

**BASEBALL**

**PLAYERS**

**ASSOCIATION**

**Umpire-in-Chief**

**Clinic Manual**

## **BASEBALL PLAYERS ASSOCIATION UMPIRE'S CODE OF ETHICS**

1. Study and understand the rules of the game, watch the work of other umpires and make an attempt to improve at all times.
2. Know and master the mechanics of umpiring.
3. Prepare yourself both physically and mentally to administer the game of baseball in a professional manner at all times.
4. Dress and maintain your appearance in a manner befitting the dignity of the Baseball Players Association.
5. Honor all umpiring contracts and assignments regardless of possible inconvenience or financial loss.
6. Enforce the rules of the game being fair and unbiased in all your decisions. Render the rules without regard to the score or to a particular incident that may have arisen during the game.
7. Remember that while you work as an umpire, that you conduct yourself in a manner that keeps the game, players and yourself under control.
8. Exhibit proper and ethical behavior while interacting with players, coaches and spectators at games.
9. Always be firm but never overbearing, courteous but not ungrateful, positive but never rude, dignified but never cocky, friendly but not companionable, and most importantly being calm by always being alert.
10. Always give your complete cooperation and loyalty to the Baseball Players Association.
11. Cooperate and be professional in your association with your fellow umpires, doing nothing to cause them public embarrassment.
12. Make sure that all the plays that occur are covered properly by you and your partner(s).
13. Do not smoke or use foul or abusive language in the vicinity of the playing field, nor drink any alcoholic beverages on the day you are scheduled to work.
14. Use your knowledge and judgment to become the most consistent umpire that you can be.
15. Always support, making sure you backup your partner(s) and always leave the field together.

## **DO'S OF BASEBALL UMPIRING**

Be neat and clean in your appearance

Accept assignment and be on time

Hustle and be alert on every play

Meet your partner/go over everything that you feel needs to be covered

Have a pre-game conference with the coaches/introducing yourself and your partner(s)

Keep the game, players and yourself under control. Keep the game moving

Keep your eye on the ball

Be fair and unbiased in your decisions

Cooperate and be professional with your partner(s), do nothing to cause them embarrassment

Keep your hands off the players and coaches, and never let them do the same to you

## **DON'T OF BASEBALL UMPIRING**

Wear the wrong or dirty uniform

Work only on the days you feel good

Be lazy at anytime during the game

Take the field unless you are mentally and physically ready

Try to be the center of attention

Joke around with players or coaches. **DO NOT LOOK FOR TROUBLE**

Never lose sight of the ball-**EVER**

Develop rabbit ears. Do not lose your composure or your cool

Be overbearing, uncourteous, rude, undignified, cocky, bait or intimidate the players

Get in a shouting match with anyone on the field, dugout or the stands

Be receptive to questions or comments concerning close plays

Ignore negative criticism until you hear something that merits ejection

Be in position getting in good angles in making your calls

Make your calls too fast

Call balls fair or foul using the proper mechanics

Make players wait or guess if the ball is fair or foul

Know what must occur in plays involving interference, obstruction or collisions

Stand still on pitched, batted or thrown balls, or get in the player's way or view

Ensure that all plays that occur are covered properly by you and your partner(s)

Turn too quickly on double plays, and never walk from one position to another

Look right at the player when making a close call

Ever look away from a close call

Leave the field together and have a post-game conference

Ever leave your partner(s) unprotected in any situation

## **BASEBALL PLAYERS ASSOCIATION UMPIRE'S PHILOSOPHY**

The Baseball Players Association baseball umpires comprise a large group of men and women who find great satisfaction in maintaining direct contact with a sport in which they love. Being a BPA umpire is considered a highly refined profession, honest and honorable and should be regarded as such by all BPA umpires and those who are contemplating entering into it. The ability of the BPA to make umpiring attractive enough to continue to command the interest of people that exhibit a good personality, sincerity and good judgment is a very important factor. To be of maximum service, these individuals must be fully informed of the purpose and the policies of the BPA as exemplified by the work of the state, regional and national offices. The BPA was formed to afford teams a greater opportunity to play baseball; so it is with umpiring, the BPA affords its umpires greater opportunity based on the individual's ability on the field.

Good umpires are dependent on having plenty of courage and a thorough knowledge of the baseball rules. Umpires must have a genuine sense of fair play, be strong both physically and mentally, having the utmost confidence and being able to use diplomacy well. Most importantly, an umpire must be able to forgive and forget and be able to close the book after every game and make a new start with every future game. Most of the decisions on the field require immediate judgment and must be made so quickly that they almost come by reflex. The only way the proper reflexes can be perfected is through the continuing study of all possible rules so that the fundamentals and correct interpretations are always clearly in mind. Studying the rulebook each day for about 15 to 30 minutes, may be the best way to retain the information that you will need to know.

Tactfulness is a talent, which will pay dividends in umpiring. A diplomatic manner will often prevent ill will and resentment. Tactfulness encourages a cooperative attitude on the part of the players, coaches and spectators. Use of it goes a long way in creating a willingness to accept decisions. Remember never let your own personality enter into the game no matter what occurs. Forgive and most importantly forget.

Courtesy is the lubricant for good human relations. Sometimes umpires are afraid that politeness implies softness or politics. This is far from the truth. A polite umpire can be very strict and exacting. Cheerfulness and optimism tend to bring out the same qualities in the players. A good umpire will be courteous, but will avoid visiting with player or coaches during the playing of the game. Express yourself without using inappropriate language. The quickest way to lose respect as an umpire is to get the reputation of being "a homer or horse trader". All umpiring actions should reflect strict total impartiality.

Quick and positive decisions are essential, especially on the close calls. Timidity or hesitation causes a lack of confidence. Self-confidence can be developed. Many decisions can be questioned no matter how they were called. Hesitation in making a decision tends to make everyone waver. The practice of making unhesitated decisions must be habitual.

Loyalty to fellow umpires implies an active, intelligent desire to carry out the intent of the rules by a well-coordinated team. Each umpire must be willing to share the

responsibility and must avoid attempts to shift the blame. An umpire cannot be overly sensitive about criticism. If the umpire has a chip on his shoulder, a surly attitude, or a short temper, umpiring will be made more difficult. Most player comments during a heated contest are made in jest. It is often a rebellion against authority in general, rather than against an umpire in particular. Everyone connected with a team is somewhat biased and prejudiced in favor of any advantageous calls and against any adverse decision.

It is not desirable to show-off in making a call. The umpire should remain in the background. It is not the umpire, but the game itself that is the attraction. An umpire should not be overbearing, but should not tolerate disrespect from any player, coach or spectator. The umpire should not commit one of the cardinal rules which is an attempt to “coach” the players.

Arguments with a player, coach or team representative will not settle anything. After a game if a coach asks what happened on a certain play, your explanation should be the extent of the conversation. An easy way to end the conversation is to say, “Well coach, if it happened the way you said it did, I just missed it.” Avoid heated arguments never pointing a finger at a player or coach and never ever go after a player and most importantly do not lose your temper under any circumstances.

Umpires should possess a sound, healthy and alert mind. An umpire must be physically fit to meet all the requirements of a long hot season especially when working several games during the playing of a tournament. Hustle and energy have no substitutions. An umpire must cultivate the habit of moving quickly and finding the best position in order to observe all of the action. Two extremes that umpires are usually guilty of are wild purposeless running and “standing on a dime” and making decisions at long range.

An umpire’s word is his or her’s bond. If you accept a game, be there and be on time. If there is any doubt, be there at the appointed time. Excuses are a poor substitute for not being there at the appointed time.

A courageous umpire will be quick to call plays when they occur. Do this consistently without regard to the score, position on the field, whom it may be against, or how it may affect future relations with team or coach involved. Regardless of pressure from the players, coaches or fans, the umpire must go straight down the middle and have the courage to call them as they occur. Your honesty must be above reproach or you would not be an umpire in the first place. It takes real courage to resist pressure and intimidation. To a large extent, the personal reputation of an umpire will be based and built on this.

Proper field coverage requires a good system of mechanics to ensure that the umpires will be at the proper place on the field at all times. The movements must be such that the umpire is constantly in position to observe any action which falls under his responsibilities. An umpire not in the proper position on the field has committed the “most unpardonable sin” in umpiring.

Complete knowledge of the rules is essential requiring constant examination and study of the BPA rulebook. There is no substitute for rules study and trying to develop a mental picture to go along with the printed word. The rules should be reviewed well before the opening of the season and should be continued up to the final game. Knowing all the phases of the rules at the end of the current season is no guarantee that it will carry over to the next season.

## **BASEBALL PLAYERS ASSOCIATION UMPIRING TECHNIQUES**

**JUDGMENT:** Umpiring is considered by many as a gift. An umpire cannot be taught umpiring instincts without judgment being an inherent factor. No provocation should cause an umpire to lose sight of the fact that his primary responsibility is to keep the game moving and that an angry umpire is never the master of the situation. Your use of sound judgment in applying the rules to the given situation may even be more important than knowing the rules. Get clear in your mind as the game's enforcer of the rules and that it is up to you to handle all the game situations by your interpretation of the rules and ensuring that those interpretations will provide fair competition for the teams involved. Make your calls as you see them, all umpires miss judgment calls no matter if he puts himself in the correct position to call and see the play. Through your experience, exercising self-control and using sound judgment, will enable you to manage any situation that occurs enabling you to keep the game on schedule.

**TECHNIQUE:** Lack of technique is the difference between being the best of the amateur umpires or just being a good umpire. The polished umpire is never caught out of position. Umpiring calls for complete attention and energy for the entire duration of the game. Hustle in essence, is the application of the principles of good umpiring. Technique consists of being in the right place at the right time; making calls effectively, staying out of the way of the players along with strict attention to detail. **Anticipation is the umpires greatest worry and mistake. When the umpire hesitates, players will think that you are guessing or you can't make up your mind.** You certainly can increase your reputation as a highly respected umpire if you can master where you need to be and hustling to get there. Remember, don't hurry, it's nothing until you call it and you cannot make a good call until the play has been completed. An experienced umpire once remarked that "good umpires come to the ball field to work and not to watch the game."

**KNOWLEDGE OF THE RULES:** A working knowledge of the playing rules is expected of every BPA baseball official. Umpires should devote time reading and studying the BPA rulebook. It certainly will help you to be more familiar with the playing rules and improving your reaction time in making calls. There is no point in committing the rules to memory as their common sense application is the stamp of a master of umpiring. The more games you work the more competent you become in interpreting the rules and applying them to the given situation. Each umpire should always attend the yearly BPA umpires clinic in order to keep abreast of the recent rule changes and the recommended interpretations of those rule changes.

**PRE-GAME UMPIRE PREPARATION:** Most important pre-game preparation is for you to confirm the date, site and game time of your scheduled game. As you meet with your partner(s) in the pre-game meeting make sure you at least discuss the following:

1. Any special tournament rules.
2. Review any special ground rules.
3. Discuss fair/foul ball coverage and dead ball area coverage.
4. Base coverage; out or safe, tags and tag-up responsibility; leaving a base too soon; how appeals will be handled.
5. Check equipment: catcher equipment, batting helmets, legal/illegal bat's with the plate umpire checking the visitor's dugout and the base umpire checking the home team dugout.
6. Pitching rules.
7. Communication and signals between umpires.
8. Appeal plays.

**PRE-GAME MANAGERS MEETING:** The most important thing is to realize that what you decide to cover and how you go about covering it will be crucial to how the game will be played. Know your ball field arriving at least 30 minutes before the game enabling you to find out what the distinctive features are. Make sure the field is properly marked with the bases and pitching distances legal. Umpire(s) should walk the field and set the ground rules together if needed. The umpires need to agree on the signals to be used to assist in making calls. However, don't get caught up in just signaling to your partner(s). If a partner does not acknowledge a signal, verbalize. It is far better to attract the attention of your partner(s) by vocalization than to let a play potentially go uncovered. Remember, it is also better to admit to your partner(s) that you do not know or are unsure about a certain situation and would like to cover it more fully. It's certainly wiser to admit that you are unclear about something before the game than it is to admit that you do not know how to rule on a situation during the playing of the game. This may attract the player's attention as well, but will leave an impression on them that you and your partner(s) are on top of your game. Make sure you go over with your partner(s) on what you are going to cover in the pre-game manager's meeting. Introduce yourself and your partner(s) to the coaches, reviewing the ground rules, batting order, starting time and time limit if applicable. **Make sure during the meeting you and your partner(s) are friendly, answering any questions any of the coaches may have and most importantly be professional. Do not let this meeting become an umpiring clinic, making sure that this meeting is short and handled professionally.** Wish everyone present good luck and **PLAY BALL.**

**GAME RESPONSIBILITIES:** Be neat in your appearance on the ball field. The first appearance makes a big impression to everyone at the ball field. If poorly dressed umpires could lose respect which may cause their credibility to be questioned. Don't ever go out on the ball field with a chip on your shoulder because you can get more out of a player by being human and civil. A thorough knowledge of the rulebook and the pitching rules is essential in order to interpret them properly on the field when they occur. Umpires are there to judge plays and to preserve undeviating neutrality toward all the players. Umpires must decide all plays fairly and impartially and there is where their

responsibility ceases. Your sole duty is to umpire a ball game as the representative of the BPA so avoid at all costs mingling with either the players or the coaches. Keep in mind that your conduct and actions are for settling controversies and not in starting them. Give any rule interpretation quickly and courteously refraining from general conversation and discussion of plays or players. Remember, **you are there to judge plays not the players. You are there to advertise yourself, the umpiring profession, the Baseball Players Association and most of all, the game of baseball itself.**

**HANDLING ARGUMENTS AND PROTESTS:** Being aware that the competitive game of baseball brings emotional feelings by all involved; umpires should always maintain their composure no matter what the circumstances and most importantly maintain complete control of the situation and the game. **Learn to handle arguments with the least amount of friction and remember always to keep your temper under control.** Never charge a player nor point a finger at the player or coach. The ordinary grounds for expulsion are well-known to players and umpires alike, and any infraction of these results in an automatic expulsion of the players or coaches. Expulsion is the umpire's last means of punishment and should be used sparingly. It should never be applied unless a player is delaying the game or attempting to draw the crowd or his teammates upon the umpire. Umpires do not like a player seeking to shift responsibility for his own mistakes to the umpire. Umpires should never hear too much on the field. In fact, they should make it a point to hear only what the player intends for them to hear. Treat any protest only upon its merits. Avoid any actions that may show up a player and never raise your voice so spectators can hear. It's a good rule for an umpire to guide his own actions by the actions he demands toward himself. Remember you are there to umpire and never get into arguments with spectators over any incident that may occur. The ability of the BPA umpire to remain cool and calm in the face of a heated argument or controversy will be further proof of an accomplished BPA umpire. Some thoughts to keep in mind when facing adversity during a heated game/argument:

1. Listen to the complaints of the manager/coach on disputed calls, being firm and calm through it.
2. Situations are often defused by letting the individual to air their feeling which usually results in a "cooling off" period making it easier to handle.
3. Making the individual "write up" a protest on exactly what occurred will usually cool off the situation.
4. Make sure you limit the time in listening to the controversy making it clear that you made the decision on what had occurred and order the game to be resumed.
5. If the game is not immediately resumed, eject the offending individual and then restart the game. Always remember never remove a player unless it's absolutely necessary to maintain order.
6. When an argument is started as a result of a rule being misinterpreted, consult with your partner(s) and if the decision was an incorrect one, make sure the proper umpire makes the corrected call to avoid any protest of the game.

