>rd</sup> base should the runner at 2<sup>nd</sup> base tag; or any play on that runner going back into 2<sup>nd</sup> base or any play at 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> base should the ball not be caught. When the base umpire has multiple runner responsibilities if no play develops after the fly ball or base hit, the base umpire should maintain his/her basic position in the "working area" and not be drawn unnecessarily towards a base without a potential play developing there. If, on the other hand, the base umpire has only a single runner responsibility after the fly ball, then after the catch he/she should drift in the direction of this single runner.

It is important to understand when a fly ball or line drive is hit the base umpire will pickup the flight of the ball while he/she pivots into the "working area" of the infield. Their attention and their eyes will be diverted from the ball and concentrate on watching the batter-runner touch 1<sup>st</sup> base, and watch for possible obstruction or interference at 1<sup>st</sup> base and watching for a proper tagup by the runner at 2<sup>nd</sup> base. If the base umpire is in the proper position he/she should be able to glance at 1<sup>st</sup> base and then turn his/her attention to 2<sup>nd</sup> base. This would give him/her as direct a line as possible through the base and to the fielder that is in position to make the catch. If the play is a fast developing play and the base umpire cannot get into the proper position, the base umpire (through glances) must realize that he/she will have to cut off his/her route. He/she she will have to pivot and try to get the best angle and position possible, get set and using quick glances make the best call on the play that he/she can. The idea is not to guess anyone out or safe, if there is any doubt about leaving early, touching the base or a proper tag up, and the base umpire is not really sure, he/she should first go to his/her partner. If there is still a question but the play appears real close, the umpires should lean in favor of the runner.

As the ball is batted, the plate umpire will clear the catcher, remove his/her mask and move into a position that will give the umpire the best view of the entire field and the play. On a routine fly ball or line drive from the normal left fielder's position across and through to the normal right fielder's position, the plate umpire will swing out a few feet into foul territory (3 to 6 feet) and slide up the 3<sup>rd</sup> baseline in foul territory. This location will give him/her the best angle and position to properly see the catch and to be in a position to see the tagup at 2<sup>nd</sup> base, in case the base umpire should need any help. This position will normally not be any further from home plate than 15 to 25 feet, always

keeping in mind that the plate umpire must have enough time to return to home plate and be set for any possible play there, especially if the fly ball is dropped.

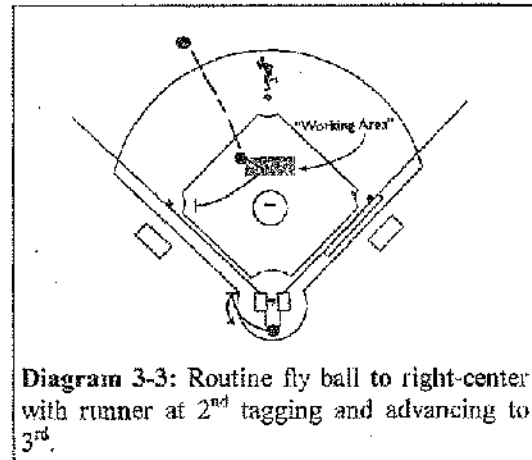


**Diagram 3-2:** Fly ball to right-center with runner on 2<sup>nd</sup> base only.

If the fly ball or line drive causes the right fielder to move any distance towards the right field foul line where there could be a question of fair or foul, or could be a "difficult" catch. The plate umpire will communicate to his/her partner; "I'm on the line, Sam." This will alert the base umpire that the plate umpire will probably not be in a good position to be able to give the base umpire any help or backup. The plate umpire will move up, straddling the 1<sup>st</sup> base line to observe and rule on the play, BUT only so far that he/she is certain that he/she will have enough time to get back to

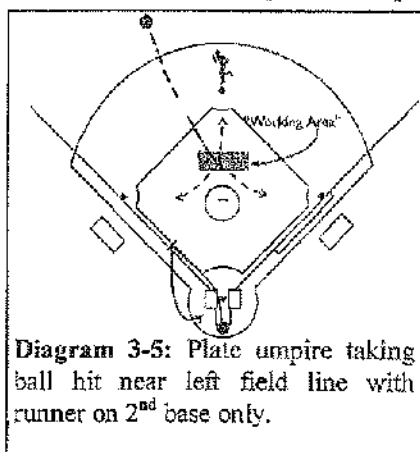
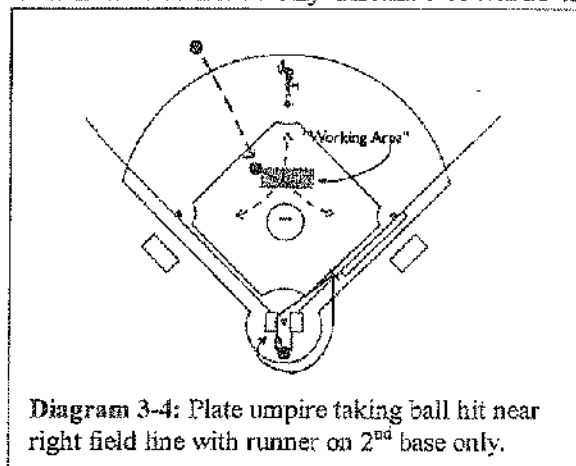
home plate for any possible play there. This is an important concept for the plate umpire to learn because his/her position up the 1<sup>st</sup> baseline will vary, based on the location of the ball; the location of the runner from 2<sup>nd</sup> base, the number of outs, the speed and agility of the umpire, etc. This is a very key point for the plate umpire to remember so that he/she is not caught out of position.

The plate umpire will come to a stop, be set, see the play and make the call, always remembering to establish fair/foul first and catch/no catch second. After ruling on the play, the umpire will normally bounce back to home plate immediately and be set and ready for any possible play there. However, the plate umpire still has responsibility for the ball going out of play. So, there may be occasions when the plate umpire may have to linger on the line watching that the ball does not go out of play or into a dead ball area; but normally the umpire will break quickly back to home plate, keeping his/her eye on the ball.



**Diagram 3-3:** Routine fly ball to right-center with runner at 2<sup>nd</sup> tagging and advancing to 3<sup>rd</sup>.

If the fly ball or line drive causes the left fielder to move any distance towards the left field foul line, where there could be a question of fair or foul or could be a "difficult" catch. The plate umpire will communicate to his/her partner that "I'm on the line, Sam." The plate umpire will move up, straddling, the 3<sup>rd</sup> base line to observe and rule on the play, BUT only so far that the umpire is certain he/she will have enough time to return to home plate for any possible play there. The umpire will come to a stop, be set, see the play and make the call, always remembering to establish fair/foul first and catch/no catch second. After ruling on the play, the umpire normally will bounce immediately back

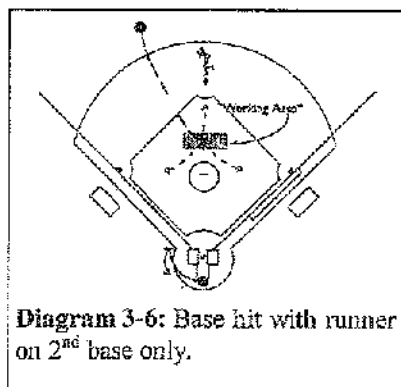


towards home plate keeping his/her eye on the ball, unless there is any chance that the ball may go out of play or into a dead ball area.

The plate umpire has the responsibility of watching the runner from 2<sup>nd</sup> base touch 3<sup>rd</sup> base, if the ball is not caught. For any touches of home plate by the runner from 2<sup>nd</sup> base and should also be in a position to help his/her partner if needed and to watch for any infractions that may occur on the play.

### 3.4 BASE HITS TO THE OUTFIELD

With a runner on 2<sup>nd</sup> base only, on an obvious *base hit* to the outfield (i.e., no



possible fair/foul or catch/no catch on the play), the plate umpire will stay home, and the base umpire will have responsibility for any plays at 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>. As the ball is hit to the outfield, the base umpire will step up, move into the infield, turn with the ball, and backup only *two or three* steps towards the mound (into the "working area") to open up the playing field. He/she has the responsibility of the touch of 1<sup>st</sup> by the batter-runner. The plate umpire will swing out from behind home plate a few feet into foul territory in the direction of 3<sup>rd</sup> base to watch the runner from 2<sup>nd</sup> touch 3<sup>rd</sup> and to

observe the play. The base umpire must be ready to move into position for any play on the bases, and he/she will let the ball take him/her to the play, keeping in mind the

concepts of proper distance and angle to the play as well as being set to see the play and make the call. (See "Staying within the Working Area" on page 49.) As the ball is hit to the outfield, it is not a bad idea for the plate umpire to communicate to his/her partner, "Staying home, Sam" as a reminder that the base umpire has all plays on the bases.

### 3.5 FLY BALLS AND LINE DRIVES TO THE INFIELDF

With a runner on 2<sup>nd</sup> base only, the responsibility for all fly balls and line drives to the infield, including all fly balls fielded by the catcher belongs to the home plate umpire. (See Section 2.5).

When the fly ball or line drive is batted, the plate umpire will clear the catcher, remove his/her mask and will swing out from behind home plate a few feet into foul territory in the direction of 3<sup>rd</sup> base to observe the play and make the call. If the fly ball is hit near the 1<sup>st</sup> or 3<sup>rd</sup> base foul line, the plate umpire will straddle the foul line to make the call.

On a routine fly ball catch the plate umpire will give a visual and verbal call, keeping in mind not to be too zealous on a routine play. But if however the catch turns out to be a difficult play for the fielder, the plate umpire will sell the call as needed.

On fly balls to the infielders, the base umpire will step up and take a position on the outside of the infield that will give the best possible angle and position to make a decision at any base should the ball be dropped. The base umpire has the responsibility of the base runner on 2<sup>nd</sup> base and the batter runner should the ball not be caught. This position is usually best accomplished by the base umpire taking two to three steps from the "C" position towards the thirty foot line on the 1<sup>st</sup> base line, but never going further than a step or two from the 2<sup>nd</sup> base to 3<sup>rd</sup> base line.

On line drives to the infield the responsibility will belong to the home plate umpire and his/her positioning would be exactly the same as just mentioned for fly balls. With the exception that it is permissible to move out in front of home plate for line drives hit back to the pitcher.

### 3.6 GROUND BALLS TO THE INFIELDF

With a runner on 2<sup>nd</sup> base only, on a ground ball to the infield the plate umpire will stay home, and the base umpire will cover all plays at 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>. On a ground ball to the infield (other than those rolling down the foul lines), the plate umpire will swing out from behind home plate a few feet into foul territory in the direction of 3<sup>rd</sup> base to observe the play. He/she will be responsible for the touch of 3<sup>rd</sup> base by the runner from 2<sup>nd</sup> and will stay at home for any possible play there. The movements for plate and base umpires on a ground ball to the infield with a runner on 2<sup>nd</sup> base are shown in Diagram 3-7.



If the ground ball is up the 1<sup>st</sup> or 3<sup>rd</sup> base line, the plate umpire must come out from behind the plate and be prepared to make a fair/foul decision on the ball. If the ball is up the 1<sup>st</sup> base line, he/she may hesitate briefly on the line to observe the play at 1<sup>st</sup> base, watching for the four items referred to in Section 1.9. After the play at 1<sup>st</sup>, the plate umpire would then retreat home immediately, preparing for any possible play at the plate. If the ball were down the 3<sup>rd</sup> base line, the plate umpire would observe the play and then retreat home.

With a runner on 2<sup>nd</sup> base only, on a ground ball to the infield the base umpire will stay out and turn with the ball, facing the fielder as he/she is fielding the ball. The base umpire will take two to three steps from the "C" position towards the thirty foot line on the 1<sup>st</sup> baseline and must then react to the development of the play with good anticipation as to how the play may develop. He/she must *let the ball take him/her to the play* and be aware of the concepts of proper distance and angle to the play as well as being completely stopped and set for the play. He/she must recognize that there are several possibilities as to how the play might develop, and he/she must react accordingly. If the initial play by the infielder is made on the batter-runner at 1<sup>st</sup> base, the base umpire must be aware that any following play on the runner originally on 2<sup>nd</sup> base also belongs to the base umpire. The base umpire must *bounce back* towards that runner after the play at 1<sup>st</sup> base.

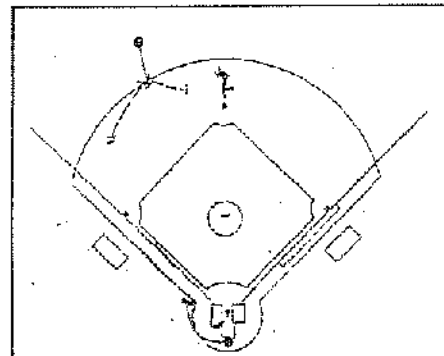


Diagram 3-7: Ground ball to infield with runner on 2<sup>nd</sup> base only. Play at 1<sup>st</sup> base with base umpire bouncing back.

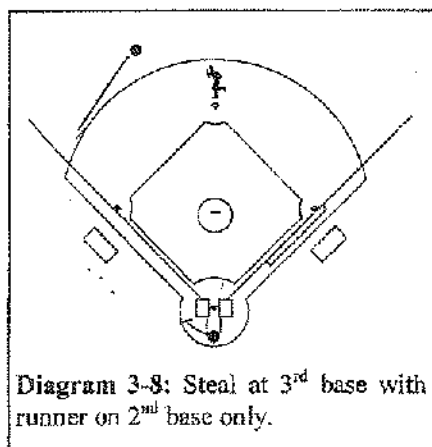
### 3.7 STEALS AT THIRD BASE

With a runner on 2<sup>nd</sup> base only, steals at 3<sup>rd</sup> base are handled with some similarity to pick-offs at 1<sup>st</sup> base. That is, the base umpire must move towards the 3<sup>rd</sup> base line as he/she is getting into position for the play. It is important that the base umpire NOT move directly towards 3<sup>rd</sup> base on this play because this will result in a very poor angle for the umpire, one that is looking up the rear end of the play. Again, the umpire must be sure not to move directly at 3<sup>rd</sup> base instead, he/she should break towards 3<sup>rd</sup> base at an angle and move parallel to the base line into an angle and position that will give the base umpire the best view of the play at 3<sup>rd</sup> base.

As with steals at 2<sup>nd</sup> base, the plate umpire will watch carefully for the batter interfering with the catcher's throw to 3<sup>rd</sup> (See Section 2.7). After the ball is thrown to 3<sup>rd</sup> base, the plate umpire will simply observe the play, not leaving the plate area other than perhaps swinging out a step or two to his/her left to watch the play.

On steals at 3<sup>rd</sup> base, it is very important that the base umpire establish a good starting position, one that is not too "deep" towards the outfield or too close towards the 2<sup>nd</sup> base bag. (See Section 3.1)

The base umpire should be adept at recognizing that the runner on 2<sup>nd</sup> is stealing through being alert and picking up certain actions and cries on the field. For example, the base umpire should be able to pick up on the runner breaking towards 3<sup>rd</sup> base through "feeling" and hearing him/her taking off as well as reading to the defense's exclamation, "Going!" as the runner breaks towards 3<sup>rd</sup> base.



The base umpire should begin his/her reactions to this play when he/she realizes the runner is attempting to steal 3<sup>rd</sup>. However, the umpire must be aware that the runner may leave the base early, the ball may be hit or that a check swing is possible, and react accordingly. He/she should break towards the

3<sup>rd</sup> base line and move as far as he/she can in that direction but yet be *completely stopped and set* for the play at 3<sup>rd</sup> base. He/she must keep his/her eye on the ball until the ball/play is committed to 3<sup>rd</sup> base. Then he/she must turn, face the play and get into a set position for the call. Proper angle and being completely stopped for this play is critical.

Reiterating the plate umpire's responsibilities on this play: The plate umpire will watch carefully for the batter interfering with the catcher's throw to 3<sup>rd</sup>. It is permissible (but not required) for the plate umpire to use the mechanics "That's nothing" in cases of *questionable* interference (See Section 2.7). After the ball is thrown to 3<sup>rd</sup>, the plate umpire will simply observe the play, not leaving the plate area other than perhaps swinging out a few feet to his/her left to watch the play.

### 3.8 PICK-OFFS AT SECOND BASE; RUNDOWNS

With a runner on 2<sup>nd</sup> base only, pick-offs are covered with some similarity to steals of 2<sup>nd</sup> base. As the base umpire sees the pitcher begin the pick-off move towards 2<sup>nd</sup> the base umpire will take a crossover step and move parallel to the baseline towards a point on the 3<sup>rd</sup> base side behind 2<sup>nd</sup> base. The base umpire will only be able to take a few quick steps before the pitcher releases the ball and the umpire needs to be set. As the pitcher is about to release the ball, the umpire will allow the ball to take him/her to the play and will turn and focus on the play. Again, it is imperative that the umpire is completely set (hands on knees) and not moving when making the call.

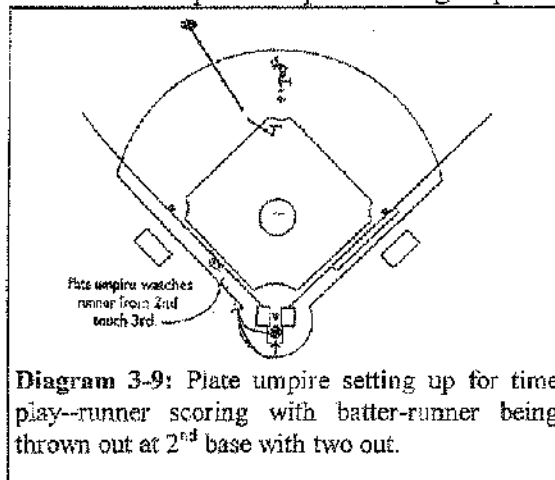
Should the ball get away at 2<sup>nd</sup> base and roll towards the outfield, the base umpire must be prepared to move into the infield and proceed to a position at the 3<sup>rd</sup> base cutout if the runner decides to go and a play develops at 3<sup>rd</sup> base. The umpire must also keep his/her eye on the original play at 2<sup>nd</sup> base, watching for possible obstruction. This type of play would be handled exactly as described in the last paragraph of Section 2.7 (See Diagram 2-15 on page 28).

Should the runner on 2<sup>nd</sup> base get in a rundown between 2<sup>nd</sup> and 3<sup>rd</sup>, this would be handled in the manner described in Section 1.7 (See Diagram 1-9 on page 8).

### 3.9 TIME PLAYS

With a runner on 2<sup>nd</sup> base and 2 out, the time play is in order. The two umpires would alert each other to this situation with a prearranged inconspicuous signal before each batter comes to bat when there is a runner on 2<sup>nd</sup> base and 2 out. (A commonly used signal is to indicate 2 out and then to point to his/her wrist where a watch would normally be worn. Both umpires would signal this.)

With a runner on 2<sup>nd</sup> base and 2 out, on virtually any ball hit to the outfield the plate umpire will stay home (an exception would be if the plate umpire must go up the 1<sup>st</sup> or 3<sup>rd</sup> base line to rule on a play in the outfield - and even then he/she would immediately break quickly ("bust") home for the time play after ruling on the play). The plate umpire should communicate his/her location to the base umpire on any obvious hit to the outfield by shouting, "Staying home, Sam!" or "I'm home, Sam!" This not only reminds the base umpire that he/she has responsibility for all plays at 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>, but also reminds the plate umpire of the potential for the time play to occur and the necessity for him/her to stay home and in proper position for that reason.



As it becomes apparent that a time play is developing, the plate umpire will take a position behind home plate, approximately 6 to 8 feet behind the plate, in such a manner that he/she will be in a *straight line* between the runner touching home and the 3<sup>rd</sup> out occurring on the bases. From this position the plate umpire will watch carefully to judge whether the runner crosses the plate before or after the third out is made on the bases. After the plate umpire has judged whether or not the run scored before the 3<sup>rd</sup> out, he/she will communicate this information to the official scorer by turning towards the press box and using the following mechanics:

➡ **If the run scores:** "That run scores! That run scores!" (While facing the plate and pointing twice at home plate emphatically with his/her right arm); and then turning around and pointing up to the press box while exclaiming, "Score that run!" (Alternative terminology's include: "The run scores! The run scores! Score the run!" or "Score that run! Score that run! That run scores!") (Note that if more than one run scored on the play, the plate umpire would additionally indicate both visually and verbally to the official scorer the total number of runs that scored on the play *after* displaying the time play mechanic.)



**If the run does not score:** "No run scores! No run scores !" (or "No run! No run!" while facing the press box and waving his/her arms in a cross-wise fashion in front of his/her upper body above head level.

## SECTION 4 RUNNER ON THIRD BASE ONLY

### 4.1 POSITIONING

With a runner on 3<sup>rd</sup> base only, the base umpire will position himself in exactly the same manner as with a runner on 2<sup>nd</sup> base only (See Section 3.1).

### 4.2 FLY BALLS AND LINE DRIVES TO THE OUTFIELD RESPONSIBILITIES

With a runner on 3<sup>rd</sup> base only, fly ball and line drive responsibilities for balls hit to the outfield belong to the home plate umpire as described in Section 1.2 and 2.3.

As is the case anytime runners are on base, it is important that the two umpires communicate after the ball is hit on fly balls and line drives to the outfield, particularly when balls are hit to the left or right fielder.

### 4.3 FLY BALLS AND LINE DRIVES TO THE OUTFIELD-COVERAGE AND MECHANICS

With a runner on 3<sup>rd</sup> base only, on any fly ball or line drive to the outfield the plate umpire is responsible for the runner tagging up at 3<sup>rd</sup> base. The base umpire is responsible for the batter-runner touching 1<sup>st</sup> base. The base umpire is also responsible for any play on the runner on 3<sup>rd</sup> going back into 3<sup>rd</sup> base as well as any play at 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> should the ball not be caught.

With a runner at 3<sup>rd</sup> base only, all fly balls and line drives belong to the home plate umpire as described in Section 1.2. The base umpire will use the "pause-read-react" theory to determine if the ball will be a "trouble" ball or not. Once the base umpire determines that the ball is not his/her responsibility, the base umpire will move directly and quickly into the infield and pivot into the "working area" behind the pitcher's mound. Being in this position will open up the playing field to observe the batter-runner touching 1<sup>st</sup> base and to be able to watch for any obstruction/interference at the 1<sup>st</sup> base area. It will also put the base umpire into a position that with a quick glance to help out with the catch/no catch if the home plate umpire needs any assistance. Again, the base umpire has responsibility for the batter-runner touching 1<sup>st</sup> base and for any following plays on the batter-runner at any bases, if the ball is not caught.

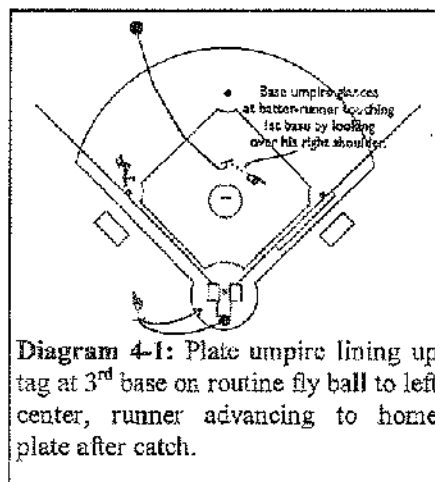


Diagram 4-1: Plate umpire lining up tag at 3<sup>rd</sup> base on routine fly ball to left center, runner advancing to home plate after catch.

By backing up a step or two towards the pitcher's mound, it will be easier for the base umpire too see and cover all his/her responsibilities.

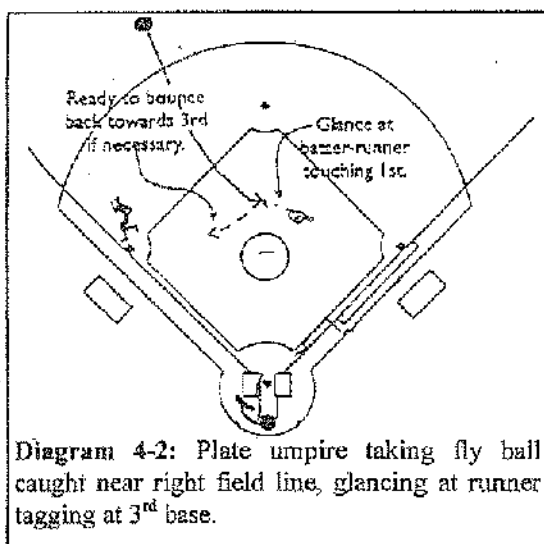


Diagram 4-2: Plate umpire taking fly ball caught near right field line, glancing at runner tagging at 3<sup>rd</sup> base.

