



COLLEGIATE  
COMMISSIONERS  
ASSOCIATION

2016

# SOFTBALL UMPIRES MANUAL



## IN FOCUS THIS YEAR

- Strike Zone
- Hit By Pitch
- Line-up Card Management
- Obstruction
- Professionalism

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**Softball Umpires  
Manual 2016**

## **Softball Umpires Manual 2016**

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# Introduction

The integrity of college softball games is entrusted to its umpires. For the most part college softball umpires officiate as an avocation and are representatives of what is good in amateur athletics. The NCAA, its member conferences and game participants appreciate the efforts of college softball umpires.

This manual assumes a basic knowledge of umpiring fundamentals, and it is meant to inform umpires of the preferred methods and expectations of umpiring college softball. It provides a consistent system that offers the very best field coverage for college softball umpires. Uniformity of performance and rules interpretations by all umpires is an absolute necessity. This manual provides uniformity.

Conferences may have policies in place that are not listed in this manual. Conference umpires need to review their respective conference policies and procedures on softball umpiring.

A thorough understanding of the materials and statements of the NCAA must supplement knowledge of the procedures outlined in this manual. Intelligence, imagination, perspective and good judgment must be combined with study and interpretation of both the rulebook and mechanics manual.



# Opening Pitch

## Message From Donna Vavrinec

**NCAA National Coordinator  
of Softball Umpires**



Welcome to the 2016 softball season. I am very excited about the beginning of this season and the continued growth of our softball umpire program. Your focus to a commitment of excellence has been evident through your performance on the field, based on your knowledge of the teachings within the *CCA Softball Umpires Manual*.

The CCA manual is the one common tool that every umpire should be determined to integrate into their umpire resources. By adopting and embracing the teachings in the manual you will be able to work within a designed system to achieve the very best possible field coverage. By applying its protocols you will effectively communicate with your partners, the players, coaches and fans. With a strong foundation in the approved mechanics and rules, you will be in the best position to make an accurate call.

The CCA manual includes shaded areas that highlight mechanics changes and important points. Rule updates require constant review of the mechanics and application of new protocols to specific situations that arise throughout the season. The Softball Umpire Program (SUP) will continue to update mechanics changes and encourages you to accept all changes by incorporating them into game situations.

The Central Hub — Home Plate on [ArbiterSports.com](http://ArbiterSports.com) continues to expand and improve communication to all softball constituents. In conjunction with the CCA manual, a great deal of direction and communication is available on this website. Now is the time to commit to becoming the best-trained umpire and a respected member of the softball community. It is your





responsibility to hold fast to the teachings in this manual and to routinely incorporate its values of mutual respect, fair play and professionalism. I wish everyone a successful season and I look forward to the opportunity to work with you to make this one the greatest seasons ever.

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## Softball Umpire Program

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# Section **1** In Focus

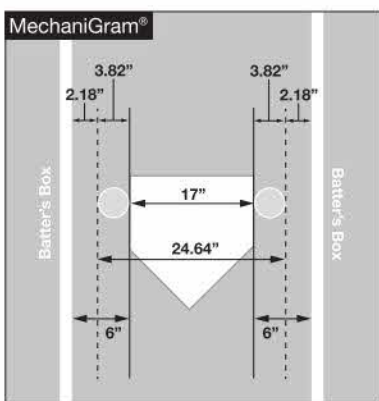
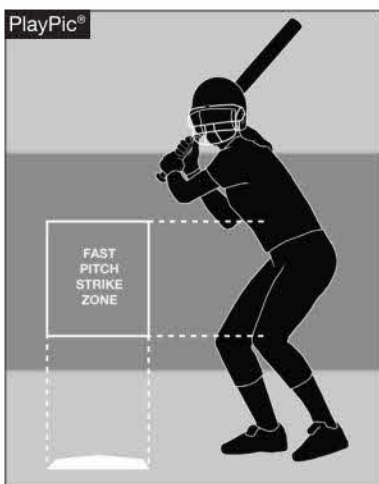
## ◆ Strike Zone

Strike zone accuracy continues to be a focus point of the SUP. It cannot be emphasized too strongly that every umpire at every game of every division needs to adhere to the strike zone that is described in the current rules book.

The strike zone by definition is the area above home plate between the bottom of the batter's sternum and the top of her knees when she assumes her *natural batting stance*. The top of the ball must be on or within the horizontal plane, and either side of the ball must be on or within the vertical plane of the strike zone to be called a strike, unless the ball touches the ground before reaching home plate.

The diagrams in the 2016 and 2017 Softball Rules and Interpretation book are excellent guides to call an accurate zone. The first diagram details the view of the strike zone from above home plate, and the second one details the strike zone from behind home plate. Both are designed to aid your judgment for accurately for calling balls and strikes. Pitches that are clearly out of the strike zone touching the batter's box need to be called accurately. If the pitch touches any part over the plane of home plate and meets the height criteria, it is a strike.

Umpires must be consistent and achieve accuracy. When working the plate, you must adjust to the height of every batter when dropping into the set position. Your eyes should be positioned at the top of the batter's strike zone and no lower than the catcher's head. You need to be in the slot looking through the strike zone while adjusting your stance to see the outside corner of the plate. Track the pitch using only slight head



movement; do not indicate the location of the pitch with your body. You need to be set when the pitch is released.

**It is your responsibility to call an accurate strike zone. Players and coaches need to know that umpires strive to be accurate and consistent not only pitch by pitch but also game by game.**

## ◆ Hit by Pitch

The number of student-athletes that were hit by pitches last season has caused concern with the members of the softball community. The SUP has asked umpires to follow these guidelines when making the determination:

- Is the batter's box drawn correctly?
- When the batter assumes her batting stance is she crowding the plate? Is she toeing the batter's box line?
- Is she leaning over the plate with her arms?
- Is the batter wearing protective equipment? Is it being improperly worn below the elbow and hanging into the area between the batter's box and home plate?
- Did the batter turn into the pitch?
- Is the ball between the batter's box and home plate?

Umpires must be aware of the potential for a batter to be hit by a pitch. If a pitched ball is **entirely** in the batter's box and hits the batter, award her first base. If the pitch is a ball and it is in the area between the batter's box and home plate, the batter must attempt to avoid being hit in order for her to be awarded first base. If the pitch is a strike, there is **no base award** and it remains a strike.

## ◆ Line-Up Card Management

Plate umpires must have an accurate system for managing line-up cards. The system should be easy to use, easy to read and most of all, easy for anyone to re-create the reported changes. Located on the SUP website is an easy-to-use line-up card system. It will take time to master, but once you become familiar with the system you will be able to hand the line-up card to any umpire who might be called in to finish the game and have confidence they could understand what happened in the first part of the contest. With the increased number of weather issues and halted games, having an accurate line-up card is very important. It is your responsibility to record every change that happens in the game. Take your time. Write down all conferences, substitutions, re-entries, changes to DP/FLEX and warnings. Do not accept changes that are illegal. Confirm the change with the coach before giving it to the opposing coach and scorekeeper. Good line-up card management may take time to learn, but it will save time and the possibility of a game protest in the long run.



## ◆ Obstruction

The Softball Rules Committee has called your attention to the clarification of obstruction. **The specific wording replaces the “about to receive a thrown ball” with “in the act of catching a thrown ball.”** Players and umpires will no longer have to judge if the ball is closer to the base than the runner, but instead whether the defender was positioning herself (not protected) or in the act of receiving the throw (protected). Although not new to the rule, in order for obstruction to be called, note that the runner must be impeded in some way such as by altering her course to the base or by being denied direct access to the base. Blocking access to the base with no noticeable effect on a base runner remains a “no-call.”

## ◆ Professionalism

### What is professionalism?

The Merriam-Webster dictionary defines professionalism as “the conduct, aims, or qualities that characterize or mark a profession or a professional person,” and it defines a profession as “a calling requiring specialized knowledge and often long and intensive academic preparation.”

### What are the key traits of a professional umpire?

- **Specialized knowledge.**  
Stay up-to-date with rules and mechanics.
- **Competency.**  
Correctly interpret and enforce all rules and utilize the approved mechanics.
- **Honesty and integrity.**  
Keep your word, and honor your commitments. Do the right thing. Be humble and ask for help when it is needed. Be reliable and keep your promise.
- **Respect.**  
Show respect for everyone involved in the game, no matter his or her role or the situation.
- **Accountability.**  
Be accountable for your thoughts, words and actions, especially when you have made a mistake. Personal accountability is closely tied to honesty and integrity, and it is a vital element of professionalism.
- **Self-regulation.**  
Staying professional under pressure. Maintain calm when people around are emotional.
- **Image.**  
Look the part. Be polished and dress appropriately for the situation. Because of this, you will project confidence and gain respect.



*To improve your own professionalism focus on improving in each of these areas.*

### **How does this relate to the world of softball umpiring?**

Umpires have specialized knowledge with a specialized skill set. As professionals, umpires must commit to constantly develop and improve their skills. The SUP expects every umpire to commit to proficiency, expand their expertise and to stay up-to-date. On the field, actively listen and observe what is happening in your game. Be the kind of professional that everyone respects and values. You have to work hard to earn that kind of professional reputation. **Are you doing all you can to be the person that everyone respects?**



## Section

## 2

## Responsibilities

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Umpires are expected to exhibit and uphold the highest standards of integrity of the umpiring profession. A collegiate umpire has the responsibility to base their judgment on the circumstances and facts presented regardless of an umpire's history with a team or player.

A collegiate umpire continuously seeks self-improvement through the study of the game, rules, the mechanics and game management. Umpires use established signals and mechanics. Collegiate umpires have a complete understanding of the rules; their intent and purpose and the ability to interpret and enforce these rules and principles.

Umpires are expected to:

- Enforce the NCAA softball rules as interpreted by the NCAA Softball Rules Committee.
- Possess an overriding sense of reason, justice and integrity.
- Render decisions promptly, confidently and with integrity.
- Conduct all business in a courteous and professional manner.

In addition to administering the game according to the NCAA Softball Rules and rendering decisions based on the actions in accordance with rules, umpires are expected to be a model for fair play.

Umpires must:

- Ensure that every student-athlete has a reasonable opportunity to perform to the best of their ability.
- End any situation that threatens the safety of a student-athlete.
- Maintain a healthy environment for competition.
- Never allow intimidation by word or action toward a student-athlete, coach or umpire.
- Resolve conflicts with dignity and respect.



## ◆ 2.1 Preparation

Preparation for a game assignment begins in your pre-season. All umpires on every level need to make a commitment to work on improving all facets of their game.