**If you cannot as an umpire keep yourself under control in all types of circumstances, then you need to get out of the umpiring profession.**

**PROCEDURE AT END OF THE GAME:** When the game is completed, the umpiring crew should always leave the field together. The game is officially declared over once all of the umpires have left the field. Take care of any personal equipment on the field and return all balls to the respective coach. A good rule of thumb to go by is for the crew to always exit through the winners side of the field if no other exit is available. If there has been any flagrant irregularity associated with the game, report it at once to the proper people. When applicable, always have a post-game conference between you and your partner(s). A good post-game conference may be the most beneficial aspect of umpiring, especially in the event that you and your partner(s) may have had a rough outing. No game is perfect and no aspect of umpiring is perfect, though sometimes you work an outstanding game. There is always some little something that you may pick-up in a good post-game conference. Sometimes a post-game conference can be done with simple handshake, sometimes not. Get in the habit of talking to your partner(s) when the game is over about what just happened out there. A pat on the back if your partner(s) has struggled sometimes goes a long way.

## **25 RULES FOR GOOD UMPIRING**

1. Remember there is no such thing as a crucial game. All games are crucial from an umpiring viewpoint, being an umpire is serious business.
2. Don't take the field unless you are mentally and physically ready to give the teams your very best effort.
3. Never walk from one position to another - hustle and the ballplayers will follow your example. No player likes to be out-hustled by the umpire.
4. Always be neat and clean in appearance and in the proper BPA umpiring uniform.
5. Think ahead while on the field, it makes "The Art of Umpiring" easier.
6. Keep the game, the players and yourself under control.
7. Put good animated action in calling the close play/ **SELL THEM**.
8. Out-hustle the players if possible.
9. Call interference, obstruction, fair or foul balls with your partner(s).
10. Always strive to be on top of all your plays.
11. See and watch that each runner(s) touch each base and home plate.
12. Always do your best to keep the game moving.
13. When you miss one (and you will), bear down and get the next close one right. Never try to even them up.
14. Keep your eye on the ball remembering everything starts with the ball.
15. Move on all pitched, batted and thrown balls no matter what position that you start at.
16. Wait until the play is over before making calls, especially on tag plays.
17. Watch the whole play until completion you never know what is going to happen when your back is turned.
18. Be as close as you can on all plays without being "too close" to see the whole play.
19. Whenever possible make decisions at a complete stop.

20. Start at least 15 feet beyond 1<sup>st</sup> and 3<sup>rd</sup> bases when working the bases. As the pitcher starts, move inward toward the appropriate base. This movement enables you to get a start toward the best angle and position to make the call.
21. Don't turn too quickly on a double play keep your eye on the ball and let the ball turn you. Interference or a dropped ball may occur and to call it you must see it.
22. Take positions that will keep you out of the player's view check with the players when you change your position. Remember umpires are the player's greatest alibi.
23. Look right at the play when making a call on a close call. See it, replay it and then call it. Never look away from your call.
24. **A good BPA umpire is an angle man and keeps ahead of the play at all times.**
25. **Always leave the field with your partner(s).** Remember the game officially ends when you and your partner(s) leave the playing field.

## **BASEBALL PLAYERS ASSOCIATION UMPIRING MECHANICS**

### **HOME PLATE UMPIRING MECHANICS**

The plate umpire will be involved in nearly every play in the game, dictating that you stay alert and hustle on every pitch. Your primary calls will include calling balls and strikes, fair or foul balls, tag-ups at third and most of the runners touching third base and appeals. The plate umpire has the sole responsibility of forfeiting a game. Any umpire(s) can indicate time out, balks and delayed dead ball calls. Try and develop a rhythm and consistency to the game to keep it moving and exciting.

Don't take comments from the catcher. Do not call balls and strikes too quickly. Follow and know where the ball is at all times. Make sure your partner(s) are covering the bases. Good plate technique can contribute to the player's enjoyment of the game.

**The proper equipment used by all good plate umpires will consist of:**

1. **Pencil/pen for all possible changes during the game**
2. **Proper fitting athletic supporter along with a plastic cup**
3. **Face mask with throat guard (Hockey mask legal)**
4. **Chest protector**
5. **Umpire issued leg guards**
6. **Plate brush/plate towel or scraper for wet weather**
7. **Indicator**

### Home Plate Umpiring Techniques

1. Establish and visualize your strike zone making sure not to change it during the game making sure you take the same position behind the catcher.
2. Assume a stance with a line of sight between the catcher and the pitcher.
3. **When using the inside position your inside ear should be lined-up with the inside of home plate, with your chin inside of the catcher's inside shoulder. On the outside position the umpire should be positioned directly behind the catcher.**
4. When you are in the proper position you can see all of home plate, the batter's strike zone and most importantly, the catcher can move without interfering or obstructing your view. Don't ever let the head of the catcher

block your view of the outside pitch. For whatever reason you cannot get yourself in a slot position move yourself right behind the catcher's head so you are able to see the pitch hit any of the corners. Try and get back into the proper slot as soon as possible.

5. Assuming an up-right position waiting for the pitcher to pitch will help in keeping your muscles from getting too tight.
6. The toe of your foot that is closest to the batter should be almost even with the heels of the catcher. The other foot should be behind the catcher with your toe on a line from the heel of your other foot.
7. Drop to your SET position when the batter is ready to receive the pitch, bending your knees and leaning forward at the waist keeping your back straight. Always protect your hands keeping them loose to absorb the shock of being hit.
8. You must be in a SET position when the pitch is released and should never be moving when the ball is in flight.
9. Your line of sight must be clear between the batter and the inside of home plate. In order for you to have a clear view of home plate this is **CRITICAL**.  
Always have the batter's feet and hands in sight along with seeing home plate.
10. Your eyes should be even with the armpits of the batter and looking through the strike zone.
11. Make your decision when the pitch crosses the plate or has been caught by the catcher. Good timing is observing the ball from the pitcher's hand right into the catcher's mitt. Remember always to follow the pitch with only your eyes and not moving your head to make the call on the pitch. Avoid flinching when the pitch is delivered.
12. When making the call, your first move is to step back with the left foot while coming up to a standing position.
13. Raise your right hand above your head with the hand open. The palm of your hand should be facing the right ear.
14. Make a brisk verbal call "STRIKE" as you drop your right arm to a 90-degree position while closing your right hand into a closed fist.
15. Drop your arms to your sides and relax between pitches awaiting your next call. Never take your eyes off the pitcher or the ball.
16. When calling a ball, move slightly toward the pitch to see where the pitch was located. Make a crisp call, "BALL".
17. React immediately when the batter is hit by his own batted ball, calling the ball foul if the batter is hit inside the batter's box or out if he is hit by his own batted ball outside the batter's box with the ball being fair.
18. On slow rollers hit toward the infield, always follow the ball. Leave the plate area immediately removing your mask and getting as close to the ball as possible without interfering with the play of the infielders.
19. Be alert and in position and prepared to make a call at home plate when the pitch is a wild pitch or the catcher misses the pitch when third base is occupied. Always remove your mask to locate the ball, watch the catcher

get the ball and watch his throw to home plate. Try and get into the best angle and position in order to make the call asking the player to show you the ball after the tag then making your call.

20. When you need to remove the mask never do it with your right hand. Always use your left hand when removing your mask in order to keep your right hand free to make any out calls. Remember to lift your mask from the bottom and out from your chin, bringing it out and up.

### **BALLS AND STRIKES**

Always use a count indicator and hold it in your left hand. The plate umpire is responsible for keeping the proper count on the batter. (The base umpire should also keep the actual count for backup purposes). Always give the number of balls on the batter with your left hand and the number of strikes on the right hand. Give the count verbally and always with the number of balls on the batter first and strikes second. When using your hands to indicate the count on the batter make sure everyone can see the count.

When to verbally give the count depends upon the situation. When the field has a scoreboard, it is only necessary to give the count when requested by a player or manager or to correct the scoreboard if it is incorrect. When no scoreboard is available, the count should be given as follows:

1. When requested
2. After a delay in the normal flow of the game
3. Whenever the plate umpire feels the next pitch would create a change

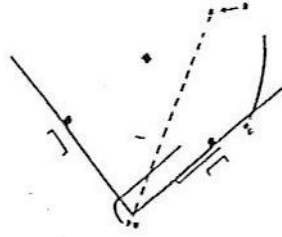
### **BALL ROTATION PROCEDURE**

Always have three (3) new balls to start the game making sure you rotate them. Don't be guilty of trying to save a new ball for the later innings and make sure you throw out unplayable balls. The ball is in play until such time as it goes out of play. Keep in mind the pitcher does have a choice of balls at the start of each inning. The plate umpire before he relinquishes the second ball must make sure that the pitcher hands or tosses the ball presently in the game to him, then and only then, will the umpire toss the second ball into the game for play. The pitcher has now made a choice and must pitch that ball.

## FLY BALLS

The plate umpire shall call all fly balls except when the base umpire turns his back to the infield and goes to make a call in the outfield. Once the base umpire turns his back to the infield, it becomes his call of fair or foul, safe or out. The base umpire should not return until the play is over.

On fly balls, especially on possible trapped balls, do not work directly at the play. Work for a good angle by looping around to get a good view of the ball coming down so you can see if a good catch is made. Give a good signal and use a loud voice to indicate safe or out.



## CALLING FAIR OR FOUL BALLS

Fly balls that are hit near the base lines, the first call is always fair or foul, then make a call of safe or out. Batted balls that are foul need only to be called out. The call should be called in a loud and decisive manner, leaving no doubt whether the ball hit is fair or foul. Remember in order for a batted ball to be declared fair, the ball must be on or bouncing over fair territory including any portion of first or third base. Most importantly, **remember that the position of the ball is always and is the only determining factor in calling a batted ball fair or foul.** No vocal call is given on a fair ball. Indicate fair ball by pointing toward the diamond that the ball hit is a fair ball and making sure you never lose sight of the ball.

**Important to remember: when there is an umpire present on the baseline(s), the plate umpire is responsible for all ground balls. The plate umpire is responsible for all balls and line drives that are hit in front of the base umpire(s). The base umpire(s) are responsible for balls and line drives that are hit behind them.**

When there is no field umpire positioned near either foul line and the ball is hit into the outfield near a foul line, against or over the fence, remove your mask, go out as far as possible to get a good look at the ball, trying not to straddle the foul line, give the ball a good look, then stop and make the call.

In judging balls hit directly down the foul lines fair or foul, the ball should be judged fair or foul as it passes the point where the outfield fence and the foul pole join. The umpires are not to judge the ball fair or foul before it reaches this point, nor are they to judge the ball by where it lands outside the playing field. Always judge the ball fair or foul, when it leaves the park.

The home plate and base umpire are responsible to call the infield fly with the home plate umpire calling it first. Do not be in a hurry to call the infield fly trying to let the ball reach its highest point before calling it.

### **POP FOUL FLY BALLS**

The plate umpire's first priority is to avoid a collision with the catcher. Do not watch the ball once it has been popped up close to the plate area. The catcher must move his shoulders to move in any direction, so watch his shoulders, pivot out of his way, clear the area and find the ball. Always move with him and stay a safe distance away in case he circles around to catch the ball.

Find the ball watching the catcher move toward the backstop or the fence area. Observe the catch and look for the trapping of the ball against the screen or fence. On the pop fly near the foul lines call fair or foul first then whether the catch is out and legal.

Remember if there is a runner at third base, you are responsible for the play at home plate if there is one.

### **LEAVING THE HOME PLATE AREA**

Usually with no runners on base or a runner at first base, the plate umpire should leave the plate on the left side proceed about halfway to first base to observe the play being made at first base. Try to straddle the foul line to get a good angle on this type of play.

This type of positioning will assist you in the following:

- 1) Possibly assist on sweep tags made by the first baseman
- 2) Three (3) foot line violations
- 3) Any collisions made by the catcher and runner
- 4) A defensive player pulling his foot off the base
- 5) On any overthrows and when the ball becomes blocked
- 6) If a catch is bobbled or juggled
- 7) Should the base umpire go to the outfield you are in position to make a call on any plays that might take place

When there is a runner on first base, prepare yourself for a possible play at third base on the lead runner, so be in position by moving directly toward third base to make the call.

### **CONFERENCES**

It is the plate umpire's responsibility to enforce the rules governing conferences both by the offensive and defensive teams. Once either team holds a conference the umpire should inform that team that was their last charged conference for that inning. The offensive team's conference can include any number of runners, players, coaches or the batter.

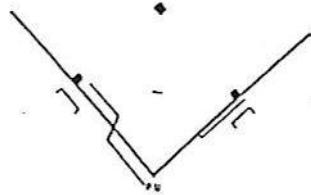
The defensive team's conference is charged when the manager, coach or team representative confers with the pitcher. There is no charged conference when there are

instructions yelled or relayed from the dugout area or talking with the other players, unless those players talk to the pitcher before the next pitch.

There is no charged conference if the offensive team confers with a batter or baserunner when the defensive team requests a time out for a conference. Nor is it considered a charged conference when the defensive team takes advantage of the offensive team having a conference.

When the umpire calls to play ball, both teams must be ready to play ball or be in jeopardy of having a charged conference called on them or a strike called on the batter making sure to enforce the appropriate penalty.

### **CALLS AT THIRD BASE**



In making a third base call the plate umpire should be in foul territory halfway between third and home plate watching the play develop. If there is going to be a play at third, the plate umpire should cut inside the infield and move as close to the base to make the call. This position should provide the umpire with the best position to make the call and also if there is an overthrow, the umpire being inside will avoid any interference with the players if the play continues. This position also provides good coverage of the home plate area if the runner on the overthrow continues home.

### **RUNDOWNS**

When a rundown occurs it is important that the umpire moves to get the best perspective of both ends of the play. The best position of the umpire should be at least fifteen- (15) feet from the runner and moving parallel to the base line. It is not as important to run back and forth trying to follow the runner, as it is important to follow the ball. When the tag is ready to be applied, move quickly toward the tag getting at the best angle also watching for possible obstruction.

When a single runner gets caught in a rundown two umpire should try and work according to the following:

1. Runner between first and second base - the plate umpire should take the trail position closest to first base. The base umpire should take the lead position at second base. The plate umpire should be inside the infield while the base umpire should be on the outside of the infield.
2. Runner between second and third base - the plate umpire should take the lead position closest to third base inside the infield, while the base umpire takes the trail position closest to second on the outside of the infield.

3. Runner between third base and home plate - the plate umpire will take the lead position nearest home plate outside the baseline in foul territory, while the base umpire takes the trail position on the inside of the infield.  
\*Remember that communication is a must between the umpires, telling each other whom has the lead or the trail runner and to call the play as a team rather than making a possible double call.

### **THIRD OUT (RUN COUNT)**

When the situation occurs where the third out of the inning is the result of a tag play with a runner close to or crossing home plate, the base umpire should realize the situation developing and make every effort to make his call clear and as loud as possible to aid the plate umpire to determine whether the run counts.

It is of the utmost importance that the plate umpire immediately indicates whether the run counts or does not count and notify the scorekeeper and coaches. The sole responsibility for a run counting or not counting is the plate umpire unless the rotation on a particular play dictates otherwise.

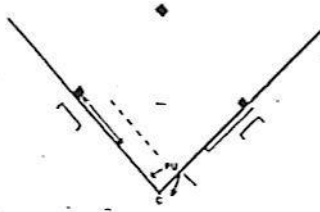
\*Remember a run does not count if the third out of the inning is the result of:

1. A batter being put out before reaching first base.
2. A runner leaving a base too soon.
3. A preceding runner being put out on an appeal play.
4. A force out.