As mentioned earlier, with a runner on 3<sup>rd</sup> base only the tag up by the runner at 3<sup>rd</sup> base belongs to the plate umpire. When the fly ball or line drive to the outfield is a routine play from the normal left fielder's position through to the normal right fielder's position, the plate umpire will clear the catcher, remove his/her mask and swing out from foul territory to his/her left (usually in the general direction of the 3<sup>rd</sup> base dugout) in order to line up for the tag up at 3<sup>rd</sup> base.

The actual distance and direction that the plate umpire swings out towards the dugout area will vary depending on the direction the fly ball/line drive is hit, the

mobility, agility and speed of the plate umpire. In some cases it will not be possible for the plate umpire to have an exact line on the tag up; however by swinging out to the left will help decrease the angle on lining up the tag at 3<sup>rd</sup> base. The further out and back towards the dugout/fence area that the plate umpire can get too, the better field of vision the plate umpire will have to see the whole playing field, line up for the tagup at 3<sup>rd</sup> base and to see the catch by the fielder. Again, the plate umpire should come to a complete stop and be set to make the call on the play. He/she will swing out from the home plate area BUT only so far that he/she is CERTAIN that he/she will have ample time to get back to home plate for any possible play there on the runner coming from 3<sup>rd</sup> base.

If the fly ball or line drive causes the left fielder to move any distance to his/her right or if there may be a question as to whether the ball will be fair or foul, the plate umpire will clear the catcher, remove his/her mask and take a position straddling the third base line extended approximately 3 to 6 feet from the point of home plate. On the 60-foot diamond this position will give the plate umpire a good view to line up the ball in relationship to home plate and the left field foul pole and line. Due to the smaller dimensions, the plate umpire will be no further away from the play than he/she would be if he/she went up the line on a 90-foot diamond to make the call. This position will also save the plate umpire from any possible embarrassment or unnecessary comments because he/she was concentrating on the play and did not react quick enough or the umpire underestimated the speed of the runner on 3<sup>rd</sup> base due to the closeness of 3<sup>rd</sup> base and the runner arrived at home plate before the umpire was able to set up to make the call on the play or that the runner and the plate umpire collided as the plate umpire was trying to return to home plate.

If the fly ball or line drive causes the right fielder to move any distance to his/her left or if there may be a question as to whether the ball is fair or foul, the plate umpire will clear the catcher, remove his/her mask and take a position straddling the first base line extended approximately 3 to 6 feet from the point of home plate. On the 60-foot diamond this position will give the plate umpire a good view to line up the ball in relationship to home plate and the right field foul pole and the line. Due to the smaller dimensions, the

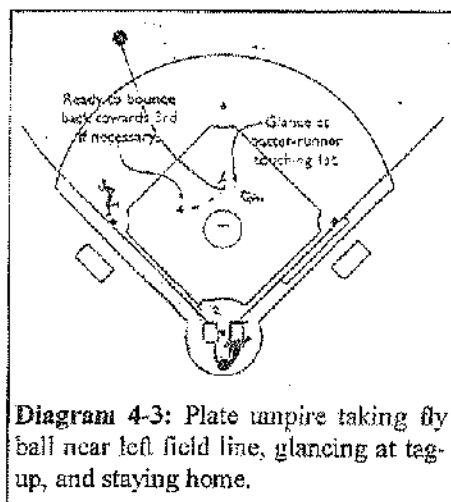


plate umpire will be no further away from the play than he/she would be if he/she went up the line on a 90-foot diamond to make the call. Since the plate umpire has responsibility for the tag up at 3<sup>rd</sup> base, he/she must use peripheral vision or take a quick glance to his/her left at 3<sup>rd</sup> base after the ball is touched to adjudge the tag up at 3<sup>rd</sup> base. He/she will then quickly direct his/her attention back to the right fielder for the catch or no catch, always remembering that he/she must establish fair/foul first and then rule on the catch/no catch. This is probably one of the toughest mechanics and calls to make, but by using this mechanic there is less movement involved and less chance to be caught

out of a position to rule on the catch and to make the ruling on the runner tagging from 3<sup>rd</sup> base. The plate umpire must remember that his/her first priority is the ball.

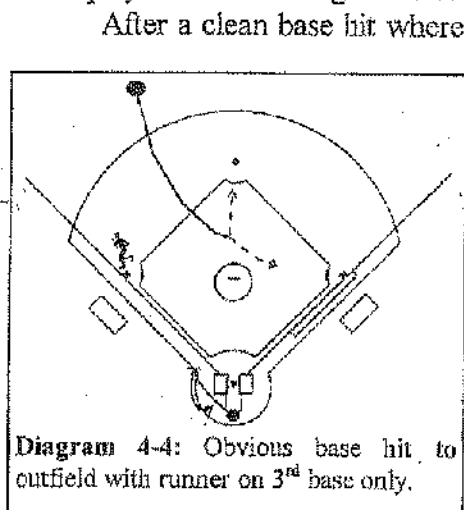
All the mechanics described in the above paragraphs will vary depending on the location of the ball, the speed of the runner, whether or not the runner is tagging, the number of outs and the mobility, agility and speed of the umpire. The plate umpire will come to a complete stop to see the play, make the call, watch the tag up at 3<sup>rd</sup> base and will still have the responsibility for the ball going out of play. So he/she will need to keep his/her eye on the ball and glance at the runner.

#### 4.4 BASE HITS TO THE OUTFIELD

With a runner on 3<sup>rd</sup> base only, on an obvious base hit to the outfield (i.e., no possible fair/foul or catch/no catch on the play), the plate umpire will stay home, and the base umpire will have responsibility for all plays at 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>. The plate umpire will have responsibility for all touches of home plate, and the base umpire is responsible for all touches at 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> by the batter-runner.

As the ball is hit to the outfield, the base umpire will move directly and quickly into the infield and pivot into the "working area" behind the mound to open up the playing field. He/she has responsibility of the touch of 1<sup>st</sup> by the batter-runner. The plate umpire will swing out from behind home plate a few feet into foul territory in the direction of 3<sup>rd</sup> base to observe the play. He/she will watch the runner from 3<sup>rd</sup> touch home plate. The base umpire must be ready to move into position for any play on the bases, and he/she will

let the ball take him to the play, keeping in mind the concepts of proper distance and angle to the play as well as being set to see the play and make the call.



After a clean base hit where the runner from 3<sup>rd</sup> base has scored, the base umpire should realize that he now has responsibility for only *one runner* (the batter-runner). For this reason, the base umpire may drift in the direction of the batter-runner (leaving the "working area") after the runner from 3<sup>rd</sup> has scored --- not over-committing, of course --- and when the play is over, he should be "shaded" more towards the vicinity of the batter-runner even if no play is imminent. If a play on the batter-runner is imminent, then of course the base umpire should let the ball take him to the play, and he should get as close as possible to the play (See "An Important Footnote" at bottom of this page.)\*

The mechanics for both plate and base umpires on an obvious base hit to the outfield with a runner on 3<sup>rd</sup> only are shown in Diagram 4-4.

#### 4.5 FLY BALLS AND LINE DRIVES TO THE INFIELd

With a runner on 3<sup>rd</sup> base only, all fly balls and line drives to the infield and all fly balls fielded by the catcher, are the responsibilities of the plate umpire.

When a fly ball or line drive is hit to the infield, the plate umpire will swing out from behind home plate a few feet into foul territory in the direction of 3<sup>rd</sup> base to observe the play unless the ball is hit near either foul line.

If the fly ball is fielded in the vicinity of the 1<sup>st</sup> base line, the plate umpire will normally take the play from behind home plate (3 to 6 feet) and straddling the 1<sup>st</sup> base line extended. If the fly ball is fielded in the vicinity of the 3<sup>rd</sup> base line, the plate umpire will normally take the play from behind home plate (3 to 6 feet) and straddling the 3<sup>rd</sup> base line extended. (See Diagrams 4-5 and 4-6). The positions as described in the above paragraph will give the plate umpire a better field of vision to see the entire playing field and the play as it develops and will keep the plate umpire from any possible embarrassing situations. If the fly ball/line drive is a routine catch, the umpire will give a visual and verbal signal in a normal voice, but if the catch turns out to be a difficult play for the fielder, the umpire will "sell" the call as needed.

On fly balls to the infielders, the base umpire will remain outside the infield area but will take a few steps from the "C" position towards the 30-foot mark on the 1<sup>st</sup> base

\* The concept of "shading" or sliding closer to the umpire's **sole runner** holds in **all** situations, not just with a runner on 3<sup>rd</sup> base. That is, whenever a play develops so that the base umpire is left with **only one runner**, the umpire should slide, ("shade") *closer to that runner* since that is his only responsibility. **THIS IS AN IMPORTANT CONCEPT AND MECHANIC.**



line. The umpire will never go any further than the base line between 2<sup>nd</sup> and 3<sup>rd</sup> base as long as the ball remains in the infield. This mechanic puts the base umpire in a good position to make a call at 1<sup>st</sup> base should the ball be dropped. If the ball is caught, the base umpire has the responsibility for any play at 3<sup>rd</sup> base on the runner originally on 3<sup>rd</sup> base and from the above position the base umpire will have a good angle to see the play. If the ball is not caught, the base umpire will have the responsibility for all plays that may develop at 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> base.

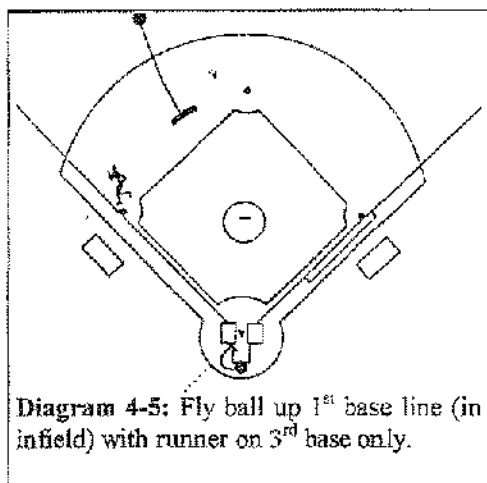


Diagram 4-5: Fly ball up 1<sup>st</sup> base line (in infield) with runner on 3<sup>rd</sup> base only.

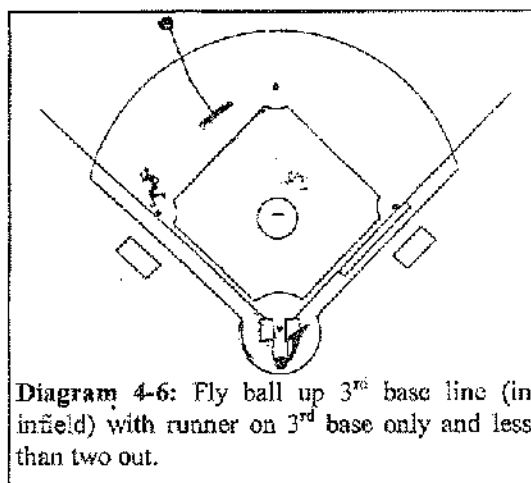


Diagram 4-6: Fly ball up 3<sup>rd</sup> base line (in infield) with runner on 3<sup>rd</sup> base only and less than two out.

#### 4.6 GROUND BALLS TO THE INFELD

With a runner on 3<sup>rd</sup> base only, on a ground ball to the infield the plate umpire will stay home, and the base umpire will cover all plays at 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>. On a ground ball to the infield (other than those rolling down the foul lines), the plate umpire will swing out from behind home plate a few feet into foul territory in the direction of 3<sup>rd</sup> base to observe the play. He/she must be prepared to move into position for the play at home plate on the runner from 3<sup>rd</sup> base.

If the ground ball is up the 1<sup>st</sup> base line, the plate umpire will take the fair/foul from *behind the plate*, straddling the 1<sup>st</sup> base line extended. If the ground ball is up the 3<sup>rd</sup> base line or where it is apparent that the runner from 3<sup>rd</sup> base will attempt to score on the ground ball or any subsequent play, the home plate umpire will usually take the fair/foul call and any developing play from behind home plate, straddling the 3<sup>rd</sup> base line extended.

In all cases with a runner on 3<sup>rd</sup> base only and a ground ball up the 1<sup>st</sup> or 3<sup>rd</sup> base line, if the ball is thrown to 1<sup>st</sup> base for a play on the batter-runner, the plate umpire will have responsibility for the four items referred to in Section 1.9 (overthrows at 1<sup>st</sup>, interference out of the three-foot lane, "help" on swipe tags, or a pulled foot). The plate umpire must also be prepared on such ground balls for an initial play at the plate as well as being ready for situations when a subsequent play is made at home plate after an initial play elsewhere. (See Diagrams 4-7 and 4-8.)

With a runner on 3<sup>rd</sup> base only, on a ground ball to the infield the base umpire will step up with the ball, and normally he/she will drift a few steps in the direction of the 30-foot line, anticipating a play at 1<sup>st</sup> base. However, he/she must be aware of situations where the play might be made at 3<sup>rd</sup> base instead, and consequently he/she must react with *good anticipation* as to how the play may develop. If the play goes to 1<sup>st</sup> base, the base umpire will take a few more steps towards the 30-foot line, set, and make the call at 1<sup>st</sup> base. *Immediately after* the play at 1<sup>st</sup> the base umpire must quickly bounce back towards the other runner at 3<sup>rd</sup>, always anticipating a subsequent throw to that base. Because of the lead runner at 3<sup>rd</sup>, the base umpire will not be able to get exceptionally close to the play at 1<sup>st</sup> base, although with two out he/she should get a bit *closer* to the play than he/she would with less than two out.

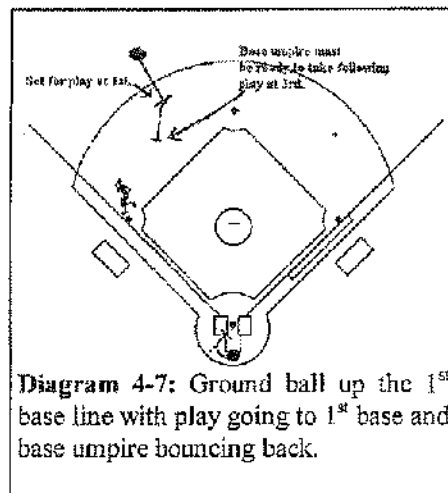


Diagram 4-7: Ground ball up the 1<sup>st</sup> base line with play going to 1<sup>st</sup> base and base umpire bouncing back.

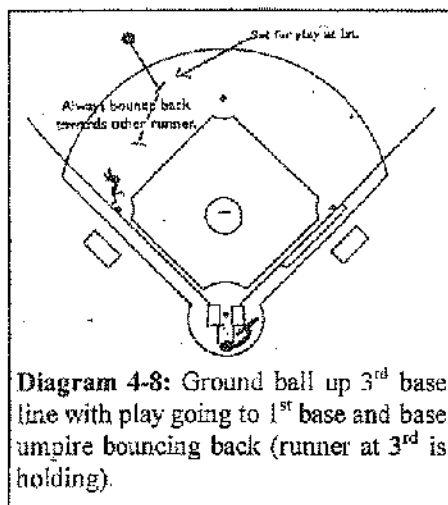


Diagram 4-8: Ground ball up 3<sup>rd</sup> base line with play going to 1<sup>st</sup> base and base umpire bouncing back (runner at 3<sup>rd</sup> is holding).

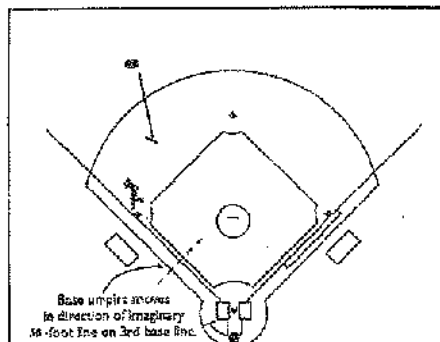
#### 4.7 PICK-OFFS AT THIRD BASE; RUNDOWNS

If the pitcher makes a pick-off attempt at 3<sup>rd</sup> base, the base umpire must be in the proper starting position which is the "C" position, which is two to three steps behind and two to three steps to the left of the shortstop. Then, as the pitcher begins to throw to 3<sup>rd</sup> base, the base umpire may use either of the following procedures:

- (1) The umpire will take a quick step or two forward with his/her right foot, moving in the direction on an imaginary 30-foot line along the 3<sup>rd</sup> base line. After taking this initial step or two forward, the umpire will turn (pivoting on his/her right foot), face the play, and set for the call.

- (2) The umpire will take as many quick steps forward as possible starting with his/her left foot, moving in the direction of an imaginary 30-foot line along the 3<sup>rd</sup> base line. After taking these steps forward the umpire will turn (pivoting on his/her right foot), face the play, and set for the call.

The preceding two techniques are very similar, the basic difference being which foot begins the pick-off move and how many steps are taken. As mentioned previously, either of the preceding two techniques is acceptable in covering pick-off at 3<sup>rd</sup> base.

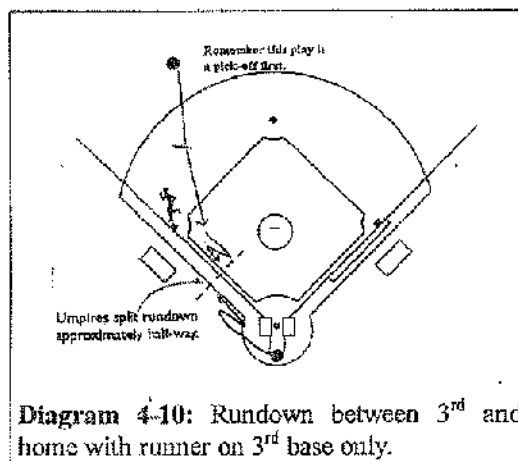


**Diagram 4-9:** Pick-off at 3<sup>rd</sup> base with runner on 3<sup>rd</sup> only.

It is possible that the catcher may try to pick-off the runner at 3<sup>rd</sup> base with a quick throw following a pitch. If this should happen, the base umpire's movements would be virtually the same as just described for a pick-off move by the pitcher.

Should the runner get in a rundown between 3<sup>rd</sup> and home, the plate and base umpires in the manner described in Section 1.7 would handle this. (Note Diagram 4-10 showing movements of plate and base umpires for a rundown between 3<sup>rd</sup> and home with runner on 3<sup>rd</sup> base only. The umpires will split this rundown half-and-half.)

On pick-offs at 3<sup>rd</sup> base, it is imperative that the base umpire be completely stopped and set for the pick-off. His/her body should be facing the play, and it would be best if the umpire is set with his/her hands on his/her knees for this play. Angle is critical for the pick-off, and it is very important that the umpire set up in the proper starting position, that he/she move towards an imaginary 30-foot line along the 3<sup>rd</sup> base line for the pick-off, and that he/she be completely stopped and set for the play.



**Diagram 4-10:** Rundown between 3<sup>rd</sup> and home with runner on 3<sup>rd</sup> base only.

## SECTION 5 RUNNERS ON FIRST AND SECOND

### 5.1 POSITIONING

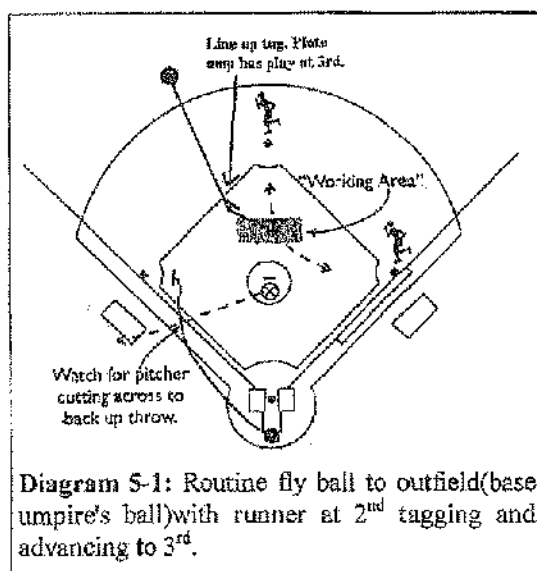
With runners on 1<sup>st</sup> and 2<sup>nd</sup> the base umpire will position himself/herself in exactly the same manner as with a runner on 2<sup>nd</sup> base only (See Section 3.1).

### 5.2 FLY BALLS AND LINE DRIVES TO THE OUTFIELD-RESPONSIBILITIES

With runners on 1<sup>st</sup> and 2<sup>nd</sup> fly ball and line drive responsibilities for balls hit to the outfield belong to the home plate umpire as described in Section 1.2.

### 5.3 FLY BALLS AND LINE DRIVES TO THE OUTFIELD-COVERAGE AND MECHANICS

With runners on 1<sup>st</sup> and 2<sup>nd</sup> on any fly ball or line drive to the outfield the base umpire is responsible for the tag-up at 1<sup>st</sup> base and as in the case of any multiple runners the home plate umpire will take the responsibility of the lead runner tagging up and the base umpire will have responsibility for the tag-up by the trailing runner. Should the ball be caught, the base umpire is responsible for plays back into 2<sup>nd</sup> or 1<sup>st</sup>. Should the ball not be caught, the base umpire is responsible for all plays at 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> as well as all touches at 1<sup>st</sup> and 2<sup>nd</sup>, and the touch at 3<sup>rd</sup> by the batter-runner.



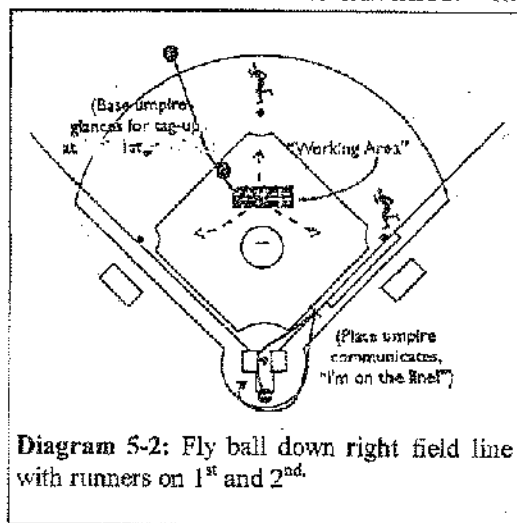
The plate umpire is responsible for the tag up at 2<sup>nd</sup> base and the play at 3<sup>rd</sup> base if the runner at 2<sup>nd</sup> tags up and advances. Should the ball not be caught, the plate umpire is responsible for all plays at the plate as well as for all touches of 3<sup>rd</sup> (except for the batter-runner touching 3<sup>rd</sup>) and all touches of home.

With runners at 1<sup>st</sup> and 2<sup>nd</sup> and less than two out, the plate umpire will have the play at 3<sup>rd</sup> base if the runner at 2<sup>nd</sup> tags up (provided the ball is not hit down the right field line). As the fly ball is hit to the outfield, the plate umpire will look towards the runner at 2<sup>nd</sup>. If he/she observes the runner going back to tag up, as the plate umpire leaves the plate area he/she will communicate to his/her partner, "I've got 3<sup>rd</sup> if

he/she tags!" If in fact the runner does tag and commits to 3<sup>rd</sup> base, the plate umpire will communicate to his/her partner a second time by exclaiming as he/she moves into the cutout at 3<sup>rd</sup> base to assume positioning for the play, "I've got 3<sup>rd</sup>, Sam! I've got 3<sup>rd</sup>!" This will alert the base umpire that the responsibility of the play at 3<sup>rd</sup> has transferred to the plate umpire, and the base umpire may now shift (drift) over and pick up responsibility of the runner originally on 1<sup>st</sup> (however, he/she must not over-commit towards 1<sup>st</sup> base since the possibility exists of the runner originally on 2<sup>nd</sup> getting in a rundown between 2<sup>nd</sup> and 3<sup>rd</sup>).