- **Rules and mechanics:** Attending camps and clinics. Every umpire should review and study the current NCAA Rules and Interpretations book along with the CCA manual.
- **Physical fitness:** All umpires should be physically fit in order to keep pace with the players and the game.
- **Schedules:** Update and honor all assignments with your coordinators.
- **Uniform:** You only get one chance to make a good first impression. Take pride in your appearance, it sends a strong message of who you are and your attention to detail.

Sometimes the mental part of umpiring is the most difficult. An umpire can acquire the mechanical skills, perfect the timing and be able to recite the rules verbatim, but the mental aspects can be most elusive.

Umpires must understand the theory behind the rules and the mechanics. Knowing the intent and spirit of the rule can help when dealing with those gray areas.

The CCA manual's diagrams encourage us to assume that X marks the best spot where we should be. X is merely an indicator of where to be in an ideal situation. Ideal situations rarely happen so you must adapt to where the ball is, where the fielders are and where the runner might be.

**If you know the theory and keep the four elements in front of you, ball, defensive player, base and offensive player, you will be in a good position to make the call.**

## ◆ 2.2 Conduct

A governing sports committee or games committee shall ensure officials adhere to the NCAA's policies related to gambling activities, drug and alcohol use. Furthermore, officials must conduct themselves in a manner befitting intercollegiate athletics. Failure to do so may result in termination of the officiating assignment.

### **Tobacco**

The use of tobacco products by umpires at the site of competition (e.g., umpires' locker room, playing field, other areas of the stadium), is prohibited.





## Alcohol

Alcoholic beverages of any type are not permitted in the umpire locker room. After an umpire has completed the days assignment(s) (including serving as an alternate), drinking alcoholic beverages is allowed. However, a few guidelines should be adhered to:

- Never drink at the stadium or field.
- Never drink in any public place at the hotel if teams are staying there. Find a reputable establishment that is not frequented by the media, coaches or student-athletes.
- When you are in an establishment and members of the media, coaches or student-athletes arrive, you should finish your drink and leave. Adhere to a two-drink limit.
- Never under any circumstances, drive an automobile after having consumed alcohol.
- Never bring attention to yourselves by announcing to people whom you are and why you are in town. Umpires are adults and should know these things, but experience mandates these policies. Umpires are visible and recognizable to the media, coaches, student-athletes and fans. The SUP wants every umpire to enjoy the experience of working NCAA Softball; however, we must be aware of the perception that can be created by inappropriate behavior off the field.

## Gambling

The NCAA opposes all forms of legal and illegal sports wagering. Sports wagering has the potential to undermine the integrity of sports contests and jeopardizes the welfare of student-athletes and the intercollegiate athletics community. Sports wagering demeans the competition and competitors alike by sending a message that is contrary to the purposes and meaning of “sport.” Sports competition should be appreciated for the inherent benefits related to participation of student-athletes, coaches, and institutions in fair contests, not the amount wagered on the outcome of the competition.

For those reasons, the NCAA membership has adopted specific rules prohibiting athletics department staff members and student-athletes from engaging in gambling activities as they relate to intercollegiate or professional sporting events. NCAA softball umpires should adhere to the following guidelines:

- Never ever bet on a game — with anyone. Various tactics will be used by gamblers to encourage your involvement.
- Never associate with known or suspected bettors.
- Never offer any opinions about any game to anyone — before or after the game.
- Never put yourself in a compromising position through any personal misconduct.



- Never accept favors or gifts from suspected or known bettors.
- Never furnish any information about a game, student-athletes, coaches, or officials to anyone except when following your conference's coaches, or officials to anyone except when following your conference's procedures.
- Never hesitate to discuss any suspicious person(s) with your supervisor, who will notify investigative authorities. If necessary, a confidential investigation can be conducted.

Always inform your supervisor and law enforcement officials anytime an individual suggests (even apparently in fun) that you accept money to affect the outcome of a game. Gambling is not only big business — it is dangerous business. Your cooperation in the fight to combat it will not only protect intercollegiate competition from its harmful influences, but also will place one of your most important aspects — your personal integrity — above reproach.

The Softball Umpire Program and the NCAA are very concerned about the perception of its umpires and gambling. Any local area casino, racetrack or other establishment where any form of wagering occurs is strictly off limits at all times while working or traveling to work games involving NCAA teams. No exceptions or allowances will be given in this area.

## ◆ 2.3 Uniform and Equipment

### Uniform: Postseason Umpires

The umpire uniform required by the SUP for *Postseason*:

- Powder blue, short-sleeve pullover shirt with a collar, button placket and navy and white trim on the collar and sleeves. No patches, insignias or logos.
- Non-pleated navy blue slacks.
- All black shoes: cleaned and shined, not patent leather; black socks. Plain navy blue cap.
- Plain all black belt with a plain silver buckle: 1 to 1 1/2 inch, not patent leather.
- Either a plain navy blue jacket without colored trim or a navy jacket with power blue/white piping without patches, insignias or logos.
- If worn, the jacket must be fastened (zipped) at least three quarters of the way up. Jackets are not to be tucked in the trousers. Wind-shirts are not acceptable.
- Navy blue turtleneck may only be worn under the jacket.
- All white or navy blue t-shirt may be worn under the uniform shirt.
- The umpiring crew shall be dressed alike except that any umpire may wear a jacket even if the others do not.



## Equipment

- Mask – Non-reflective black, all black harness, black or black and tan pads (with the tan next to the umpire’s face), and, if one is attached, an all black throat protector. Visible manufacturer advertising should be removed. If the helmet style mask is worn, it must be black and a hat must be worn under the helmet.
- **Ball/strike indicators on plate and base.**
- Black bristled brush. Every umpire must carry one.
- Navy blue ball bag(s) with no insignias or logos. **One or two ball bags may be worn.**
- Pen or pencil.

## Optional Equipment

- Line-up card holder.
- Chest protector; exposed parts navy or black with as little advertising as possible.
- Shin guards; exposed parts must be navy or black.
- **Sunglasses should be non-reflective with dark or clear lens with all black frames (G-30 are approved if non-reflective).**
- **When a strap is used it must be black and holds the glasses tight to the head.**

## Jewelry

### Acceptable:

- Small discreet stud earrings, no more than one per-ear.
- Small tight-to-the-ear loop earrings.
- One necklace that must be, and remain at all times, tucked in the uniform shirt.
- Wedding bands and religious or medical jewelry.

### Not acceptable:

- Wrist watch.
- **Any type of bracelet.**
- Anything that dangles, sparkles, or draws attention.
- Choker style necklaces.



# Section

# 3

# Game Administration

---

## 3.1 Before the Game

Each conference may have a predetermined contact date for the crew chiefs to contact their crews. If not, it is advised you contact your crew a minimum of one week before the game day.

### **Crew Chief**

- Contact your crew and confirm the date, time and location of your assignment.
- Agree to a pregame meeting location and time.
- Discuss hotel and/or flight arrangements, if necessary.

### **Game Day**

- Crew arrives at pre-arranged site at least one hour before game time.
- Dress in professional attire when traveling to the game, between games and when in a softball environment.
- Crew chief reports to on-site administrator.
- Crew turns off cell phones.
- First game plate umpire leads pregame discussion with partners.
- Crew arrives at the field fully dressed approximately 20 minutes before game time.
- Crew checks the field and determines ground rules.
- Crew performs bat inspection.

### **Pregame Topics with Partners**

- New rules and rule interpretations
- New mechanics and points of emphasis
- Unusual situations and mechanics
- Run rule
- Tiebreaker
- Halted game
- Drop-dead time
- Weather conditions
- Fly ball coverage
- Fair/foul coverage
- Leadoff responsibilities
- Tag up responsibilities
- Check swings
- Between play coverage





- Between inning mechanics
- Fairly common situations (obstruction, etc) and mechanics
- Illegal pitches, hit by pitch, hit by batted ball
- Warnings — required: record
- Going for help — how, when, when required
- Umpire huddles — when, how to conduct
- Umpire verbal and non-verbal communication
- Confrontations and role of non-involved umpires
- Ejections
- Exiting the field

## Pregame with Coaches

- Introductions
- Home team lineup, visiting team lineup, substitution procedures
- Ground rules
- Halted game and drop dead time
- Conference/special rules
- Questions
- Play ball!

## 3.2 Equipment Check

Institutions are responsible for ensuring that the equipment used in competition meets the prescribed industry standards of safety and legality. Coaches are responsible for ensuring that players are legally equipped, and properly attired. If an umpire notices equipment that is defective or illegal or unsafe, it should be brought to the attention of the head coach and acted on according to the rules.

## Bat Protocol

### What you need to know and what you need to do.

Upon arrival at the game site and during the meeting with the on-site administrator, ask if barrel compression testing (BCT) will occur. Ask to see a sample of the identifying sticker/mark. In the pregame meeting with the crew, review the bat protocol and the steps to follow for inspecting the bats.

Upon entering the field, ask the coaches to provide all bats for inspection that are intended to be used during the game. This includes all bats on the field and in the dugout. Any bat **NOT** tested may not be in the dugout – even in the equipment bag.

Each coach shall provide their team's copy of the current NCAA Approved Softball Bat List. The list should have the following information recorded before the bats are checked by the umpires: team name, date and game time.



Teams are to also highlight and record a count of each make and model of bat that is available to be used in the game. In addition to softball bats on the current NCAA Approved Bat List, fungo bats and non-altered, one-piece wooden baseball or softball bats may be used in pregame warm-ups. Only legal softball bats highlighted on the team's bat list may be in the on-deck circle during the game.

**In conferences where teams are playing a double-header or multiple games in a day, bats must be inspected at the beginning of each game. Umpires should make every attempt to return to the field in a timely manner, especially in areas where games could be hindered by darkness. Bat check should not be negated.**

### **Bat Inspection:**

*Listed on the Central Hub (main page, under general umpiring information, articles and instructions) umpires are able to view the current bat inspection procedures.*

## **3.3 Game Management**

Good game management and attention to detail are a ways to prevent unexpected things from happening in the game. Beyond the calling of outs and safes, it is the manner in which you approach all of the other situations that may occur in a game is very important. Umpires need to listen and address all game issues in a professional manner.

**Game administration:** Establish and maintain an appropriate game pace. When asked a question by a coach, listen, to the question and respond to it in a respectful manner.

**Sportsmanship:** It is important that we have a clear understanding of the expectations for good sportsmanship. If a coach or any game personnel exhibits poor sportsmanship it is your responsibility to address the issue. If the behavior warrants a warning, then it is your responsibility to make certain the crew is aware when a warning is issued and the reason for the warning. If there is an ejection, then follow the protocol in the rules book and manual. It clearly states each umpires responsibility.