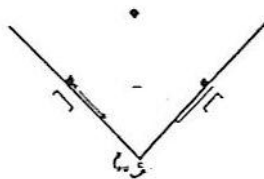
### **TAG PLAY AT HOME PLATE**

There are two positions for making calls on tag plays at home plate:

1. When returning from third base to make a call.
2. When the play is coming from fair territory or a throw from the outfield



In the first situation when the plate umpire is returning from third base, the plate umpire should stay on the inside of the infield moving parallel to the base line, getting into a position of ten (10) feet from home plate and ninety (90) degrees from the path of the runner. When making the call, don't plant your feet. Make sure the weight of your body is on the balls of your feet moving toward the play as it develops. Make the call with authority making sure you find the ball after the tag. **The inside position is important in this situation because all four (4) elements remain in front of you: the ball, the defense, the runner and the base.**



In the second situation when the plate umpire has a play when the ball is coming from fair territory or a throw from the outfield, the plate umpire should assume a position in foul territory ninety (90) degrees from the path of the runner just outside the deepest corner of the right handed batter's box. Make sure the weight of your body is on the balls of your feet moving toward the play as it develops. Make the call with authority. Find the ball after the tag, pointing at the ball with your left hand and make the call.

### **APPEAL PLAY AT HOME PLATE**

When a runner misses home plate or the catcher misses the tag, the umpire should hesitate momentarily to allow the players to complete the play. If the runner is not tagged, the runner shall be declared safe. If the proper appeal is made to the umpire and the runner is tagged the runner shall be called out. The reason for the hesitation is to not give either team any indication that the play may not be over. Remember that the runner is always assumed safe in this type situation until being tagged out. An appeal must be made in order for the runner to be declared out.

### **DEAD BALL SITUATIONS**

The most important element in calling a dead ball situation is the use of proper mechanics. When calling a dead ball, give an emphatic call arms held high in the air and loudly calling "Dead Ball". The proper dead ball call serves two (2) purposes:

1. Call kills the play and avoids further confusion.
2. Allows the umpire the opportunity to make the proper call.

### **CATCHER OBSTRUCTION**

Catcher obstruction occurs when the catcher hinders or prevents a batter from swinging at or hitting the ball. Catcher obstruction can occur during the back or the front swing and is ruled a delayed dead ball. If catcher obstruction occurs prior to a pitch being made, a dead ball call is called moving around to the front of the plate and giving everyone a chance to reset.

The penalty for catcher obstruction is the offensive team shall be given the option of accepting the play or the award for catcher obstruction. If the runner(s) including the batter-runner have advanced one (1) base, the catcher obstruction is ignored and the option not allowed.

### **TIME OUT**

Time out shall be called for the purpose of suspending play. Always keep in mind that a "time out" can only be requested by the coach or a player, but is not "automatically" granted. The proper signal is both hands extended high above the head along with a

verbal call of “Time Out”. The time out call should be forceful, distinct and apparent that play has been suspended.

Know when the proper time is to indicate time out making sure there is a valid reason to grant a time out. When you observe that the play can continue without a time out being called, don’t indicate time out just for the sake of calling time out. Remember to make sure the player has a good reason to request time out and don’t grant it if the play is already started.

When an illegal pitch is thrown, the umpire shall immediately throw up his hands and make a vocal call “illegal pitch” When the pitcher commits a balk, the umpire shall immediately throw up his hands declaring that the pitcher has committed a balk and the ball is dead. Remember you do not have to explain or demonstrate an illegal pitch or the pitcher committing a balk. There may be a time when you need to explain why you called the pitch illegal or why you thought the pitcher balked in order to save further illegal violations by the pitcher.

If a batter steps away from home plate and has not legally requested time out or if the play has already started, do not grant him an automatic time out. When time is granted, the umpire should move opposite the batter, raising his hand and calling time out, indicating that a time out has been granted.

### **SUSPENSION OF PLAY**

The home plate umpire is responsible to suspend play when in his judgment conditions justify the action. In the case of any rain delay, the umpire should wait at least thirty (30) minutes and depending upon the field conditions before making the decision to cancel the game.

### **REMEMBER AS THE HOME PLATE UMPIRE:**

1. Hustle
2. Have total control of the game at all times.
3. Receive the batting order from both managers, coach or team representative.
4. Go over the ground rules thoroughly.
5. Introduce all other umpires to the manager, coach or team representative.
6. Keep home plate clean, using a lot of snap, with your back to the pitcher.
7. When brushing off the plate, warn the batter or catcher whenever necessary.
8. Don’t verbally describe or explain each pitch, call ball or strike.
9. Don’t point to first base on ball four.
10. Always retrieve wild or passed balls.
11. Signify a foul tip by brushing your hands turning to both dugouts so both teams understand the ball was tipped. Remember if the ball is caught, it remains alive and in play and if dropped, it is a foul ball.
12. Make sure you identify new players when they enter the game by asking the coach his name, number, position and who he is replacing.

## **THE BASE UMPIRE**

### **MECHANICS ON THE BASES**

When umpiring the bases you are responsible for:

1. Calling plays at or between the bases. The base umpire is usually responsible in watching the batter touch first and second bases or the baserunner touching second base.
2. Help in calling plays in the outfield that the home plate umpire may have difficulty in seeing and calling.
3. Help in determining checked swing (if the bat is ahead or in front of the batter's body, called a strike-umpire judgment) balks and illegal pitches.
4. Assisting your partner(s) when called upon.

The plate umpire makes most of the decisions during the game. The base umpire has fewer decisions to make and since all are rendered upon base runners their importance increases as those potential scores progress around the bases. The base umpire must be sharp on every pitch and be ready for any situation that occurs on the field. Remember that umpiring demands complete concentration, your undivided attention and all your energies until the final out is made. Be ready to make a call on every play before it happens.

The most important part of umpiring is to hustle on all the plays that occur. When you run just to run it is not considered productive hustling. The good umpire quickly finds the position for the best possible angle and makes the call. When the base umpire has the proper angle on a play, the ball, the defensive player and the runner are all in one view. Being in position to call the plays will eliminate leaving yourself open on a play, and most importantly letting a player or coach call your play. Strive and work hard to be consistent on your calls. On plays that are close use emphatic signals and words, while on plays that are obvious use a signal that is routine.

Remember no matter where you start or where you may wind up making the initial call, always make sure that you are in position to make any additional calls. If you have to move on a play, keep the ball, the players involved (both offensive and defensive), and where the call will be made in clear view. Like the players, be on top of the situation at all times. Don't get caught out of position by being flatfooted. Don't call your plays running - come to a stop and make your call emphatically. The most important thing to remember is never lose sight of the ball and know where the ball is and who had it last.

When umpiring the bases remember:

1. What is the count on the batter and how many outs are there.
2. Where are the runners and who is responsible for each runner.
3. Where are the defensive players positioned.
4. What is likely to happen if the batter hits the ball.
5. Most importantly, do not lose sight of the ball.

## **HANDLING THE BASES**

In force outs, keep your eyes on the base, look and hear the ball come into the glove. When calling the tag play, make sure you have a good view of the base. As the base umpire, make sure you know where the ball is being thrown from and never take your eyes off the thrower until the ball is released.

Base umpires are likely to use the upright and set position in umpiring the bases. When there are no runners on base, the umpire should be in an upright position being balanced on both feet ready to move in any direction and always keeping your arms at your sides. Never cross your arms across your chest or putting your hands on your hips. In the set position your hands should be in a fist and positioned on your thighs or when you are in a full set position your hands may be positioned on your knees. The base umpire makes known his decisions by using both the vocal and manual expression. Indicate “safe” when the runner beats the throw, and “out” when the ball beats the runner. An easy or routine out should be given by the hand making it obvious that the runner was safe or out. For fairly close plays, a wide open tag play or run-downs, call with medium emphasis as to voice and gesture that is called for. Keep full power in reserve for the really close ones.

1. In a two man system with no runners on base, the base umpire should be positioned 10 to 12 feet behind the first baseman with both feet in foul territory with the body being squared to home plate. Don't ever allow yourself to be even or ahead of the first baseman's normal position. Stride with the pitch, trying to time the step with the release of the ball by the pitcher. This little movement will help keep you alert and ready for any type of movement needed to call a play.
2. With a runner on first base, the base umpire should be positioned halfway between the pitcher's mound and second base on the first base side of the infield. In this position the base umpire can cover either the pick-off attempt at first base or the runner attempting to steal second base.
3. With a runner(s) on second base, third base only, first and second, second and third, first and third, and the bases loaded, the base umpire should be positioned halfway between second base and the pitcher's mound on the third base side of the infield. In this position the base umpire can cover a pick-off attempt at any base or a base runner attempting to steal a base.

## **CALLING AN OUT ON A ROUTINE PLAY**

1. From your set position with your hands on your knees or thighs, keeping your head forward and your eyes staying on the play.
2. Rise to an upright position bringing your left hand close to your body near your belt.
3. Give a brisk verbal call of “Out” with your right hand forming a 90-degree angle.

### **CALLING A ROUTINE PLAY SAFE**

1. From your set position with your hands on your knees or thighs, keeping your head forward and your eyes staying on the play.
2. Rise to an upright position bringing both arms and hands keeping them open with the palms facing down, up to your chest with the fingers touching.
3. Give a brisk verbal call of “safe” extending your arms outward so they are pointed sideways, being away from your body and parallel to the ground with you palms facing downward.

### **CALLING A CLOSE PLAY**

1. Observe the above routine safe play procedures.
2. Sell the call by intensifying the verbal call and use a more powerful hand signal.
3. For a close tag play, use a forceful overhand out signal using the basic set position, planting your feet and “selling” your call. The closer the play the need for more emphasis on making the call is important in order for you to “sell” the call.

### **DOUBLE PLAY**

Remember to always watch the ball being fielded and thrown by the infielder starting the double play. Make sure there is no interference or obstruction on the throw, observe and listen to the ball hitting the infielder’s glove watching the player touch the base. Make sure the ball is held securely, and then let the ball turn your head as it is relayed to first base to complete the double play.

The “safe/out” or “out/safe” call is the result of poor timing by the umpire. If the base umpire (or any umpire calling a player safe or out) would give himself a “slight hesitation” replay it over in your mind on what you saw, and then make your call, continue to move toward the call after you made the call. This process is especially important in calling close calls. Remember see it, replay it and then call it. If you hesitate for a moment your timing will automatically improve. Your judgment will improve as well and you will become a more consistent umpire because you have just seen the play twice. Judgment and timing go hand in hand, remember on calls that are close or for that matter any calls, hold it and sell it.

On a ball hit to the outfield that appears to be trouble, turn your back and go out to it. Anytime the base umpire’s back is turned away from the plate umpire for the deep fly ball or the possible trap play, the base umpire has all the responsibility for fair/foul and safe/out decisions on the ball. It is most important that the base umpire who goes out remembers that he must stay in the outfield and never drift back to the infield for a play on the bases. This type decision would probably result in two umpires making a call on the same play, and even if both calls were right, it still would look bad.

## **THE FORCE PLAYS**

When the ball is hit and the fielder is getting into position to field the ball, the base umpire should also be getting into position to make the call. When the fielder fields the ball, the umpire should stop at least 10 to 12 feet from first base. As the fielder releases the ball, then and only then, should the umpire turn into the base. Watch and let the ball take you into the play, for a play cannot be made without the ball. Concentrating on the base, the umpire should be looking for the following:

1. The runner touching the base.
2. The fielder catching the ball and staying on the base.
3. If the fielder is juggling the ball.

Proper positioning at least 10 to 12 feet from the bag is most important because a position too close to the bag restricts the angle, causing the range of vision to close and also may cause the umpire to interfere in the play.

Sound is another important factor in making your calls. While concentrating on the base and allowing peripheral vision to aid you in seeing the play develop, the sound of the ball hitting the glove will help determine which arrived first---the ball or the runner. It is always important to never take your eyes off the ball, but equally important, never depend on sound alone to make a call. There may be crowd noise, infielders or the coach yelling that may interfere with your hearing the ball hit the glove.

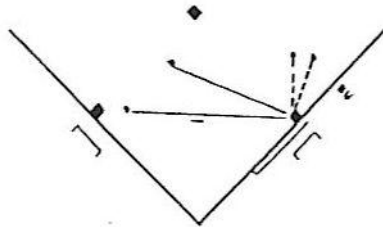
The only other consideration left to ensure proper timing in making the call, is using a slight hesitation to allow a clear mental picture to develop in your mind. This technique shows that you are in control of yourself and it is the manner in which you handle yourself that is most convincing. Always try and show consistency in making all your calls. If you are too quick on every call and then use the "slight hesitation" technique, the players will think you may be guessing or undecided on that particular play. It's vital that you try to be consistent in all your calls, the easy ones as well as the hard ones.

## THE FOUR BASIC POSITIONS FOR CALLING FORCE PLAYS AT FIRST BASE

**NOTE:** The following theories are not exact positioning on every play. However, they are good basic positions to approach most plays with. The Baseball Player Association is more interested in gaining the proper angle on every play. The definition of a proper angle is **any angle that allows the umpire to view the whole play.**

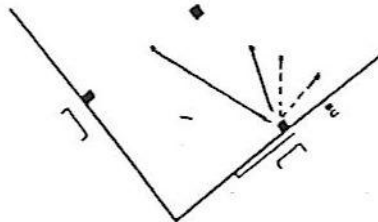
1. **The ninety (90) degree position:**

The base umpire comes inside the infield - positioning himself about 10 to 12 feet from first base, perpendicular or ninety (90) degrees to the line of flight of the ball being thrown.

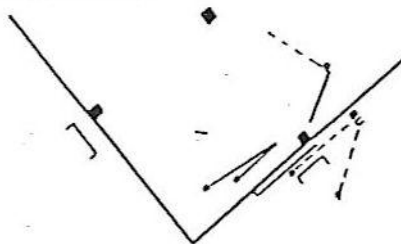


2. **The Right-at-Them Theory.**

The base umpire comes inside the infield, directly at the fielder fielding the ball. Stop. Then as the fielder fields the ball, let the throw turn you into the play at first base.



3. **The "Foul Ground" Theory**



This position should be used only when absolutely necessary. On balls hit to the first baseman, the second baseman's extreme left or balls hit to short right field where a throw can be made to first base. Position yourself outside of the infield in

foul territory moving toward home plate to make the call. This position leaves the umpire very vulnerable and whenever possible, the umpire should try and move back to the inside of the infield. However, the umpire should stay on the outside of the infield when he is forced by the throw to the first baseman or another fielder coming near the first base line. There are potential problems that can develop from using the outside position:

1. Hard to determine whether a first baseman juggled the ball or pulled his foot.
2. Umpire winds up in position too close to the play, affecting his peripheral vision, timing and his judgment.
3. Coach legally in the coach's box, must be asked or assisted in vacating the box if you need the room.
4. An overthrow might hit you.
5. Puts the umpire behind the runner advancing to second base.

Keep in your mind in trying to avoid these problems:

1. Don't crowd the play.
  2. Maintain a distance to keep your peripheral vision.
  3. Keep moving your feet to maintain the proper angle.
  4. On the errant throw, get back inside the infield quickly and take the runner into second base.
4. **Double Play:** On a double play take two (2) steps toward second base then quickly run parallel to first base-second base line. Do not take your head and eyes off the ball and let the flight of the ball turn your head and body into the play at first base.
- \*NOTE: There are four (4) basic elements an umpire should keep in front of him and unobstructed as much as possible;
1. The ball
  2. The defensive player making the play
  3. The batter-runner
  4. The base and the area where all four (4) elements meet.

### **THE TAG PLAYS:**

Positioning, moving quickly to get the best angle and peripheral vision play an important role in tag plays, just as they do in force plays. The major difference on a tag play is the fact that the umpire should complete the call with his "nose" right on the tag.