If the plate umpire sees that the runner at 2<sup>nd</sup> base is not tagging up, the plate umpire will communicate, "Staying home, Sam! Staying home!" as he/she drifts back towards the plate. However, the plate umpire must not be premature with this communication, as there are times when the runner at 2<sup>nd</sup> base initially does not tag up, but as the play proceeds he/she does tag up.

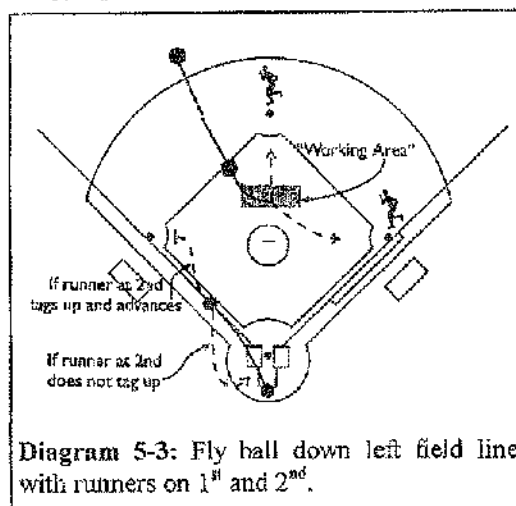
If the fly ball or line drive causes the right fielder to move any distance towards the right field line or there may be a question as to whether the ball is fair or foul, the plate umpire will communicate loudly to his/her partner, "I'm on the line, Sam!" to indicate that he/she is on the foul line. **This terminology will indicate to the base umpire that the plate umpire WILL NOT be able to provide any assistance, support or backup to the base umpire on any situations that may develop, especially on the runner on 2<sup>nd</sup> base if he/she decides to advance.** In this case, the base umpire will take responsibility



for all plays at 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> on all runners. On this play, the plate umpire will move up the 1<sup>st</sup> base line to observe and will rule on the play **BUT only so far that he/she is certain he/she will have enough time to get back to home plate for any possible play there.** This is an important concept for the plate umpire to learn because his/her position up the 1<sup>st</sup> base line will vary based on the location of the ball, the location of the runner at 2<sup>nd</sup>, the number of outs, etc. The key to remember is that the plate umpire will go only so far that he/she knows he/she will have ample time to get back home for any potential play there. The plate

umpire will come to a stop to see the play and make the call, and after he/she has ruled on the play, the plate umpire will normally bounce back home **IMMEDIATELY** and be ready for any possible play there. The plate umpire has responsibility for the ball going out of play in this situation, yet he/she must never go so far up the line that he/she does not have ample time to return to the plate and set up in proper position for any potential play at the plate.

If the fly ball or line drive causes the left fielder to move any distance to his/her right or that there may be a question of fair or foul, or could possibly be a "difficult" catch for the left fielder, the plate umpire will communicate to his/her partner that "I'm on the line, Sam." The plate umpire will move up, straddling the 3<sup>rd</sup> base line to observe and rule on the play. In this situation the plate umpire will also have responsibility for the play at 3<sup>rd</sup> base if the runner on 2<sup>nd</sup> tags up and advances. The plate umpire would communicate this information to his/her partner with the terminology specified earlier in this section. If the runner at 2<sup>nd</sup> base is not tagging up, the plate umpire will move up the 3<sup>rd</sup> base line to observe and rule on the play, *BUT again only so far that he/she is certain that he/she will have enough time to get back to home plate for any possible play there.* The plate umpire will come to a stop to see the play and make the call on the fly ball or line drive. If the runner at 2<sup>nd</sup> does not tag up, the plate umpire will normally bounce back home immediately, keeping his/her eye on the ball since the ball remains his/her responsibility in this situation. As the plate umpire heads back home, he/she will communicate to his/her partner, "Going home, Sam! Going home!" (This will alert the base umpire that he/she has responsibility for all plays at 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>). The plate umpire must never go so far up the line that he/she does not have ample time to return to the plate and set up in proper position for any play at the plate.

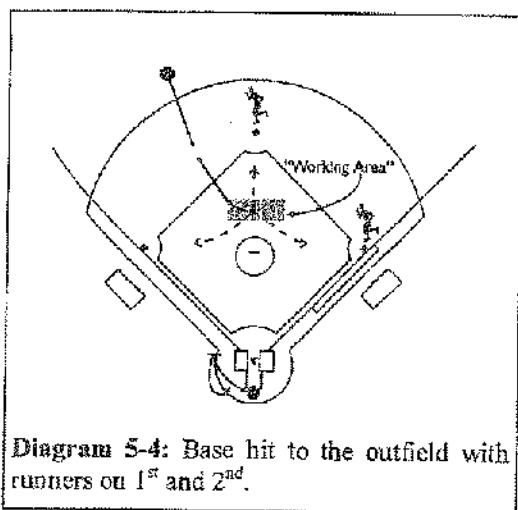


#### Summary of Fly Ball Coverage With Runners on 1<sup>st</sup> and 2<sup>nd</sup>

The plate umpire will always begin the play by swinging out from behind home plate a few feet in foul territory in the direction of 3<sup>rd</sup> base. If he/she observes the runner at 2<sup>nd</sup> base tagging up, he/she will communicate to his/her partner, "I've got third if he/she tags!" Then, as the plate umpire moves into the cutout at 3<sup>rd</sup> to take the tag-up play, he/she will communicate a second time, "I've got 3<sup>rd</sup>, Sam! I've got 3<sup>rd</sup>!" If the runner at 2<sup>nd</sup> does not tag up, then the plate umpire will start to drift back towards home plate and communicate, "Staying home, Sam! Staying home!"

When the fly ball or line drive is hit, the plate umpire will communicate "I'm on the line, Sam!" (ball hit to the right or left side). The plate umpire will not take the tag-up play at 3<sup>rd</sup> if he/she communicates "I'm on the line, Sam!" (ball hit to the right side), but he/she will take the tag-up at 3<sup>rd</sup> base when the ball is hit to the left side. When the fly ball is hit to the left side but the runner at 2<sup>nd</sup> base does not tag up, the plate umpire should communicate to his/her partner, "Going home, Sam! Going home!" as he/she drifts back towards home plate.

## 5.4 BASE HITS TO THE OUTFIELD



With runners on 1<sup>st</sup> and 2<sup>nd</sup>, on an obvious base hit to the outfield (i.e., no possible fair/foul or catch/no catch), the plate umpire will *stay* home, and the base umpire will have responsibility for all plays at 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>. As the ball is hit to the outfield, the base umpire will step up, move into the infield, turn with the ball, and back up only two or three steps towards the mound (into the "working area") to open up the playing field. He/she has responsibility of all touches of 1<sup>st</sup> and 2<sup>nd</sup> as well as the touch of 3<sup>rd</sup> by the batter-runner.

The plate umpire will swing out from behind home plate a few feet into foul territory in the direction of 3<sup>rd</sup> base to observe the play and watch all runners touch 3<sup>rd</sup> (except for batter runner) as well as watching all runners touch home plate. The base umpire must be ready to move into position for any play on the bases, and he/she will let the ball take him/her to the play keeping in mind the concepts of proper distance and angle to the play as well as being set to see the play and make the call. As the ball is hit to the outfield in this situation, it is a good idea for the plate umpire to communicate to his/her partner, "Staying home, Sam!" as a reminder that the base umpire has all plays on the bases.

### Staying within the "Working Area"

As the ball is being thrown to the infield with multiple runners on base, the base umpire should not drift (or commit) *unnecessarily* towards a base. Instead, he/she should let the ball take him/her to the play, but if no play develops (or is anticipated) on the bases, he/she would basically *maintain* his/her position within the "working area." In other words, if the runners simply advance and no play develops or is anticipated anywhere on the bases, the base umpire will basically stay within the "working area." Only when the umpire anticipates the potential for a play should he/she move out of the "working area" and into a position for his/her play. *This is an important concept and mechanic and applies to all situations when more than one runner is on one base — not just with runners on 1<sup>st</sup> and 2<sup>nd</sup>.* (See footnote at bottom of page 41 contrasting this mechanic with situations when the base umpire has only **ONE** runner.)

## 5.5 FLY BALLS AND LINE DRIVES TO THE INFIEL

With runners at 1<sup>st</sup> and 2<sup>nd</sup>, responsibilities and mechanics for fly balls and line drives to the infield are exactly the same as with a runner on 2<sup>nd</sup> base only (See section 3.5).

## 5.6 INFIELD FLY SITUATIONS

With runners on 1<sup>st</sup> and 2<sup>nd</sup> and less than 2 out, the infield fly rule is in effect. The umpires will alert each other to this situation with a prearranged signal before each batter whenever the infield fly is in effect. (The usual signal is to give the number of outs followed by an open hand with thumb tip across the middle of the chest. Both umpires would signal this to each other.)

There is no restriction on which umpire should initiate the infield fly call other than the plate umpire should be the one to initiate the call if the fly ball is hit near either foul line. When one umpire makes the infield fly declaration, the other umpire should follow up with the verbal and visual call also. Proper terminology for calling an infield fly is: "Infield Fly! Batter is out!" exclaimed **loudly and clearly** while fully extending the right arm into the air with a fist and index finger pointing straight up. If the fly ball is near the foul line, the plate umpire will initiate the call by exclaiming loudly and clearly, "Infield fly if fair!" (Using the same visual signal). The base umpire would then follow with the same call. Reiterating, after one umpire declares an infield fly, the other umpire will join in loudly with the same call and signal.

Positioning when calling the infield fly would be the same as on any fly ball with the exception that it is permissible for the plate umpire to move out a few feet in front of the plate when actually making the call (unless the ball is hit near the foul lines, in which case the plate umpire would be straddling the line).

The proper moment for the umpire to declare an infield fly is when the umpire sees that the infielder is positioned under the ball (i.e., he/she has virtually stopped moving). In most cases this will occur when the infielder is facing the infield and after the flight of the ball has reached its apex. These conditions will indicate that "ordinary effort" has occurred.

## 5.7 GROUND BALLS TO THE INFIELD

With runners on 1<sup>st</sup> and 2<sup>nd</sup>, on a ground ball to the infield (other than those rolling down the foul lines), the plate umpire will swing out from behind home plate a few feet into foul territory in the direction of 3<sup>rd</sup> base. He/she will, however, stay home. He/she is responsible for watching the runner from 2<sup>nd</sup> touch 3<sup>rd</sup> as well as taking all plays at the plate.

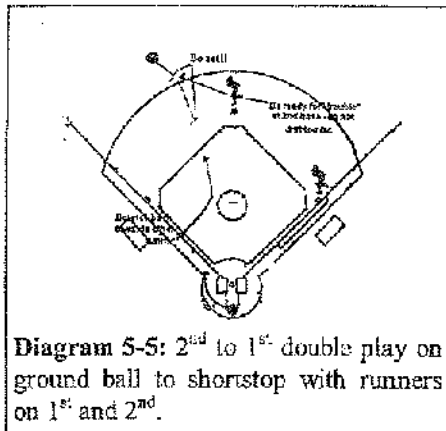
If the ground ball is rolling down either foul line, the plate umpire will straddle the line to make the call and then bounce back home quickly in order to be prepared for any potential play at the plate. In this situation, the plate umpire would also still have responsibility for the four items discussed in Section 1.9 (See page 9).

With runners on 1<sup>st</sup> and 2<sup>nd</sup>, on any ground ball to the infield, the base umpire will step up and turn with the ball, facing the infielder as he/she is fielding the ball. With less than two out the double play is in order and the base umpire must react with good anticipation as to how the play will develop. If the base umpire reads that a 2<sup>nd</sup>-to-1<sup>st</sup>



double play attempt will occur, he/she would use the double-play mechanic described below:

**2<sup>nd</sup>-to-1<sup>st</sup> Double-Play Mechanic**  
(Runners on 1<sup>st</sup> and 2<sup>nd</sup>)



The base umpire will step, turn with the ball, and begin drifting towards first base. The base umpire will keep his/her eye on the ball and be careful not to drift too far away from 2<sup>nd</sup> base so as not to take himself/herself completely out of the play at 2<sup>nd</sup>. As the ball is released towards 2<sup>nd</sup> base he/she will face the play, come to a complete stop, and be in a ready position for the call. When the decision is rendered at 2<sup>nd</sup> base, he/she will turn and set up an angle for the play at 1<sup>st</sup> base by taking two or three steps in the direction of the 30-foot line (individual agility and speed will dictate how many steps are possible). *The base umpire should be*

*completely stopped and set\** for each play. The umpire may actually have to move in the opposite direction from where the ball is fielded in order to open up an angle.

On a ground ball to the infield with runners on 1<sup>st</sup> and 2<sup>nd</sup>, the base umpire must recognize that there are several possibilities other than the 2<sup>nd</sup>-to-1<sup>st</sup> double play that could occur. These would include a 3<sup>rd</sup>-to-1<sup>st</sup> double play; a play at 1<sup>st</sup> base followed by a subsequent play at 2<sup>nd</sup> or 3<sup>rd</sup>; a 3<sup>rd</sup>-to-2<sup>nd</sup> double play; a play at 1<sup>st</sup> base only; the ball getting past the infielder and going into the outfield; a play at 3<sup>rd</sup> base only; a ball fielded by the catcher and thrown to 3<sup>rd</sup> base (i.e., sacrifice bunt attempt); as well as several other possibilities. Therefore, it is extremely important in these situations that the base umpire does not over-commit prematurely, that he/she shows good reactions to the development of the play, that he/she lets the ball take him/her to the play, and that he/she bounces back towards the other runners after the initial play.

\*See note at bottom of page 26.

### 5.8 STEALS WITH RUNNERS AT FIRST AND SECOND

In steal situations with runners at 1<sup>st</sup> and 2<sup>nd</sup>, there are two possibilities: the double steal and the steal of 3<sup>rd</sup> only. In most cases the catcher's throw will go to 3<sup>rd</sup>; but there are occasions on a double steal when the catcher will throw the ball to 2<sup>nd</sup>. The base umpire must be alert to these possibilities and react accordingly, not over-committing until he/she is sure how the play will develop.

If the steal results in a play at 3<sup>rd</sup> base, the umpire would take the play as described in Section 3.7. If the steal results in a play at 2<sup>nd</sup> base, the base umpire would take a few

steps, from his/her position (the "C" position), towards the 30 foot line on the 1<sup>st</sup> base line, never going any further than the base line between 2<sup>nd</sup> and 3<sup>rd</sup> base. The base umpire will turn and face the play at 2<sup>nd</sup> base, be set with his/her hands on the knees and make the call. This position will give the base umpire almost a 90° angle to the throw from the catcher. It will also give the umpire a good position to start from should the throw be overthrown at 2<sup>nd</sup> base and the runner continue on to 3<sup>rd</sup> base or if there could be a throw behind the runner at 3<sup>rd</sup> base who had advanced from 2<sup>nd</sup> base. In either case, the umpire must bounce back to the other runner after the steal attempt.

## 5.9 PICK-OFFS AND RUNDOWNS

With runners on 1<sup>st</sup> and 2<sup>nd</sup>, if a pick-off occurs at 2<sup>nd</sup> base, it would be handled in the manner described in Section 3.8. If the 1<sup>st</sup> baseman comes in behind the runner at 1<sup>st</sup> base and the base umpire recognizes and realizes that either the pitcher or catcher is going to throw to 1<sup>st</sup> base to attempt a pickoff, the base umpire from the "C" position will take a few steps toward the 30 foot line on the 1<sup>st</sup> base line. The umpire will never go any further than a step away from the base line between 2<sup>nd</sup> and 3<sup>rd</sup> base. The base umpire must leave the runner at 2<sup>nd</sup> base a clear and unobstructed path (baseline) to 3<sup>rd</sup> base in case the runner decides to break towards 3<sup>rd</sup> base when the ball is thrown to 1<sup>st</sup> base.

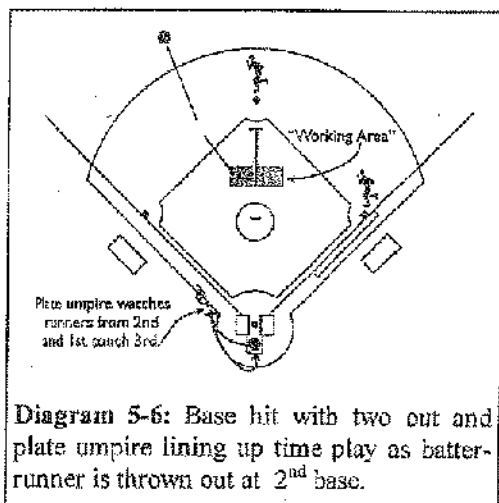
Depending on the speed and agility of the base umpire, he/she may only get one or two steps, but whatever, the base umpire will get to his/her position, pivot towards and face 1<sup>st</sup> base, be completely set and make the call. The umpire must keep in mind that if the runner on 2<sup>nd</sup> base breaks on the throw or after the throw to 1<sup>st</sup> he/she must be ready to react and move parallel to the base line from 2<sup>nd</sup> to 3<sup>rd</sup> base towards the 3<sup>rd</sup> base foul line for any possible play that may develop. The umpire will take as many steps as he/she can towards the play, remembering that angle is more important than distance, pivoting into the play and getting completely set on the release of the throw and making the call.

If the runner on 2<sup>nd</sup> base gets into a rundown between 2<sup>nd</sup> and 3<sup>rd</sup>, this would be handled as described in Section 1.7 (plate umpire will help out at the cutout -- see Diagram 1-9 on page 8). The base umpire must also keep in mind that during the rundown between 2<sup>nd</sup> and 3<sup>rd</sup> it is possible that the runner from 1<sup>st</sup> will attempt to advance to 2<sup>nd</sup> base, thereby creating another potential play to be covered by the base umpire.

Although not likely, it is possible for the runner on 1<sup>st</sup> to get into a rundown between 1<sup>st</sup> and 2<sup>nd</sup>. The base umpire alone would handle this. However, the base umpire must keep in mind that should this type of rundown develop, it is probable that the runner on 2<sup>nd</sup> will take off for 3<sup>rd</sup>, resulting in a potential play there which would also be covered by the base umpire.

### 5.10 TIME PLAYS

With runners on 1<sup>st</sup> and 2<sup>nd</sup> and 2 out, the time play is in order. The two umpires would alert each other to this situation with a prearranged inconspicuous signal prior to each batter whenever this situation is in effect. (A commonly used signal is to indicate 2 out and then to point to his/her wrist, where a watch would normally be worn. Both umpires would signal this.)



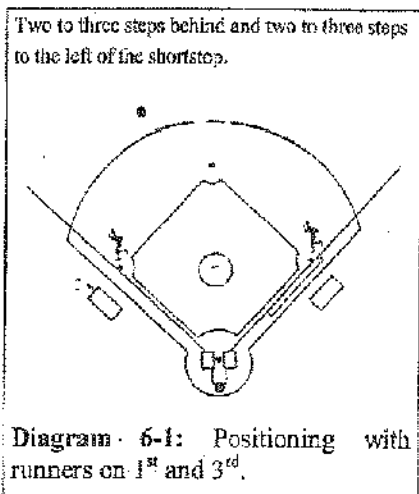
Therefore, with runners on 1<sup>st</sup> and 2<sup>nd</sup> and 2 out, on virtually any ball hit to the outfield, the plate umpire will stay at home (an exception would be if the plate umpire must go up the 1<sup>st</sup> or 3<sup>rd</sup> base line to rule on a play in the outfield and even then he/she would IMMEDIATELY hustle home for the time play after ruling on the ball). It is a good idea for the plate umpire to communicate his/her location, to the base umpire on any obvious hit to the outfield by exclaiming, "Staying home, Sam! Staying home!" This not only reminds the base umpire that he/she has responsibility for all plays at 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>, but also reminds the plate umpire of the potential for a time play to occur and the necessity for him/her to stay home for that reason.

Proper signals and terminology for handling a time play are found on pages 36 and 37.

## SECTION 6 RUNNERS ON FIRST AND THIRD

### 6.1 POSITIONING

With a runner on 1<sup>st</sup> and 3<sup>rd</sup>, the base umpire will position himself/herself in exactly the same manner as with a runner on 2<sup>nd</sup> base only (See Section 3.1).



### 6.2 FLY BALLS AND LINE DRIVES TO THE OUTFIELD-RESPONSIBILITIES

With runners on 1<sup>st</sup> and 3<sup>rd</sup>, the responsibility for all fly balls and line drives to the outfield belongs to the home plate umpire. See Section 1.2.

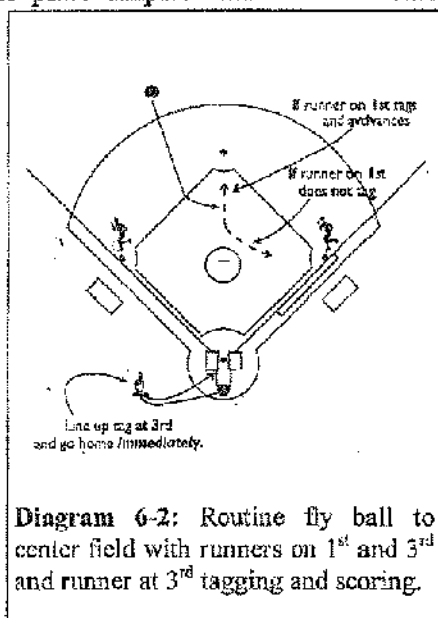
### 6.3 FLY BALLS AND LINE DRIVES TO THE OUTFIELD-COVERAGE AND MECHANICS

With runners on 1<sup>st</sup> and 3<sup>rd</sup>, on any fly ball or line drive to the outfield, the plate umpire is responsible for the tag-up at 3<sup>rd</sup> base as well as any play at the plate on the runner advancing from 3<sup>rd</sup> base. Should the ball not be caught, the plate umpire would also be responsible for the play at 3<sup>rd</sup> base on the runner originally on 1<sup>st</sup> *unless* the plate umpire has gone up the 1<sup>st</sup> base line for fly ball coverage. The base umpire is responsible for the tag-up at 1<sup>st</sup> base if that runner tags, and he/she is also responsible for the touch of 1<sup>st</sup> base by the batter-runner. The base umpire is also responsible for any play on the runner on 3<sup>rd</sup> going back into 3<sup>rd</sup> as well as any play at 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> should the ball not be caught (except when the plate umpire has 1<sup>st</sup>-to-3<sup>rd</sup> coverage). If the ball is not caught, the base umpire would also be responsible for all touches of 1<sup>st</sup> and 2<sup>nd</sup> and the touch of 3<sup>rd</sup> by the batter-runner.

With runners on 1<sup>st</sup> and 3<sup>rd</sup> bases, all fly balls and line drives belong to the home plate umpire. The base umpire will use the "pause-read-react" theory to determine whether the ball will be a 'trouble' ball or not. Once the base umpire determines that the fly ball/line drive is not his/her responsibility, he/she will move directly and quickly into the infield and pivot into the "working area" behind the pitcher's mound. This position will open up the playing field for the base umpire to observe the tag-up of the runner at 1<sup>st</sup> base, the batter-runner touching 1<sup>st</sup> base, any play on the runner at 3<sup>rd</sup> base going back into 3<sup>rd</sup> base. Also any play at 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> base should the ball not be caught. If the ball is not caught, all the touches of the bases by the batter-runner and any possible obstruction calls on the bases would be the responsibility of the base umpire.

As mentioned earlier, with runners on 1<sup>st</sup> and 3<sup>rd</sup> bases the tag-up at 3<sup>rd</sup> base belongs to the plate umpire. When the fly ball or line drive to the outfield is routine, from the left fielder's normal position through centerfield to the right fielder's normal position,

the plate umpire will clear the catcher, remove his/her mask and swing out from home plate into foul territory to his/her left (usually in the general direction of the 3<sup>rd</sup> base dugout) in order to line up for the tag-up at 3<sup>rd</sup> base as described in Section 4.3.