**On the field:** Partner communication is extremely important. Umpire-to-umpire signals and verbal communication are two methods umpires use to convey information. Work as a team and communicate with each other. Know your responsibilities as well as your partner.

**Line-up cards:** Good line-up card **management** begins at the pre-game conference with the coaches. When a change occurs in the line-up, confirm the change before giving it to the opposing coach and the scorekeeper. This will alleviate any possible line-up change protests. Take your time.



It is recommended that you **do not** cross out the names of any player not present on game day. If the game is halted and the player on the line-up card is available, they are eligible to play when the halted game is resumed.

Before you accept a change, **look** to make sure that the pitcher has the ball in the pitcher's circle and then **call "time"** to accept the change.

*Listed on the Central Hub (main page, under general umpiring information, articles and instructions) umpires are able to view the lineup card management system.*

**Use common sense and preventive umpiring when appropriate:** When possible be proactive in preventing violations. If the coach is about to take their second charged defensive conference in an inning, make sure they know they previously used one, which could prevent an administrative ejection.

### ◆ 3.4 Postgame — Partner and Self

**At the conclusion of the game:**

- Return the game balls to the ball return or roll them to the home team dugout.
- Remain alert for possible appeals or protests that could still be legally made.
- Briskly walk off the field with your partners by the most convenient route to the umpire area.
- Avoid mingling or moving through student-athletes.
- If you have reason to believe that following the most convenient exit from the field would lead to an altercation or subject the crew to undesirable comments, then use a different route.
- Do not engage in crew congratulations or handshakes until you are off the field and away from public observation.
- Do not congratulate any coach or team members.
- Once the crew is away from and out of earshot of the public, have a thorough postgame review before checking phone messages.
- The crew's postgame discussion should cover these topics in this order:
  - Things that went well or we did well in the game.
  - Anything unusual, vague or confusing that happened.
  - Look up any questions concerning rules or mechanics that came up during the game.
  - How well did we follow what we talked about in the pregame?
  - Where could we improve or do things differently?

Last, when you are by yourself, reflect on the entire game. Note the things you did that went unnoticed but you know you did exceptionally well, as well as areas where you know you to improve. Acknowledge what you did well as reinforcement. Acknowledge where you could improve as an incentive. Thoroughly absorb the crew's postgame. If you had any specific goals, did you meet them? Be honest with yourself.





# Section

# 4

# General Game Information

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## ◆ 4.1 Preventive Umpiring

Implementing good game management and paying attention to detail are ways of preventing unexpected incidents from happening in a game. Umpires need to be alert and vigilant. These practices can prevent the unexpected from happening before and during the game.

Umpires who pay attention to detail can address bat check compliance, lineup card management and photographers on the field before they become an issue in the game.

The flow of the game and potential problems between teams require special attention from the umpires. Typically there are warning signs before tempers flare. Recognize the warning signs and step in to diffuse them before they escalate into something bigger.

With the increase in option plays, umpires must be aware of the possibility that, at the conclusion of a play, a decision on an option play may require the previous batter to be returned to bat with the previous count. It is strongly suggested that umpires glance at their partners as you begin to move toward the next starting position after a play's completion. Do not change your indicator until you arrive at your next starting position and are confident that an option play has not been called.

## ◆ 4.2 Warnings

Warnings are serious. If a warning is issued, action must be taken on the next occurrence. Be sure you intend to impose consequences when you considering issuing a warning. A warning is a statement of fact; a warning is not a threat. For unsportsmanlike behavior, the warning is a courtesy given by the umpire, but it is not required before taking action.

Some rule infractions stipulate that a warning has to be issued before stronger action is taken. Sometimes an umpire will advise a player or coach that a warning has been issued for **questioning the strike zone, questioning the umpires calls based on judgment or for unsporting behavior.**

**By rule, questioning the accuracy of an umpire's call will no longer be allowed to disrupt the flow of the game but questioning will result in a warning for the first violation and an ejection for each subsequent violation in a game.**



In all cases, it is imperative that certain information is recorded on the plate umpire's lineup card: the inning, the individual, and the circumstance of the warning. Umpires shall inform their partners when a warning has been issued. When a base umpire requests a plate umpire to record a warning for a player who was obstructed rounding or returning to a base, it is good teamwork for the plate umpire to look out at the defense and verify the number being recorded is the violator's number.

## ◆ 4.3 Behavioral and Administrative

### Behavioral Ejections

Umpires are empowered to remove any participant for unsporting behavior or verbal misconduct, a responsibility that should never be taken lightly. The NCAA recognizes that every situation is unique and that umpire discretion is essential to proper game management. Student-athletes and coaches look to umpires for uniformity in applying standards to determine grounds for ejection.

**Umpires will inform the coach when the ejection is subject to a possible games suspension. (See Rule 13 Misconduct)**

The following general principles should be considered when deciding whether to eject a player or coach from a game:

- Was there use of profanity directed at an umpire?
- Was there an accusation of bias or cheating?
- Was there physical contact with an umpire?
- Was there refusal to stop arguing that led to delaying the game after an umpire had provided a player or coach adequate opportunity to make a point?
- The umpire should warn the player or coach that they were heard.
- Was someone questioning the strike zone after being warned?
- Was there use of gestures, (for example, jumping up and down, sliding on the ground, or violently waving arms) while arguing with an umpire?
- Did someone make gestures toward an umpire to incite the crowd?
- Did someone throw equipment or other items while arguing?
- Was there fighting?
- Did anyone leave the dugout to join a brawl?
- Was there an unsporting act that is defined by rule?
- Was the pitch intentionally aimed at a batter or umpire?

Umpires have the authority to issue a postgame ejection for unsporting behavior that occurs after the last out of the game and before the umpires have left the confines of the field. If the conduct would have resulted in an ejection had it occurred during the game, the behavior deserves the same attention and consequences when the game has ended.



## Administrative Ejections

An administrative ejection is given for a rule violation regarding equipment, line-up card management, excessive conferences and warm-up activities. See Rule 13 Misconduct.

### 4.4 Managing Ejections

Umpires must present a united front in the event of an ejection. Members of the crew as well as the players and fans, need to know when there has been an ejection. Be alert when an umpire is having an altercation or any time a coach approaches another umpire. If you see trouble, move in closer and listen. Be ready to help. If an umpire comes in, it should be to calm the situation, to resume the game or to escort the ejected person to the appropriate area.

#### **Process:**

Once an umpire ejects a coach or player that umpire should move away from the ejected person. One of the other umpires must step in and help defuse the situation by talking calmly and guiding the ejected person (without touching) off the field.

The umpire who is walking the coach or player off the field should instruct the ejected person where they are allowed by rule to remain for the rest of the game. The umpires remaining on the field are to monitor team dugouts to ensure that personnel do not leave the dugout area. Do not resume the game until the ejected person has left the facility or is in the designated area.

Finally, once the coach or player has left the facility, the umpires should meet to assess the game situation and award any penalties or base awards.

At the end of the game, the umpires should discuss the ejection and contribute to the written incident report. The ejecting umpire is responsible for submitting the incident report (located under the Forms tab on the Central Hub Home Plate) to the softball secretary-rules editor as soon as possible but no later than 24 hours after the game. **If the ejection carries a game suspension, the ejecting umpire must call the secretary-rules editor at the conclusion of the game.**

### 4.5 Protests – Regular Season:

#### **Protests May Involve**

- The failure to apply the correct rule to a situation.
- The failure to impose the correct effect for a given violation.
- The misapplication of a playing rule.
- The misapplication of a playing rule combined with a judgment call.





### **Protests May Not Involve Judgment Only**

When faced with a protest that involves only umpire's judgment, the umpire should first attempt to explain the rule or reason for the disputed call to the protesting coach. If that does not produce a resolution, the umpire should verify the explanation with the umpiring crew and reiterate it to the coach or, if the umpire was in error, correct the situation. If resolution still cannot be reached, even if the umpiring crew is positive of the ruling, one coach of each team should be brought together and be allowed to give input while the umpire crew attempts to settle the dispute using the rulebook. If the protest cannot be settled to the satisfaction of the protesting coach, the coach may continue the game under protest by notifying the plate umpire of the intent to protest before the next pitch.

If the game ends (legal contest) and there is a possibility of a protest, the offended team has one minute to voice its protest intentions.

### **If the Game is Continued Under Protest:**

1. The plate umpire must announce to the opposing coach, both team's scorekeepers, the official scorer and the public-address announcer that the game will be resumed under protest.
2. The plate umpire and the protesting coach must note and record the relevant information including:
  - a. The opponent, date, time and place of the game.
  - b. The names and phone numbers or email addresses of the umpires and the official scorers.
  - c. The rule references, or the ground rule under which the protest is being made.
  - d. The essential facts, details and conditions pertinent to the protested decision.
3. As soon as possible after the conclusion of the game the plate umpire is to notify the NCAA secretary-rules editor of the protest.

Within 24 hours, the plate umpire and the protesting coach must each complete an official protest form (located under the forms tab on the Central Hub Home Plate) and send it to the secretary-rules editor. The opposing coach may also choose to complete and send the official protest form to the secretary-rules editor.

## **4.6 Forfeits**

A forfeit is a no win situations for umpires and teams alike. When considering how to handle a difficult situation, a forfeit should not be considered as a viable option. Umpires should use every means available to them before declaring a game a forfeit. However, if incidents occur that by rule mandate the game be forfeited, then umpires must have the courage to enforce the rule.



Umpires must concur in order to declare a game forfeited. A forfeit of a contest cannot occur until the umpire has assumed jurisdiction of the contest. The score of a forfeited game shall be 7-0 in favor of the team not at fault unless the game is regulation. The score and all game stats shall stand and be credited as played if the offended team is ahead at the time of the forfeit.

The plate umpire is responsible for submitting an incident report (located under the forms tab on the Central Hub Home Plate) to the softball secretary-rules editor as soon as possible but no later than 24 hours after the game.

## 4.7 Submitting Report

**The NCAA Softball Incident Report is used for all reports.**

- Any bat that fails inspection.
- Ejection.
- Protest.
- Forfeit.

### **When a Report Must Be Submitted**

- As soon as possible. **If the incident requires a suspension, umpires must call the secretary-rules editor at the conclusion of the game.**
- **No later than 24 hours.**

### **Who Receives the Report?**

- NCAA secretary-rules editor.
- Optional: Umpires conference coordinator or assigner, if requested.
- It is good practice for the umpire to keep a copy of the report.