As the tag play develops, make sure you keep all the elements in front of you:

1. The ball
2. The defense
3. The runner and the base
4. The area where they all come together

As the runner and the ball near the tag area, start to move in. Come in about five (5) feet from the play, positioning yourself at the best angle to see the tag. Usually the best unobstructed angle is ninety (90) degrees from the path of the runner and just short of the base at the point of contact.

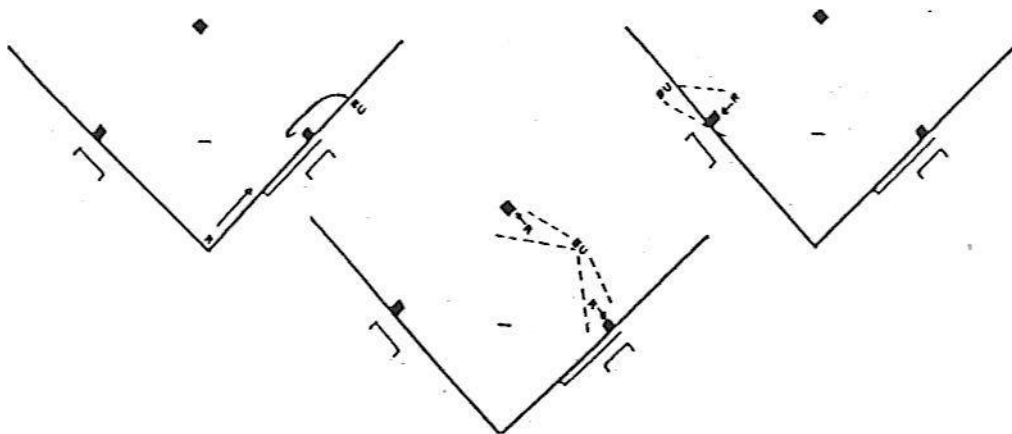
\*\*An important reminder on any tag play as the umpire remember not to stand still, but keep moving around the play to watch the tag and find the ball. Always be patient, also remembering that the defensive **MUST** have possession of the ball in order to legally block the base.

The unobstructed angle is the most important thing to remember and not letting the defensive player or the runner get between you and the tag being made. Remember the best angle may move as the tag and the runner's slide is being made.

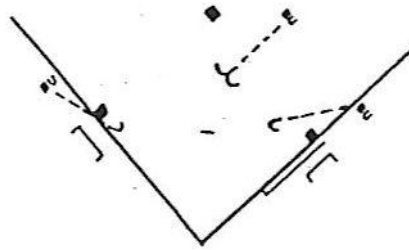
As you watch the play unfold and you start to move in, turn your concentration on whether the tag was made prior to the runner reaching the base or the runner beating the tag to the base. If the runner beats the throw and tag, indicate safe providing the runner does not slide past the base. If on the other hand, the ball beats the runner and a tag is made, make sure the fielder has possession of the ball, point to the ball with your left hand and declare the runner out. In both of these plays its best to "hesitate slightly", before making your call safe or out. On a play where a good hard slide causes a collision making you lose sight of the ball, tell the defensive player immediately to show you the ball as you are pointing at him and moving around the play. When you see the ball keeping your head right on the play, declare the runner out.

The following diagrams will show your proper positioning on the tag plays:

**\* In all these diagrams, the umpire is using the ninety (90) degree theory from the path of the runner to just short of the base the runner is attempting to make. The umpire will also use the "Inside/Outside Theory" on the bases. Remember to keep moving to get an un-obstructed view of the tag.**



## **BUTTON HOOK**



The button hook is a term used for the method of moving from the outside of the diamond to the inside of the diamond. When the ball is hit and the umpire starts to move inside the diamond, he should concentrate on the runner he is responsible for, while making sure he does not interfere with anyone. The umpire should also watch for obstruction or interference with any of the players, while glancing to pick up the ball in the outfield.

## **PULLED FOOT**

When the ball arrives before the runner at a base and the fielder in catching the ball pulls his foot, you as the umpire do not want anyone to think the runner has beaten the throw. Move toward the base pointing with your left hand at the base or the fielder, vocally telling everyone that the fielder has pulled his foot off the base. When there is doubt, ask the plate umpire for assistance in determining if the first baseman held his foot on the bag.

## **SWIPE TAG**

When a throw pulls a fielder off a base and the fielder must attempt a swipe tag in order to tag the runner and record the out, the umpire should move toward the base pointing with his left hand indicating vocally that the fielder has indeed made a tag and calling the runner out.

## **BALKS**

Whichever umpire calls a balk, immediately point toward the pitcher making sure everyone knows that a balk has been committed. Remember the ball immediately becomes dead and no further action may occur.

## **PICK-OFF**

When a pick-off move is made by either the pitcher or catcher, the base umpire should step forward if there is an attempt at either first or third base, stop to make the call and then take an additional step or two to emphasize you call.

## **STOLEN BASE**

On an attempted steal of second base, the base umpire should step backward and toward the base letting the flight of the ball turn him and then making the call. On the attempted steal of third base, the base umpire should step forward and toward the base letting the flight of the ball turn him and then make the call. The step backward or forward should improve the angle and let the umpire see the play more clearly.

## **RUNDOWNS**

The most reliable coverage in a rundown situation is when both umpires are communicating and covering it together. The most important thing in the coverage is allowing the final call to be made by the umpire who the runner is running toward.

## **APPEAL PLAY**

Make sure the umpire knows the proper BPA appeal process and the proper technique in making the appeal. Remember that in a live ball appeal the defensive player must tag the appealed base or runner. In a dead ball appeal the play must be completed and defensive player or coach must make the proper appeal. It is important to remember what umpire has the responsibility for the base or bases being appealed and the umpire responsible make the final appeal call.

## **SACRIFICE FLY**

If there is a runner on either first or second base, the base umpire has the tag responsibility at either base. If there are two or more runners on base, the base umpire has responsibility of the trailing runner(s).

## **INFIELD FLY RULE**

A fair ball which can be caught by a defensive player with ordinary effort with first, first and second, first, second and third base occupied with less than two outs. **The infield fly is called for the protection of the runner and not the fielders.** Always try and be patient and don't call the infield fly too soon, try and wait until the ball is coming down before declaring it an infield fly. **Remember that a bunt or a line drive cannot be declared an infield fly.**

## **THREE (3) FOOT LINE**

A violation of the three (3) foot line is interference and calls for the umpire to take charge. The umpire should step into the play throwing his arms high above the head, shouting "DEAD BALL". Step toward the point of the interference with your left hand and give a strong overhead out signal. Runners must be instructed to return to the last legally touched base at the time of the interference.

## **RUNNING OUT OF THE BASE LINE**

**Baseball's most misinterpreted rule, recalling that a runner may run anywhere except when running the last half distance from home to first.** Running out of the base line to avoid a tag is a violation, but does not result in a dead ball situation. The umpire should point with his left hand indicating that the runner ran out of the base line and follow with a strong overhead signal. Other runners may continue to advance at their own risk with the umpire reacting accordingly.

## **INTERFERENCE**

Three (3) things must occur on any interference call:

1. The ball becomes dead.
2. An out is called.

3. All runner(s) must return to the base they occupied at the time of the interference.

A dead ball signal should be given with both arms being extended high in the air above the head with a vigorous call of "Dead Ball". Halt any further play as soon as possible, as continued play only adds to the confusion.

### **OBSTRUCTION**

There are three (3) types of obstruction:

1. A runner who is not being played on results in a delayed dead ball being declared. Remember you are only going to protect that runner to the base he would have reached had there been no obstruction. If the runner is put out prior to reaching the base he would have reached had there been no obstruction, it should be treated the same as a runner being played on. Award that runner the base he would have reached had there been no obstruction.
2. A runner being played on results in a dead ball being called. Throw your arms high above your head giving the dead ball signal and calling out "Dead ball". Stop all play pointing to the violator and award the bases accordingly.
3. Catcher obstruction delayed dead ball is declared with the plate umpire waiting to see what the results of the play will be, prior to enforcement. The reason why catcher interference has changed to catcher obstruction is none of the three (3) interference requirements exist:
  1. An out may not be called.
  2. The ball is not dead.
  3. Runner(s) are not required to return to the base held prior to the interference call.

### **COLLISION**

When there is contact between an offensive and defensive player, it doesn't necessarily mean that either interference or obstruction has occurred. This is definitely not the case, since the field is laid out in such a manner that in itself puts the offensive and the defensive players on a collision course.

The umpire has three (3) questions to answer before interference or obstruction can be called:

1. Did the batter/runner alter his direction in any way to draw contact in an attempt to get an obstruction call.
2. Did the catcher or first baseman alter their attempt to field the ball in any way to draw the interference.
3. Could the catcher or the first baseman actually make an out on the play.

If a batter hits or tops the ball on a slow roller toward first base close to the foul line, and the batter/runner running in a direct line to first base can be on a collision course with the first baseman or the catcher. Each player has the legal right to make a play - the

batter/runner running toward first base and the first baseman and the catcher attempting to field the ball.

Another example that may cause a collision is the errant throw up the line at first base. The batter/runner collides with the first baseman who is attempting to make a play on an errant throw up the line. The runner certainly has the right to the baseline in this case and equally so, with the first baseman having the right to field an errant throw by one of the infielders. The play should be viewed as the result of the normal flow of the game and should be ruled as “incidental contact” with no penalty or effect of the play.

What certainly adds to the pressure of making this type of judgment call is that the decision must be decided immediately by the umpire. The umpire must react immediately and certainly does not have time to “think about it” before making the call. That’s why the umpire in question must have a thorough understanding of the situation, so he can make an immediate decision with authority and decisiveness.

### **REMEMBER AS THE BASE UMPIRE**

1. Always keep in mind the cardinal rule for base umpires; keep the ball, the runner, the base and the fielder in your sight and never lose sight to where the ball is located.
2. Check to make certain the bases are secured and keep the pitcher’s plate clean.
3. When stationed at first or third base, stand 10 to 12 feet beyond the base and in foul territory and one-step deeper than the first or third baseman in their normal position.
4. When inside the infield with runner(s) on base, always station yourself halfway between second base and the pitching mound on either the side of second base. This position will allow the umpire to cover any steal attempt or pick-off move made by the pitcher or catcher.
5. Move one or two steps on all pitched, batted or thrown balls.
6. Always hustle to be on top of your plays.
7. Never walk from one position to another.
8. Don’t make a call until the catch and/or the play is completed. Don’t be forced to make two calls on the same play.
9. Make your close calls with a lot of enthusiasm and with a strong voice.
10. Hustle out on fly balls to the outfield and stay out until the play is completed.
11. Position yourself not to interfere with the players. Every time you move check with the player(s) to see that you are not obstructing their view.
12. Line up the runner(s) on all fly balls to the outfield so you can view the timing of them leaving the base on a ball that is caught.
13. On a double play ball move toward second base watching the play, then letting the ball turn your head to make the call at first base.
14. Keep the game and the players moving.
15. Don’t ever let the players or coaches call plays for you.

## The Two (2) Umpire System

**\*NOTE:** For the veteran BPA umpire the starting positions listed are recommended starting positions. For the experienced BPA umpire these starting positions may dictate an adjustment based upon a given situation. For the inexperienced BPA umpire make sure that you master these recommended starting positions that will enable you to handle any new situations or surprises that may occur during the playing of the game.

**The home plate umpire shall be responsible for the following situations:**

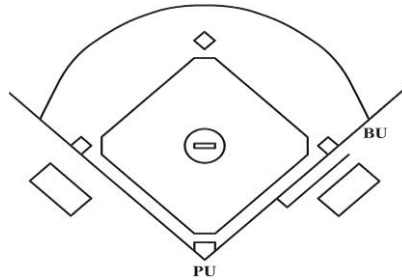
1. Calling each pitch.
2. Removing the mask on all batted balls.
3. Call all balls fair or foul remembering not to call foul balls too soon.
4. Making the infield fly rule call clear and concise.
5. Come inside the infield on ground balls.
6. Be prepared to take a share of the base calls.
7. Remember that the lead runner is the home plate umpire responsibility.
8. The runner at 1<sup>st</sup> base with runners at 1<sup>st</sup> and 2<sup>nd</sup> base tagging up.
9. All runners at 3<sup>rd</sup> base tagging up.
10. Responsible on making the call on a throw back to 1<sup>st</sup> base on a line drive for the possible double play.
11. In some situations, the plate umpire is responsible for watching the batter/baserunner touching 1<sup>st</sup> base.
12. If the base umpire goes out to the outfield to make a call, the plate umpire will revert to a one umpire system covering all the bases.
13. On balls hit to the catcher, watch the ball and not the catcher making sure the ball does not touch the backstop screen. Observe the catcher removing his mask, staying out of the way, then remove your mask.
14. Call balls hit from home plate to the left field foul pole fair or foul.
15. Call batted balls hit to left field or balls that the centerfielder must move to his right to catch or make a play.
16. When the base umpire is positioned on the inside of the infield or goes out to the outfield, the plate umpire is responsible for balls hit to the outfield toward the foul line.
17. Asking assistance from the field umpire if necessary for check swing (if the bat is in front or ahead of the batter's body), batter being hit by the pitch, hitting the ball twice and catcher obstruction.

**The base umpire shall be responsible for the following situations:**

1. Position yourself 12 to 15 feet beyond the first base and a step behind the first baseman in foul territory.
2. Always be aware to stay out of the view of the outfielder's sight of the batter or the play of the infielders.
3. Make sure runners touch all the bases.
4. Hustle to get into the proper position and angle to make the right call.

5. First play made in the infield with the exception of a play being made at home plate.
6. With no runner on base, always position yourself 12 to 15 feet beyond 1<sup>st</sup> base and a step behind the 1<sup>st</sup> baseman in foul territory, prepared to make a call on a batted ball hit down the right field line or a batted ball bounding over 1<sup>st</sup> base.
7. When a runner is occupying 1<sup>st</sup> base, always position yourself on the right and inside of 2<sup>nd</sup> base halfway between the bag and the pitching mound, prepared to make a call on a batted ball hit to the outfield except when hit toward the foul lines.
8. With a runner occupying 2<sup>nd</sup> base always position yourself on the left and inside of 2<sup>nd</sup> base halfway between the bag and the pitching mound.
9. Call fly balls hit to the right and center fielder on possible trap plays, home runs and two players attempting to make the catch.
10. Take all steals.
11. Tag up at 2<sup>nd</sup> base.
12. Responsible for home plate coverage if the home plate umpire is making a call at 3<sup>rd</sup> base.
13. Remember that anytime you do something different from the normal procedures communicate vocally with your partner.
14. Assist the plate umpire if necessary for checked swings (if the bat is in front or ahead of the batter's body), batter being hit by the pitch, hitting the ball twice and catcher obstruction.

## NO RUNNERS ON BASE



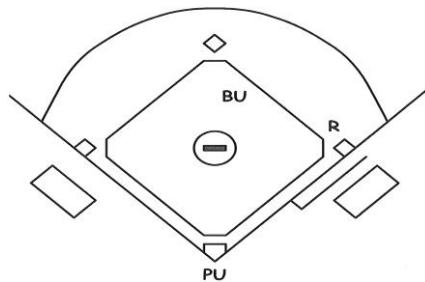
### Plate Umpire

1. On balls that are hit, come out left of the catcher, moving toward 1<sup>st</sup> base watching the play and ready to help your partner.
2. Be ready to cut across the infield for a play at third base after the play at first base is completed.
3. Stay close to home plate on all balls hit close to the foul lines in order to determine if the ball hit is fair or foul.
4. On balls hit in the infield, move toward 1<sup>st</sup> base to aid your partner, especially on calls regarding the pull foot and overthrows.
5. Make calls at 1<sup>st</sup> base on any attempted play behind the batter/baserunner.
6. Make all calls on the bases if the field umpire leaves to make a call in the outfield.