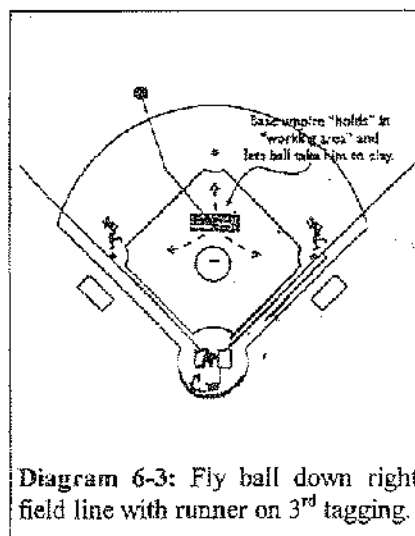


**Diagram 6-2:** Routine fly ball to center field with runners on 1<sup>st</sup> and 3<sup>rd</sup> and runner at 3<sup>rd</sup> tagging and scoring.

If the fly ball or line drive causes the left fielder to move any distance to his/her right or if there may be a question as to whether the ball will be fair or foul, the plate umpire will clear the catcher, remove his/her mask and take a position straddling the third base line extended, approximately 3 to 6 feet from the point of home plate. On the 60 foot diamond, this position will give the plate umpire a good view to line up the ball in relationship to home plate, the line and the left field foul pole. Due to the smaller dimensions, the plate umpire will be no further away from the play than he/she would be if he/she went up the line on a

90 foot diamond to rule on the play.

If the fly ball or line drive causes the right fielder to move any distance to his/her left or if there may be a question as to whether the ball is fair or foul, the plate umpire will clear the catcher, remove his/her mask and take a position straddling the first base line extended, 3 to 6 feet from the point of home plate. On the 60 foot diamond, this position will give the plate umpire a good view to line up the ball in relationship to home plate, the line and the right field foul pole. Due to the smaller dimensions the plate umpire will be no further away from the play than he/she would be if he/she went up the line on a 90 foot diamond to rule on the play. Since the plate umpire has responsibility for the tag-up at 3<sup>rd</sup> base, he/she must use peripheral vision or take a quick glance to his/her left at 3<sup>rd</sup> base after the ball is touched, to adjudge the tag-up at 3<sup>rd</sup> base. Then quickly direct his/her attention back to the right fielder for the catch/no catch; always remembering that he/she must establish fair/foul first and then rule on the catch/no catch. This is probably one of the toughest mechanics and calls to make. However, by using this mechanic there is less movement involved and less chance for the umpire to be caught out of position to rule on the catch and still make a ruling on the runner tagging from 3<sup>rd</sup> base and for any possible play at home plate. The plate umpire must always remember his/her first priority is the ball. All the mechanics described above will vary depending on the location of the ball, the speed of the runners, whether or not the runners are tagging, the number of outs and the mobility, agility and speed of the umpire. The plate umpire will



**Diagram 6-3:** Fly ball down right field line with runner on 3<sup>rd</sup> tagging.

come to a complete stop to see the play, make the call, watch the tag-up at 3<sup>rd</sup> base. Also, he/she will still have the responsibility for the ball going out of play, so he/she will need to keep his/her attention and eye on the ball and glance at the runner.

#### 6.4 BASE HITS TO THE OUTFIELD

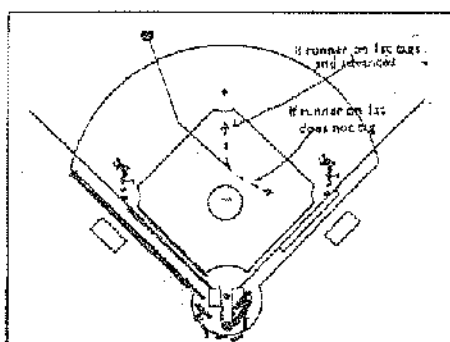


Diagram 6-4: Fly ball down left field line with runner on 3<sup>rd</sup> base advancing after tagging up.

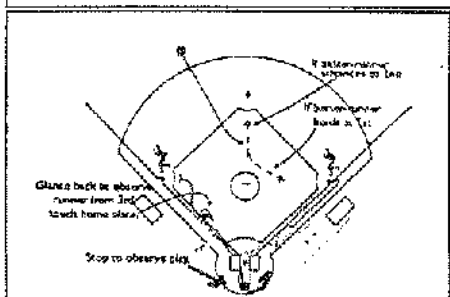


Diagram 6-5: Fly ball down left field line; ball not caught and runner on 1<sup>st</sup> advancing to 3<sup>rd</sup>.

With runners on 1<sup>st</sup> and 3<sup>rd</sup>, on an obvious hit to the outfield (i.e., no possible fair/foul or catch/no catch), the plate umpire has responsibility for the play going into 3<sup>rd</sup> base on the runner originally on 1<sup>st</sup> base. The plate umpire is also responsible for all plays at the plate as well as all touches of 3<sup>rd</sup> (except for the batter-runner) and all touches of home plate. The base umpire is responsible for all plays at 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> (except when the plate umpire has 1<sup>st</sup>-to-3<sup>rd</sup> coverage). The base umpire also has responsibility for all touches of 1<sup>st</sup> and 2<sup>nd</sup> and the touch at 3<sup>rd</sup> by the batter-runner.

With runners at 1<sup>st</sup> and 3<sup>rd</sup>, as the ball is hit to the outfield, the base umpire will move into the infield, turn with the ball, and back up only *two or three steps* towards the mound (into the "working area") to open up the playing field. He/she will observe the runner from 1<sup>st</sup> touch 2<sup>nd</sup> base and the batter-runner touch 1<sup>st</sup> base. He/she will watch the development of the play and let the ball take him to the play.

The plate umpire will come out from behind the plate in the direction of 3<sup>rd</sup> base, keeping

approximately three to six feet into foul territory as he/she moves up the 3<sup>rd</sup> base line. He/she will watch the runner from 3<sup>rd</sup> touch home plate by glancing back over his/her right shoulder as he/she moves up the line. It is suggested that as the plate umpire leaves the cutout area at home plate, if he/she observes that a possibility exists of a play at 3<sup>rd</sup> on the runner originally on 1<sup>st</sup>, he/she should make an initial communication to his/her partner, "I've got 3<sup>rd</sup> if he/she comes" alerting his/her partner to the possibility of a 1<sup>st</sup>-to-3<sup>rd</sup> play. As a play at 3<sup>rd</sup> begins to appear likely or imminent, the plate umpire will move into the cutout at 3<sup>rd</sup> and communicate loudly to

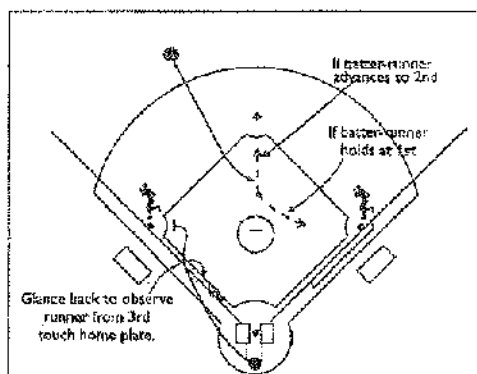


Diagram 6-6: Base hit with runners on 1<sup>st</sup> and 3<sup>rd</sup>; runner on 1<sup>st</sup> advancing to 3<sup>rd</sup>.

his/her partner, "I've got 3<sup>rd</sup>, Sam! I've got 3<sup>rd</sup>!" This would release the base umpire to pick up the batter-runner. (See Section 2.4 for further details on 1<sup>st</sup>-to-3<sup>rd</sup> coverage; in particular see "Important Concepts of 1<sup>st</sup>-to-3<sup>rd</sup> Mechanics" on pages 20-21).

## 6.5 FLY BALLS AND LINE DRIVES TO THE INFIELD

With runners on 1<sup>st</sup> and 3<sup>rd</sup>, fly ball and line drive responsibilities for balls hit to the infield belong to the home plate umpire. They are exactly the same as with a runner on 3<sup>rd</sup> base only (See Section 5.5) except that with two out, the plate umpire will assume the normal 1<sup>st</sup>-to-3<sup>rd</sup> coverage. Therefore, he/she will need to be moving towards 3<sup>rd</sup> base (glancing back at the runner from 3<sup>rd</sup> touching home plate) in case the ball should be dropped.

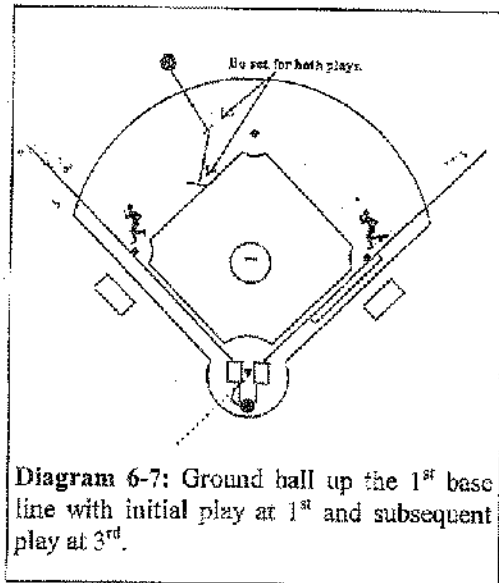
## 6.6 GROUND BALLS TO THE INFIELD

With runners on 1<sup>st</sup> and 3<sup>rd</sup> base, on a ground ball to the infield, the base umpire will be responsible for all plays at 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> bases, including a subsequent play at 3<sup>rd</sup> base on the runner advancing from 1<sup>st</sup> base. The plate umpire will be responsible for all plays at home plate and will put himself/herself in the best angle and position to observe the entire field. From this position he/she will be able to provide the base umpire with any assistance or backup that he/she may possibly need on any play at any base.

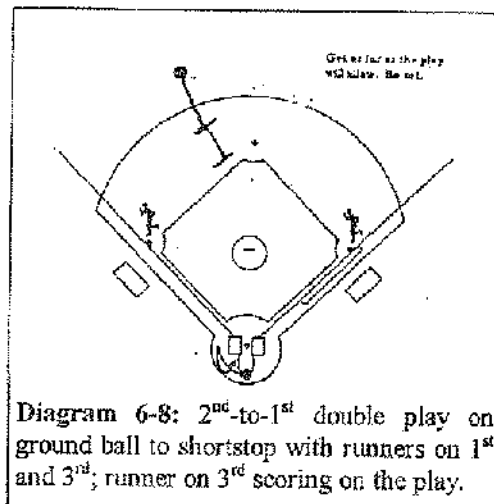
With runners on 1<sup>st</sup> and 3<sup>rd</sup> base, on a ground ball to the infield (except those rolling down the foul lines), the plate umpire will swing out from behind home plate, clearing the catcher, removing his/her mask, a few feet into foul territory, normally somewhere near the 1<sup>st</sup> base line extended. The plate umpire must be aware of the potential play at home plate on the runner coming from 3<sup>rd</sup> base, especially if it may be a delayed advance. Once the plate umpire has observed the play at home plate or that there will be no play at home plate, he/she will swing out into foul territory towards 3<sup>rd</sup> base a few feet to open up his/her field of vision of the field. From this position he/she will be able to provide the base umpire with any assistance that he/she might possibly need on a play at any base.

If the ground ball is up the 1<sup>st</sup> base line, the home plate umpire will clear the catcher, remove his/her mask and will take the fair/foul decision from behind home plate, straddling the 1<sup>st</sup> base line extended, approximately 3 to 6 feet from the point of home plate. The plate umpire will rule on fair/foul, watch the runner on 3<sup>rd</sup> base touch home plate, if he/she advances and then will swing out towards 3<sup>rd</sup> base to observe the field and be prepared to help out if and where any help may be needed.

If the ground ball is up the 3<sup>rd</sup> base line, the plate umpire will clear the catcher, remove his/her mask and will take the fair/foul decision from behind home plate, straddling the 3<sup>rd</sup> base line extended, approximately 3 to 6 feet from the point of home plate. The plate umpire will rule on fair/foul, watch the runner on 3<sup>rd</sup> base touch home plate, if he/she advances. If the runner on 3<sup>rd</sup> base advances, the plate umpire must be alert to this play and take a step or two to his/her left to allow the runner a clear, unobstructed access to cross home plate and so that there will not be any chance of a collision between the runner and the plate umpire. After any play at home plate or if the runner does not advance, the plate umpire will swing out towards 3<sup>rd</sup> base a few feet to observe the field and be prepared to help out if and when any help may be needed.



remain outside and turn with the ball, facing the fielder as he/she is fielding the ball. The base umpire must recognize that there are several possibilities that may occur on the ground ball. If a 2<sup>nd</sup>-to-1<sup>st</sup> double play occurs, the base umpire would cover this as described in Section 5.7 (See page 49 & 50). There are, of course, many other ways the play could develop such as, but not limited to: a play directly to 3<sup>rd</sup> base; a play at 3<sup>rd</sup> base followed by a rundown; a play only at 2<sup>nd</sup> base; a play only at 1<sup>st</sup> base; a play at 1<sup>st</sup> base followed by a play at 3<sup>rd</sup> base on the runner from 1<sup>st</sup>; the ball getting by the infielder and going into the outfield; as well as several other possibilities. It is therefore extremely important in these situations that the base umpire does not over-commit prematurely, that he/she shows good reactions to the development of the play, that he/she lets the ball take him/her to the play, and that he/she bounces back towards the other runner(s) after the initial play.





## 6.7 STEALS WITH RUNNERS AT FIRST AND THIRD

If the runner on 1<sup>st</sup> base attempts to steal 2<sup>nd</sup> base and the catcher throws the ball directly to 2<sup>nd</sup> base, the base umpire will move a few steps from the "C" position towards the thirty foot line on the 1<sup>st</sup> base line, being careful not to go any further than a step or so from the baseline between 2<sup>nd</sup> and 3<sup>rd</sup> base. The base umpire will turn to face the play making sure he/she is completely set to make the call.

The base umpire must be aware and alert that if the ball is overthrown or rolls away from the infielder that the runner may decide to continue towards 3<sup>rd</sup> base. At which time the base umpire will go inside, pivot and be ready for any play that develops.

However with runners on 1<sup>st</sup> and 3<sup>rd</sup> bases, the umpire must be alert and react carefully to the development of the play. For example, if the runner on 1<sup>st</sup> is stealing, it is possible for the catcher to throw the ball to the shortstop or 2<sup>nd</sup> baseman, who comes in front of the bag to cutoff the throw, attempting to catch the runner at 3<sup>rd</sup> base off guard. It is also possible that the catcher may fake a throw towards 2<sup>nd</sup> base, followed by a snap throw directly to 3<sup>rd</sup> base to try and catch the runner at 3<sup>rd</sup> base off the base. These plays require an umpire to be keenly alert and to have excellent reactions to keep from being out of position. If the play is actually made at 2<sup>nd</sup> base, the base umpire must then immediately bounce back towards the runner at 3<sup>rd</sup> base in case any play should develop. The base umpire must be prepared and alert on the play and must not over commit to anything until the play develops and let the ball take him/her to the play.

The home plate umpire will swing out a few feet into foul territory, towards 3<sup>rd</sup> base to observe the field and the impending play and to be ready for a possible play at home plate if the runner at 3<sup>rd</sup> base decides to advance to home plate.

## 6.8 PICK-OFFS AND RUNDOWNS

With runners on 1<sup>st</sup> and 3<sup>rd</sup>, it is possible for a pick-off to occur at either 1<sup>st</sup> or 3<sup>rd</sup> base. If the pick-off attempt occurs at 1<sup>st</sup> base, the base umpire will start from the "C" position. The base umpire will take as many quick steps, that his/her quickness and agility will allow, forward and towards the 30 foot line on the 1<sup>st</sup> base line. When the base umpire sees the ball about to be released, he/she must turn and face the play and be completely set for the call. If the pick-off attempt occurs at 3<sup>rd</sup> base it would be handled basically as described in Section 4.7.

With runners on 1<sup>st</sup> and 3<sup>rd</sup>, it is possible for a rundown to develop between 1<sup>st</sup> and 2<sup>nd</sup> or between 3<sup>rd</sup> and home. If the rundown occurs between 3<sup>rd</sup> and home, the base umpire will cover the initial throw and subsequent throws at the 3<sup>rd</sup> base end of the rundown **only until** the plate umpire is able to get into position to assume responsibility for the entire rundown. As soon as the plate umpire is able to get into **position**, he/she will assume responsibility for the **entire rundown**, and he/she would communicate to his/her partner, "I've got it all, Sam! I've got it all!" At that point the base umpire would drift back in the direction of the runner originally on 1<sup>st</sup> base, assuming responsibility of that runner. Only in the unlikely event that the runner from 1<sup>st</sup> advances all the way to 3<sup>rd</sup>

base during the rundown would the base umpire then help out with the original rundown between 3<sup>rd</sup> and home, then communicating with his/her partner, "I've got this half, Sam! I've got this half!"

If a rundown develops between 1<sup>st</sup> and 2<sup>nd</sup>, the base umpire would handle this responsibility alone. The plate umpire would remain at home, being alert for any play to develop on the runner from 3<sup>rd</sup> base attempting to score. The base umpire must be alert to the possibility that the rundown between 1<sup>st</sup> and 2<sup>nd</sup> may end abruptly with a following play on the runner on 3<sup>rd</sup> base (in the vicinity of 3<sup>rd</sup>). This play is also the base umpires' responsibility, and he must therefore show excellent reactions, anticipation, and agility in his/her positioning and mechanics should this situation arise.

## SECTION 7 RUNNERS ON SECOND AND THIRD

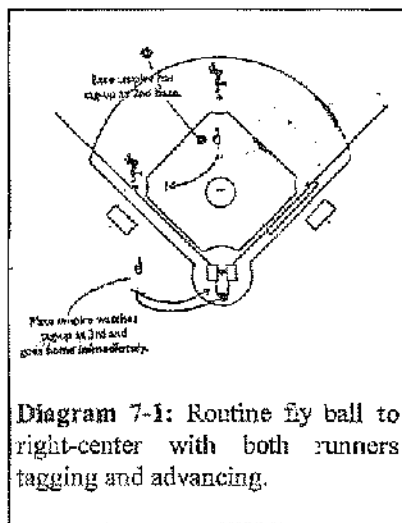
### 7.1 POSITIONING

With runners on 2<sup>nd</sup> and 3<sup>rd</sup>, the base umpire will position himself/herself exactly the same as with a runner on 2<sup>nd</sup> base only (See Section 3.1).

### 7.2 FLY BALLS AND LINE DRIVES TO THE OUTFIELD-RESPONSIBILITIES

With runners on 2<sup>nd</sup> and 3<sup>rd</sup>, fly ball and line drive responsibilities for balls hit to the outfield belong to the home plate umpire as described in Sections 1.2, 1.3 and 2.2.

### 7.3 FLY BALLS AND LINE DRIVES TO THE OUTFIELD-COVERAGE AND MECHANICS



With runners on 2<sup>nd</sup> and 3<sup>rd</sup>, on any fly ball or line drive to the outfield the plate umpire is responsible for the tag-up at 3<sup>rd</sup> base as well as any play at the plate on the runner advancing from 3<sup>rd</sup> base. The base umpire is responsible for the tag-up at 2<sup>nd</sup> base, for the play at 3<sup>rd</sup> base if the runner at 2<sup>nd</sup> advances, and for the touch of 1<sup>st</sup> base by the batter-runner. The base umpire is also responsible for plays on either runner going back into 2<sup>nd</sup> or 3<sup>rd</sup> if the ball is caught; as well as all plays at 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> should the ball not be caught.

With runners on 2<sup>nd</sup> and 3<sup>rd</sup> bases, all fly balls and line drives to the outfield belong to the home plate umpire. The base umpire will use the "pause-read-react" theory (See Section 1.3) to determine whether the ball will be a "trouble" ball or not and once the base umpire determines that the ball is not his/her responsibility the base umpire will move directly and quickly into the infield. The base umpire must be alert to how many outs and to whether the runner is moving after the pitch. The umpire should always allow the runner to pass first if the runner is advancing towards 3<sup>rd</sup> base. If the runner is not advancing, the umpire will go straight in. Once the base umpire is within the infield he/she will pivot into the "working area" behind the pitcher's mound. This position will open up the playing field for the base umpire to observe the tag-up of the runner at 2<sup>nd</sup> base, the batter-runner touching 1<sup>st</sup> base, any play if the runner from 2<sup>nd</sup> advances to 3<sup>rd</sup> base, any play on either runner going back into 2<sup>nd</sup> or 3<sup>rd</sup> base if the ball is caught; as well as all plays

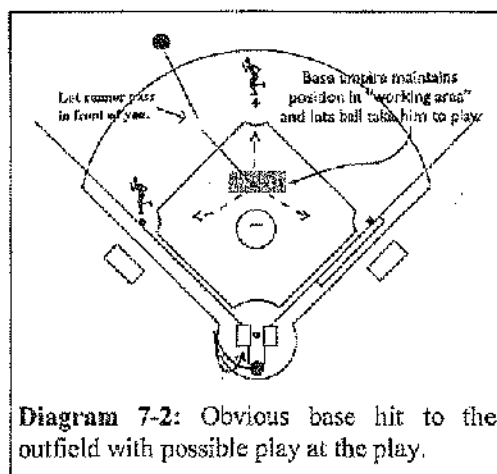
and touches at 1<sup>st</sup> and 2<sup>nd</sup> base and also the batter-runner touching 3<sup>rd</sup> base should the ball not be caught.

When the fly ball or line drive to the outfield is routine, from the left fielder's normal position through center field to the right fielder's normal position, the plate umpire will clear the catcher, remove his/her mask and swing out several steps to the left in foul territory (in the general direction of the 3<sup>rd</sup> base dugout) in order to line up for the tag-up at 3<sup>rd</sup> base. After the touch of the ball and the tag-up, the plate umpire will immediately bounce back to home plate, setting up for a possible play at home plate on the runner coming from 3<sup>rd</sup> base. The actual distance and direction the plate umpire swings out to the left will vary depending on the direction the fly ball is hit, and in most cases it will not be possible for the plate umpire to have an exact line on the tag-up, however, by swinging out to the left this will help decrease the angle for lining up the ball and the tag-up at 3<sup>rd</sup> base.

The actual mechanics for fly balls or line drives that causes the left or right fielder to move any distance towards either foul line or if there may be a question as to whether the ball is fair or foul are given in the last three paragraphs of Section 4.3.

#### 7.4 BASE HITS TO THE OUTFIELD

With runners on 2<sup>nd</sup> and 3<sup>rd</sup>, on an obvious base hit to the outfield (i.e., no possible



fair/foul or catch/no catch on the play), the plate umpire will stay home, and the base umpire will have responsibility for all plays at 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>. The plate umpire is responsible for all touches of home plate and for all touches of 3<sup>rd</sup> except for the batter-runner. The base umpire is responsible for all touches of 1<sup>st</sup> and 2<sup>nd</sup> and for the touch of 3<sup>rd</sup> by the batter-runner.