### **Who Writes the Report?**

The plate umpire will complete all forms concerning protests, forfeits and all bats that do not pass field inspection. For ejections the ejecting umpire shall file the report.

Following the incident the plate umpire should write down the details of the ejection: name, number, inning, score, situation and briefly what happened. After the game the crew should review the incident to ensure the correct information is documented and all agree what occurred.

### **Content of the Report**

- What caused the incident?
- What events led up to it?
- Was there a previous warning?
- Was there earlier discussions or arguments?
- Document (if an ejection): ejected person's name, uniform number and institution name.



- Record the inning, outs, score and situation at the time of the incident.
- What was the rule violation: arguing balls and/or strikes, misconduct, physical contact?
- What happened after the ejection?
- Were there any comments directed at an umpire after the ejection?
- Which crewmember escorted the ejected individual person off the field?
- Were there any further incidents?
- List the manufacturer, model, model name and reason for each bat that failed inspection.

### **Guidelines for Writing Reports**

- Stick to the facts; avoid opinion.
- Give details; quote exactly even if the language is offensive.
- Do not reference incidents from previous games.
- Do not make recommendations as to what should happen.
- Do not use softball vernacular; use correct terminology.
- Use correct spelling, proper grammar and avoid punctuation errors.

### **Importance of Good Report Writing**

- It is critical to effectively reconstruct the incident for those making a judgment on it.
- Good report writing displays the professionalism of the umpire community.
- There is a possibility the report could become a legal document.

Every incident report must be sent to the NCAA secretary-rules editor. It is not enough to send incident reports to the conference or umpire coordinator and expect that person to forward the report to the secretary-rules editor. Time is of the essence with incident reports. **Filing incident reports within 24 hours is not a suggestion; it is a requirement. If a suspension is a possible penalty for the incident, then umpires must call the secretary-rules editor at the conclusion of the game.**



# Section

# 5

# Mechanics

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Mechanics are the physical part of umpiring or how you move on the field and position yourself to be in the best possible location to make an accurate call. In this manual specific guidelines have been developed for you to follow in order to keep all the elements of the play in front of you: the ball, the base, the defensive and offensive player. There will be times that you need to read the play as it develops and adjust your position to have a better view of the action.

*Remember to always keep the ball, base, defensive and offensive player in front of you.*

## ◆ 5.1 All Umpires

Umpires communicate through body language, signals and mechanics. Every move an umpire makes on the field is sending a message to their partners, the players, coaches and fans. Umpires must be aware of how they stand, how their hands are positioned, how they hold their head, and how they move about the field. Learn to use your body language to send the message you want to portray — an umpire who is approachable and confident in their abilities.

### Positioning

- Always work to keep the ball, base, runner and fielder in front of you.
- **Arrive ahead of the action and get in a set position.**
- Work for a 90-degree angle from the throw on a force play.
- Attain a distance of 15-18 feet on a force play.
- On tag-up plays, line up to see the tag, then move to a primary position for your next play.
- Work for a 90-degree angle from the tag on a tag play.
- Attain a distance of 8-12 feet from a tag play.
- When you are responsible for the play at a base, it is also your job to see the runner approach, touch and round the base.
- On plays with no runners on base, always obtain your primary or holding position, stop, watch and wait for the calling umpire to finish their signal and the ball is in the circle, before you return to the next starting position.
- Call in your area and observe in all other areas.
- Give your full attention to every play.



## Choosing a Position: Angles and Distances

### Force Play

There are three elements involved when judging a **force play**:

- Fielder catching the ball.
- Runner touching the base.
- Fielder touching the base.

Umpires must be able to see all three elements the instant they occur in order to make an accurate call. **You must keep your distance to see all three elements.**

Defenders will usually stretch from the bag in the direction of the approaching ball, making the desired angle for seeing the fielder's foot on the base nearly the same as a 90-degree angle to the path of the ball. The third element, the runner touching the base, complicates an umpire's choice of position. Adjust your position to give equal attention to all three elements of the play.

Umpires need to work for a 90-degree angle to the throw, **keeping your distance** from the play between 15-18 feet and staying within a 30- to 50-degree angle to first base. For example, on a throw from the plate area, although the 90-degree-to-the-throw concept will take the umpire into the baseline between first and second base, the umpire should stop no farther than a 50-degree angle to the base. This allows the umpire to keep the other two elements, runner and fielder touching the base, in view. This also allows for easy adjustments if the defender has to move away from the base to catch the ball and attempt a tag on the batter-runner.

If the ball is fielded and thrown from inside the baseline, open up and move to the left a couple of steps to increase a force play **depth** from second base. If the ball is fielded and thrown from outside the baseline, open up and move to the right a couple of steps to increase a force-play **depth** from second base.

### Tag Play

The calling position develops around the actions and position of the defender, the runner and the ball. **The initial primary position should be obtained before a runner approaches a base to ensure that all the elements are in front looking through the play. Read the play as it develops**, determine if obstruction occurred, then adjust your position as needed to see the application of a tag.

The primary calling position is achieved by being in position to see the path of the runner into the front edge of the base at a **90-degree angle** at a distance of **8-12 feet**. With a defender at the base and an on-line throw, this position is used for most plays. A high percentage of runners routinely





use an avoidance-type slide to touch the outer edge of the base. **After obtaining the initial primary position** the umpire must adjust to an extended calling position to see the application of the tag or a swipe tag. This extended position is somewhere between the primary calling position and the extended baseline. Umpires must continue to read the entire play and adjust position as necessary to allow for accurate judgment.

### **Dropped Third Strike**

When the batter has two strikes, all umpires should pre-pitch prepare and determine if the batter is entitled to run. All umpires should be aware of the possibility of a checked swing request and immediately ask for help from the appropriate umpire. Mentally prepare to give the appropriate signal or verbal.

### **Infield Fly**

The **plate umpire is responsible for calling an infield fly.**

If the plate umpire does not make the call, either base umpire may declare the infield fly. **The base umpires should not echo the signal.** It is generally considered ordinary effort if an infielder can nearly settle under the ball while still facing the plate. If you feel an infielder could have caught the ball with normal effort and an outfielder calls her off and takes the catch, it is still an infield fly.

The umpire-to-umpire infield fly signal is given by the plate umpire before stepping in to take a stance behind the catcher. Each base umpire acknowledges the infield fly rule by returning the same signal to the plate umpire. The umpire-to-umpire infield fly signal should be exchanged among the crew every time a new batter comes to the plate and there is an infield fly situation. When the infield fly situation is no longer in effect, the umpires should again communicate by wiping the infield fly off or use the two out indicator. **If the plate umpire fails to initiate either signal when warranted, the base umpires should initiate to the plate umpire before the next pitch.**

An infield fly is not called until the ball has reached its highest point. When judging if a ball is an infield fly, remember that it must be a ball in flight, not a bunt or a line drive.

### **Look-Back Rule (The Circle)**

Umpires:

- Always know the location of the ball, if it is in the pitcher's circle, and if it is in the pitcher's possession.
- Know each umpire's responsibilities for covering plays involving the pitcher's circle.
- At the conclusion of a play, do not move until the pitcher has control of the ball in the pitcher's circle and all base runners have stopped on a base.



- One umpire must keep eyes on the runner(s) and pitcher while the other umpires move to their next starting position.

The intent of the look-back rule is simple: once the pitcher has possession of the ball in the pitcher's circle, the runner(s) must immediately proceed or retreat. The pitcher is not obligated to do anything. Compliance is the burden of the runner(s).

When a pitcher who is in the pitcher's circle receives a throw from the outfield, runners must be given the opportunity to locate the ball and realize it is the pitcher who has possession of the ball and that she is in the pitcher's circle.

If time is requested before the ball is in the pitcher's control in the pitcher's circle, do not immediately grant it. If time is requested by the defense instruct the defensive player to return the ball to the pitcher's circle. Once the pitcher has possession of the ball in the pitcher's circle, check to confirm all runners are stopped on a base, and grant time. If requested by the offense, check to confirm that all runners are stopped on base and then grant time.

An example of a widely used look-back rule situation occurs when the runner overruns first base after she has beaten out an infield hit or when she is awarded first base on a walk. If the ball has not been returned to the pitcher in the circle, the runner is not restricted to first base. If the ball has been returned to the pitcher in the pitcher's circle and the runner is returning to first base within the baseline extended, she has the option to return to first base without stopping or proceed to second base without retouching first base.

However:

- Stepping beyond the extended baseline in foul territory commits the runner to first base.
- Stepping beyond the extended baseline toward second base commits the runner to second base.

The first-base umpire is responsible to make the call. The first-base umpire should keep their eyes on the runner and should increase their depth from the base to expand their range of vision to include all the elements of this play.

### Home Run

The crew must communicate and continue to umpire on the hit. If the ball is close to the foul pole, the umpire that chases will move to the grass and straddle the line, **come to a complete stop** and focus your view on the vertical plane of the fence and the foul pole. Give the **approved signal** immediately after the ball passes over the fence while you are facing the outfield. Do not wait for the ball to land before giving the signal. If the ball



is not near the line, chase parallel to its flight, stop when it clears the fence and signal immediately facing where the ball went over the fence. When the ball is extremely close to the fence or if the fence is short or collapsible, move close to see the action. When no one chases, the plate umpire must move to achieve the best angle and be within credible calling distance to make the call.

### **Rundowns**

Successful coverage for rundowns depends on timing and deliberate movement. Until help can arrive, the umpire must find a position that is a comfortable distance from the baseline to move laterally between the bases while observing the action. The umpire should square their shoulders to the runner and move sideways with the runner. It is not necessary to keep up with the runner; rather shadow the runner's movement along the baseline.

The umpire coming to help must move aggressively toward the closest end of the action when the play is moving away. Communicate verbally to the other umpire.

Once shared responsibility has been established in a rundown situation the responsibility for calling a tag falls to the umpire with the best look. Generally, the umpire positioned where the action is nearing will make the call. When the tag is on the runner's back, the umpire positioned away from the action has a better view to make the call. When umpires are not sure who should make the call, quick eye contact and a verbal acknowledgment of "I have this end" will resolve the problem.

With multiple runners on base, both umpires involved in the rundown must be aware of additional or subsequent runner responsibilities. For instance, if an umpire chased with a runner in scoring position and there is a rundown between first and second base, the plate umpire cannot help in the rundown but must remain ready for a play at the plate.

### **The Power of the Point**

The point signal is extremely valuable and effective when used wisely. The point shifts viewers' attention from the umpire to the infraction. It should be used on check swings or bunt attempts that were ruled by the plate umpire. **It should not be used on obvious bunt attempts or swings by the batter.** Base umpires should use the point signal on tag plays only when needed.