### Base Umpire

1. Position yourself 12 to 15 feet beyond 1<sup>st</sup> base in foul territory and move on every pitch.
2. Call all plays at 1<sup>st</sup> base made from the infield.
3. On base hits move inside the diamond toward 2<sup>nd</sup> base for a possible play there.
4. On base hits and fly balls, buttonhook and watch the batter/baserunner touch 1<sup>st</sup> base.
5. On extra base hits take the batter/baserunner to 3<sup>rd</sup> base.
6. Be prepared to turn your back and go out to the outfield to make a trapped ball call.
7. Assist the plate umpire if asked for checked swings, batter being hit by the pitch, hitting the ball a second time and catcher obstruction. (right-handed batter)

### RUNNER ON 1<sup>ST</sup> BASE



### Plate Umpire

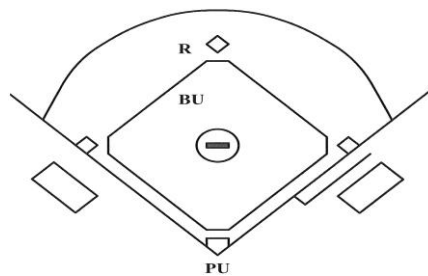
1. Balls that are hit to the infield come out left of the catcher. Move toward 1<sup>st</sup> base in case you are needed to help with a play, and then drift toward 3<sup>rd</sup> base to cover the baserunner.
2. Call batted balls fair or foul hit down either foul lines.
3. Be aware for a possible balk committed by the pitcher.
4. Observe the baserunner for interference at 2<sup>nd</sup> base or the 1<sup>st</sup> baseman pulling his foot off the bag.
5. On an overthrow on an attempted steal of 2<sup>nd</sup> base by the baserunner pick the runner up for a possible play at 3<sup>rd</sup> base.
6. Responsible for the call at 1<sup>st</sup> base for any throw back.
7. Assist the base umpire in a rundown situation/staying on the inside of the diamond.

### Base Umpire

1. Assume a position on the right and inside of 2<sup>nd</sup> base making sure not to interfere with the outfielder's view of the batter or the play of the infielders.
2. Help the plate umpire in calling a balk committed by the pitcher.
3. Stay alert for the possible throw back from the catcher to the 1<sup>st</sup> baseman.

4. Call all pick-off moves made at 1<sup>st</sup> base by the pitcher or the catcher.
5. On an attempted steal of 2<sup>nd</sup> base, move toward 2<sup>nd</sup> base making sure you are out of the way of the fielder and the catcher's throw. On a wild or over-throw, work yourself inside the base paths being prepared to pick up the baserunner at home plate on a play there.
6. On double play situations, take one step toward 2<sup>nd</sup> base making the call there. Allow the flight of the ball to turn and move you toward 1<sup>st</sup> base for the play there.
7. On base hits to the outfield watch the baserunner touch 2<sup>nd</sup> base and then take the batter/baserunner all the way to 3<sup>rd</sup> base making sure he touches each base.
8. Assist the plate umpire in a rundown situation staying on the outside of the diamond.
9. Assist the plate umpire if asked for checked swings, batter being hit by the pitch, hitting the ball a second time and catcher obstruction.

### **RUNNER ON 2<sup>nd</sup> BASE**



#### **Plate Umpire**

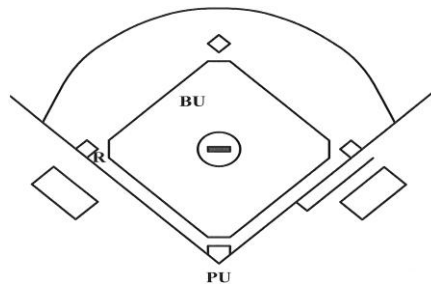
1. Stay near home plate to call all batted balls hit fair or foul near the foul lines.
2. On a base hit move toward 3<sup>rd</sup> base in foul territory, work yourself inside the diamond for making a call at 3<sup>rd</sup> base.
3. On a base hit make sure the lead runner legally touches 3<sup>rd</sup> base.
4. The plate umpire always has the call at 3<sup>rd</sup> base if there is a throw to 3<sup>rd</sup> base when the first play is at 1<sup>st</sup> base.
5. Assist the base umpire in a rundown situation/staying on the inside of the diamond.

#### **Base Umpire**

1. Assume a position on the left and inside of 2<sup>nd</sup> base making sure not to interfere with the outfielder's view of the batter or the play of the infielders.
2. Assist the plate umpire in calling a balk committed by the pitcher.
3. Stay alert for the possible pick-off play of the baserunner.
4. Watch for a possible steal of 3<sup>rd</sup> base making a move (step) to improve your angle for the call at 3<sup>rd</sup> base.

5. On a ball hit to the infield, wait until the fielder commits himself being prepared to make a call at either 1<sup>st</sup> or 2<sup>nd</sup> base. Do not take your eyes off the ball letting the throw take you toward the play.
6. If the play is being made at 1<sup>st</sup> base move a few steps toward the base making the call.
7. Watch the baserunner tag up on 2<sup>nd</sup> base preparing yourself to move toward home plate for a possible play there.
8. On base hits watch the batter/baserunner touch 1<sup>st</sup> and 2<sup>nd</sup> base.
9. Assist the home plate umpire in rundowns staying on the outside of the diamond.
10. Assist the plate umpire if asked for checked swings, batter being hit by the pitch, hitting the ball a second time and catcher obstruction.

### **RUNNER ON 3<sup>rd</sup> BASE**



#### **Plate Umpire**

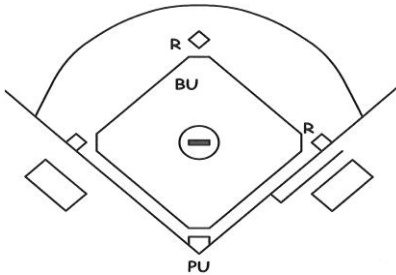
1. Watch for a possible squeeze bunt or the baserunner attempting to steal home.
2. Call all batted balls near the foul lines fair or foul.
3. On a fly ball get out from behind home plate and line-up the runner on 3<sup>rd</sup> base and watch the tag up making sure it was legal.
4. On a base hit move toward 3<sup>rd</sup> base watching the runner. If the runner proceeds home watch the runner touch home plate.
5. Assist the base umpire in a run-down/staying on the outside of the diamond.

#### **Base Umpire**

1. Assume a position on the left and inside of 2<sup>nd</sup> base making sure not to interfere with the outfielder's view of the batter or the play of the infielders.
2. Assist the home plate umpire in calling a balk committed by the pitcher.
3. Be aware of a possible pick-off of the baserunner by the pitcher or catcher.
4. On a ball hit to the infield, wait until the fielder commits himself being prepared to make a call at either 1<sup>st</sup> or 3<sup>rd</sup> base. Do not take your eyes off the ball letting the throw take you toward the play.
5. Call all plays made on the 1<sup>st</sup> throw unless it is to home plate.

6. Take the batter-baserunner into 3<sup>rd</sup> base and see that all the bases are legally touched.
7. Responsible for throwback responsibilities at 3<sup>rd</sup> base.
8. Assist the home plate umpire in a rundown situation staying on the inside of the diamond.
9. Assist the plate umpire if asked for checked swings, batter being hit by the pitch, hitting the ball a second time and catcher obstruction.

## **RUNNERS ON 1<sup>st</sup> AND 2<sup>nd</sup> BASE**



### **Plate Umpire**

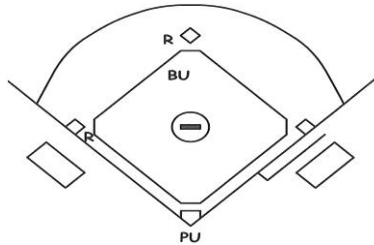
1. Signal your partner for possible infield fly situation when there are less than 2 outs.
2. Call batted balls near the foul lines fair or foul.
3. When the second runner tries to steal 2<sup>nd</sup> base the plate umpire is responsible for the runner coming to 3<sup>rd</sup> base.
4. Watch for baserunner interference at 2<sup>nd</sup> base or the 1<sup>st</sup> baseman pulling his foot off the bag.
5. When the ball is hit, the home plate umpire is responsible for the lead runner at 3<sup>rd</sup> base and at home plate.
6. When the ball is hit move toward 3<sup>rd</sup> base in foul territory. Move inside the diamond 15 feet from 3<sup>rd</sup> base in order to position yourself to make the call.
7. On a batted ball work towards 3<sup>rd</sup> base. When the lead runner comes home with no play being made, make sure the runner touches home plate, then work yourself into position to make a call at 3<sup>rd</sup> base.
8. Fly balls hit to the outfield the tag at 1<sup>st</sup> base is the responsibility of the home plate umpire.
9. The plate umpire is responsible for the play at 1<sup>st</sup> base on a line drive to the infield on the quick throw back to 1<sup>st</sup> base.
10. Assist the base umpire in a rundown situation/staying on the inside of the diamond.

### **Base Umpire**

1. Assume a position on the left and inside of 2<sup>nd</sup> base making sure not to interfere with the outfielder's view of the batter or the play of the infielders.

2. Signal your partner for possible infield fly situation when there are less than 2 outs.
3. Call all plays made on the first throw unless it is to home plate or 3<sup>rd</sup> base.
4. On potential double plays watch the force out at 2<sup>nd</sup> base letting the ball turn you to the play at 1<sup>st</sup> base. Don't lose sight of the ball.
5. Fly balls hit to the outfield the tag at 2<sup>nd</sup> base is the responsibility of the base umpire.
6. On a base hit watch the 2<sup>nd</sup> baserunner touch 2<sup>nd</sup> base, then pick up the batter/baserunner touching 1<sup>st</sup> base.
7. Take the batter/runner into 3<sup>rd</sup> base and see that all bases are touched.
8. Assist the plate umpire in a rundown situation staying on the outside of the diamond.
9. Assist the plate umpire if asked for checked swings, batter being hit by the pitch, hitting the ball a second time and catcher obstruction.

### **RUNNERS ON 2<sup>nd</sup> AND 3<sup>rd</sup> BASE**



#### **Plate Umpire**

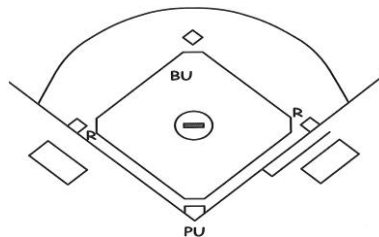
1. Watch for a possible squeeze bunt or the baserunner attempting to steal home.
2. Call all batted balls near the foul lines fair or foul.
3. On a fly ball get out from behind home plate positioning yourself in line with the runner on 3<sup>rd</sup> base and the fielder making the play to give you the best position of watching the tag up.
4. On a batted ball watch the lead runner advance to home, making sure he touches home plate.
5. If there is a play at home plate, work back into a position that is to the back of the right-handed batters box.
6. On a play at 1<sup>st</sup> base, watch the lead runner touch home plate. Work to be in a position to make a call at 3<sup>rd</sup> base.
7. Any throw to 3<sup>rd</sup> base after a throw to first or second the plate umpire is responsible.
8. Assist the base umpire in rundown situations/ inside on rundown at 2<sup>nd</sup> base/outside on rundown at 3<sup>rd</sup> base.

#### **Base Umpire**

1. Assume a position on the left and inside of 2<sup>nd</sup> base making sure not to interfere with the outfielder's view of the batter or the play of the infielder.
2. Assist the home plate umpire in calling a balk committed by the pitcher.

3. Stay alert on a possible pick-off of the baserunner by the pitcher or catcher.
4. On a ball hit to the infield the base umpire is responsible for the first throw unless it is to 3<sup>rd</sup> base or home plate.
5. On fly balls to the outfield work the inside of the infield.
6. Position yourself in line with the runner on 2<sup>nd</sup> and the fielder making the play in order to watch the tag.
7. On base hit watch the batter/runner touch 1<sup>st</sup> base, taking him to 3<sup>rd</sup> base or returning to 2<sup>nd</sup> base.
8. Help the plate umpire in rundown situations/ outside on rundown at 2<sup>nd</sup> base/ inside on rundown at 3<sup>rd</sup> base.
9. Assist the plate umpire if asked for checked swings, batter being hit by a pitch, hitting the ball a second time and catcher obstruction.

### **RUNNERS ON 1<sup>st</sup> AND 3<sup>rd</sup> BASE**



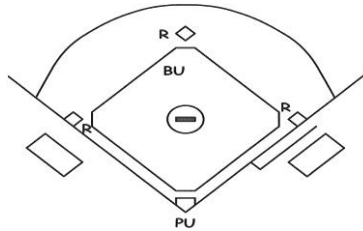
### **Plate Umpire**

1. Watch for a possible squeeze bunt or the baserunner attempting to steal home.
2. Call all batted balls near the foul lines fair or foul.
3. Watch for baserunner interference at 2<sup>nd</sup> base or the 1<sup>st</sup> baseman pulling his foot off the bag.
4. When the ball is hit, the plate umpire is responsible for the lead runner at 3<sup>rd</sup> base and home plate.
5. Prepare to cover any other plays after the lead runner legally touched home plate.
6. If a fly ball is hit get out from home plate and line-up the runner on 3<sup>rd</sup> base and watch the tag up.
7. If there is a play at home plate work back into a position that is to the back of the right-handed batters box.
8. The plate umpire takes all throws back to 3<sup>rd</sup> base unless it is the first throw.
9. Plate umpire takes all throws back to first base.
10. On a first throw to 1<sup>st</sup> or 2<sup>nd</sup> base the plate umpire is responsible to cover any subsequent throw to 3<sup>rd</sup> base.
11. Assist the base umpire in rundown situations, inside on rundown at 1<sup>st</sup> base or inside on rundown at 3<sup>rd</sup> base

## Base Umpire

1. Assume a position on the left and inside of 2<sup>nd</sup> base making sure not to interfere with the outfielder's view of the batter or the play of the infielders.
2. Assist the home plate umpire in calling a balk committed by the pitcher.
3. Stay alert for a possible pick-off of the baserunner by the pitcher or catcher.
4. Stay alert for a steal attempt and on an overthrow take the runner to 3<sup>rd</sup> base.
5. On a ball hit to the infield take the 1<sup>st</sup> throw unless it is to home plate.
6. On a base hit stay on the inside of the infield and watch the runner on 1<sup>st</sup> touch 2<sup>nd</sup> base and be alert for a play at that base.
7. Take the batter/runner to 3<sup>rd</sup> base and watch him touch each base.
8. On fly balls be prepared to make the call at 2<sup>nd</sup> base.
9. Assist the plate umpire in a rundown situation, outside on rundown at 1<sup>st</sup> base or inside on rundown at 3<sup>rd</sup> base.
10. Assist the plate umpire if asked for checked swings, batter being hit by a pitch, hitting the ball a second time and catcher obstruction.

## BASES LOADED



## Plate Umpire

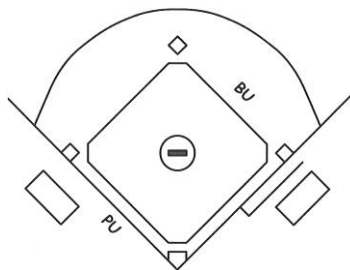
1. Watch for a possible passed ball, squeeze bunt attempt and the baserunner attempting to steal home.
2. Stay around home plate area in order to make all calls on runners advancing to home plate.
3. Call all batted balls near the foul lines fair or foul.
4. Signal your partner for possible infield fly situation when there are less than 2 outs.
5. Watch for baserunner interference at 2<sup>nd</sup> base or the 1<sup>st</sup> baseman pulling his foot off the bag.
6. On base hits move into foul territory watching the lead runner touch home plate.
7. If there is going to be a play at home plate move to a position in the back of the right handed batters box.
8. If the first play is at 1<sup>st</sup> base, watch the lead runner touch home plate then move toward 3<sup>rd</sup> base for a possible play of the second runner.