As the ball is hit to the outfield, the base umpire will step up, move into the infield, and pivot into the "working area" to open up the playing field. He/she will have responsibility for all plays at 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> as well as the touch of 1<sup>st</sup> by the batter-runner. The plate umpire will

swing out from behind home plate a few feet into foul territory in the direction of 3<sup>rd</sup> base to watch the runner from 2<sup>nd</sup> touch 3<sup>rd</sup>, watch the runner from 3<sup>rd</sup> touch home plate, and to observe the play. The base umpire must be ready to move into position for any play on the bases, and he/she will let the ball take him/her to the play, keeping in mind the concepts of proper distance and angle to the play, as well as being set to see the play and make the call. As the ball is hit to the outfield, it is a good idea for the plate umpire to communicate to his/her partner, "Staying home, Sam!" as a reminder that the base umpire has all plays on the bases and that the plate umpire will remain at home. (See Diagram 7-2. Also see "Staying Within the Working Area: in Section 5.4 on page 48 regarding the

*base umpire maintaining his/her position in the "working area" as opposed to moving towards one of the bases as play progresses in this situation. Also see footnote at bottom of page 41 for situations when only one runner remains on base after the base hit.)*

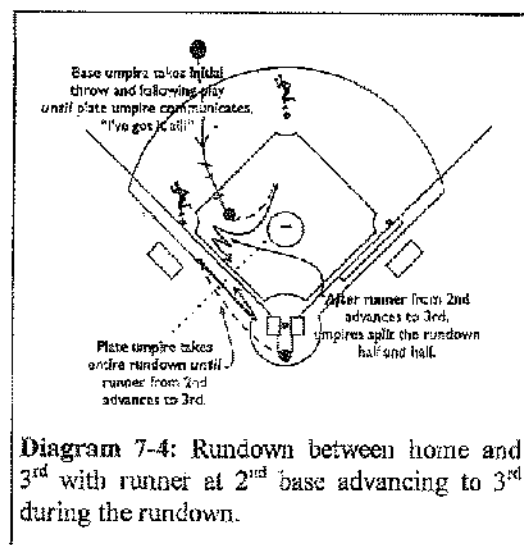
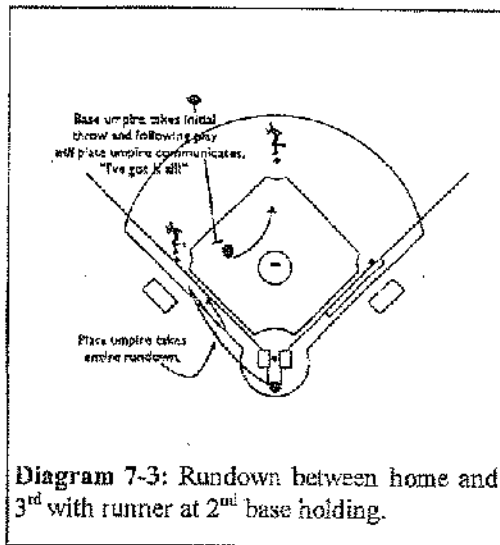
## 7.5 FLY BALLS AND LINE DRIVES TO THE INFIELD

With runners on 2<sup>nd</sup> and 3<sup>rd</sup>, fly balls and line drives to the infield will be handled in exactly the same manner as with a runner on 3<sup>rd</sup> base only as discussed in Section 4.5, pages 41-42.

## 7.6 GROUND BALLS TO THE INFIELD

With runners on 2<sup>nd</sup> and 3<sup>rd</sup>, ground balls to the infield will be handled in exactly the same manner as with a runner on 3<sup>rd</sup> base only as discussed in Section 4.6, pages 42-43.

## 7.7 PICK-OFFS AND RUNDOWNS



With runners on 2<sup>nd</sup> and 3<sup>rd</sup>, it is possible for a pick-off to occur at either 2<sup>nd</sup> or 3<sup>rd</sup> base. If the pick-off occurs at 2<sup>nd</sup> base, it will be handled as discussed in Section 3.8. If the pick-off occurs at 3<sup>rd</sup> base, it will be handled as described in Section 4.7

With runners on 2<sup>nd</sup> and 3<sup>rd</sup>, it is possible for a rundown to develop between 3<sup>rd</sup> and home or between 2<sup>nd</sup> and 3<sup>rd</sup>. If the rundown occurs between 3<sup>rd</sup> and home, the base umpire will cover the initial throw and subsequent throws at the 3<sup>rd</sup> base end of the rundown **only until** the plate umpire is able to get into position to assume responsibility

for the entire rundown. As soon as the plate umpire is able to get into position, he/she will assume responsibility for the **entire rundown**, and he/she would communicate to his/her partner, "I've got it all, Sam! I've got it all!" At that point the base umpire would drift back in the direction of the runner on 2<sup>nd</sup> base, assuming responsibility for that runner. Only if the runner from 2<sup>nd</sup> advances all the way to 3<sup>rd</sup> base would the base umpire then help out with the original rundown between 3<sup>rd</sup> and home, then communicating with his/her partner, "I've got this half, Sam! I've got this half!" (See Section 1.7. Also see Diagram 4-10 on page 44.)

If a rundown develops between 2<sup>nd</sup> and 3<sup>rd</sup>, the base umpire would handle this responsibility alone. The plate umpire would remain at home, being alert for any play to develop on the runner attempting to score from 3<sup>rd</sup> base. In this situation, the base umpire must be prepared to bounce back to the other runner after an initial play on one of the runners. The base umpire must also be alert for the rundown between 2<sup>nd</sup> and 3<sup>rd</sup> to end abruptly with a snap throw to catch the runner on 3<sup>rd</sup> base. He/she must therefore stay alert and be able to react quickly to this possibility.

## 7.8 TIME PLAYS

With runners on 2<sup>nd</sup> and 3<sup>rd</sup> and 2 out, the time play is in order. The two umpires would alert each other to this situation with a prearranged inconspicuous signal before every batter when runners are on 2<sup>nd</sup> and 3<sup>rd</sup> with 2 out. (A commonly used signal is to indicate 2 out and then to point to his/her wrist where a watch would normally be worn. Both umpires would signal this.)

Proper signals and terminologies that are to be used for time plays are found in Section 3.9, pages 36 and 37.

## SECTION 8 BASES LOADED

### 8.1 POSITIONING

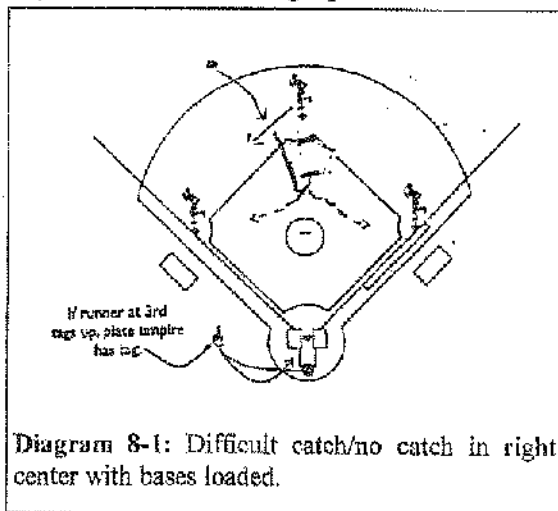
With bases loaded, the base umpire will position himself/herself in exactly the same manner as with a runner on 2<sup>nd</sup> base only (See Section 3.1).

### 8.2 FLY BALLS AND LINE DRIVES TO THE OUTFIELD-RESPONSIBILITIES

With bases loaded fly ball and line drive responsibilities for balls hit to the outfield belong to the home plate umpire. See Sections 1.2, 1.3 and 2.2.

### 8.3 FLY BALLS AND LINE DRIVES TO THE OUTFIELD-COVERAGE AND MECHANICS

With bases loaded, on any fly ball or line drive to the outfield the plate umpire is responsible for the tag-up at 3<sup>rd</sup> base as well as any play at the plate on the runner



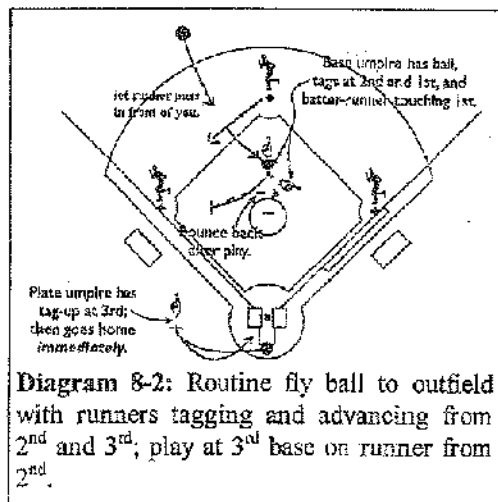
advancing from 3<sup>rd</sup> base. The base umpire is responsible for tag-ups at 1<sup>st</sup> and 2<sup>nd</sup> as well as all plays at 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>. The base umpire is also responsible for plays on any runner going back into 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> base after the catch; as well as all plays at 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> base should the ball not be caught. The base umpire also has responsibility of the touch at 1<sup>st</sup> base by the batter-runner.

With the bases loaded, all fly balls and line drives belong to the home plate umpire. The base umpire will use the "pause-read-react" theory to determine

whether the ball will be a "trouble ball" or not. Once the base umpire determines that the ball is not his/her responsibility, the base umpire will move directly and quickly into the infield. The base umpire must be alert to how many outs and to whether the runner is moving after the pitch and the umpire should always allow the runner to pass first if the runner is advancing towards 3<sup>rd</sup> base. If the runner is not advancing, the umpire will go straight in. Once the umpire is within the infield he/she will pivot into the "working area" behind the pitcher's mound. This position will open up the playing field for the base umpire to observe the tag-ups at 2<sup>nd</sup> and 1<sup>st</sup> base, as well as all plays at 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> bases,

for any plays on any runner going back into 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> base after the catch, for any plays at 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> base should the ball not be caught, for the touches of 1<sup>st</sup> and 2<sup>nd</sup> base, and the touches of 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> base by the batter-runner.

When the fly ball or line drive is routine, the plate umpire will clear the catcher, remove his/her mask and swing out several steps to the left in foul territory (in the general direction of the 3<sup>rd</sup> base dugout) in order to line up for the tag-up at 3<sup>rd</sup> base. After the



**Diagram 8-2:** Routine fly ball to outfield with runners tagging and advancing from 2<sup>nd</sup> and 3<sup>rd</sup>; play at 3<sup>rd</sup> base on runner from 2<sup>nd</sup>.

touch of the ball and the tag-up the plate umpire will immediately bounce back to home plate, setting up for a possible play on the runner coming from 3<sup>rd</sup> base. The actual distance and direction the plate umpire swings out to the left will vary depending on the direction the fly ball is hit and in most cases it will not be possible for the plate umpire to have an exact line on the tag-up, however by swinging out to the left this will help decrease the angle for lining up the ball and the tag up at 3<sup>rd</sup> base.

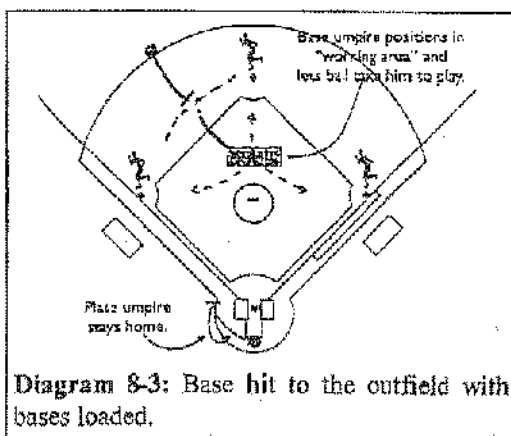
The actual mechanics for fly balls and line drives that causes the left or right fielder to move any distance towards either foul line or if

there may be a questions as to whether the ball is fair or foul are given in the last three paragraphs of Section 4.3.

## 8.4 BASE HITS TO THE OUTFIELD

With bases loaded, on an obvious base hit to the outfield (i.e., no possible fair/foul or catch/no catch on the play), the plate umpire will *stay home*, and the base umpire will have responsibility for *all* plays at 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>.

The plate umpire is responsible for all touches of home plate and for all touches of 3<sup>rd</sup> except for the batter-runner. The base umpire is responsible for all touches of 1<sup>st</sup> and 2<sup>nd</sup> and for the touch of 3<sup>rd</sup> by the batter-runner.



**Diagram 8-3:** Base hit to the outfield with bases loaded.

As the ball is hit to the outfield, the base umpire will step up, move into the infield and pivot toward the mound (into the "working area") to open up the playing field. He/she has the responsibility of the touch of 1<sup>st</sup> by the batter-runner. The plate umpire will swing out from behind home plate a few feet into foul territory in the direction of 3<sup>rd</sup> base to watch the runner from 2<sup>nd</sup> (and 1<sup>st</sup> if necessary) touch 3<sup>rd</sup>, watch all runners touch home plate, and to observe the play. The base umpire must be ready to move into position for any play on



the bases, and he/she will *let the ball take him/her to the play*, keeping in mind the concepts of proper distance and angle to the play as well as being set to see the play and make the call. As the ball is hit to the outfield, it is a good idea for the plate umpire to communicate to his/her partner, "Staying home, Sam!" as a reminder that the base umpire has all plays on the bases and that the plate umpire will remain at home. (See "Staying Within the Working Area" on page 48 regarding the base umpire maintaining his/her position within the "working area" as opposed to moving in towards one of the bases as play progresses in this situation.)

### 8.5 FLY BALLS AND LINE DRIVES TO THE INFIELD

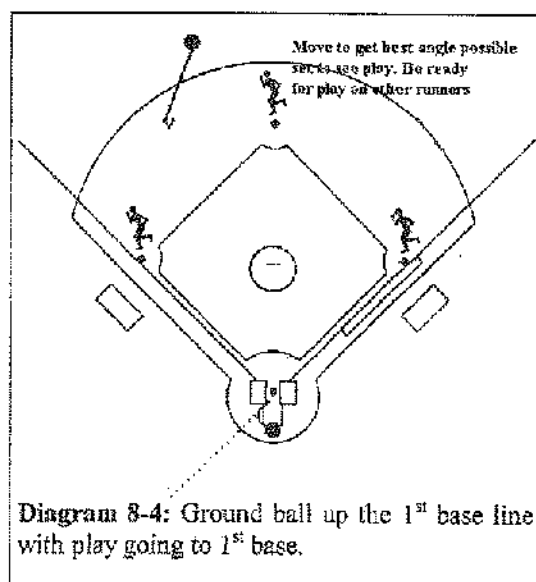
With bases loaded, fly balls and line drives to the infield will be handled in exactly the same manner as with a runner on 3<sup>rd</sup> base only as discussed in Section 4.5, pages 41-42.

### 8.6 INFELD FLY SITUATIONS

With bases loaded and less than two out, the infield fly rule is in effect. The umpires will alert each other to this situation with a prearranged signal before each batter whenever the infield fly is in effect. (The usual signal is to give the number of outs followed by an open hand with thumb up across the middle of the chest. Both umpires would signal this to each other.)

The mechanics and terminologies for an infield fly is given in Section 5.6, page 49.

### 8.7 GROUND BALLS TO THE INFELD



With the bases loaded, on a ground ball to the infield the plate umpire will stay home, and the base umpire will cover all plays at 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>. On a ground ball to the infield (other than those rolling down the foul lines), the plate umpire will swing out from behind home plate only a few feet into foul territory in the direction of 3<sup>rd</sup> base to observe the play. He/she must be prepared to move quickly into position for a play at home plate on the runner from 3<sup>rd</sup> base (potential force or tag play).

If the ground ball is up the 1<sup>st</sup> base line, the plate umpire will take the fair/foul from *behind the plate*, straddling the 1<sup>st</sup> base

line extended (See Diagrams 8-4 and 8-5). If the ground ball is up the 3<sup>rd</sup> base line, the

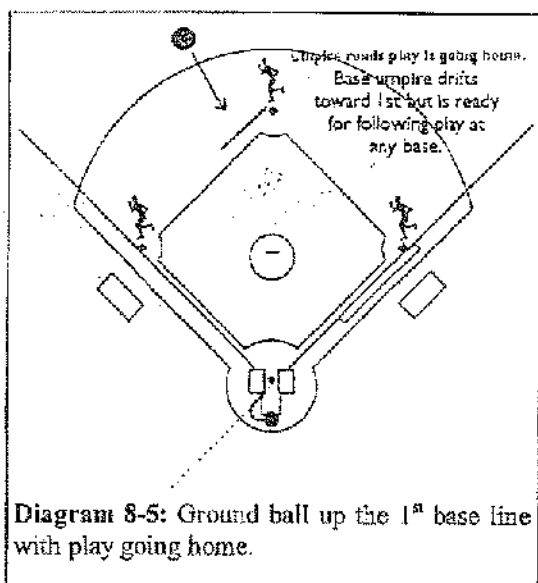


Diagram 8-5: Ground ball up the 1<sup>st</sup> base line with play going home.

plate umpire will take the fair/foul from *behind the plate*, straddling the 3<sup>rd</sup> base line. In either case, the plate umpire must be prepared for a play at the plate. Also, with bases loaded and a ground ball up the 1<sup>st</sup> or 3<sup>rd</sup> base line, if the ball is thrown to 1<sup>st</sup> base for a play on the batter-runner, the plate umpire will have responsibility for the four items referred to in Section 1.9 (overthrows at 1<sup>st</sup>, interference out of the three foot lane, help on swipe tags, or a pulled foot).

With bases loaded, on any ground ball to the infield, the base umpire will step up and turn with the ball, facing the fielder as he/she is fielding the ball. He/she will NOT move into the infield. With less than two out the double play is in order, and if the base umpire

anticipates that a 2<sup>nd</sup>-to-1<sup>st</sup> double play will develop, he/she will cover the play according to the double-play mechanics referred to in Section 5.7 (page 49-50) (i.e., the same as with runners on 1<sup>st</sup> and 2<sup>nd</sup> (See Diagram 8-6).

On a ground ball to the infield with bases loaded, the base umpire must recognize that there are several possibilities other than the 2<sup>nd</sup>-to-1<sup>st</sup> double play that could occur. These would include a 3<sup>rd</sup>-to-1<sup>st</sup> double play; a home-to-1<sup>st</sup> double play; a 3<sup>rd</sup>-to-2<sup>nd</sup> double play; a play at 1<sup>st</sup> base followed by a subsequent play at 2<sup>nd</sup>; a play at 1<sup>st</sup> base only; the ball getting past the infielder and going into the outfield; a play at 3<sup>rd</sup> followed by a play at the plate; as well as several other possibilities. Therefore, it is extremely important in these situations that the base umpire does not over-commit prematurely, that he/she shows good reactions to the development of the play, that he/she lets the ball take him/her to the play, and that he/she bounces back towards the other runners after any initial play on the bases.

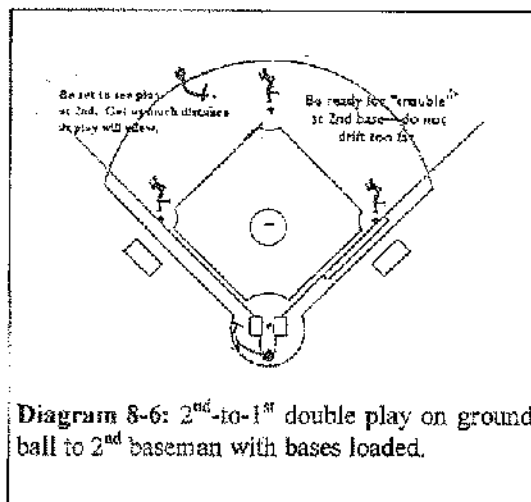


Diagram 8-6: 2<sup>nd</sup>-to-1<sup>st</sup> double play on ground ball to 2<sup>nd</sup> baseman with bases loaded.

**Reverse  
Force  
Note**

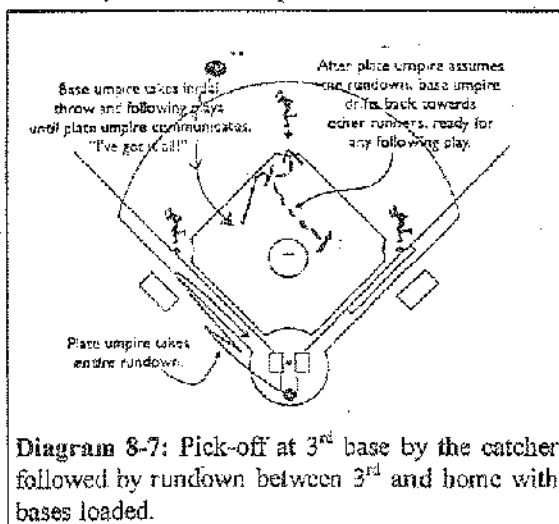
It is strongly suggested that the base umpire develop the habit of calling the front end of any reverse-force double play loudly and clearly (even if it is a "routine" out) so that everyone is alerted of the initial force play (which in turn removes the force on preceding runners, making a tag necessary on those runners).

## 8.8 PICK-OFFS AND RUNDOWNS

With bases loaded, it is possible for a pick-off to occur at 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup>, although it is unlikely for a pick-off at 2<sup>nd</sup> base. If a pick-off occurs at 3<sup>rd</sup> base, it will be handled as discussed in Section 4.7 pages 43-44 (See Diagram 4-9). If a pick-off occurs at 1<sup>st</sup> base, it will be handled basically as described in Section 6.8, page 58-59. Should the unlikely possibility of a pick-off at 2<sup>nd</sup> occur in this situation, it would be handled as described in Section 3.8.

With bases loaded, it is possible for a rundown to develop between 3<sup>rd</sup> and home, between 1<sup>st</sup> and 2<sup>nd</sup>, or, again unlikely, 2<sup>nd</sup> and 3<sup>rd</sup>. If the rundown develops between 3<sup>rd</sup> and home the base umpire will cover the initial throw and subsequent throws at the 3<sup>rd</sup> base end of the rundown only until the plate umpire is able to get into position to assume responsibility for the entire rundown. As soon as the plate umpire is able to get into position, he/she will assume responsibility for the entire rundown and communicate to his/her partner; "I've got it all, Sam! I've got it all!" At that point the base umpire would drift back in the direction of the other runners, assuming responsibility for those runners. (See Diagram 8-7.)

With bases loaded, if a rundown should develop between 1<sup>st</sup> and 2<sup>nd</sup> or between 2<sup>nd</sup> and 3<sup>rd</sup>, the base umpire will handle these rundowns alone. The plate umpire will remain



at home, being alert for any play to develop on the runner attempting to score from 3<sup>rd</sup> base. This mechanic requires the base umpire to bounce back towards the other runners after an initial play on one of the runners. The base umpire must also be alert for situations such as an initial pick-off at 1<sup>st</sup> base which ends abruptly and is followed by an attempt on the runner originally on 3<sup>rd</sup> base. The base umpire must show excellent reactions and movements in this situation, as he/she must cover both ends of such a play.

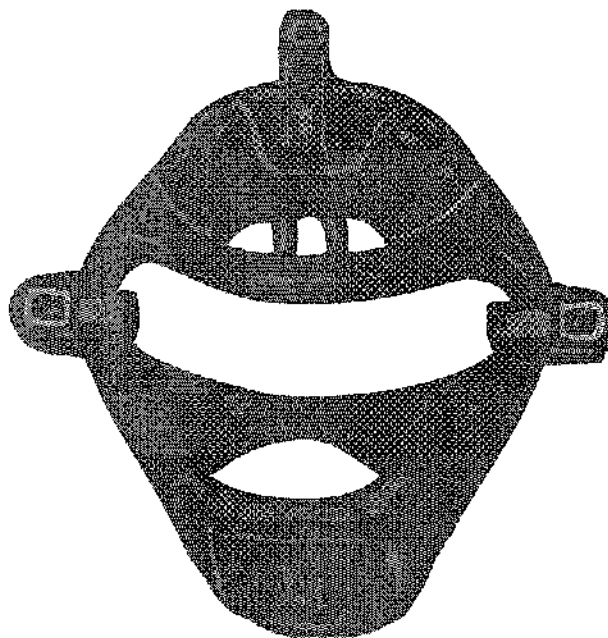
## 8.9 TIME PLAYS

With bases loaded and two out, the time play is in order. The two umpires will alert each other to this situation with a prearranged inconspicuous **signal** before each batter with bases loaded and two out. (A commonly used **signal** is to indicate two out and then to point to the wrist where a watch would normally be worn. Both umpires would signal this.)

The mechanics and terminologies that are to be used for time plays are given in Section 3.9, pages 36 and 37.



# SIGNALING



## PLATE UMPIRE



### Signalling "OUT"

- Mask always in left hand
- Right arm creates right angle

### Signalling "SAFE"

- Mask always in left hand
- Arms outstretched and parallel to ground
- Fingers together

### Giving Count

- Always use fingers to indicate count. Do Not use closed fists to indicate full count.





“Strike One”



“Ball Two”

## STRIKE / BALL

- Always call “strikes” by the number.
- “Strikes” are called while coming out of your plate set position or standing upright.
- “Balls” are also called by the number.
- There is no visual signal for “balls.”
- “Balls” are called vocally while remaining down in the plate set position.
- Use an appropriate voice with your visual signal. “Strike 3” should be more emphatic than “Strike 2.”
- Regardless of your strike mechanic, keep your eyes on the ball as you call the pitch.