### **The Value of Verbal**

Using appropriate tone, volume and inflection when verbalizing call can sell the call, prevent questions and enhance the confidence others have in you. Verbalizing to communicate with partners can strengthen bonds of the crew, increase the comfort level and help a crew perform flawlessly. Know your partners first names. Use their name as the first part, or sometimes the only part, you need for communication. Partner communication can prevent small mix-ups and huge catastrophes. Get in the habit of talking as a crew.



## When the Game is Over

The last out of the game does not dissolve the crew. When the final out is made, umpires must remain aware of each other's position and remain alert to the actions on the field. One crewmember will be closer to the exit than the others, so it is a good idea for that member to wait about 15 feet down the line beyond first or third base for the crew to gather and exit the field together.

## ◆ 5.2 Plate Umpire

### Plate Stances

When working the plate, you may use the Box Stance, Gerry Davis, Modified Gerry Davis or Heel/Toe. **Set up in the slot** with all of these stances. It is imperative that you are able to see the outside corner of the plate with an unobstructed line of vision of the entire ball from the pitcher's release point through the strike zone to the catcher's glove.

### The height of the set position is determined by the height of the batter.

Plate umpires should set their head height no higher than the top of the strike zone as the batter takes her normal batting position and no lower than the catcher's helmet.

### Box Stance

Your feet are apart slightly wider than shoulder width. Your non-slot foot is placed on the ground about a foot behind the middle of the catcher's back when she is directly behind the plate. Your slot foot is in line or even with the catcher's foot to obtain a heel-toe-relationship. Your chin should at or over your knee with your weight on the balls of your feet. This will allow you to set in the slot. You must be able to see the release of the ball through to the catcher's glove.

### Gerry Davis

Start with your hands on your knees base set. Your feet are apart wider than shoulder width, approximately parallel to and generally even with each other, or your slot foot should be in line with the catcher's foot with your hands gripping your thighs above your knees. Your upper body weight rests on your knees with your elbows straight, which provides consistent head height. Adjust your head height and width of your feet to the top of the zone on each new batter. Begin about an arm's length behind the catcher with your nose in the slot. As the pitcher commits to deliver, drop your butt slightly about two to three inches to bring your line of sight parallel to the ground and to eliminate neck strain.



## Modified Gerry Davis

Start with your hands on your knees base set. Your feet are wider than shoulder width, feet approximately parallel to and generally even with each other or your slot foot should be in line with the catcher's foot with your hands gripping your thighs above your knees. Your upper body weight rests on your knees with your elbows straight which provides consistent head height. Adjust your head height to the width of your feet. Begin about an arm's length behind the catcher with your nose in the slot.

### Heel-Toe Stance

Your feet are apart wider than shoulders width. Your shoulders and body are nearly square to the plate so that a line drawn down the middle of the umpires' waist it would bisect the plate. Your slot foot should be in the slot pointing directly at the pitcher's plate and in line with or slightly in front of an imaginary line drawn from the catcher's heels to the toe of the slot foot. Your non-slot foot is angled no more than 45 degrees. You should be no deeper than a closed fist between your non-slot foot and the catcher's back when you drop set. Drop set by bending your knees (like sitting in a chair).

**All of the stances require you to position your head in the slot in order to see the outside corner. It is imperative that you are able to see the outside corner of the plate with an unobstructed line of vision of the ball from the pitcher's release point through the strike zone to the catcher's glove.**

### Working the Plate

- Work the slot; be sure you can see the outside corner and the batter's knees.
- Use a balanced comfortable stance that allows you to drop to a solid set and to see the entire strike zone and to exit the plate area quickly.
- Use the same stance (mirror image) on both sides of the plate.
- Set before the pitch is released.
- Do not touch the catcher.
- Track the pitch with your nose.
- Do not indicate pitch location with body movement.
- Use the strike zone that is defined in the rulebook.
- Call an accurate strike zone.

### Strikes

- When a strike is called, verbalize in the down position and signal in the up or going-up position.
- When a strike is called, use a very loud and distinct verbal for a strike.
- Use a strong hammer — either up into a hammer or **slightly** forward into a hammer.
- Hold the hammer long enough to demonstrate conviction.



- Do not move your feet out of your stance until the conclusion of the hammer.
- The hammer angle must be 90 degrees or more.
- Finish a called third strike differently than a routine strike.
- Use the same timing for a swinging strike as for a called strike, except do not verbalize the call.
- Step back out of your stance and relax after you have given your signal.
- Watch the catcher for any play.
- Remain alert for any reaction or conference request from the batter, catcher or coaches.

## **Balls**

- Verbalize a ball call in the down position before you begin to stand up.
- Verbalize a ball call in the same tone, with the same timing and same emphasis every time.
- Step back out of your stance and relax after you have given your signal.
- Watch the catcher for any play.
- Remain alert for any reaction or conference request from the batter, catcher or coaches.

## **Watching Warm-up Pitches**

It is good practice to watch a few warm-up pitches, which allows you to get a feel for the speed and movement of the pitches and how the catcher works. In the top of the first inning, watch the second, third and fourth pitches. Do the same in the bottom of the first inning and for any new pitcher. NOTE: Watch only if the person catching is fully equipped.

## **Pre-Pitch Preparation**

Before every pitch, mentally answer at least these questions:

- Where are the runners?
- Are my partners in the correct starting position?
- How many outs are there?
- Do I have an umpire-to-umpire signal to give?
- Where do I go if a partner chases?
- Where do I go on a hit to the outfield?
- Where do I go on an infield hit?
- Who will I go to on a checked swing?
- Is there a potential for a steal or pickoff?

## **General Plate Duties**

- Work in priorities: pitcher, pitch, batter and action.
- Always take your position behind the catcher with your mask on when getting ready to call pitches.

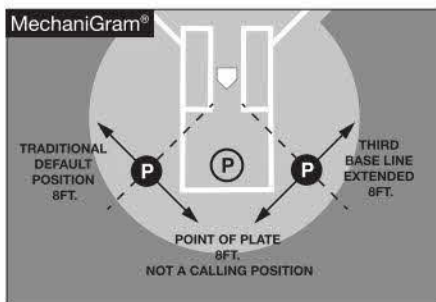




- Give the count after a steal, pickoff attempt, checked swing requests, illegal pitch(s), timeouts and foul balls.
- Present the count when the pitcher is facing home plate.
- Always ask for help on a checked swing when asked by the catcher or coach.
- It is acceptable to go for help when a batter has two strikes and bunts or slaps and the ball becomes foul. Go to the umpire who had the checked swing responsibilities and ask, "Do you have a bunt?"
- Be expedient when documenting and reporting line-up card changes and all warnings. Report all changes to the official scorer and to both dugouts.
- Look at your partners at the beginning of the game and each half inning to see if they are ready for play, do not point at them. If they are not ready, wait.
- Make sure all runners are on base, before you use the "Play Ball!" signal after every suspension of play. It can be done with a quick point and low verbal, so both the batter and catcher hear it.

## After the Ball Is Hit

- Call all fair/foul and catch/no catch decision unless a base umpire chases.
- Call all fair/foul decisions on all ground balls from home plate to over first and third bases.
- Trail the runner 15 feet up the line when first base is unoccupied and the play is going to first base.
- Trail the runner 15 feet up the line when there is a runner on first base and the play is at first base. Be set for the play at first, and then move to third base for a possible play.
- **Watch for possible interference by the runner at first base.**
- Cover third base and home plate if U1 cannot get to the plate on an umpire rotation.
- Do not call or signal obvious foul balls with no runners on. For example, a hit straight back to the backstop, over the back or sides of the backstop or hit obviously foul down a line. With runners on base, if the ball is near the foul line, a signal without a verbal should be given for the benefit of base umpires and runners. **Anytime the ball is close to the foul line, the umpire (plate or bases) must be straddling the foul line, give a signal, and the verbal call.**
- At the conclusion of a play return to home plate quickly. Do not run. Stay alert in case a coach approaches to request a conference or to make a change.



- When an umpire does not chase and a live ball is nearing a dead-ball area, ball status is a priority for the plate umpire.
- Never touch any team equipment.

## Movement at the Plate

- The plate umpire has the following position choices:
- Trail the runner when there are no runners on base or when there is a runner only on first when the play will go to first base.
- Trail the runner no more than 15 feet. Be on or near the line in fair territory.
- Be in the holding area in front of the pitcher's circle.
- Be in the holding area between third base and home plate.
- Be near or at the point of the plate.

## Positioning for Plays at the Plate

### Point of Plate Holding Position

This is an area where the umpire sets up to read how the play is developing and then chooses a calling position. **This is not a calling position.**

The holding position can be used only when the plate umpire has no responsibilities at third base.

### Traditional/First-Base Line Extended

This is the traditional position for plays at the plate. Use this position when the throw is on-line and coming from fair territory and the catcher is at the plate. You may move closer to the play for a fade-away slide from this position.

### Default /Third-Base Line Extended

Use this position when the throw is off-line or the catcher is pulled up the line into the infield and away from the plate. This is not to be used when the catcher is at the plate. This may or may not be a good position for a fade-away slide at the plate as it severely distorts the depth perception of the runner reaching for the front of the plate. When using this position you need to be alert to a runner running through the plate and into the umpire.

## Conference Management

All offensive and defensive conferences must be recorded and the opponent's head coach must be notified that a conference has been charged. Write down the team, the inning and who was involved. An ejection is the penalty for excessive conferences, always make sure that there was been a violation and you are able to support it by rule before you eject someone.

Be consistent yet appropriate with the time allowed for a conference. Defensive conferences are usually longer, and offensive conferences are often quicker. Game situations can also determine the amount of time allowed for a conference. If the conference is not ending after a reasonable amount of time, break it up. For a defensive conference, walk purposefully to the pitcher's circle (or wherever the huddle is) and ask: "Are you about ready?" Do not leave until the conference breaks up, and do not return to the plate without



the catcher. For an offensive conference, walk purposefully to the huddle is and ask, "Are you about ready?" Do not leave until the conference breaks up and do not return to the plate without the batter.

If an injury occurs on offense or defense and the coach wants to check on the player, go with the coach or designate a base umpire to attend the meeting. Stay close. If the talk turns to game strategy, ask the coach if they want a conference. If they do not, instruct them to play ball. If a defensive player requests time to fix or replace equipment, go to the dugout with her and monitor the situation. If an illegal pitch has been called and you are asked to tell the pitcher what made the pitch illegal and the coach is present, an umpire must stay until the discussion is over and the coach leaves the field.