9. Ball hit in the infield the plate umpire has the call either at home plate or 3<sup>rd</sup> base on the first throw.
10. Assist the base umpire in a rundown situation/ inside position on rundown on all bases/ outside position of rundown at 3<sup>rd</sup> base.

### **Base Umpire**

1. Assume a position on the left and inside of 2<sup>nd</sup> base making sure not to interfere with the outfielder's view of the batter or the play of the infielders.
2. Signal your partner for possible infield fly situation when there are less than 2 outs.
3. Call all plays made on the first throw unless it is to home plate or 3<sup>rd</sup> base.
4. Line up the baserunner at 2<sup>nd</sup> base on tag ups.
5. On balls hit in the infield wait until the fielder makes a commitment then move quickly, remember not to take your eyes off the ball.
6. On balls hit for a possible double play, move toward 2<sup>nd</sup> base watch the fielder catch and touch the base then let the ball turn you toward 1<sup>st</sup> base.
7. All balls that are hit to the outfield stay inside the diamond and be ready to make a call at 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> base.
8. Usually the base umpire will make calls at either 1<sup>st</sup> or 2<sup>nd</sup> base with the plate umpire making the calls at 3<sup>rd</sup> base and home plate.
9. Assist the home plate umpire in rundown situations/outside position on rundowns on all bases/ inside position on rundowns at 3<sup>rd</sup> base.
10. Assist the plate umpire if asked for checked swings, batter being hit by a pitch, hitting the ball a second time and catcher obstruction.

### **BETWEEN INNING POSITIONS**



### **Plate Umpire**

1. Position yourself 15 feet from home plate, near the line in foul territory and facing toward the infield.
2. Alternate foul lines between innings by being on the side of the field as the team coming off the field crosses to enter the dugout area.

### **Base Umpire**

1. Clean off the pitching rubber before the pitcher begins to warm up.
2. Position yourself on the edge of the outfield grass behind the 2<sup>nd</sup> baseman or where the 2<sup>nd</sup> baseman would normally field his position.

## The Three (3) Umpire System

**\*NOTE:** For the veteran BPA umpire the starting positions listed are recommended starting positions. For the experienced BPA umpire these starting positions may dictate an adjustment based upon a given situation. For the inexperienced BPA umpire make sure that you master these recommended starting positions that will enable you to handle any new situations or surprises that may occur during the playing of the game.

### Checklist for the 3 umpire system:

1. The basic rules for coverage are:
  - a. Once the umpires start the basic position from a **counter rotated position** there will be no rotation.
  - b. When the field umpire goes to the outfield, revert to the 2 umpire system.
  - c. When the field umpires turn their backs to the infield to go out to the outfield on a play, they should remain outside until the play is completed.
  - d. Always rotate in a clockwise direction.  
Note: The **counter rotated position** shall be the position the umpire takes prior to any pitch. The 3<sup>rd</sup> base umpire shall be positioned down the line at third and the 1<sup>st</sup> base umpire shall be positioned down the 1<sup>st</sup> base.
2. Vocal communication and eye contact are the most important elements in the covering of all the plays.
3. Vocal communication is a must with your partners so they will know a base is covered.
4. Glance at the forward base if there is no vocal communication heard; it would lead to mix-ups in covering the bases.
5. Assure complete coverage of everything that can occur on the ball field.
6. Always be prepared to revert to the 2 umpire system if one of the two base umpires goes out to the outfield to make a call.

### The home plate umpire shall be responsible for the following situations:

1. Calling every pitched ball.
2. Calling and determining fair or foul balls.
3. Come out removing the face mask inside of the infield on all batted balls.
4. On batted balls the plate umpire should move in front of the plate and make all fair or foul ball calls, unless one of the base umpires goes out to the outfield to make a call.
5. Responsible to call batted balls that come to a complete stop in front of each bag or any batted ball that is being played on in front of either 1<sup>st</sup> or 3<sup>rd</sup> base.
6. Responsible to call fair or foul ball on batted balls to either foul poles when the base umpire(s) are inside the infield.
7. Call all fly balls fair or foul that are hit in the infield and all fly balls that are handled by the pitcher or the catcher.
8. Be aware of all the calls that are made by your partner(s) because as the UIC you may be asked to decide any violation of the rule.

9. The plate umpire has no tag responsibilities with the exception when a base umpire goes out to the outfield and leaves a baserunner behind him.
10. Signal your partners for possible infield fly rule situation with less than 2 outs.

**The first base umpire shall be responsible for the following situations:**

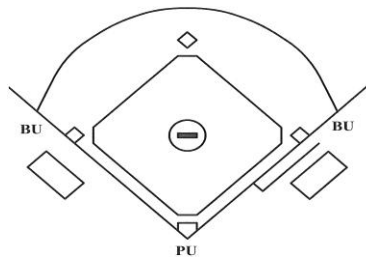
1. The 1<sup>st</sup> base umpire should position himself 12 to 15 feet beyond 1<sup>st</sup> base in foul territory and a step behind the 1<sup>st</sup> baseman.
2. When there is a baserunner, position yourself 10 to 12 feet behind the 1<sup>st</sup> baseman in foul territory with a good angle to make a call on an attempted pick-off play at 1<sup>st</sup> base by either the pitcher or the catcher throwing behind the baserunner.
3. Make a small movement on every pitch delivered.
4. Careful not to interfere with a quick throw to any base by the outfielders.
5. Always watch the 3<sup>rd</sup> base umpire and observe his movements. When the 3<sup>rd</sup> base umpire goes out to the outfield, always revert to the 2 umpire system.
6. Signal your partners for possible infield fly rule situation.
7. Responsible to call fair or foul on batted balls that bounce over the 1<sup>st</sup> base bag.
8. Responsible for batted fly balls down the right field line to the foul pole when positioned at 1<sup>st</sup> base.
9. Assist and call batted balls that hit a right handed batter in the batter's box.
10. Responsible to call all batted fly balls or line drive handled by the 1<sup>st</sup> or 2<sup>nd</sup> basemen.
11. The 1<sup>st</sup> base umpire has the following tag up responsibilities at 2<sup>nd</sup> base:
  - a. Runner on 2<sup>nd</sup> base only
  - b. Runners on 1<sup>st</sup> and 2<sup>nd</sup> base
  - c. Runners on 2<sup>nd</sup> and 3<sup>rd</sup> base
  - d. Runners on 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> base
12. The 1<sup>st</sup> base umpire has the following tag up responsibilities at 1<sup>st</sup> base when the plate umpire has a call on a batted ball that is close to the foul line and he has to determine if the ball is fair or foul and therefore cannot watch the tag-up:
  - a. Runner on 1<sup>st</sup> base only
  - b. Runners on 1<sup>st</sup> and 2<sup>nd</sup> base
  - c. Runners on 1<sup>st</sup> and 3<sup>rd</sup> base
  - d. Runners on 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> base

**The third base umpire shall be responsible for the following situations:**

1. The 3<sup>rd</sup> base umpire should position himself 12 to 15 feet beyond 3<sup>rd</sup> base in foul territory and a step behind the 3<sup>rd</sup> baseman.
2. Make a small movement on every pitch delivered.
3. Signal your partners for possible infield fly rule situation with less than 2 outs.

4. Responsible to call fair or foul on batted balls that bounce over the 3<sup>rd</sup> base bag.
5. Responsible for batted fly balls down the left field line to the foul pole when positioned at 3<sup>rd</sup> base.
6. Assist and call batted balls that hit a left-handed batter in the batter's box.
7. Responsible to call all batted fly balls or line drives handled by the SS or 3<sup>rd</sup> baseman.
8. The 3<sup>rd</sup> base umpire has the following tag-up responsibilities at 3<sup>rd</sup> base:
  - a. Runner at 3<sup>rd</sup> base
  - b. Runners on 2<sup>nd</sup> and 3<sup>rd</sup> base
  - c. Runners on 1<sup>st</sup> and 3<sup>rd</sup> base
  - d. Runners on 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> base
  - e. Take the tag-up at 2<sup>nd</sup> base, and also with runners on 1<sup>st</sup> and 2<sup>nd</sup> base ONLY when the 1<sup>st</sup> base umpire goes out to the outfield and turns his back.

### **NO RUNNERS ON BASE**



### **Plate Umpire**

1. Stay close to home plate on all balls hit close to the foul lines in order to determine if the ball is hit fair or foul.
2. On all batted balls remove the face mask and come out left of the catcher.
3. Trail the batter-runner observing him touching 1<sup>st</sup> base and watching for a possible throw back to the base.
4. If 2<sup>nd</sup> base is covered watch for a possible play at 3<sup>rd</sup> base.
5. Ask for assistance from the field umpires if necessary for check swings, batter being hit by the pitch, hitting the ball twice and catcher obstruction.

### **1<sup>st</sup> Base Umpire**

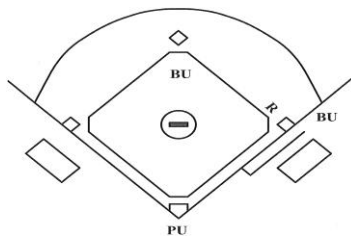
1. Position yourself 12 to 15 feet beyond 1<sup>st</sup> base in foul territory and move on every pitch.
2. Call all plays at 1<sup>st</sup> base made from the infield.
3. When the ball is hit through the infield or to the outfield move to the inside of the infield, picking up the ball and watching the batter-runner touch 1<sup>st</sup> base.
4. Glance to your left on base hit or a fly ball to the outfield making sure the umpire has rotated to 2<sup>nd</sup> base and is inside the infield.
5. If the 3<sup>rd</sup> baseman goes out to the outfield be prepared to make the call at 2<sup>nd</sup> base.

6. When you are sure the play is over at 1<sup>st</sup> base, prepare yourself to move toward home plate for a possible play there.
7. Stay alert to assist the plate umpire when necessary on check swings, batter being hit by the pitch, hitting the ball twice and catcher obstruction. (right-handed batter)

### **3<sup>rd</sup> Base Umpire**

1. Position yourself 12 to 15 feet beyond 3<sup>rd</sup> base in foul territory and move on every pitch.
2. When the ball is hit through the infield or to the outfield move to a position on the inside of 2<sup>nd</sup> base for a possible play there.
3. When the 1<sup>st</sup> base umpire goes out to cover the outfield the plate umpire has responsibility of covering 1<sup>st</sup> base. When this occurs, an umpire is ahead as well as behind the runner.
4. When the 1<sup>st</sup> base umpire goes out to cover a play in the outfield and the plate umpire is covering 3<sup>rd</sup> base and after the batter-runner touches 2<sup>nd</sup> base, be prepared to cover and make a call at home plate.
5. Stay alert to assist the plate umpire when necessary on check swings, batter being hit by the pitch, hitting the ball twice and catcher obstruction. (left handed batter)

### **RUNNER ON 1<sup>st</sup> BASE**



### **Plate Umpire**

1. On balls that are hit come left of the catcher moving toward 3<sup>rd</sup> base for a possible play there.
2. Call batted balls fair or foul hit down either foul line.
3. Watch for a possible balk committed by the pitcher.
4. If there is no play down the 3<sup>rd</sup> base line or in front of the plate watch and trail the batter-runner down to 1<sup>st</sup> base prepared to help your partner on a call.
5. If the 1<sup>st</sup> base umpire goes out to the outfield to make a call, the home plate umpire has the tag up responsibility at 1<sup>st</sup> base.
6. Ask for assistance from the field umpires if necessary for check swings, batter being hit by the pitch, hitting the ball twice and catcher obstruction.

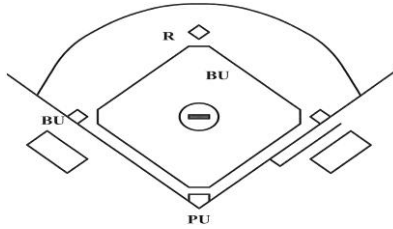
### **1<sup>st</sup> Base Umpire**

1. Position yourself 10 to 12 feet behind the 1<sup>st</sup> baseman in foul territory with a good angle to make a call on an attempted pick-off play at 1<sup>st</sup> base, either by the pitcher or the catcher throwing behind the baserunner.
2. Assist the plate umpire in calling a balk committed by the pitcher.
3. Make all calls at first base on plays from the infield.
4. When the batted ball goes through the infield or to the outfield, move to the inside of the diamond, picking up the ball and watch the batter-runner touch 1<sup>st</sup> base.
5. When you are sure the play is over at 1<sup>st</sup> base, prepare yourself to move toward home plate for a possible play there.
6. The 1<sup>st</sup> base umpire is responsible for the double play tag off a line drive at 1<sup>st</sup> base.
7. Assist the 3<sup>rd</sup> base umpire in a rundown situation staying on the outside of the diamond.
8. Stay alert to assist the plate umpire when necessary on check swings, batter being hit by the pitch, hitting the ball twice and catcher obstruction. (right handed batter)

### **3<sup>rd</sup> Base Umpire**

1. Position yourself inside the infield (right or left side of 2<sup>nd</sup> base) making sure not to interfere with the outfielder's view of the batter or the play of the infielders.
2. Watch for a possible balk committed by the pitcher.
3. Take throw at 2<sup>nd</sup> base on the attempted steal play.
4. Prepare yourself to take and make possible calls on both the baserunner and the batter/runner if the 1<sup>st</sup> base umpire goes out to the outfield to make a call.
5. Make all calls at 2<sup>nd</sup> base and glance over at 3<sup>rd</sup> base to see if the plate umpire has that base covered, and if not take the runner to 3<sup>rd</sup> base.
6. Watch for baserunner interference at 2<sup>nd</sup> base on a double play situation.
7. Prepare yourself for a run-down situation staying inside the diamond.
8. Stay alert to assist the plate umpire when necessary on check-swings, batter being hit by the pitch, hitting the ball twice and catcher obstruction. (left-handed batter)

## RUNNER ON 2<sup>nd</sup> BASE



### Plate Umpire

1. On balls hit, come out left of the catcher prepared to make a call at home plate.
2. Prepare to make all calls at home plate.
3. Stay close to home plate to call all batted balls hit fair or foul near the foul lines.
4. Set yourself along the 3<sup>rd</sup> base line to get a good angle to make a call at home plate.
5. If the 3<sup>rd</sup> base umpire moves to the outfield to make a call be prepared to make the call at 3<sup>rd</sup> base.
6. Assist the base umpires by watching the batter-runner touch 1<sup>st</sup> base if the baserunner is caught in a rundown.