## TAKING OFF MASK

- Always use LEFT HAND to remove mask.
- Grasp mask in lower left padded area.
- Pull bottom of mask STRAIGHT OUT and Push STRAIGHT UP clearing the brim of the hat.



Step#1



Step #2



Step #3



“Wrong Way”

- Poor technique can obstruct your vision and cause you to lose sight of the ball momentarily.

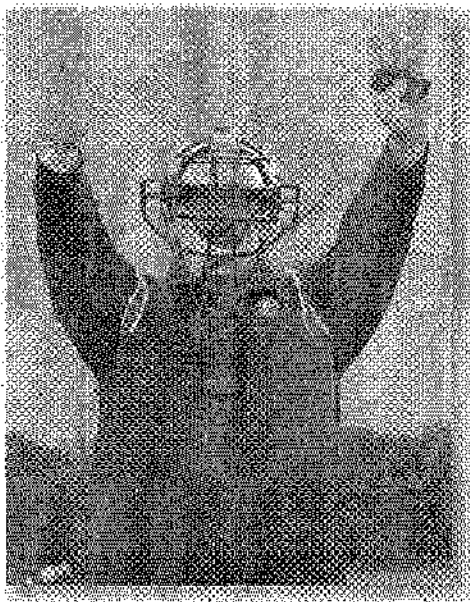
## FAIR / FOUL



...Indicates Fair Ball  
Down First Base Line...  
(NO VOICE)  
Pump "Fair" As Necessary



...Indicates Fair Ball  
Down Third Base Line...  
(NO VOICE)  
Pump "Fair" As Necessary

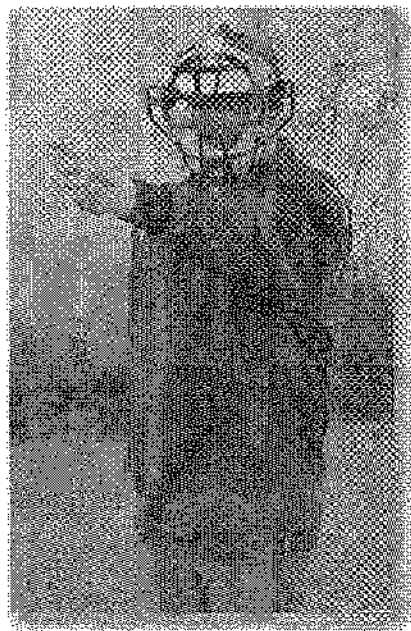


**"FOUL!"**

If practical, you shall remove your mask  
for fair/foul decisions.  
Sometimes you will not have time to remove your mask  
(eg. screaming line drive down the line  
or bunt near the line that catcher pounces on).

The closer the ball is to  
being fair or foul, the  
more emphatic the call.  
**SELL THE CALL!**

## GETTING HELP ON HALF-SWING



"Did he go?"



"Yes, he did!"  
(Same as Out signal)



"No, he didn't!"  
(Same as Safe signal)

To avoid a serious communication problem, always ask for help with your left hand. Many problems can arise by using the right hand (the *strike* hand). Your partner may misunderstand your strike mechanic as a request for help and indicate that the batter "did not go" thus leading to a humiliating double call.



## SIGNALING "PLAY"



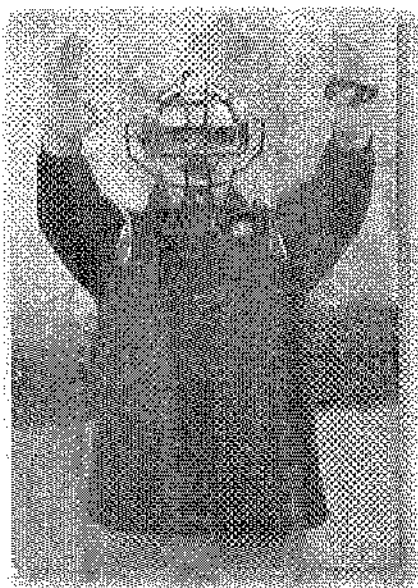
Step #1

"PLAY!"



Step #2

After time has been suspended or to start the game, it is advisable for the umpire to signal "Play!". The plate umpire should not call "Play!" until the pitcher has the ball in his possession, is on the rubber, and the batter is reasonably set in the batter's box.



"TIME!"

This signal may be used to allow a hitter to get set. It cannot be seen as clearly as both arms raised and should not be routinely substituted for the better signal. Make sure your partner, the pitcher, and everyone else is aware that Time Is Out! This signal has the same impact as both arms high in the air.

OR

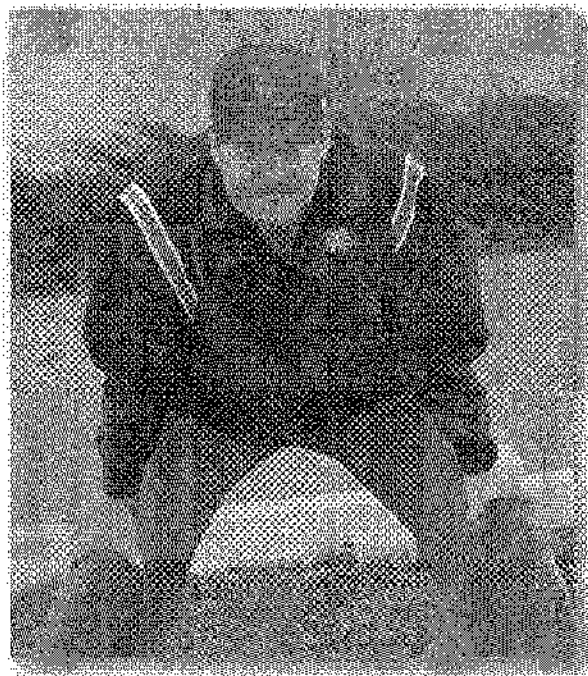


It is very important that everyone on the field knows when you have called "Time." The clearest signal for you to use is both arms raised high into the air. This signal should be repeated by your partner whenever you stop play.

## THE SET POSITION



RIGHT



WRONG

### The Set Position Shall:

Be assumed by the Base Umpire *before every pitch*.

Be assumed by all umpires *before calling most plays*. (Note: There will be situations that dictate a Standing Set.)

### Assuming the Set Position:

Lower your seat; do not bend over from the waist.

Place hands on knees or thighs; not inside legs.

Keep your head up; do not drop the chin.

Align elbows with arms.

Relax your shoulders; dissipate the physical tension.

Keep your weight forward in your stance. This enhances agility.

## THE “SAFE” MECHANIC

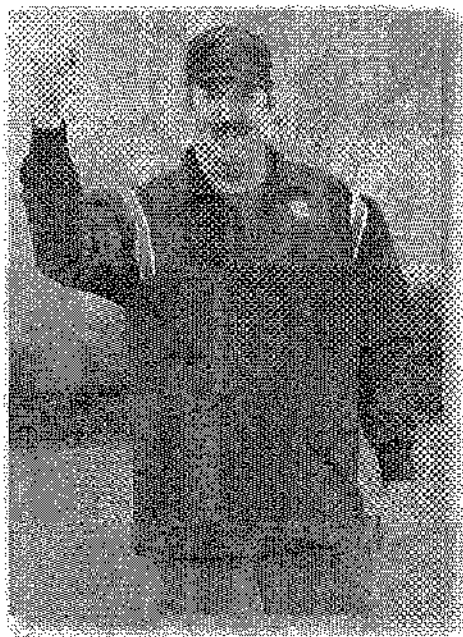


Making the “Safe” call  
“Safe!”

It is imperative that the umpire is set to see each play. Whenever possible, it is advisable to assume the hands-on-knees set position. After the play is completed, the umpire initiates his safe call and returns to his set position.



## THE "OUT" MECHANIC



Making the "Out" call  
"He's OUT!"

The hands-on-knees set position is advisable on all force plays in which the umpire has time to set up with no subsequent play possibility. The "out" signal should be accompanied by appropriate voice... louder and more emphatic on close plays and quieter, less demonstrative on routine plays.





## CATCH



"That's a catch! He's Out!"

On questionable plays in the outfield *or* infield, the umpire should always indicate whether or not the ball was caught. This is the only way runners and coaches are made aware of the status of the ball.

## NO CATCH



The *No Catch* signal is an emphatic safe call accompanied by the proper voice..."No catch! No catch!"



"No catch! No catch!"



## TIME PLAYS



Getting the attention of  
the official scorer



"Score that run..."



Score that run...  
(pointing to plate)



...One run scores!"  
(pointing to press box)

If more than one run scored on the play, signal the number of runs scored to the press box.

## OR

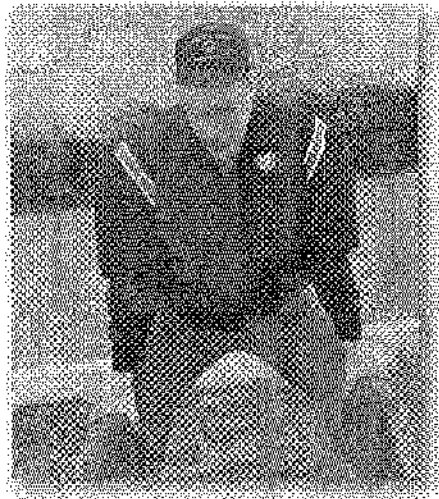
After getting  
attention of the  
official scorer



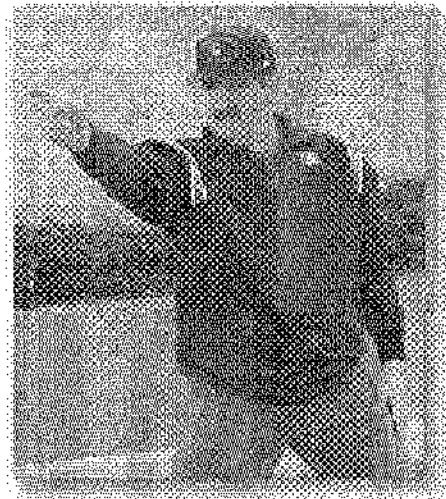
"No run scores!  
No run scores!"  
(Repeat as  
necessary)

"Time plays" are plays which occur when a runner crosses home plate immediately before, during, or after another runner is declared out for the third out of the inning. It is important that the umpire anticipate the possibility of this happening and line up the runner approaching the plate with the potential play on the bases. If the play on the runner is not a force play, then it becomes umpire's judgement as to whether or not the runner crossed the plate before the third out was made. The umpire should use the proper mechanics and signals to indicate to the official scorer whether or not the run scores.

## BALK



Set Position



"That's a balk!"



"Time!"

(Do not call time until play resulting  
from the pitch has ended)

The base umpire shall call the balk from his set position if the pitcher has assumed his position on the rubber. He shall point laterally and emphatically state, "That's a balk!" If the pitcher is in the act of delivering the pitch or throwing to a base, the base umpire resumes his set position and prepares for the play. If the pitcher is not able to deliver the ball to a base or the batter, the base umpire shall call "Time!" and kill the play. Otherwise, the ball is still alive. Either umpire may call any Balk. Once the balk has been called, the other umpire should echo the call.

The plate umpire uses no visual signal. From his set position he declares, "That's a Balk!" and remains in his set position. After the play has ended, he calls time and enforces the balk penalty.

In placing runners, always place the lead runner first.



"Time..."



...That's two bases!"

## GROUND RULE DOUBLE

On the ground rule double the umpire should first kill the ball by indicating "Time!" He then raises two fingers to indicate a two base award.

## HOME RUN



"Home Run!"

This signal indicates the four base award for the home run. Unlike the ground rule double, it is not necessary to indicate that the ball is dead.

## INFIELD FLY SIGNAL TO PARTNER



No Voice

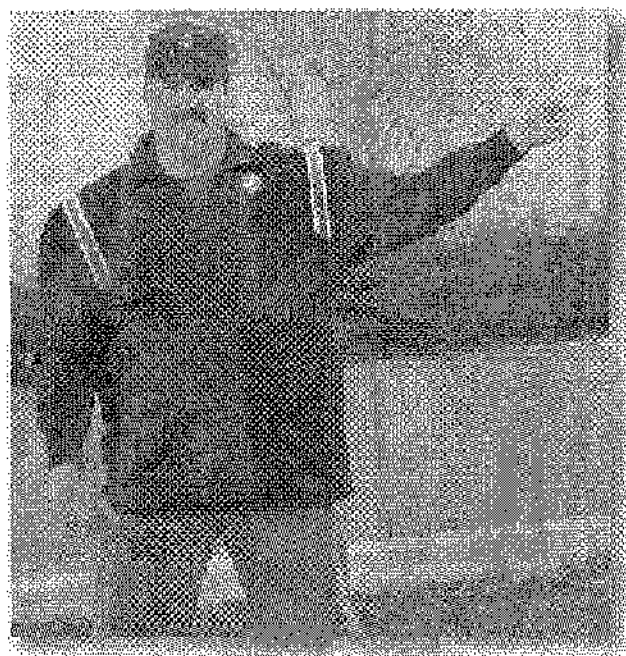
This is a signal that is flashed between umpires as a reminder of the infield fly rule. If a fly ball is hit that an infielder can handle with ordinary effort, the umpires shall invoke the infield fly rule.



## FOUL BALL



Signal "Time"  
then point foul  
as you declare,  
"FOUL!"



A "foul" ball is first indicated by raising both arms and signalling "Time." This kills all play and alerts the runners and coaches. The umpire then points toward foul territory. The arm and hand signals are accompanied by emphatic voice..."Foul!"

## FAIR BALL

No voice is ever used to indicate that a ball is fair. By pointing into fair territory the umpire indicates fair ball.



Point fair  
(no voice)

## OBSTRUCTION / NO PLAY ON OBSTRUCTED RUNNER

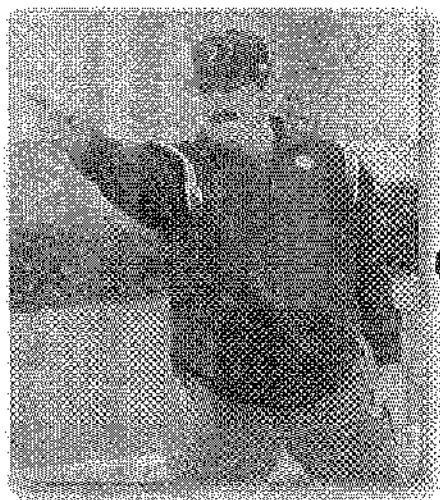


"TIME..."



...that's OBSTRUCTION!"  
(Point to obstruction at time  
of occurrence.)

NOW...You Either:



"You, stay right there!"

OR



"You, third base (or whatever  
base you deem appropriate)"



Unless a play is being made on the obstructed runner or the B-R is obstructed before reaching first base, the ball remains alive and in play.

## OBSTRUCTION (Play Being Made On Obstructed Runner) AWARDING BASES



"TIME..."



"...that's OBSTRUCTION!"  
(Point to violation)



"...You..."  
(Pointing to obstructed runner)



"...Third base!"  
(or whatever base you deem appropriate)"



"Time" is called immediately when a play is being made on a runner who has been obstructed. When a B-R is obstructed after hitting a fly ball, the ball shall not be immediately killed. If the catch is made, it shall count and the obstruction disregarded. If the B-R is obstructed after hitting a ground ball, the ball shall be killed immediately and the obstruction penalty enforced.



## RUNNER INTERFERENCE (Runner Touched by Fair Ball)



"TIME!"  
(kill the play at the moment  
of interference)



"That's Interference"  
(Point to violation)



"He's Out!"  
(call the runner out)

...at this time, the umpire signals all runners to return to their original bases.

## BATTER-RUNNER INTERFERENCE



"Time!..."



...That's Interference...



...The Batter's Out!"

Unlike batter interference on a steal or pick-off attempt, interference by the batter-runner is cause for calling "Time" immediately and enforcing the penalty.



## BATTER INTERFERENCE ON STEAL ATTEMPT



"That's Interference..."

(If runner on whom play is being made is declared out no further signal is necessary. The interference is disregarded. If the runner is safe, the following is required...)



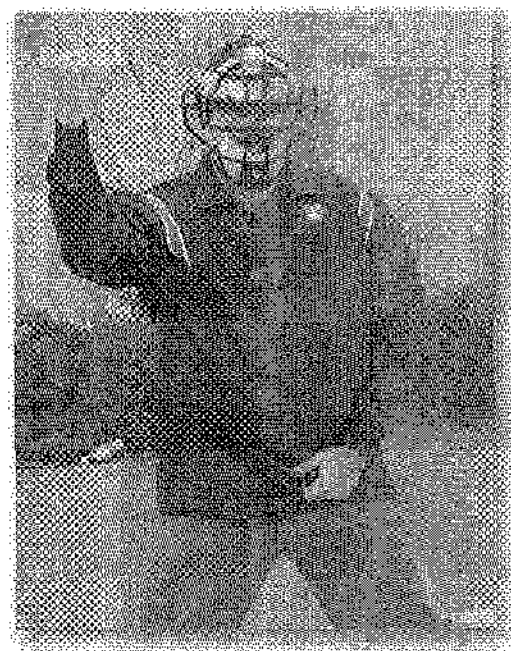
"Time!"

(Called as soon as runner is declared safe...)



"That's Interference..."  
(Pointing to Batter)

...the Batter's Out!"  
(After calling the batter out, you signal the runner back to his original base at the time of the pitch.)



Remember that the ball is not automatically "dead" at the time of the interference. If an out results on the catcher's first throw, then the interference penalty is not enforced and the play stands.

## SPECTATOR INTERFERENCE



"Time!"



Signal indicates  
spectator interference.  
(No voice)  
Plate Umpire Places  
the Runners.

The moment a fan touches a batted or thrown ball or interferes in any way with a player fielding a ball the umpire shall (1) call time, (2) signal spectator interference, and (3) the plate umpire will make the proper award of bases.

In the event that the plate umpire calls the interference behind the plate, the base umpire makes the appropriate award, if any.

## DECLARING BATTED BALL AN INFIELD FLY



"That's an infield fly..."



...The batter's out!"

Ordinarily, either umpire may initiate the call of "Infield Fly!" However, on balls hit near the foul lines, the plate umpire is responsible for the initial call. When the signal is given by one umpire, his partner shall "echo" the call. The call should be given loudly and clearly so there is no confusion for the runners.

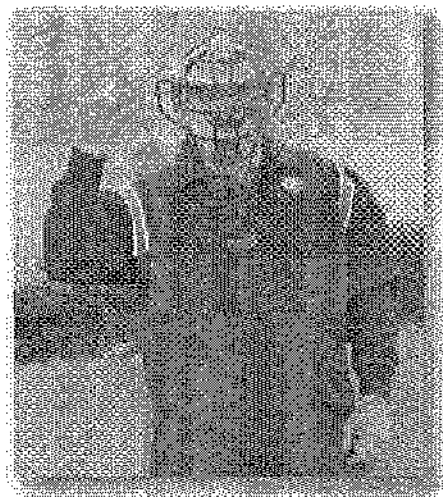
## GAME TERMINATED



Signal to press box that game has been called.

Once the plate umpire is given the home team line-up card, he assumes complete jurisdiction in suspending, resuming, or terminating play. If it becomes necessary to call a game, the umpire should use this signal to notify the official scorer. The official scorer will subsequently notify the fans.

## EJECTION



"You're Gone!"



Make sure you do not contact anyone or come exceptionally close to anyone with your gesture. Be positive, strong, and aggressive but do not "showboat."

Keep your words simple, nothing cute like, "Hit the road! To the showers!" or "See ya later!"

Maintain your composure and professionalism. REMEMBER, the most vicious and damaging arguments often occur after the ejection.

# MANUAL FOR THE THREE-UMPIRE SYSTEM

60 FOOT DIAMOND



## SECTION 1

### NO RUNNERS ON BASE

- 1.1 The first base umpire will be positioned about 10-12 feet behind the first baseman with both feet in foul territory. The third base umpire should be in the same approximate position behind the third baseman.
- 1.2 On all ground balls, fly balls, and line drives to the infield the first base umpire will come into fair territory staying to the outside (outfield) of the infield and set up in a position to render a decision at first base if necessary. The first base umpire will be responsible for the batter-runner touching first and any play that may develop at first on the batter-runner. He/she will also be responsible for taking the batter-runner into second should a play develop there. The third base umpire will come into fair territory, staying to the outside of the infield, and take a position that will give him/her the best angle to observe the play and be able to offer any assistance that may be needed. The third base umpire will be responsible for any touch of third or any play that may develop at third on the batter-runner should the ball not be caught or an overthrow occur. On all fly balls and line drives, the home plate umpire will be responsible for the catch/no catch and will come into fair territory in front of the pitcher's mound and move into a position where he/she has the best view of the ball. On ground balls the home plate umpire will clear the catcher and trail the batter-runner up the first base line and will be responsible for any ball going into dead ball territory and to be able to assist, if asked, the first base umpire with a pulled foot; swipe tag; etc. The home plate umpire will also be responsible for any touch of home or any play that may develop at home plate.
- 1.3 On all fly balls and line drives to the outfield, (with the exception of "trouble" balls), the responsibility for the catch/no catch will belong to the home plate umpire. The first base umpire will pivot into the infield and will be responsible for the batter-runner touching first; for any play back into first and for taking the batter-runner into second if he/she should attempt to advance, if the ball is not caught. The third base umpire will pivot into the infield, keeping the ball in front of him/her and take a position that will offer the best angle to observe the play and to offer any assistance that may be needed. The third base umpire will be responsible for any play that may develop at third base on the batter-runner. The home plate umpire will come into fair territory in front of the pitcher's mound and move into a position where he/she has the best view of the ball. The home plate umpire will have the responsibility for the catch/no catch on the fly ball or line drive and will be responsible for any touch of home or any play that may develop at home plate.
- 1.4 On base hits to the outfield the first base umpire will pivot into the infield and will be responsible for the batter-runner touching first and for any play that may develop on the batter-runner continuing on to second or returning to first. The third base umpire will pivot into the infield, keeping the ball in front of him/her and take a position that will offer the best angle to observe the play and offer any assistance that may be needed. The third base umpire will be responsible for the touch of third and for any play that may develop at third on the batter-runner. The home plate umpire will come into fair territory in front of the



pitcher's mound and move into a position where he/she has the best view of the play. The home plate umpire will be responsible for any touch of home or any play that may develop at home plate.

- 1.5 If the first base umpire goes out on a "trouble" ball, the third base umpire will pivot into the working area and be responsible for the batter-runner touching first, any play back into first, and for the touch or any play that may develop at second or third on the batter-runner advancing should the ball not be caught. The home plate umpire will come out from behind home plate going a few feet into foul territory and a few feet down the third base line to observe the play and to be ready to offer any assistance that may be needed. The home plate umpire will be responsible for the touch and any play that may develop at home plate. Once an umpire has gone out, he/she will stay out until the play has ended. The umpire should wait until all action has ceased before returning to his/her position.
- 1.6 If the third base umpire goes out on a "trouble" ball, you will revert back to the two umpire system. The first base umpire will pivot in and be responsible for the batter-runner touching first, second or third base and for any plays that may develop on the batter runner. The home plate umpire will come into fair territory in front of the pitcher's mound to observe the ball and be ready to offer any assistance that may be required. The home plate umpire will be responsible for any touch of home or any play that may develop at home plate.