Do not charge either team with a conference if performing your umpire duties causes the initial delay of the game. When you are ready to resume play and teams is still conferencing, advise them that it is time to play ball. If they do not respond immediately, ask if they want to request a conference (if they have one remaining).

Be proactive. **Do not allow a team to violate the conference rule. Tell them, "Stop!" or "Wait!"** Come between them and their target. Do what is necessary to prevent a violation of the conference rule.

## ◆ 5.3 Guides – Base Umpires

### Pre-Pitch Preparation

Before every pitch, mentally answer these questions:

- What is my chase area?
- Where are the outfielders in my area positioned?
- Where do I go if a partner chases?
- How many outs are there?
- Do I have an umpire-to-umpire signal to return?
- Where do I go on a hit to outfield?
- Where do I go on an infield hit?
- Is it my checked swing responsibility?
- What is the potential for a steal or pick-off?
- Do I have a potential call for interference/obstruction/nothing?

By reviewing as much as you can before the pitch, you not only maintain focus but also increase your ability to recognize and respond to the action without hesitation.



## Pre-Pitch Mechanics

- When walking the line, do not take more than two steps and end your step on the outside push foot. Be stopped before the ball arrives at the plate.
- When you are in the set position, square your body to home plate.
- You should be in a set position once the pitcher steps on the pitcher's plate. Begin watching the pitcher's motions and any runners for whom you are responsible.
- It is OK to work close — one or two steps from an infielder. If you are in her way, she will tell you and you need to adjust.

## Fly Ball to the Outfield

- Read the ball off the bat.
- When the ball is in your area, process the movement of the outfielder(s).
- When you see movement toward the ball react by chasing.
- When you see little to no movement toward the ball, don't chase but react by committing to your runner responsibilities.
- When the ball is hit in your partner's area, know if they chased. Never assume.
  - Look at your partner.
  - Glance at the runner.
  - Check the ball.
  - Look at your partner again.
- When your partner chases, move to your new position.
- When your partner does not chase, move to the normal position.

An umpire's chase path should be parallel to the flight of the ball. If the ball is hit near the line, stay on the line. Do not run directly at the fielder who is attempting to catch the ball. Keep a credible distance from the fielder. Moving to the outfield shows your commitment to the chase, but do not overrun the fielder attempting to catch the ball. Stop when the catch/no-catch occurs. If a fielder trips, rolls or falls into or over a fence, after appearing to catch the ball, move in quickly at the play to determine if the ball was held and is a legal catch. Make the signal for catch/no catch facing the play. Avoid the fielder's throwing lane. Turn with the throw as it goes to the infield and observe the action.

## Working Between Pitches

Working between pitches is a mechanic used by base umpires on non-batted balls. The mechanic of working between pitches enables the base umpire to remain alert to the runner(s) for whom they are responsible in case of a play. This mechanic ensures readiness and credibility in the event of an immediate pickoff attempt or a delayed throw from behind the runner or possible obstruction on the runner's return to the base.

If the catcher immediately throws to a base after the pitch, the umpire





simply reacts to that action by committing to a calling position on that runner. When the throw is not immediate, use the method described below according to the starting position.

**Starting Position — On the Line:** There is no one position that works best for every pick-off attempt at first or third base. Depending on who covers and the likelihood of how the runner will return, working between pitches as a first-base or third-base umpire on the line is simply staying in the set position (the starting position assumed before the pitch) until the runner has returned to the base. Watch the catcher's actions with the ball, be alert to the defender's actions and watch for obstruction on each runner's return to base. Return to a standing position once the runner has returned to the base and the ball is in the pitcher's circle.

**Starting Position — Not On the Line:** This applies only to the counter-rotated first-base umpire. This mechanic does not apply to the third-base umpire with a runner on first base because there is no runner responsibility. The third-base umpire follows the same mechanic as stated above (Starting Position-On the Line).

There are three musts for the first-base umpire on every non-batted ball.

- Move out of the set position.
- Watch the ball and the catcher's movement.
- Move and remain ready for a play.

When the first-base umpire only has responsibility for only R2; read the movement of the closest defender in order to determine your primary position. When F4 is covering second base, allow her to get 6-12 feet away from you to read her position to take the correct path to second base. In most cases if the defender does not throw to second base, you will take only a few steps toward second base. Remain alert to F6 covering if F4 does not move and react accordingly. Watch for obstruction on R2 returning to the base. Once the ball is in the pitcher's circle and the runner has returned to the base, return to your starting position.

When the first-base umpire is only responsible for R1 with runners at first and third bases, read the movement of the closest defender to know where the primary position is. In most cases, F3 will be covering first base, but remain alert to F4. When there is no throw, take a few steps parallel to the baseline toward first base remaining ahead of R1. Watch for obstruction on R1 if she returns to the base. Once the ball is in the pitcher's circle and the runner has returned to the base, return to your starting position.

When the first-base umpire is responsible for R1 and R2, take a couple of steps forward from your starting position. Watch for obstruction on R1 and R2 if runners return to their bases. Remain ready to commit to either play. Once the ball is in the pitcher's circle and the runner has returned to the base, return to your starting position.



## Leaving Before the Pitch Is Released

Umpires will be in a set position, body squared to the plate, to see this play. The umpire should focus on the runner's foot that will leave the base last and peripherally watch the arm swing of the pitcher. When the pitcher's arm is in line with her body (hand at the hip), the ball is considered to be released. Any benefit of doubt should be given to the runner. When a runner leaves a base before the pitcher releases the pitch, the umpire signals a delayed dead ball and verbalizes "*Early.*" When the play is concluded, the umpire will inform the offended coach of his or her options.

### ◆ 5.4 First-Base Umpire

- Umpires need to work for a 90-degree angle to the throw, keeping your distance from the play between 15-18 feet and should stay within a 30- to 50-degree angle to first base.
- When the ball is hit in the infield umpires should see the ball fielded by the defense, watch the release of the ball and track the ball to the base.
- On force plays, just prior to the thrown ball reaching the receiver, change your focus to the ball, fielder and runner, watching the three come together. Once you have made your decision on the play, rise from the set position and signal and verbalize your call, using appropriate emphasis and voice.
- On tag plays, watch the thrown ball into the fielder's glove and follow the ball and glove to the area of the tag, picking up the runner in your field of vision as the fielder begins to move toward the area where the tag will be applied. With the four elements in front of you, judge whether the tag was made before the runner touched the base. Rise and make the signal and verbal call, using the appropriate emphasis and voice. If needed you must adjust your position to best see all the elements.
- If the ball is hit to right field, you may use foul territory to watch the runner at first base but avoid going farther than 45 degrees off the line. You risk having your vision obstructed by the coach or runner. Use this position only on a throw from F9 or when F4 comes into your area to field the ball.
- On a bunt with no runners on or a runner at third only, and a play at first base, an optional position is to move into fair territory and get a true 90-degree angle with the throw coming from in front of the plate. You still must be 15-18 feet from first base to see all the elements of the play. This position is useful only when the throw to the base is a clean throw. If F3 is pulled away from the base, it is very difficult to adjust to see the swipe tag. Do not use this optional position with a runner starting on first base.
- Be ready to help the plate umpire on a ball near the dead-ball line on the first-base side of the field if the plate umpire must move to third base for a play.
- When the first-base umpire starts off the line take this swipe tag when the runner is about 10 feet or closer to first base.





- Do not use foul territory for plays at first base if U3 has chased.
- When counter-rotated, choose a position not closer than 15 feet from first or second base.
- When counter-rotated, base your choice of position on the location of the runners, the probability of a steal or a pickoff, the current game situation, and your knowledge of the offense and defense.
- When counter-rotated and F4 starts deep, choose a starting position more laterally away from the infielder.
- When counter-rotated with R2 only, on an infield hit, wait until the fielder commits on a play then move quickly toward that base.
- **The first-base umpire has first right of refusal on chasing fly balls.**
- When starting on the line, consider staying outside the diamond when the ball is hit to left or center field whether the third-base umpire chases or not.
- When counter-rotated, consider staying outside the diamond when the ball is hit to left or center field whether the third-base umpire chases or not.
- When counter-rotated with the ball hit to right field, think about pivoting inside the diamond.

## ◆ 5.5 Third-Base Umpire

- With a runner on third base, adjust your position to accommodate seeing your checked swing responsibilities. Move farther off the line but face home plate. Do not straddle the line.
- Do not over-hustle. Often a step or two is needed to achieve the best position. Avoid crossing any running or throwing lanes.
- When the ball is hit in the infield umpires should see the ball fielded by the defense, watch the release of the ball and track the ball to the base.
- On force plays, just before the thrown ball reaches the receiver, change your focus to the ball, fielder and runner, watching the three come together. Once you have made your decision on the play, rise from the set position and signal and verbalize your call, using appropriate emphasis and voice.
- On tag plays, watch the thrown ball into the fielder's glove and follow the ball and glove to the area of the tag, picking up the runner in your field of vision as the fielder begins to move towards the area where the tag will be applied. With the four elements in front of you judge whether the tag was made before the runner touched the base. Rise and make the signal and verbal call, using the appropriate emphasis and voice. If required you must adjust your position to best see all the elements.
- When rotated, it is OK to be closer to the infield than the defender at second base.
- Give the first-base umpire the right of first refusal to chase a fly ball.
- When there is a runner starting on second or third base only and there is a hit that will easily scores R2 or R3, before moving look to see what U1 is doing with the batter-runner. If U1 is with the batter-runner and coming toward second base, remain at third base. When the batter-



runner moves back toward first base U3 should run hard into the primary at second base while communicating to U1 that U1 now has second base.

- With no runners on and moving to a primary at second base, watch any play on the batter-runner at first base. Obtain the primary position, stop and wait until the U1 finishes the out signal on the runner before starting back to your position on the line.
- When starting on the line with U1 counter-rotated and not chasing, stay outside the diamond in foul territory.
- When the runner is safe, remain in the primary position until the batter-runner returns to first and the ball is in possession of the pitcher in the pitcher's circle. Then move to your next position.
- When rotated and there is a runner on first only and the ball is hit sharply to any field for a possible force at second base, stay outside the diamond and move left or right accordingly to get the best angle on the throw to second base.