### 1<sup>st</sup> Base Umpire

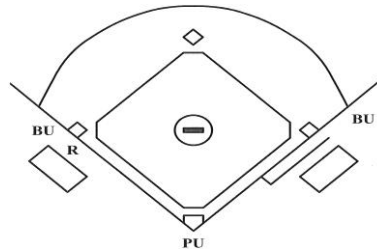
1. Position yourself on the right side inside of 2<sup>nd</sup> base making sure not to interfere with outfielder's view of the batter or the play of the infielders.
2. Make all the calls on the batter-runner and on calls on the runners at 2<sup>nd</sup> base.
3. Watch for the pick-off throw to 2<sup>nd</sup> base by the pitcher or catcher.
4. On fly balls to the outfield, line up the tag, glance to your left making sure the 3<sup>rd</sup> base umpire is in position to call the play at 3<sup>rd</sup> base. If the 3<sup>rd</sup> base umpire has gone out to the outfield take the runner to 3<sup>rd</sup> base.
5. Assist the 3<sup>rd</sup> base umpire on rundown situation staying on the inside of the diamond.
6. Stay alert to assist the home plate umpire when necessary on checked swings, batter being hit by the pitch, hitting the ball twice and catcher obstruction. (right handed batter)

### 3<sup>rd</sup> Base Umpire

1. Position yourself 12 to 15 beyond 3<sup>rd</sup> base and a step behind the 3<sup>rd</sup> baseman in foul territory.
2. Make all calls at 3<sup>rd</sup> base on the baserunner attempting to steal 3<sup>rd</sup> base or the baserunner tagging up from 2<sup>nd</sup> base.
3. If the 1<sup>st</sup> base umpire goes out to the outfield, revert to a two umpire system with the home plate umpire being responsible for plays at 1<sup>st</sup> base. (an umpire behind and ahead of the runner.)

4. Assist the 2<sup>nd</sup> base umpire on rundown situation staying on the outside of the diamond.
5. Stay alert to assist the home plate umpire when necessary on checked swings, batter being hit by the pitch, hitting the ball twice and catcher obstruction. (left handed batter)

### **RUNNER ON 3<sup>rd</sup> BASE**



#### **Plate Umpire**

1. Stay close to home plate to call all batted balls fair or foul near the foul lines.
2. On balls hit, come out left of the catcher and make all calls at home plate.
3. Watch for a possible squeeze bunt or the runner attempting to steal home. Make sure to call the pitch first.
4. When and if the 3<sup>rd</sup> base umpire goes to the outfield, move toward 3<sup>rd</sup> base to line up the runner making sure he makes a legal tag. Don't move more than halfway down the line making sure you can retreat back to home plate in case there is a play there.
5. On a base hit, move toward 3<sup>rd</sup> base making sure the runner from 3<sup>rd</sup> base touches home plate.
6. If the batter-runner goes to 2<sup>nd</sup> base, look to see if the 1<sup>st</sup> base umpire is moving toward home plate.
7. Assist the 3<sup>rd</sup> base umpire in a rundown situation staying on the outside of the diamond.

#### **1<sup>st</sup> Base Umpire**

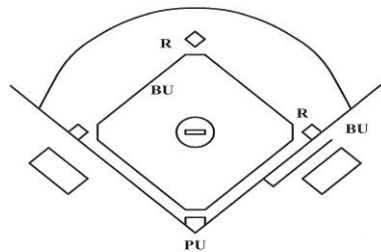
1. Position yourself 12 to 15 feet beyond 1<sup>st</sup> base and a step behind the 1<sup>st</sup> baseman in foul territory.
2. Assist the home plate umpire in calling a balk committed by the pitcher.
3. Make all the calls at 1<sup>st</sup> base on balls hit in the infield.
4. On a base hit that you don't go out on, move to the inside of the infield picking up the ball watching the batter-runner touch 1<sup>st</sup> base.
5. Glance to your left as you move inside the diamond making sure the 3<sup>rd</sup> base umpire has moved to cover 2<sup>nd</sup> base. If the umpire fails to cover 2<sup>nd</sup> base take the batter-runner into 2<sup>nd</sup> base and possibly 3<sup>rd</sup> base if necessary.
6. Be prepared to cover a quick throw back to 1<sup>st</sup> base.
7. On extra base hits, when you are sure the play is over at 1<sup>st</sup> base prepare yourself to move toward home plate for a possible play there.

8. When and if the 3<sup>rd</sup> base umpire goes out to the outfield, be prepared to cover 3<sup>rd</sup> base if the base runner tags up, moves toward home plate then retreats back toward 3<sup>rd</sup> base.
9. Stay alert to assist the home plate umpire when necessary on checked swings, batter being hit by the pitch, hitting the ball twice and catcher obstruction. (right handed batter)

### 3<sup>rd</sup> Base Umpire

1. Position yourself 10 to 12 feet behind the 3<sup>rd</sup> baseman in foul territory with a good angle to make a call on an attempted pick-off at 3<sup>rd</sup> base, either by the pitcher or the catcher throwing behind the runner.
2. Assist the home plate umpire in calling a balk committed by the pitcher.
3. Prepare yourself for the quick throw back on a line drive to the infield.
4. Move and line up the baserunner on a tag up situation.
5. When the ball is hit through the infield or the outfield, move to a position inside of 2<sup>nd</sup> base for a possible play there.
6. When the 1<sup>st</sup> base umpire goes out to the outfield, the plate umpire has the responsibility of covering 1<sup>st</sup> base. (Umpire behind and ahead of the runner).
7. If the batter-runner continues past 2<sup>nd</sup> base look to your left to make sure the plate umpire has 3<sup>rd</sup> base covered, if not take the batter-runner to 3<sup>rd</sup> base.
8. Assist the plate umpire in a rundown situation staying on the inside of the diamond and making the call on the runner returning to 3<sup>rd</sup> base.
9. Stay alert to assist the home plate umpire when necessary on checked swings, batter being hit by the pitch, hitting the ball twice and catcher obstruction. (left handed batter)

### RUNNERS ON 1<sup>st</sup> and 2<sup>nd</sup> BASE



### Plate Umpire

1. On all batted balls, come out left of the catcher watching the lead runner touch 3<sup>rd</sup> base if necessary and be ready to make the call at home plate.
2. On a fly ball to the outfield, be prepared to take the play at 3<sup>rd</sup> base. If a play is being made stay at 3<sup>rd</sup> base letting the 1<sup>st</sup> base umpire make the call at home plate.
3. Signal your partners for possible infield fly situations when there are less than 2 outs.

4. When the 3<sup>rd</sup> base umpire goes out to the outfield on a batted ball, the plate umpire has responsibility for plays made at 3<sup>rd</sup> base.
5. When the 1<sup>st</sup> base umpire goes out to the outfield on a batted ball, the plate umpire should move toward 1<sup>st</sup> base to cover a possible play behind the runner at 1<sup>st</sup> base.
6. Responsible for catch/no catch on fly balls toward the left field line, also responsible for fair/foul calls down the left field line.

### **1<sup>st</sup> Base Umpire**

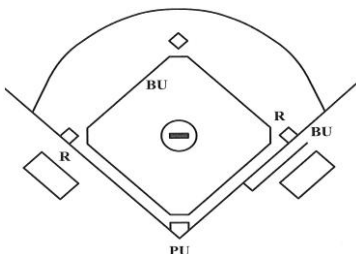
1. Position yourself 10 to 12 feet behind the 1<sup>st</sup> baseman in foul territory.
2. Position yourself at a good angle and watch for a pick-off attempt by the pitcher or catcher.
3. Assist the home plate umpire in calling a balk committed by the pitcher.
4. Make all the calls at first base.
5. Observe the batter-runner touch 1<sup>st</sup> base on a base hit.
6. Make the call on the back end of a double play at 1<sup>st</sup> base.
7. Signal partners for possible infield fly rule situation.
8. On fly balls to the outfield, move into position to watch the tag at 1<sup>st</sup> base.
9. Call catch/no catch on fly balls where the right fielder moves backward or the play is made close to the right field line.
10. Call batted balls hit down the first base line fair or foul
11. Stay alert to assist plate umpire when necessary for check swings, batter being hit by the pitch, hitting the ball twice, and catcher interference. (right handed batter)

### **3<sup>rd</sup> Base Umpire**

1. Position yourself inside the diamond on the left side of 2<sup>nd</sup> base halfway between 3<sup>rd</sup> base and the pitching mound making sure not to interfere with the outfielder's view of the batter or the play of the infielders.
2. Assist the plate umpire in calling a balk committed by the pitcher.
3. Be aware of the possible pick-off of the runner at 2<sup>nd</sup> base by the pitcher or the throw back behind the runner at 2<sup>nd</sup> base by the catcher.
4. Be alert for the possible steal of 3<sup>rd</sup> base making sure not to over commit in case there is a double steal and there is a play at 2<sup>nd</sup> base rather than 3<sup>rd</sup> base.
5. Make all calls at 2<sup>nd</sup> base being aware of possible interference by the runner on a double play situation.
6. Signal your partners for possible infield fly situation with less than 2 outs.
7. Call plays at third base if it's the first play in the infield.
8. On a base hit, take the baserunner from 1<sup>st</sup> base to 3<sup>rd</sup> base or watch the batter/runner touch 1<sup>st</sup> base and coming into 2<sup>nd</sup> base.
9. Observe the tag up at 2<sup>nd</sup> base on balls hit into the outfield and taking the runner into 3<sup>rd</sup> base. Be aware of a possible throw to 2<sup>nd</sup> base on the runner trying to advance from 1<sup>st</sup> base.
10. Responsible for the tag ups at 1<sup>st</sup> and 2<sup>nd</sup> base if the 1<sup>st</sup> base umpire goes out to the outfield.

- Stay alert to assist the plate umpire when necessary for checked swings, batter being hit by the pitch, hitting the ball twice and catcher obstruction if necessary. (left handed batter)

### **RUNNERS ON 1<sup>st</sup> and 3<sup>rd</sup> BASE**



#### **Plate Umpire**

- Take all calls at home plate.
- Watch for a possible squeeze bunt, the baserunner attempting to steal home or attempting to score on a passed ball.
- Responsible for the tag up at 3<sup>rd</sup> base. Move halfway between home plate and 3<sup>rd</sup> base from this position you can return to home plate if a play develops there.
- On base hits, observe the R1 touching home plate and move toward 3<sup>rd</sup> base ready to make a call on R2 if a play develops there.
- If the 3<sup>rd</sup> base umpire goes out to the outfield and there is no play at home plate, the plate umpire is responsible for the play at 3<sup>rd</sup> base.
- When the 1<sup>st</sup> base umpire goes out of the outfield on a batted ball, the plate umpire should move toward 1<sup>st</sup> base to cover a possible play behind the runner at 1<sup>st</sup> base.
- Call catch/no catch, fair/foul on fly balls hit down the left field line.
- Call fair/foul on balls hit in front of the bases.

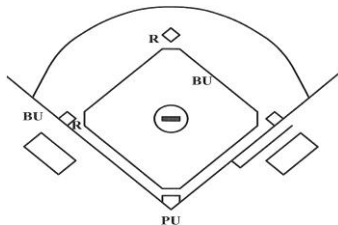
#### **1<sup>st</sup> Base Umpire**

- Position yourself 12 to 15 feet beyond 1<sup>st</sup> base in foul territory.
- Watch for pick-off attempt from the pitcher or catcher.
- Be alert for a balk committed by the pitcher.
- Make all calls at 1<sup>st</sup> base except when you go out to the outfield.
- Watch batter/runner touch 1<sup>st</sup> base on a base hit.
- On fly balls move toward 1<sup>st</sup> base and watch the tag-up by R2.
- Be prepared to move toward and make the call at home plate if the plate umpire goes to 3<sup>rd</sup> base to make a call on R2 advancing to 3<sup>rd</sup> base.
- Call catch/no catch on fly balls when the right fielder moves backward or if the play is going to be made close to the right field line.
- Call fair/foul on balls hit past 1<sup>st</sup> base.
- Stay alert to assist the plate umpire when necessary for check swings, batter hitting the ball twice or the batter being hit by the pitch if asked by the home plate umpire. (right handed batter)

### 3<sup>rd</sup> Base Umpire

1. Position yourself inside the diamond on the left side of the infield halfway between 2<sup>nd</sup> base and the pitching mound. Check to make sure you are not interfering with the view of the outfielders or the play of the infielders.
2. Stay aware of any pick-off attempt at 3<sup>rd</sup> base by the pitcher or catcher.
3. Be alert for possible steal attempt of 2<sup>nd</sup> base letting the catcher's throw turn you into the play.
4. Be aware of possible runner interference by R2 when attempting to break up the double play attempt.
5. Make all calls at 2<sup>nd</sup> base.
6. Be alert to make a call on R1 returning to 3<sup>rd</sup> base after a caught fly ball.
7. Call catch/no catch on fly balls hit between the left fielder and right fielder.
8. If the 1<sup>st</sup> base umpire goes out to the outfield position yourself to be able to observe the tag up of R2 at 1<sup>st</sup> base.
9. Watch the batter-runner touch 1<sup>st</sup> base and/or the batter-runner advancing to 2<sup>nd</sup> base or returning to 1<sup>st</sup> base.
10. Stay alert to assist the plate umpire when necessary for checked swings, batter being hit by the pitch, hitting the ball twice and catcher obstruction. (left handed batter)

### RUNNERS ON 2<sup>nd</sup> and 3<sup>rd</sup> BASE



### Plate Umpire

1. Take all plays at home plate.
2. Watch for a possible squeeze bunt, the baserunner attempting to steal home or attempting to score on a passed ball.
3. If the 3<sup>rd</sup> base umpire goes out to the outfield, the plate umpire is responsible for the tag at 3<sup>rd</sup> base. Move halfway between home plate and 3<sup>rd</sup> base from this position you can return to home plate if a play develops there.
4. On base hits watch the baserunner(s) touch home plate, then move inside the diamond ready to assist your partners on possible plays, especially on the possible play behind the batter-runner at 1<sup>st</sup> base.

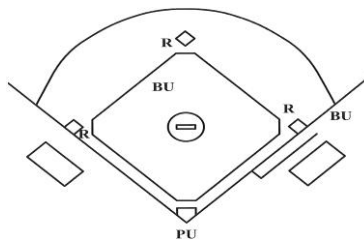
### 1<sup>st</sup> Base Umpire

1. Position yourself inside the diamond on the right side of 2<sup>nd</sup> base halfway between 2<sup>nd</sup> base and the pitching mound, making sure not to interfere with the outfielder's view of the batter or the play of the infielders.
2. Watch for the pick off attempt by the pitcher or the throwback behind the runner by the catcher.
3. Responsible for all calls at 2<sup>nd</sup> and 1<sup>st</sup> bases.
4. Watch the batter-runner touch 1<sup>st</sup> base, prepare yourself to make a call on the batter-runner returning back to 1<sup>st</sup> base.
5. Observe the tag at 2<sup>nd</sup> base on a fly ball to the outfield. Prepare yourself to follow the runner to 3<sup>rd</sup> base if the 3<sup>rd</sup> base umpire goes out to the outfield.
6. If the 3<sup>rd</sup> base umpire goes out to the outfield, you are responsible for calls at all the bases except home plate.
7. Stay alert to assist the plate umpire when necessary for checked swing, batter being hit by the pitch, hitting the ball twice and catcher obstruction. (right handed batter)

### 3<sup>rd</sup> Base Umpire

1. Position yourself 10 to 12 feet behind the 3<sup>rd</sup> baseman in foul territory with a good angle to make a call on an attempted pick-off at 3<sup>rd</sup> base by either the pitcher or the catcher.
2. Responsible for all calls at 3<sup>rd</sup> base using the inside-outside system so that the ball and the runner are always in front of you.
3. Watch for the quick throw back to 3<sup>rd</sup> base on a line drive.
4. If the 1<sup>st</sup> base umpire goes out to the outfield, you are responsible for calls at all the bases except home plate.
5. Stay alert to assist the plate umpire when necessary for checked swing, batter being hit by the pitch, hitting the ball twice and catcher obstruction. (left handed batter)

### BASES LOADED



### Plate Umpire

1. Take all plays at home plate.
2. Stay alert for the possible squeeze bunt, R1 attempting to steal home or attempting to score on a passed ball. Make sure you make a call on the pitched ball before you make the call on the runner.