## SECTION 2

### RUNNER ON FIRST BASE ONLY

- 2.1 The first base umpire will be positioned 10-12 feet behind the first baseman with both feet in foul territory. The third base umpire will be positioned between the second baseman and the second base bag approximately 20 to 30 feet from second base on the outside of the infield.
- 2.2 On all ground balls, line drives and fly balls to the infield, the first base umpire will come into fair territory staying to the outside (outfield) of the infield and set up in a position to render a decision at first base, if necessary. The first base umpire will have the responsibility of the batter-runner touching first; any play at first on the batter-runner; the batter-runner passing the runner on first; the tag up of the runner on first; and any play back into first on the runner on first. The third base umpire will take a drop step to open up his/her field of vision and step and turn with the ball facing the fielder as the ball is being fielded. The third base umpire will let the ball take him/her to the play and by only taking a step or two in any direction will be in a good, initial position for any play(s) that may develop at second. The third base umpire will be responsible for any play at second on the runner from first. The third base umpire will also be responsible for the touch of second by the runner on first. He/she will also be responsible for the touch of and any play that may develop at second or third by the batter-runner should an overthrow occur and he/she continues to advance. The home plate umpire will be responsible for the catch/no catch of all fly balls and line drives and will come out from behind home plate into fair territory in front of the pitcher's mound and move into a position where he/she has the best angle/view of the play/ball to make the call. On ground balls the home plate umpire will come out from behind home plate going a few feet into foul territory down the third base line to observe the play. If the initial play is an out at second, the home plate umpire will move toward the first base line and take a position to be able to observe the play at first and offer any assistance that may be needed. If the play is at first base only or the runner is safe at second, the home plate umpire will come out from behind home plate and move down the third base line in foul territory and communicate with his/her partners "I've got third if he/she comes." This will alert his/her partners to the possibility of a play at third and that he/she has it covered. The home plate umpire will be responsible for the touch or any play at third on the runner from first and also for any touch of home plate or any play that may develop at home plate. .
- 2.3 On all fly balls and line drives to the outfield (with the exception of "trouble" balls), the responsibility for the catch/no catch will belong to the home plate umpire. The first base umpire will pivot into the infield and be responsible for the tag up of the runner on first; the batter-runner touching first; any play that may develop at or back into first by either runner and for any play at second on the batter-runner if the ball is not caught. The third base umpire will pivot into the infield and be responsible for the runner from first touching second if the ball is not caught and for any play at second on the runner advancing from first. The third base umpire will also be responsible for any play at or touch of third by the runner from first or the batter-runner. The home plate umpire will come into fair



territory in front of the pitcher's mound and move into a position where he/she has the best angle/view of the play/ball. The home plate umpire will have the responsibility for the catch/no catch on the fly ball or line drive; to be able to offer any assistance if needed and to be responsible for any touch of home and any play that may develop at home plate.

- 2.4 On base hits to the outfield the first base umpire will pivot into the infield and be responsible for the batter-runner touching first; and for any plays that may develop on the batter-runner continuing on to second or returning to first. The third base umpire will pivot into the infield and will be responsible for any plays that may develop on the runner from first base touching second; continuing on to third or returning to second; and for any touch or play at third on the batter-runner. The home plate umpire will come out from behind home plate going a few feet into foul territory and a few feet down the third base line to observe the play and to be ready to offer any assistance that may be needed. The home plate umpire will be responsible for any touch of home and any play that may develop at home plate.
- 2.5 If the first base umpire goes out on a "trouble" ball, the umpires will revert to the two man system. The third base umpire will pivot into the working area and will be responsible for the tag up of the runner on first; any play back into first on the runner and for the touch or any play that may develop at second on the runner from first. He/she will also be responsible for the batter-runner touching first; any play back into first on the batter-runner and for the touch or any play that may develop at second or third on the batter-runner should the ball not be caught. The home plate umpire will come out from behind home plate going a few feet into foul territory and a few feet down the third base line and communicate with his/her partner "I've got third if he/she comes" to alert him/her that should a play develop there that it is covered. The home plate umpire will be responsible for the touch and any play that may develop at third on the runner from first. He/she will also be responsible for the touch or any play that may develop at home plate. The umpires should let the ball take them to the play and to be careful to not over commit to any base.
- 2.6 If the third base umpire goes out on a "trouble" ball the first base umpire will pivot into the working area. The first base umpire will be responsible for the runner at first tagging up properly; for the touch at second by the runner from first if the ball is not caught and for any play at second on the runner from first. The first base umpire is also responsible for the batter-runner touching first and for any plays that may develop on the batter-runner at first, second or third. The first base umpire must let the ball take him/her to the play and not over commit to either base. The home plate umpire will come out from behind home plate and move down the third base line in foul territory and communicate with his partner "I've got third if he/she comes." This will alert his/her partner that should a play at third develop it is covered. The home plate umpire will be responsible for the touch of third by the runner from first; for any possible plays that may develop at third on the runner from first and for any touch of and/or play that may develop at home plate. Once an umpire has gone out, he/she will stay out until the play has ended. The umpire should wait until all action has ceased before returning to his/her position.

## SECTION 3

### RUNNER ON SECOND BASE ONLY

- 3.1 The first base umpire will be positioned midway between the second baseman and the 2nd base bag approximately halfway (30 to 40 feet) between 1st and 2nd base and on the outside of the infield. The third base umpire will be 10-12 feet behind the third baseman with both feet in foul territory.
- 3.2 On all ground balls, fly balls and line drives to the infield the first base umpire will take a drop step to open up his/her field of vision and then step and turn with the ball facing the fielder as the ball is being fielded. The first base umpire will let the ball take him/her to the play and by only taking a step or two in any direction will be in a good position for any play(s) that may develop at second or first base. The first base umpire will be responsible for any play or tag up at second on the runner on second and for the batter-runner touching first; for any play at first on the batter-runner; and for any play that may develop at second on the batter-runner if the ball is not caught. The third base umpire will come into fair territory, staying to the outside of the infield, and will be responsible for any play at or touch of third on the runner advancing from second. The third base umpire will also be responsible for any play or touch of third on the batter-runner advancing to third should the fly ball or line drive not be caught or an overthrow occur. The home plate umpire will be responsible for the catch/no catch of all fly balls and line drives and will come out into fair territory in front of the pitcher's mound and move into a position where he/she has the best view of the ball to make the call. If the ball is not caught the home plate umpire will return to a position behind the point of home plate and be responsible for any touch of and/or play that may develop at home plate. On ground balls the home plate umpire will move out to a position, in foul territory, on the first base line extended to observe the play at first base. The home plate umpire will be in a good position to see the whole field and to be able to offer any assistance that may be needed by either umpire. The home plate umpire will also be responsible for the touch of home or any play that may develop at home plate.
- 3.3 On all fly balls and line drives to the outfield (with the exception of "trouble" balls), the responsibility for the catch/no catch will belong to the home plate umpire. The first base umpire will pivot into the working area and be responsible for the tag up of the runner on second and for any play that may develop at second on the runner. The first base umpire is also responsible for the batter-runner touching first base; any play back into first on the batter-runner; and for any play that may develop on the batter-runner at second, including the touch of second, if the ball is not caught. The third base umpire will pivot into the infield and be responsible for any play at or touch of third base by the runner advancing from second. The third base umpire will also be responsible for any play at or touch of third base by the batter-runner should the fly ball or line drive not be caught. The home plate umpire will come out into fair territory in front of the pitcher's mound and move into a position where he/she has the best angle/view of the play/ball to make the call. If the ball is not caught the home plate umpire will return to a position behind the point of home plate and be responsible for the touch of home and for any play that may develop at home plate.

- 3.4 On base hits to the outfield the first base umpire will pivot into the working area and be responsible for the batter-runner touching first; for any play that may develop on the batter-runner continuing on to second or returning to first; and for any play back into second on the runner on second. The third base umpire will pivot into the infield and be responsible for any play at or touch of third by the runner advancing from second. The third base umpire will also be responsible for any play at or touch of third by the batter-runner. The home plate umpire will come out from behind home plate going a few feet down the third base line to observe the play and to be ready to offer any assistance that may be needed and will also be responsible for any touch of home or any play that may develop at home plate.
- 3.5 If the first base umpire goes out on a "trouble" ball, the third base umpire will pivot into the working area and be responsible for the batter-runner touching first; any play back into first on the batter-runner and for any touch or play that may develop on the batter-runner at second or third should the ball not be caught. He/she will also be responsible for any play back into second on the runner on second. The home plate umpire will come out from behind home plate going a few feet into foul territory and a few feet down the third base line and communicate with his/her partner "I've got third if he/she comes" to alert him/her that should a play develop there that it is covered. The home plate umpire will be responsible for the tag up of the runner on second and for any play or touch at third on the runner from second. The home plate umpire will also be responsible for the touch or any play that may develop at home plate.
- 3.6 If the third base umpire goes out on a "trouble" ball the first base umpire will pivot into the working area and be responsible for any play back into second on the runner on second. The first base umpire will also be responsible for the batter-runner touching first; any play back into first on the batter-runner; and for any play at or touch of second or third by the batter-runner should the ball not be caught. The home plate umpire will come out from behind home plate and move down the third base line in foul territory and communicate with his partner "I've got third if he/she comes." This will alert his/her partner to the possibility of a play at third and that he/she has it covered. The home plate umpire will be responsible for the tag up at second and any play at or touch of third by the runner from second. The home plate umpire will also be responsible for any touch of and/or play that may develop at home plate if the ball is not caught. Once an umpire goes out, he/she will stay out until the play has ended. The umpire should wait until all action has ceased before returning to his/her position.

## SECTION 4

### RUNNER ON THIRD BASE ONLY

- 4.1 The first base umpire will be positioned 10-12 feet behind the first baseman with both feet in foul territory. The third base umpire will be 10-12 feet behind the third baseman with both feet in foul territory.
- 4.2 On all ground balls, fly balls and line drives to the infield the first base umpire will come into fair territory, staying to the outside of the infield and set up in a position to render a decision at first if necessary. The first base umpire will be responsible for the batter-runner touching first and for any play that may develop at first on the batter-runner. He/she will also be responsible for the touch of second and for taking the batter-runner into second should a play develop there. The third base umpire, depending on the location of the ball, will move a few feet either into foul or fair territory and set up in a position to have a good look at the play/ball. The third base umpire will be responsible for any tag up at third on the runner; and for any play that may develop at third on the runner. The third base umpire will also be responsible for any touch of and/or play at third on the batter-runner should the ball not be caught or an overthrow occur. The home plate umpire will move out to a position in foul territory on the first base line extended to get the best view of the field, ball and play. The home plate umpire will be responsible for the catch/no catch of all fly balls and line drives and for any touch of and/or play at home plate by the runner at third or the batter-runner if the ball should not be caught or an overthrow occur. The home plate umpire will also be in a good position to see clearly down the first base line and to be able to offer any assistance, if requested.
- 4.3 On all fly balls, line drives (with the exception of "trouble" balls) and base hits to the outfield the responsibility of the catch/no catch of the ball will belong to the home plate umpire. The first base umpire will pivot into the infield and will be responsible for the batter-runner touching first and for any play back into first on the batter-runner should the ball not be caught. He/she will also be responsible for the touch of second and for taking the batter-runner into second should a play develop there. The third base umpire will pivot into the infield and will be responsible for the tag up of the runner on third and for any play back into third on the runner. He/she will also be responsible for the touch of third and any play on the batter-runner at third should the ball not be caught. The home plate umpire will come out a few feet into foul territory and move into a position that will give him/her the best angle/view of the field, ball and play while still getting back to home plate for any possible play. The home plate umpire will be responsible for the catch/no catch of the ball and for any touch of and/or play that may develop at home plate on the runner from third or the batter-runner continuing to advance if the ball is not caught.
- 4.4 If the first base umpire goes out on a "trouble" ball, the third base umpire will pivot into the working area and be responsible for the batter-runner touching first; any play back into first on the batter-runner and for the touch or any play that may develop on the batter-runner at

second or third base should the ball not be caught. The home plate umpire will come out from behind home plate going a few feet into foul territory and a few feet down the third base line and will be responsible for the tag up of the runner on third and for any play back into third on the runner. He/she will also be responsible for any touch or play that may develop at home plate.

- 4.5 If the third base umpire goes out on a "trouble" ball the first base umpire will pivot into the infield and be responsible for the batter-runner touching first; for any play back into first on the batter-runner and for any touch of or play at second or third on the batter-runner should the ball not be caught. The home plate umpire will come out into foul territory a few feet towards third to be in a good position to line up the ball/play and the base. The home plate umpire will be responsible for the tag up and any play back into third on the runner on third and for the touch of or any play that may develop at home plate.

## SECTION 5

### RUNNERS ON FIRST AND SECOND

- 5.1 The first base umpire will be positioned midway between the second baseman and the second base bag approximately halfway (30 to 40 feet) between 1st and second base and on the outside of the infield. The third base umpire will be 10-12 feet behind the third baseman with both feet in foul territory.
- 5.2 On all ground balls, line drives and fly balls to the infield the first base umpire will take a drop step to open up his/her field of vision. He/she will step and turn with the ball facing the fielder as the ball is being fielded. The first base umpire will let the ball take him/her to the play and by only taking a step or two in any direction will be in a good initial position for any play(s) that may develop at second or first. The first base umpire will be responsible for the tag up of the runner on first and the touch of and any play at second that may develop on the runner from first. The first base umpire will be responsible for the batter-runner touching first base; for the batter-runner passing the runner; for any play that may develop at first on the batter-runner and for any touch or play at second on the batter-runner should the ball not be caught or an overthrow occur. The third base umpire will come into fair territory, staying to the outside of the infield, and establish a good position/angle to the ball. He/she will be responsible for the tag up of the runner on second; for any play back into second on the runner on second; and any play at third that may develop on the runner at second. The third base umpire will also be responsible for any play at third that may develop on the runner from first or the batter-runner should the ball not be caught or an overthrow occur. On fly balls or line drives the home plate umpire will come out into fair territory in front of the pitcher's mound and be responsible for the catch/no catch of the ball. On ground balls the home plate umpire will move to a position in foul territory, on the first base line extended, to get the best angle/view of the field, ball and play. The home plate umpire will be responsible for any play at home plate that may develop on the runners from second or first and on the batter-runner should the ball not be caught or an overthrow occur. The home plate umpire will also be in a good position to see clearly down the first base line to be able to offer any assistance, if requested.
- 5.3 On all fly balls and line drives (with the exception of "trouble" balls) to the outfield the responsibility of the catch/no catch will belong to the home plate umpire. The first base umpire will pivot into the working area and be responsible for any play back into second on the runner; for the tag up of the runner at first and for any play at second or first base on the runner from first advancing. The first base umpire will also be responsible for the batter-runner touching first; for any play back into first on the batter-runner; and any touch or play at second that may develop on the batter-runner. The third base umpire will pivot into the infield and be responsible for the tag up of the runner at second; and for any touch or play at third that may develop on the runners from second or first and the batter-runner should the ball not be caught.

The home plate umpire will come out into fair territory in front of the pitcher's mound and move into a position where he/she has the best angle/view of the ball/play and be responsible for the catch/no catch. The home plate umpire will also be responsible for any touch or play at home plate on the runners on second and first or the batter-runner should the ball not be caught.

- 5.4 On base hits to the outfield the first base umpire will pivot into the infield and be responsible for the touch of and any play at second that may develop on the runner on first. He/she will also be responsible for the batter-runner touching first; for any play back into first on the batter-runner; for the batter-runner touching second and for any play at second that may develop on the batter-runner. The third base umpire will pivot into the infield and be responsible for the touch of third by the runner from second; for any play back into third on the runner; and for any touch or play at third that may develop on the runner on first or the batter-runner. The home plate umpire will come out from behind home plate in foul territory going a few feet down the third base line. He/she will be in a good position to observe the field and to offer any assistance that may be needed. The home plate umpire will be responsible for any touch or play that may develop at home plate on either runner or the batter-runner.
- 5.5 If the first base umpire goes out on a "trouble" ball, the third base umpire will pivot into the working area and be responsible for the tag up of the runner on first and any play back into first on the runner on first. He/she will also be responsible for the batter-runner touching first; any play back into first on the batter-runner and for the touch or any play that may develop at second or third on the batter-runner should the ball not be caught. The third base umpire will also be responsible for any play back into second on the runner on second. The third base umpire must let the ball take him/her to the play and not over commit to any base. The home plate umpire will come out from behind home plate going a few feet into foul territory and a few feet down the third base line and communicate with his/her partner "I've got third if he/she comes" to alert him/her that should a play develop there that it is covered. The home plate umpire will be responsible for the tag up of the runner on second and for any play or touch at third on the runners from second and first advancing. He/she will also be responsible for any touch or play that may develop at home plate.
- 5.6 If the third base umpire goes out on a "trouble" ball the first base umpire will pivot into the working area and be responsible for the tag up at first by the runner; for any play back into first on the runner; for any play back into second on the runner on second; for any touch or play at second on the runner advancing from first; for the batter-runner touching first; for any play back into first on the batter-runner and for any touch of or play at second or third on the batter-runner should the ball not be caught. The home plate umpire will come out from behind home plate and move down the third base line in foul territory and communicate with his/her partner "I've got third if he/she comes". This will alert his/her partners that he/she has third covered for any possible play that may develop there. The home plate umpire will be responsible for the tag up of the runner at second and for any touch or play at third on the runner from second. The home plate umpire will also be responsible for any touch of home and for any play at home plate or third base on the

runners from second or first and on the batter-runner at home plate should the ball not be caught. Once an umpire has gone out, he/she will stay out until the play has ended. The umpire should wait until all action has ceased before returning to his/her position.



## SECTION 6

### RUNNERS ON FIRST AND THIRD

- 6.1 The first base umpire will be positioned midway between the second baseman and the second base bag approximately halfway (30 to 40 feet) between first and second base and on the outside of the infield. The third base umpire will be 10-12 feet behind the third baseman with both feet in foul territory.
- 6.2 On all ground balls, line drives and fly balls to the infield the first base umpire will take a drop step to open up his/her field of vision, and turn with the ball facing the fielder as the ball is being fielded. The first base umpire will let the ball take him/her to the play and by only taking a step or two in any direction will be in a good position for any play(s) that may develop at second or first. The first base umpire will be responsible for the tag up of the runner on first; for any play back into first on the runner and the touch of or any play that may develop at second. The first base umpire will be responsible for the batter-runner touching first base; the batter-runner passing the runner on first; for any play that may develop at first on the batter-runner and for any touch or play at second on the batter-runner should the ball not be caught or an overthrow occur. The third base umpire, depending on the location of the ball, will move a few feet either into foul or fair territory and set up in a position to have a good look at the ball/play. The third base umpire will be responsible for any tag up at third on the runner at third and for any play that may develop at third on the runner. The third base umpire will also be responsible for any touch or play at third on the runner at first and the batter-runner should the ball not be caught or an overthrow occur. The home plate umpire will move out to a position in foul territory on the first base line extended to get the best angle/view of the field, ball and play. The home plate umpire will be responsible for the catch/no catch on all fly balls and line drives and for any touch or play that may develop at home plate on the runners from third and first and the batter-runner should the ball not be caught or an overthrow occur. The home plate umpire will also be in a good position to clearly see down the first base line and to be able to offer any assistance, if requested.
- 6.3 On all fly balls and line drives to the outfield (with the exception of "trouble" balls) the responsibility of the catch/no catch will belong to the home plate umpire. The first base umpire will pivot into the working area and be responsible for the tag up of the runner on first and for any touch or play at second on the runner from first advancing. The first base umpire will also be responsible for the batter-runner touching first; for the batter-runner passing the runner; for any play back into first on the runner or the batter-runner; and for any touch of or play at second that may develop on the batter-runner should the ball not be caught. The third base umpire will pivot into the infield and be responsible for the tag up of the runner on third and for any play back into third on the runner. The third base umpire will also be responsible for the touch or play that may develop at third on the runner from first or the batter-runner if the ball is not caught. The home plate umpire will come out into foul territory, going a few feet down the third base line to a position that will allow him/her the best view of the field, ball and play. From this position the home plate umpire must be able to get back to home plate for any possible play that may develop at home plate. The

home plate umpire will be responsible for the catch/no catch of the ball and for any touch or play that may develop at home plate on the runner at third advancing. He/she will also be responsible for any touch or play at home plate on the runners; and the batter-runner continuing to advance if the ball is not caught.

- 6.4 On base hits to the outfield the first base umpire will pivot into the working area and be responsible for the touch or play at second that may develop on the runner on first. The first base umpire will also be responsible for the batter-runner touching first; for any play back into first on the batter-runner; and for any play at second that may develop on the batter-runner. The third base umpire will pivot into the infield and be responsible for the touch or any play at third on the runner on first or the batter-runner continuing to advance. The home plate umpire will come out into foul territory going a few feet down the third base line. He/she will move into a position that will allow for the best angle/view of the field, ball and play; and still allow coverage of home plate for any possible play that may develop at home plate. The home plate umpire will be responsible for any touch of or any play at home plate that may develop on the runner at third; first or the batter-runner.
- 6.5 If the first base umpire goes out on a "trouble" ball, the third base umpire will pivot into the working area and be responsible for the tag up of the runner on first; the batter-runner touching first; and any play back into first on either the runner or batter-runner. He/she will also be responsible for the touch or any play that may develop at second on the runner from first advancing. The third base umpire will also be responsible for the touch and any play that may develop at second or third on the batter-runner should the ball not be caught. The home plate umpire will come out from behind home plate going a few feet into foul territory and a few feet down the third base line and will be responsible for the tag up of the runner on third and for any play back into third on the runner. He/she will also be responsible for the touch and any play that may develop on the runner from first advancing and will communicate to his/her partner "I've got third if he/she comes" to alert him/her that should a play develop there that it is covered. The home plate umpire will also be responsible for any touch or play that may develop at home plate.
- 6.6 If the third base umpire goes out on a "trouble" ball, the umpires will revert to the two man system. The first base umpire will pivot into the working area and be responsible for the tag up of the runner on first; any play back into first on the runner on first; for any touch or play that may develop at second on the runner on first. The first base umpire will also be responsible for the batter-runner touching first; any play back into first on the batter-runner and for the touch of or any play that may develop at second or third on the batter-runner should the ball not be caught. The home plate umpire will come out into foul territory going a few feet down the third base line. The home plate umpire will move into a position that will allow for the best angle/view of the field, ball and play. The home plate umpire will be responsible for the tag up of the runner on third; any play back into third on the runner and for any play at home plate should the runner on third attempt to advance. He/she will also be responsible for any touch or play that may develop at third on the runner on first. After

observing the runner from third touch home plate, the home plate umpire will move down the third base line and communicate with his/her partners "I've got third if he/she comes". This will alert his/her partners that should a play develop at third it is covered. He/she will also be responsible for any touch of home plate and any play that may develop at home plate.

## SECTION 7

### RUNNERS ON SECOND AND THIRD

- 7.1 The first base umpire will be positioned midway between the second baseman and the second base bag approximately halfway (30 to 40 feet) between first and second base and on the outside of the infield. The third base umpire will be 10-12 feet behind the third baseman with both feet in foul territory.
- 7.2 On all ground balls, fly balls and line drives to the infield, the first base umpire will take a drop step to open his/her field of vision and then step and turn with the ball facing the fielder as the ball is being fielded. The first base umpire will let the ball take him/her to the play and by only taking a step or two in any direction will be in a good position for any play(s) that may develop at second or first. The first base umpire will be responsible for the tag up at second or any play at second on the runner at second. The first base umpire will also be responsible for any play at first on the batter-runner; for the batter-runner touching first and any touch or play that may develop at second on the batter-runner should the ball not be caught or an overthrow occurs. The third base umpire, depending on the location of the ball, will move a few feet into foul or fair territory, staying to the outside of the infield, and set up in a position to have a good look at the ball or play. The third base umpire will be responsible for the tag up at third of the runner; and for any play back into third. He/she will also be responsible for the touch of third or any play that may develop at third on the runner coming from second; and for any touch of or play at third on the batter-runner should the ball not be caught or an overthrow occurs. The home plate umpire will move out to a position in foul territory on the first base line extended to get the best view of the field, ball and play. The home plate umpire will be responsible for the catch/no catch of all fly balls and line drives. The home plate umpire will also be responsible for any touch of home and any play(s) that may develop at home plate on the runners from third and second and on the batter-runner should the ball not be caught or an overthrow occurs. He/she will be in a good position to see the whole field and especially the play at first on ground balls, and to be able to offer any assistance, if requested.
- 7.3 On all fly balls and line drives to the outfield (with the exception of "trouble" balls), the responsibility for the catch/no catch will belong to the home plate umpire. The first base umpire will pivot into the working area and be responsible for the tag up of the runner on second and for any play back into second on that runner. He/she will also be responsible for the batter-runner touching first base; any play back into first on the batter-runner; and for the touch or any play that may develop at second on the batter-runner if the ball is not caught. The third base umpire will pivot into the infield and be responsible for the tag up of the runner on third and for any play back into third on the runner on third. He/she will also be responsible for the touch of third and for any play that may develop at third on the runner from second and the batter-runner should the ball not be caught. The home plate umpire will come out a few feet into foul territory down the third base line and move to a position that will give him/her the best view of the field, the ball and any play while still being able to get back to home plate for any possible play that may develop. The home plate umpire will be responsible for the catch/no catch of the ball and for the touch of home

or any plays that may develop at home plate on the runners from third and second. The home plate umpire will also be responsible for touch of home by or play on the batter-runner continuing to advance to home plate if the ball is not caught.