## ◆ 5.6 Teamwork Among Umpires

- Watch for checked swings and dead-ball situations on batted balls.
- Never signal/echo foul balls.
- Never stop runners on foul balls or tell them not to slide.
- When coming inside the diamond on a hit, use a pivot. Start the pivot approximately 10 feet inside the baseline. Always pivot open toward the runner coming at you.
- Always know the location of the ball.
- Work to keep the elements in front of you. If necessary move back outside the diamond after pivoting inside.
- Remain aware of the running and throwing lanes when you move as a result of a hit or play.
- When moving through foul territory, always move between the base and the base coach. Never allow the coach to be between you and the base. Communicate your movement to avoid contact.
- Use parallel movement with runners that are your responsibility.
- Make sure the action at your base is complete before you move to your next position.
- Recognize your next play and be ready to move to the next primary calling position.
- Always obtain a primary calling position on every play.



## Standard Signals

Signals are the most important form of umpire communication. Information is relayed to the players, coaches and spectators by their use. Signals should only vary in emphasis, not in implementation. From the routine play to the sell call to the unusual, every signal must be visible, distinct, strong, informative and meaningful from its beginning to its end. Poorly executed and non-standard signals serve only to confuse everyone, including your partner. All signals worth giving are worth being given correctly.

- Every signal should be initiated from a stopped, set or ready position. The feet are planted in a solid base, at least shoulder-width apart. The first move before executing any signal is to, without moving your feet, come to a full standing upright position.
- Signals must always be presented with confidence and strength. Everyone who sees the signal should understand its message.
- Any movement while giving a signal is always toward the play.
- The signal must be held long enough to convey the conviction of the decision, and then the arms and hands are brought back into the body, thus completing the signal, before moving to the next position.
- Do not draw attention to yourself by overusing or needlessly using any signal. A call or signal is needed only when there is a play.

### Here are some examples of when a signal is not needed:

- A hit ball clearly goes over the fielder's head or bounces in front of her.
- A hit ball that is fouled directly back to the backstop or fouled over the backstop or over the sides of the backstop.
- A ball that is overthrown or completely missed by the intended receiver.
- On a play where a runner obtains any base or home plate before the ball arrives.
- When the batter is getting set, the pitcher is showing no indication of quick pitching.

## ◆ 6.1 Standard Umpire Signals

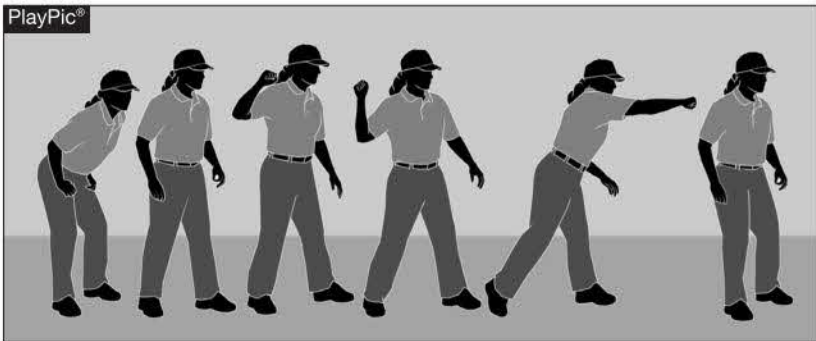


### Out

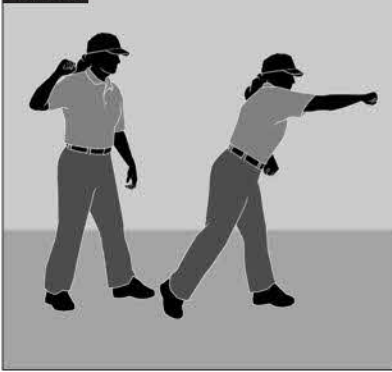
Extend the right arm straight up with an open palm facing the ear, then bring the forearm slightly forward while clenching the hand into a fist, this is the Hammer. The right upper arm and forearm should both be at a 90-degree angle or greater. Verbally call "Out" if appropriate. Control the left arm by pulling it into the midsection of the body or against the body.

### Sell Out

While moving at the play, bring the right arm even with or above the head somewhat like a throwing motion then bring it down toward the play with force while making a fist. A verbal call of "Out" (usually a drawn out, "Oooooutt") accompanies the signal, typically starting when the arm is by the head and finishing with the thrown fist. End in a balanced position facing the play. Maintain dignity and control of the body, feet and arms throughout the signal.



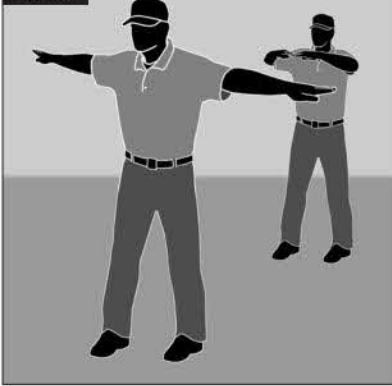
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### **Punch Out**

This is a variation of the Sell Out. It can be used to sell an out when you are too close to the play to do a full sell out, if a play warrants more than a routine out but less than a full sell out, or as a full-fledged sell out in its own right. To use a punch out that brings you no closer to the play, step back with the right foot and punch forward with the right arm. The initial stepping back is overshadowed and compensated for by the strength and forward thrust of the punch.

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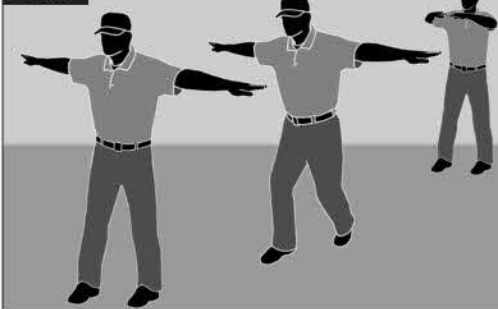


### **Safe, No Catch, No Tag, No Infraction**

Bring both arms into the chest at shoulder level then immediately "Pop and Hold" this signal by extending both arms straight out horizontally with the palms down. Do not have your hands in fists. Verbally call "Safe," "No Catch," "No Tag," "That's Nothing/No Infraction," as is appropriate to the play. Do not allow the extended arms to snap back in front of your body. Finish the signal with a controlled release of the arms back

into the body. Do not just drop them before moving to the next position.

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### **Sell Safe**

Bring both arms into the chest at shoulder level, then immediately take a forward step at the play as you "Pop and Hold" this signal by extending both arms straight out horizontally with the palms down. Loudly call "Safe." Do not allow the extended arms to snap back in front of your body.

Finish the signal by bringing the back foot forward, even with the front one along with a controlled release of the arms back into the body.







### **Dead ball, Foul Ball, No Pitch, Time**

Raise both arms straight up with palms forward. Arms should be at about a 35 to 40 degree angle from the body. Verbally call: "Dead Ball," "Foul Ball," "No Pitch," or "Time." Hold this signal until the call has been recognized and all action ceases. If the call is "Foul Ball" and the ball is close to the line, the feet should be straddling the line to finish the signal. When the plate umpire calls "No Pitch" or "Dead Ball", the signal may be accompanied by a sideward movement out from behind the plate for better visibility.

### **Fair Ball**

Extend the arm closest to the field horizontally at shoulder height and point over fair ground, with either the open hand palm forward, a finger or with the mask in hand. Do not crossover your body with the foul side arm. Do not make a verbal call. If the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.



## Infield Fly

Fully extend the right arm above the head with a closed fist. Verbalize, "Infield fly. The batter is out." If the ball is close to a line say, "Infield fly. The batter is out, if fair." After verbalizing, "The batter is out," signal an out. The plate umpire is responsible for making this call. If the plate umpire does not make the call (forgets or is not certain of the call) and a base umpire, after eye contact communication with the plate umpire, is certain the ball is an infield fly, the base umpire should then verbalize, "Infield Fly."



## Delayed Dead ball

Extend the left arm straight out at shoulder height, parallel to the ground. The hand is in a fist with the fingers of the fist facing forward. This signal is used to indicate obstruction, illegal pitch and runner leaving the base too soon.

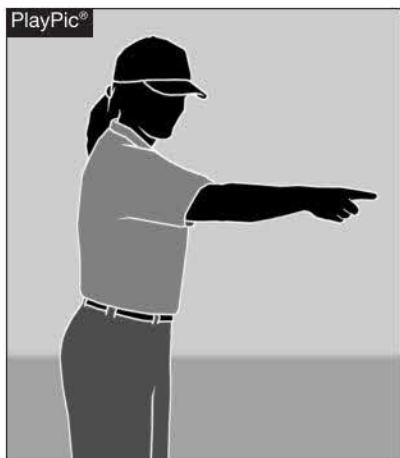


### Strike

The “Called Strike” consists of a verbal and a signal. The verbal call for a “Called Strike” is made in the “down/set” position and should be immediately followed with the “strike” signal which is made in the “up” or “going to the up” position. To signal a “Strike”, extend the right arm straight up with an open palm facing the ear, then bring the right forearm slightly forward while clenching the hand into a fist (this is the Hammer). The right upper arm and forearm should be at a 90-degree angle or greater. Control the left arm by pulling it into the midsection of the body or against the body. Do not move the

feet during the signal. The signal is finished by bringing the right arm back into the body before stepping back or moving the feet.

NOTE: A “Swinging Strike” only has a signal (the Hammer) with no verbal. A “called third strike” signal differs from a called strike one or two because it is not only a strike, but is also an out. A more demonstrative signal and additional emphasis on the verbal is always used for a “called third strike.” Two popular styles are the bow-and-arrow/chainsaw and the overhand. The feet may move during this signal but the eyes, head and body must remain facing the plate area.



### Point

The right or left arm extended straight out at a play or player. Only the index finger is extended on the hand. The other arm should be under control in close to the body. Use the Point to indicate or sell an abnormality in a play (e.g. a tag, a missed tag, a pulled foot, a swing attempt) or to identify a player who committed a violation. The “Point” signal may be accompanied with a brief verbal explanation of the abnormality then is followed by another signal; either an “out,” “safe” or “strike.”



### Home Run

Fully extend the right arm high above the head with the index finger pointed skyward and make a circling motion.

### Double

Fully extend the right arm above the head with the index and middle finger pointed skyward. Do not circle the arm.



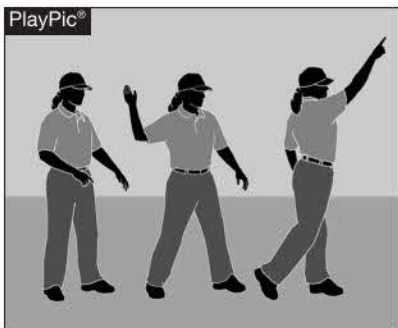
### Play Ball

With the arm farthest from the batter extended toward the pitcher, the plate umpire may use a point or a beckoning motion with an open hand, to indicate the ball is in play. The signal may be accompanied with the verbal of "Play ball" or "Play." The verbal call may be used without any signal.