3. Stay around the home plate area on batted balls hit in order to make all calls on the baserunners attempting to advance to home plate.
4. Responsible for the tag up at 3<sup>rd</sup> base on fly balls.
5. If the 3<sup>rd</sup> base umpire goes out to the outfield, the plate umpire is responsible for the plays at 3<sup>rd</sup> base and home plate.
6. Call catch/no catch, fair/foul on fly balls hit down the left field line.
7. Call fair/foul on batted balls hit in front of the bases.
8. Signal your partners for possible infield fly rule with less than 2 outs.

### **1<sup>st</sup> Base Umpire**

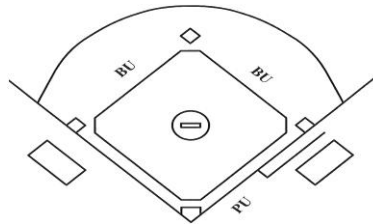
1. Position yourself 12 to 15 feet beyond 1<sup>st</sup> base in foul territory.
2. Watch and be alert for a possible pick-off attempt by the pitcher or catcher.
3. Be alert for a balk committed by the pitcher.
4. Make all calls at 1<sup>st</sup> base unless you go out to the outfield to make a call.
5. Observe the batter-runner touch 1<sup>st</sup> base, and be prepared to make a call at 2<sup>nd</sup> base if you observe the 3<sup>rd</sup> base umpire moving toward 3<sup>rd</sup> to make a call there.
6. On fly balls, move toward 1<sup>st</sup> base and watch the tag-up by R3.
7. Be prepared to move toward and make a call at home plate if the plate umpire goes to 3<sup>rd</sup> base to make a call there.
8. Call catch/no catch on fly balls when the right fielder moves backward or if the play is going to be made close to the right field line.
9. Call fair/foul on batted balls hit past 1<sup>st</sup> base.
10. Signal your partners on possible infield fly rule with less than 2 outs.
11. Stay alert to assist the plate umpire when necessary for checked swings, batter being hit by the pitch, or hitting the ball twice. (right handed batter)

### **3<sup>rd</sup> Base Umpire**

1. Position yourself inside the diamond on the left side of 2<sup>nd</sup> base halfway between 3<sup>rd</sup> base and the pitching mound, making sure not to interfere with the outfielder's view of the batter or the play of the infielders.
2. Assist the home plate umpire in calling a balk committed by the pitcher.
3. Be aware of the possible pick-off attempt at 2<sup>nd</sup> or 3<sup>rd</sup> bases by either the pitcher or the catcher throwing behind the runner.
4. Call all force plays at 2<sup>nd</sup> or 3<sup>rd</sup> bases.
5. Watch for baserunner interference at 2<sup>nd</sup> base on the possible double play attempt.
6. Take the tag up of the runner at 2<sup>nd</sup> base on fly balls.
7. Be aware of making the call of the runner at 3<sup>rd</sup> base returning back to 3<sup>rd</sup>, or any runners coming into 3<sup>rd</sup> base.
8. If the 1<sup>st</sup> base umpire goes out to the outfield, you are responsible for calls at all the bases except home plate.
9. Watch for the quick throw back to 2<sup>nd</sup> and 3<sup>rd</sup> bases on a line drive caught.
10. Observe and call catch/no catch on fly balls hit between the left fielder and right fielder.

11. Signal your partners on possible infield fly rule with less than 2 outs.
12. Stay alert to assist the plate umpire when necessary for check swings, batter being hit by the pitch, hitting the ball twice and catcher obstruction. (left handed batter)

## BETWEEN INNING POSITIONS



### Plate Umpire

1. Position yourself 15 feet from home plate, near the line in foul territory and facing toward the infield.
2. Alternate foul lines between innings by being on the side of the field as the team coming off the field crosses to enter the dugout area.

### 1<sup>st</sup> Base Umpire

1. Position yourself on the edge of the outfield grass behind the 2<sup>nd</sup> baseman or where the 2<sup>nd</sup> baseman would normally field his position.

### 3<sup>rd</sup> Base Umpire

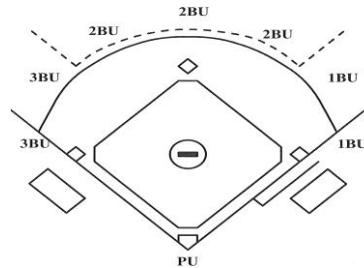
1. Clean off the pitching rubber before the pitcher begins to warm up.
2. Position yourself on the edge of the outfield grass behind the shortstop or where the shortstop would normally field his position.

## The Four (4) Umpire System

1. Provides an umpire at every base allowing for the best possible coverage for force or tag plays on each base.
2. One of the three base umpires will always go out to the outfield on each fly ball.
3. The first base umpire is responsible for all balls hit between the right fielder and the foul line or the fence.
4. The second base umpire is responsible for all balls that are hit in the outfield area between the left of the left fielder and right of the right fielder.  
NOTE: The second base umpire will spend more time in the outfield observing possible trapped balls, balls hit near the fence, batted balls that either bounce over, through, under and over the fence, than he will making calls at second base.
5. The third base umpire is responsible for all batted balls hit between the left fielder and the foul line and balls that are hit close to the fence.

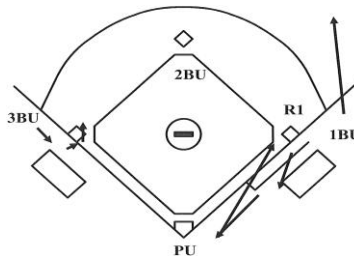
**Umpires Reminder:** Any time an umpire goes out to the outfield the remaining three umpires should revert to the three umpire system. Equally important to remember is that the umpire who goes out stays out until all play has ceased. **COMMUNICATE** prior to the start of the play letting everyone hear who has what responsibilities.

### **NO RUNNERS ON BASE**



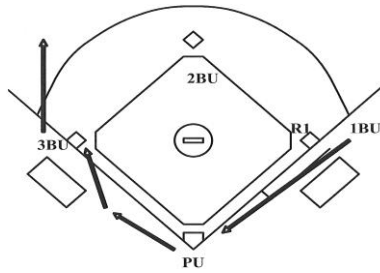
1. On any fly ball hit where the left fielder or right fielder moves toward either baseline the third or first base umpire will cover.
2. On fly balls hit between the left and right fielder which also includes either outfield coming in toward the infield, the second base be will responsible to make the call.

### **RUNNER ON 1<sup>st</sup> BASE – 1<sup>st</sup> Base Umpire Goes Out**



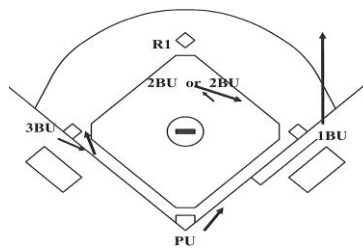
1. Home plate umpire observes the tag up at first base and takes any return play at first base and any play at home plate.
2. Second base watches the runner touch second base then is responsible for the batter/baserunner touching first base.
3. Third base umpire is responsible for all plays at third base.

### **RUNNER ON FIRST BASE – 3<sup>rd</sup> Base Umpire Goes Out**



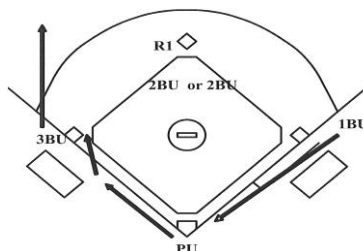
1. Home plate comes up the third base line to cover possible play at third base.
2. The second base and first base umpire will rotate clockwise to cover any plays.
3. The first base umpire if needed is responsible for any play at home plate.

### **RUNNER AT SECOND BASE – 1<sup>st</sup> Base Umpire Goes Out**



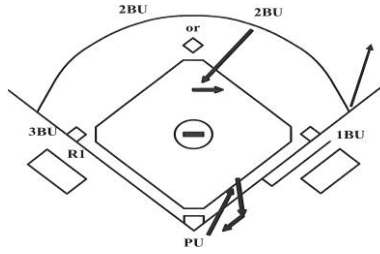
1. Home plate umpire watches the batter/runner touch first base.
2. Second base umpire observes the runner tagging up and then picking up the batter/baserunner.
3. Third base umpire stays at third base and takes all plays at third base.

### **RUNNER AT SECOND BASE – 3<sup>rd</sup> Base Umpire Goes Out**



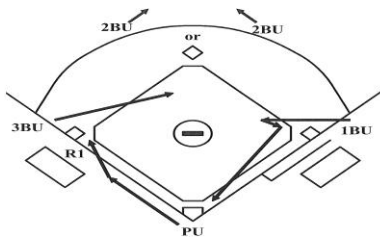
1. Home plate umpire is responsible for plays at third base.
2. First base umpire watches the batter/runner touch first base then rotates in order to cover home plate if a play is being made.
3. Second base umpire observes the runner tagging up at second base.

### **RUNNER AT THIRD BASE – 1<sup>st</sup> Base Umpire Goes Out**



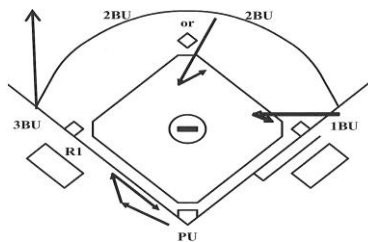
1. Home plate umpire observes the batter/runner touch first base.
2. Second base umpire is responsible for any plays at second base.
3. Third base umpire is responsible for the tag up at third base.

### **RUNNER AT THIRD BASE – 2<sup>nd</sup> Base Umpire Goes Out**



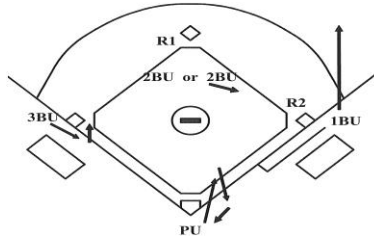
1. Home plate umpire will watch the runner touch home plate and then move up to cover any play at third base.
2. First base umpire observes the batter/runner touching first base and moves toward home plate for any possible play there.
3. Third base umpire moves into the infield and has any play at second base on the batter/baserunner.

### **RUNNER AT THIRD BASE- 3<sup>rd</sup> Base Umpire Goes Out**



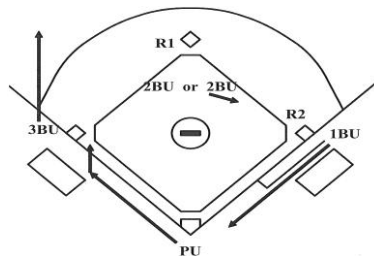
1. Home plate umpire is responsible for the tag up at third base and has the runner coming into home plate.
2. First base umpire is responsible for batter/runner at first base.
3. Second base umpire has the batter/runner into second base.

### **RUNNERS AT FIRST AND SECOND BASE- 1<sup>st</sup> Base Umpire Goes Out**



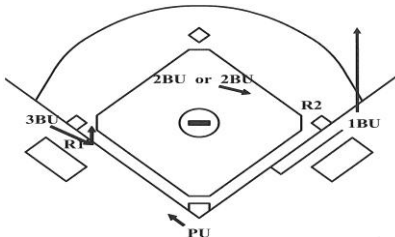
1. Home plate umpire is responsible for the tag up at first base and the batter/runner touching first base then moving back toward home plate to cover possible play there.
2. Second base umpire has tag up at second base and then picking up the runner into second base.
3. Third base umpire has tag up responsibility at third base.

### **RUNNERS AT FIRST AND SECOND BASE- 3<sup>rd</sup> Base Umpire Goes Out**



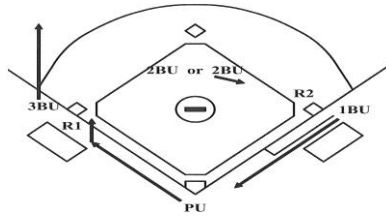
1. All umpires should rotate clockwise in order to cover the bases.
  2. Home plate umpire moves up toward third base for the possible play there.
  3. First base umpire has tag up responsibility at first base and observes the batter/runner touching first base.
  4. Second base umpire has tag up responsibility at second base and possible play at second base on the runner from first base.
- \*Communicate with each other prior to start of play and during the play. Let everyone know who has what responsibility.**

### **RUNNERS AT FIRST AND THIRD BASE- 1<sup>st</sup> Base Umpire Goes Out**



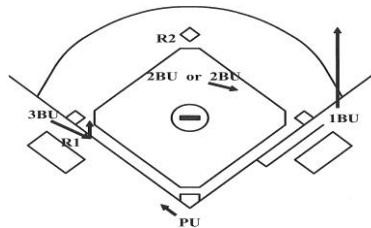
1. Home plate umpire responsible for plays at home plate.
2. Second base umpire is responsible for tag up at first base and the baserunner coming into second base. Watches the batter/runner touch first base.
3. Third base umpire is responsible for tag up at third base

### **RUNNERS AT FIRST AND THIRD BASE- 3<sup>rd</sup> Base Umpire Goes Out**



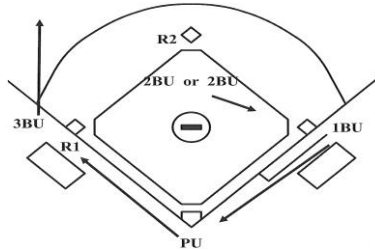
1. All umpires should rotate clockwise in order to cover the bases.
2. Home plate umpire has tag up responsibility at third base and moves up toward third base for the possible play there.
3. First base umpire has tag up responsibility at first base then moves toward home plate for possible play there.
4. Second base umpire watches batter/runner touch first base and has all plays at second base.

### **RUNNERS AT SECOND AND THIRD BASE-1<sup>st</sup> Base Umpire Goes Out**



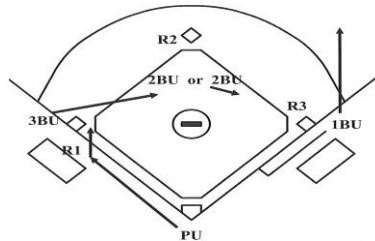
1. Home plate watches batter/runner touch first base and has all plays at home plate.
2. Second base umpire has tag up at second base and batter/runner coming into second base.
3. Third base umpire has tag up at third base.

## RUNNERS AT SECOND AND THIRD BASE- 3<sup>rd</sup> Base Umpires Goes Out



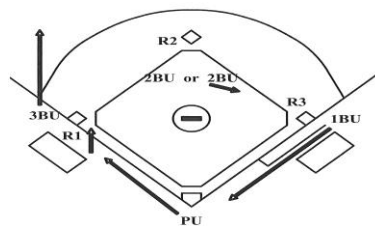
1. All umpires should rotate clockwise in order to cover the bases.
2. Home plate umpire has tag up responsibility at third base and moves up toward third base for possible play there.
3. First base umpire watches the batter/runner touch first base and then moves toward home plate for a possible play there.
4. Second base umpire has tag up at second base and batter/runner coming into second base.

## BASES LOADED- 1<sup>st</sup> Base Umpire Goes Out



1. Home plate umpire has tag up responsibility at first base. Moves halfway toward third base in order to make a call at either third base or home plate.
2. Second base umpire has tag up responsibility at second base and any play at second and watches batter/runner touch first base.
3. Third base umpire has tag up responsibility at third base moves into the infield to help with any call at second base if needed.

## BASES LOADED- 3<sup>rd</sup> Base Umpire Goes Out



1. All umpires should rotate clockwise in order to cover all the bases.
2. Home plate umpire has tag up responsibility at third base and moves up toward third for a possible play there.

3. First base umpire has tag up responsibility at first base and moves toward home plate to make a call at home plate if necessary.
4. Second base has tag up responsibility at second base and is watches the batter/runner touch first base.