- 7.4 On base hits to the outfield the first base umpire will pivot into the working area and will be responsible for any play back into second on the runner on second. He/she will also be responsible for the batter-runner touching first, for any play back into first on the batter-runner; and for the touch of second or any play that may develop on the batter-runner continuing on to second. The third base umpire will pivot into the infield and be responsible for any play back into third on the runner at third. He/she will also be responsible for the touch of third or any play that may develop at third on the runner at second and the batter-runner. The home plate umpire will come out a few feet into foul territory down the third base line and move to a position that will give him/her the best view of the field, ball and play. The home plate umpire will be responsible for the touch of home and any subsequent play that may occur at home plate.
- 7.5 If the first base umpire goes out on a "trouble" ball, the third base umpire will pivot into the working area and be responsible for the tag up of the runner on second and for any play back into second on the runner on second. He/she will also be responsible for the batter-runner touching first; any play back into first on the batter-runner and for the touch or any play that may develop at second or third on the batter-runner should the ball not be caught. The home plate umpire will come out from behind home plate going a few feet into foul territory and a few feet down the third base line and will be responsible for the tag up of the runner on third and for any play back into third on the runner. He/she will also be responsible for the touch and any play that may develop at third on the runner from second advancing and will communicate to his/her partner "I've got third if he/she comes" to alert him/her that should a play develop there that it is covered. The home plate umpire will also be responsible for any touch or play that may develop at home plate and must let the ball take him/her to the play and not over commit to either base.
- 7.6 If the third base umpire goes out on a "trouble" ball, you will revert back to the two-man system. The first base umpire will pivot into the working area and be responsible for the tag up at second on the runner on second and for any play back into second on the runner. The first base umpire will also be responsible for the batter-runner touching first; any play back into first on the batter-runner and for the touch or any play that may develop at second or third on the batter-runner should the ball not be caught. The home plate umpire will come out into foul territory, going a few feet down the third base line. He/she will move into a position that will allow the best view of the field, ball and play. The home plate umpire will be responsible for the tag up of the runner on third; any play back into third on the runner and the touch of home by any runner and also for any play at home plate should the runner on third attempt to advance. The home plate umpire will also be responsible for the touch of or any play that may develop at third on the runner from second. After observing the runner on third touch home plate, the home plate umpire will move down the third base line and communicate with his/her partner "I've got third if he/she comes". This will alert the other umpires that should a play develop at third, it is covered. He/she will also be responsible for the touch of home and any other play that may develop at home plate.

## **SECTION 8**

### **BASES LOADED**

- 8.1 The first base umpire will be positioned midway between the second baseman and the second base bag approximately halfway (30 to 40 feet) between first and second base and on the outside of the infield. The third base umpire will be 10-12 feet behind the third baseman with both feet in foul territory.
- 8.2 On all ground balls, line drives and fly balls to the infield the first base umpire will take a drop step to open up his/her field of vision. He/she will step and turn with the ball facing the fielder as the ball is being fielded. The first base umpire will let the ball take him/her to the play and by only taking a step or two in any direction will be in a good, initial position for any play(s) that may develop at second or first. The first base umpire will be responsible for the tag up of and any play back into second on the runner at second. He/she will also be responsible for the tag up and any play back into first on the runner on first; and for any touch of second or play at second on the runner on first. The first base umpire will also be responsible for the batter-runner touching first; for any play that may develop at first on the batter-runner and for any touch or play at second on the batter-runner should the ball not be caught or an overthrow occur. The third base umpire, depending on the location of the ball, will move a few feet either into foul or fair territory and set up in a position to have a good look at the ball or play. The third base umpire will be responsible for the tag up of the runner on third and for any play back into third on that runner. He/she will also be responsible for the touch or any play at third by all base runners should the ball not be caught or an overthrow occur. The home plate umpire will move out to a position in foul territory on the first base line extended to get the best view of the field, the ball and the play. The home plate umpire will be responsible for the catch/no catch of all fly balls and line drives and for any touch of home or plays at home plate on all runners including the batter-runner should the ball not be caught or an overthrow occur. The home plate umpire will also be in a good position to see down the first base line and to be able to offer any assistance at first if needed or requested.
- 8.3 On all fly balls and line drives to the outfield (with the exception of "trouble" balls) the responsibility of the catch/no catch will belong to the home plate umpire. The first base umpire will pivot into the working area and be responsible for the tag up of and any play back into first and for the touch of second or any play at second on the runner on first. He/she will also be responsible for the batter-runner touching first; for any play back into first on the batter-runner and for the touch of second or any play that may occur at second on the batter-runner should the ball not be caught. The third base umpire will pivot into the infield and be responsible for the tag up of and any play back into second on the runner on second. He/she will also be responsible for the touch of third and any play that may develop at third on the runner on second; first and the batter-runner should the ball not be caught. The home plate umpire will come out into foul territory going a few feet down the third base line. He/she will move into a position that will allow the best view of the field, ball and play and still be able to get back to home plate for any possible play that may develop there or to be

able to move into a position to cover any play back into third. The home plate umpire will be responsible for the catch/no catch on all fly balls and line drives. He/she will also be responsible for the tag up at third on the runner on third; for the touch of home and any plays that may occur at home plate.

- 8.4 On base hits, the first base umpire will pivot into the working area and be responsible for the touch of second and for any play at second that may develop on the runner on first. He/she will also be responsible for the batter-runner touching first; for any play back into first on the batter-runner and for the touch of second and any play at second that may develop on the batter-runner continuing to advance. The third base umpire will pivot into the infield and be responsible for the touch of third and for any play that may develop at third on the runner on second, first and the batter-runner. The home plate umpire will come out into foul territory going a few feet down the third base line. He/she will move into a position that will allow him/her the best view of the field, ball and play; and still be able to get back to home plate for any possible play that may develop at home plate. The home plate umpire will be responsible for the touch of home and any play that may develop at home plate on the runner at third; second, first and the batter-runner and to be able to offer any assistance, if requested.
- 8.5 If the first base umpire goes out on a "trouble" ball, the third base umpire will pivot into the working area and be responsible for the tag up of the runners on first and second and for any play back into first or second on either runner. He/she will also be responsible for the touch or any play that may develop at second on the runner on first advancing. The third base umpire will also be responsible for the batter-runner touching first; any play back into first on the batter-runner and for the touch or any play that may develop at second or third on the batter-runner should the ball not be caught. The home plate umpire will come out from behind home plate going a few feet into foul territory and a few feet down the third base line and will be responsible for the tag up of the runner on third and for any play back into third on the runner. He/she will also be responsible for the touch and any play that may develop at third on the runner from second or first advancing and will communicate to his/her partner "I've got third if he/she comes" to alert him/her that should a play develop there that it is covered. The home plate umpire will also be responsible for the touch and any play that may develop at home plate and must let the ball take him/her to the play and not over commit to either base.
- 8.6 If the third base umpire goes out on a "trouble" ball, you will revert back to the two-man system. The first base umpire will pivot into the working area and be responsible for the tag up of the runners on second and first. He/she will also be responsible for any play back into second or first on either runner and for the touch of second and any play that may develop at second on the runner on first. The first base umpire will also be responsible for the batter-runner touching first; for the batter-runner passing the runner; for any play back into first on the batter-runner and for the touch of second or third and for any play that may develop at second or third on the batter-runner should the ball not be caught. The home plate umpire will come out into foul territory going a few feet down the third base line and moving into a position that will allow him/her the best view of the field, ball and play.

The home plate umpire will be responsible for the tag up of the runner on third; any play back into third on the runner and for the touch of home and any plays that may develop at home plate. He/she will also be responsible for the touch of third and any play at third on the runner from second or first. After observing the runner(s) touch home plate, the home plate umpire will move down the third base line and communicate with his/her partners, "I've got third if he/she comes." This will alert his/her partners that should a play develop at third, it is covered. He/she will also be responsible for the touch and any play(s) that may develop at home plate.





# MANUAL FOR THE FOUR-UMPIRE SYSTEM

60 FOOT DIAMOND

## FOUR-MAN UMPIRE SYSTEM

### 1.1 GENERAL PRINCIPLES

One of the key concepts in understanding four-umpire mechanics is the positioning of the base umpires and their responsibilities especially on balls hit to the outfield. An umpire should only go out when it is absolutely necessary when it is going to be a difficult play (such as fair/foul decisions down the foul lines; home runs; "trouble" balls, i.e., shoe string or diving catches; multiple fielders converging on the ball; catches at the warning track or wall; catches made with the fielders' back towards the infield; etc.) If an umpire goes out, he/she will stay out until the play has ended. The umpire should wait until all action has ceased before returning to his/her position. The home plate umpire will be responsible for the catch/no catch on **ALL** line drives and fly balls (with the exception of "trouble" balls to the outfield). At the time of the pitch, the base umpires will **ALWAYS** be stationed on the outside of the infield. The first base umpire will be positioned about 10-12 feet behind the first baseman with both feet in foul territory.

The third base umpire will be positioned in the same approximate position behind the third baseman. The second base umpire will be positioned behind second base several feet out into the outfield grass. Depending on the runner(s) or the situation he/she will be shaded either towards the first or third base, always maintaining a clear, unobstructed view of the field and the home plate area. With no runners on or with a runner on third base only, the second base umpire will position himself/herself on the first base side the second base bag. Anytime there is a runner on first base the second base umpire will be positioned between the second base man and the second base bag, approximately 20 feet from second and on the outside of the infield. With a runner on second only or with runners on second and third the second base umpire will be positioned between the shortstop and the second base bag approximately 20 feet from the second base bag and on the outside of the infield.

On **ALL** balls hit to the outfield, the base umpires will pivot into the infield and be responsible for his/her individual base and area of responsibility unless he/she has to go out to cover a "trouble" ball.

### 2.1 NO RUNNERS ON BASE

If the first base umpire goes out the second base umpire will pivot in and be responsible for the touch and any play that may develop at first or second on the batter-runner should the ball not be caught. The third base umpire will pivot in and be responsible for the touch and any play that may develop at third on the batter-runner should the ball not be caught.

If the second base umpire goes out the first base umpire will pivot in and be responsible for the touch and any play that may develop at first or second on the batter-runner should the ball not be caught. The third base umpire will pivot in and be responsible for the touch and any play that may develop at third on the batter-runner should the ball not be caught.

If the third base umpire goes out the first base umpire will pivot in and be responsible for the touch and any play at first on the batter-runner should the ball not be caught. The second base umpire will pivot in and be responsible for the touch and any play that may develop at second or third on the batter-runner should the ball not be caught.

### 3.1 RUNNER ON FIRST BASE ONLY

If the first base umpire goes out the second base umpire will pivot in and be responsible for the tag up and any play back into first on the runner on first. He/she will also be responsible for the touch and any play that may develop at first or second on the batter-runner should the ball not be caught. The third base umpire will pivot in and be responsible for the touch and any play that may develop at second or third on the runner from first advancing. He/she will also be responsible for the touch and any play that may develop at third on the batter-runner should the ball not be caught.

If the second base umpire goes out the first base umpire will pivot in and be responsible for the tag up and any play back into first on the runner on first. He/she will also be responsible for the touch and any play that may develop at first or second on the batter-runner should the ball not be caught. The third base umpire will pivot in and be responsible for the touch and any play that may develop at second or third on the runner from first advancing. He/she will also be responsible for the touch and any play that may develop at third on the batter-runner should the ball not be caught.

If the third base umpire goes out the first base umpire will pivot in and be responsible for the tag up and any play back into first on the runner on first. He/she will also be responsible for the touch and any play that may develop at first or second on the batter-runner should the ball not be caught. The second base umpire will pivot in and be responsible for the touch and any play that may develop at second or third on the runner from first advancing. He/she will also be responsible for the touch and any play that may develop at third on the batter-runner should the ball not be caught.

### 4.1 RUNNER ON SECOND BASE ONLY

If the first base umpire goes out the second base umpire will pivot in and be responsible for the tag up and any play back into second on the runner on second. He/she will also be responsible for the touch and any play that may develop at second on the batter-runner should the ball not be caught. The third base umpire will pivot in and be responsible for the touch and any play that may develop at third on the runner from second advancing. He/she will also be responsible for the touch and any play that may develop at third on the batter-runner should the ball not be caught.

With less than two outs the home plate umpire will come out into the working area in front of the mound and will be responsible for the touch and any play that may develop at first on the batter-runner. With two outs the home plate umpire will move out to a position in foul territory on the first base line extended. He/she will be responsible for the touch and any play at first on the batter-runner. The home plate umpire will also be responsible for the touch and any play that may develop at home plate.

If the second base umpire goes out the first base umpire will pivot in and be responsible for any touch and play that may develop at first or second on the batter-runner should the ball not be caught. The third base umpire will pivot in and be responsible for the tag up and any play back into second on the runner on second. He/she will also be responsible for the touch and any play that may develop at third on the runner from second and the batter-runner should the ball not be caught.

If the third base umpire goes out the first base umpire will pivot in and be responsible for the touch and any play that may develop at first on the batter-runner should the ball not be caught. The second base umpire will pivot in and be responsible for the tag up and any play back into second on the runner on second. He/she will also be responsible for the touch and any play that may develop at third on the runner from second and the batter-runner should the ball not be caught.

### **5.1 RUNNER ON THIRD BASE ONLY**

If the first base umpire goes out the second base umpire will pivot in and be responsible for the touch and any play that may develop at first or second on the batter-runner should the ball not be caught. The third base umpire will pivot in and be responsible for the tag up and any play back into third on the runner on third. He/she will also be responsible for the touch and any play that may develop at third on the batter-runner should the ball not be caught.

If the second base umpire goes out the first base umpire will pivot in and be responsible for the touch and any play that may develop at first or second on the batter-runner should the ball not be caught. The third base umpire will pivot in and be responsible for the tag up and any play back into third on the runner on third. He/she will also be responsible for the touch and any play that may develop at third on the batter-runner should the ball not be caught.

If the third base umpire goes out the first base umpire will pivot in and be responsible for the touch and any play that may develop at first on the batter-runner should the ball not be caught. The second base umpire will pivot in and be responsible for the touch and any play that may develop at second or third on the batter-runner should the ball not be caught.

The home plate umpire will come out into foul territory going a few feet towards third base. He/she will be responsible for the tag up and any play back into third on the runner on third. The home plate umpire will also be responsible for the touch and any play that may develop at home plate.

### **6.1 RUNNERS ON FIRST AND SECOND BASE**

If the first base umpire goes out the second base umpire will pivot in and be responsible for the tag up and any play back into first on the runner on first. He/she will also be responsible for the batter-runner touching first; the batter-runner passing the runner; any play back into first on the batter-runner and for the touch and any play that may develop at second on the batter-runner should the ball not be caught. The third base umpire will pivot in and be responsible for the tag up and any play back into second on the runner on second. He/she will also be responsible for the touch and any play that may develop at second or third on the runner from first. The third base umpire will also be responsible for the touch and any play that may develop at third on the batter-runner should the ball not be caught.

The home plate umpire will come out from behind home plate and move down the third base line in foul territory and communicate with his/her partners "I've got third if he/she comes". The home plate umpire will be responsible for the touch and any play that may develop at third on the runner from second advancing. The home plate umpire will also be responsible for the touch and any play that may develop at home plate.

If the second base umpire goes out the first base umpire will pivot in and be responsible for the tag up and any play back into first on the runner on first. He/she will also be responsible for the batter-runner touching first; the batter-runner passing the runner; any play back into first on the batter-runner and for the touch and any play that may develop at second on the batter-runner should the ball not be caught. The third base umpire will pivot in and be responsible for the tag up and any play back into second on the runner on second. He/she will also be responsible for the touch and any play that may develop at second or third on the runner from first. The third base umpire will also be responsible for the touch and any play that may develop at third on the batter-runner should the ball not be caught.

The home plate umpire will come out from behind home plate and move down the third base line in foul territory and communicate with his/her partners "I've got third if he/she comes". He/she will be responsible for the touch and any play that may develop at third on the runner from second advancing. The home plate umpire will also be responsible for the touch and any play that may develop at home plate.

If the third base umpire goes out the first base umpire will pivot in and be responsible for the tag up and any play back into first on the runner on first. He/she will also be responsible for the batter-runner touching first; the batter-runner passing the runner; any play back into first on the batter-runner and for the touch and any play that may develop at second on the batter-runner should the ball not be caught. The second base umpire will pivot in and be responsible for the tag up and any play back into second on the runner on second. He/she will also be responsible for the touch and any play that may develop at second or third on the runner from first. The third base umpire will also be responsible for the touch and any play that may develop at third on the batter-runner should the ball not be caught.

The home plate umpire will come out from behind home plate and move down the third base line in foul territory and communicate with his/her partners "I've got third if he/she comes". He/she will be responsible for the touch and any play that may develop at third on the runner advancing from second. The home plate umpire will also be responsible for the touch and any play that may develop at home plate.

## **7.1 RUNNERS ON FIRST AND THIRD BASE**

If the first base umpire goes out the second base umpire will pivot in and be responsible for the tag up and any play back into first on the runner on first. He/she will also be responsible for the batter-runner touching first; the batter-runner passing the runner; any play back into first on the batter-runner and for the touch and any play that may develop at second on the batter-runner should the ball not be caught. The third base umpire will pivot in and be responsible for the touch and any play that may develop at second or third on the runner from first. He/she will also be responsible for the touch and any play that may develop at third on the batter-runner should the ball not be caught.

The home plate umpire will come out into foul territory, going a few feet towards third, and be responsible for the tag up and any play back into third on the runner on third. The home plate umpire will also be responsible for the touch and any play that may develop at home plate. If the second base umpire goes out the first base umpire will pivot in and be responsible for the tag up and any play back into first on the runner on first. He/she will also be responsible for the

batter-runner touching first; the batter-runner passing the runner; any play back into first on the batter-runner and for the touch and any play that may develop at second on the batter-runner should the ball not be caught. The third base umpire will pivot in and be responsible for the touch and any play that may develop at second or third on the runner from first. He/she will also be responsible for the touch and any play that may develop at third on the batter-runner should the ball not be caught.

The home plate umpire will come out into foul territory, going a few feet towards third, and be responsible for the tag up and any play back into third on the runner on third. The home plate umpire will also be responsible for the touch and any play that may develop at home plate. If the third base umpire goes out the first base umpire will pivot in and be responsible for the tag up and any play back into first on the runner on first. He/she will also be responsible for the batter-runner touching first; the batter-runner passing the runner; any play back into first on the batter-runner and for the touch and any play that may develop at second on the batter-runner should the ball not be caught. The second base umpire will pivot in and be responsible for the touch and any play that may develop at second or third on the runner from first. He/she will also be responsible for the touch and any play that may develop at third on the batter-runner should the ball not be caught.

The home plate umpire will come out into foul territory, going a few feet towards third, and be responsible for the tag up and any play back into third on the runner on third. The home plate umpire will also be responsible for the touch and any play that may develop at home plate.

## **8.1 RUNNERS ON SECOND AND THIRD BASE**

If the first base umpire goes out the second base umpire will pivot in and be responsible for the tag up and any play back into second on the runner on second. He/she will also be responsible for the touch and any play that may develop at second on the batter-runner should the ball not be caught. The third base umpire will pivot in and be responsible for the tag up and any play back into third on the runner on third. He/she will also be responsible for the touch and any play that may develop at third on the runner from second advancing and on the batter-runner at third should the ball not be caught.

The home plate umpire will move out to a position in foul territory on the first base line extended. He/she will be responsible for the batter-runner touching first and any play back into first on the batter-runner should the ball not be caught. The home plate umpire will also be responsible for the touch and any play that may develop at home plate.

If the second base umpire goes out the first base umpire will pivot in and be responsible for the batter-runner touching first; any play back into first on the batter-runner and for the touch and any play that may develop at second on the batter-runner should the ball not be caught. The third base umpire will pivot in and be responsible for the tag up and any play back into second on the runner on second. He/she will also be responsible for the touch and any play that may develop at third on the runner from second and on the batter-runner at third should the ball not be caught.

The home plate umpire will come out into foul territory, going a few feet towards third, and be responsible for the tag up and any play back into third on the runner on third. The home plate umpire will also be responsible for the touch and any play that may develop at home plate.

If the third base umpire goes out the first base umpire will pivot in and be responsible for the batter-runner touching first; any play back into first on the batter-runner and for the touch and any play that may develop at second on the batter-runner should the ball not be caught. The second base umpire will pivot in and be responsible for the tag up and any play back into second on the runner on second. He/she will also be responsible for the touch and any play that may develop at third on the runner from second and on the batter-runner at third should the ball not be caught.

The home plate umpire will come out into foul territory, going a few feet towards third, and be responsible for the tag up and any play back into third on the runner on third. The home plate umpire will also be responsible for the touch and any play that may develop at home plate.

## 9.1 BASES LOADED

If the first base umpire goes out the second base umpire will pivot in and be responsible for the tag up and any play back into first on the runner on first. He/she will also be responsible for the batter-runner touching first; the batter-runner passing the runner; any play back into first on the batter-runner and for the touch and any play that may develop at second on the batter-runner should the ball not be caught. The third base umpire will pivot in and be responsible for the tag up and any play back into second on the runner on second. He/she will also be responsible for the touch and any play that may develop at second on the runner from first and also for the touch and any play that may develop at third on the runner from first and the batter-runner at third should the ball not be caught.

The home plate umpire will come out into foul territory, going a few feet towards third, and be responsible for the tag up and any play back into third on the runner on third. He/she will also be responsible for the touch and any play that may develop at third on the runner from second and will communicate to his/her partners "I've third if he/she comes". The home plate umpire will also be responsible for the touch and any play that may develop at home plate and must let the ball take him/her to the play and not over commit to either base.

If the second base umpire goes out the first base umpire will pivot in and be responsible for the tag up and any play back into first on the runner on first. He/she will also be responsible for the batter-runner touching first; the batter-runner passing the runner; any play back into first on the batter-runner and the touch and any play that may develop at second on the batter-runner should the ball not be caught. The third base umpire will pivot in and be responsible for the tag up and any play back into second on the runner on second. He/she will also be responsible for the touch and any play that may develop at second on the runner from first. The third base umpire will also be responsible for the touch and any play that may develop at third on the runner from first and on the batter-runner at third should the ball not be caught.

The home plate umpire will come out into foul territory, going a few feet towards third, and be responsible for the tag up and any play back into third on the runner on third. He/she will also be responsible for the touch and any play that may develop at third on the runner from second and will communicate to his/her partners "I've got third if he/she comes". The home plate umpire will also be responsible for the touch and any play that may develop at home plate and must let the ball take him/her to the play and not over commit to either base.



If the third base umpire goes out the first base umpire will pivot in and be responsible for the tag up and any play back into first on the runner on first. He/she will also be responsible for the batter-runner touching first; the batter-runner passing the runner, any play back into first on the batter-runner and the touch and any play that may develop at second on the batter-runner should the ball not be caught. The second base umpire will pivot in and be responsible for the tag up and any play back into second on the runner on second. He/she will also be responsible for the touch and any play that may develop at second on the runner from first. The second base umpire will also be responsible for the touch and any play that may develop at third on the runner from first and on the batter-runner at third should the ball not be caught.

The home plate umpire will come out into foul territory, going a few feet towards third, and be responsible for the tag up and any play back into third on the runner on third. He/she will also be responsible for the touch and any play that may develop at third on the runner from second and will communicate to his/her partners "I've got third if he/she comes". The home plate umpire will also be responsible for the touch and any play that may develop at home plate and must let the ball take him/her to the play and not over commit to either base.