### Do Not Pitch

The plate umpire, while remaining behind the plate, may use either arm extended straight out with the palm of the hand facing the pitcher. Using the hand opposite the batter gives this signal better visibility. Only use this signal when necessary – not routinely.



### Ejection

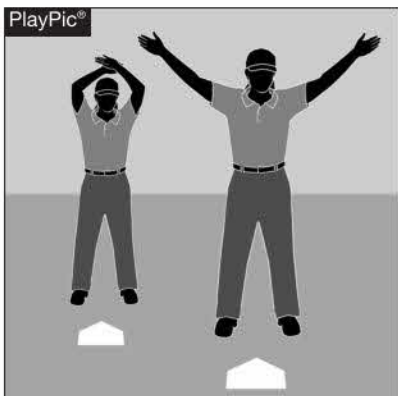
While facing the person to be ejected, step back with one foot to open the body and allow it to turn away from the person. Bring an arm with the index finger extended up across the body and point skyward. The arm should be at a 45 degree angle to the body. You will be facing away from the ejected person. It is imperative when making this signal that no aggressive move or

gesture, real or perceived, is made toward the person being ejected. The signal should be moderately animated after increasing the physical distance between the umpire and the ejected person as needed. The degree of animation is dictated by the situation. This signal does not have to be exact, but it must be clearly understood that someone has been ejected.



### The Run Scores

Stand at the plate and emphatically point down at the plate while saying, "The run scores! Score the run!" Make sure the run goes up on the scoreboard. If necessary, use a deliberate pumping motion with the arm while pointing at the plate and repeat, "The run scores."



### The Run Does Not Score

Stand at the plate. Raise both arms above the head like a foul ball signal. Cross the arms back and forth (not too quickly) while saying, "No run! The run does not score!" Watch the scoreboard to make sure a run is not recorded.





### Foul Tip

This is an “optional” signal. It may be used every time the ball is a foul tip or used only at times when the ball being a tip is not completely obvious. Bring the left hand in front of your body, mid-chest or higher, with the palm or back of the hand facing

you. With an upward motion, brush or tap the fingers of that hand with the fingers of the right hand. This signal is always followed by a standard strike signal.



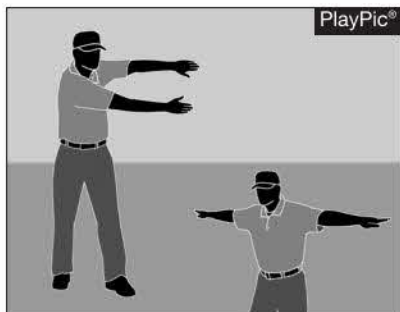
### Count

Raise both arms up in front of the body at the same time so that your fingers are above your eyes. Balls are shown with the fingers of the left hand; strikes are shown with the fingers of the right hand. Consecutive fingers should be used in displaying the count. A verbal call may accompany the signal and, if used, should be as follows: “Two balls. Two strikes.” Do not say: “Two and Two.” or “22.” The count is given when the pitcher is facing home plate and held long enough for any other player to see it.



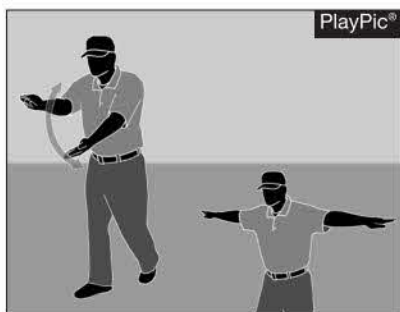
### That's Ball Four

After signaling “Dead Ball”, remove your mask and raise the right arm with four fingers extended up in front of the body so the fingers are above the eyes. Accompany the signal with a verbal, “That’s ball four.” This signal should be used when the count is three balls and the batter obviously tries to get hit and is hit by the next pitch. She would not have been awarded first base because of hit-by-pitch, but is awarded first base because of the count advancing to four balls.



### **Off The Bag**

This is an optional but extremely useful signal that explains why the call is being made. It is used in force play situations where the ball arrives before the runner, but the defensive player is not touching the base. Give this signal first, which may be accompanied with a verbal "Off the bag", followed by an emphatic safe signal.



### **Bobbled Ball**

This is an optional but extremely useful signal that explains why the call is being made. It is used in both force and tag play situations to indicate why the runner is not out. Give this signal first, which may be accompanied with a verbal "No control", followed by an emphatic safe signal.

## ◆ 6.2 Umpire-to-Umpire Signals

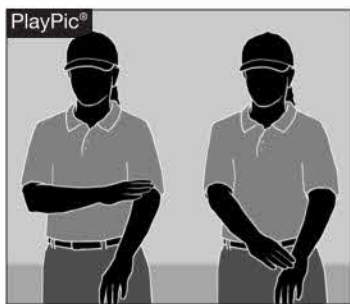
Standard signals are used to convey information to everyone in the ballpark; umpire-to-umpire signals are meant to convey information between umpires. These signals are vital in establishing good crew communication.

- Umpire-to-umpire signals are always initiated by the plate umpire prior to establishing a stance behind the catcher or the batter stepping into the batter's box.
- The base umpires must acknowledge by returning the same signal back to the plate umpire.
- The signal must be given before every new batter when the situation is in effect.



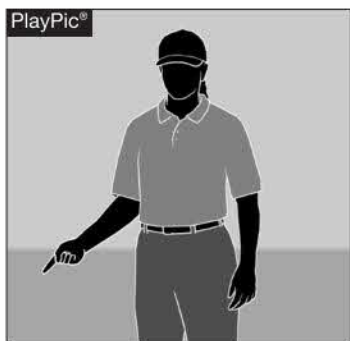
### **Infield Fly Situation Is On**

The right hand, palm open, on the left chest indicates the “infield fly” situation is in effect. The OUTS should *not* be indicated as part of this signal.



### **Infield Fly Situation Is Off or Not On**

Use the right hand in a wiping motion on the left forearm from the elbow to the wrist indicates the infield fly situation is no longer in effect. It is acceptable to use the “two out indicator” to indicate that the infield fly is not in effect because there are two outs.



### **Third Strike is Not Caught - Base Umpires**

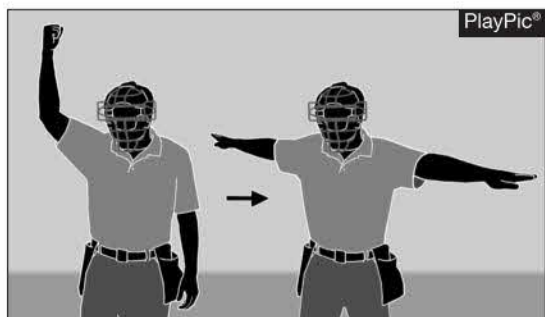
The elbow of the right arm is held at the side of the waist, with only the forearm extending out and downward from the body at a 45-degree angle. The index finger is pointing at the ground. This signal is used by the base umpires to indicate to the plate umpire that a third strike was not caught. It alerts all umpires to the potential for a play on the runner. The signal is used at all times when the batter, by rule, is

entitled to run if the third strike is dropped. If the batter is out by rule on a third strike, whether it is caught or not, do not use this signal.



### Third Strike Is Caught – Plate Umpire

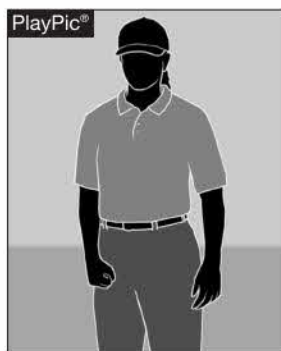
When a third strike is swung at and missed or is called by the plate umpire, that umpire shall give the appropriate verbal call (if any) and strike signal. If there are fewer than two outs and first base is not occupied or there are two outs at the time of the third strike, the plate umpire must also judge a “catch/no catch” on that pitch by the catcher. If the pitch was judged “caught” but it is not obvious that the catcher caught the pitch or there is any confusion among the immediate participants, the plate umpire shall verbally declare, “The Batter is Out” while giving an “out” signal to indicate that the pitch was judged to be “caught”.



### Third Strike Is Not Caught – Plate Umpire

When a third strike is swung at and missed or is called by the plate umpire, that umpire shall give the appropriate verbal call (if any) and strike signal. If there are fewer than two outs and first base is not occupied

or there are two outs at the time of the third strike, the plate umpire must also judge a “catch/no catch” on that pitch by the catcher. If the pitch was judged “not caught” but it is not obvious that the catcher did not catch the pitch or there is any confusion among the immediate participants, the plate umpire after giving the “strike” signal shall immediately give a standard “safe” signal and verbally announce “No Catch” to indicate that the pitch was judged “not caught.”



### How Many Outs

To confirm the number of outs, the umpire looks to a partner and clenches a fist against the thigh. It is acceptable to verbalize the request, “Partner, how many outs do you have?” This, however, draws attention to the umpire and, if it is not necessary, umpires should avoid drawing attention. If such a verbal request needs to be made more than once a game, it gives the impression that the umpire is not concentrating. Do not allow play to resume if there is a discrepancy in the number of outs.



### How Many Outs Response

The responding umpire should indicate the number of outs by putting the appropriate number of fingers against the thigh. If a verbal request is made, respond verbally. Do not allow play to resume if there is a discrepancy in the number of outs.



### Two Out Indicator

Umpires must communicate with each other any time there are two outs. Tap the wrist of the left arm with the first two fingers of the right hand in front of the body. The "two out indicator" should be initiated by the plate umpire before establishing a stance behind the catcher and/or the batter stepping into the batters box. The base umpires should acknowledge by returning the same signal back to the umpire. This signal should be given before every batter when there are two outs to acknowledge awareness of the situation and all that it entails. Do not allow play to resume if there is a discrepancy in the number of outs.



### What is the Count?

To request the count from a partner, place both opened hands against the chest. It is acceptable to verbalize the request, "Partner, what count do you have?" This, however, draws attention to the umpire and, if it is not necessary, umpires should avoid drawing attention. Also, if the count is being lost on a regular basis, it gives the impression that the umpire is not concentrating. Do not allow play to resume if there is a discrepancy in the count.



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### What Is the Count Response

The responding umpire should indicate the correct count by displaying the appropriate fingers on the chest. If a verbal request is made, respond verbally in addition to displaying the count. Do not allow play to resume if there is a discrepancy in the count.

PlayPic®



### Checked Swing Request

The plate umpire by rule if asked to get help or if there is any doubt about a swing attempt shall ask for help from the appropriate base umpire. Clear the catcher and batter to obtain an unobstructed view of the base umpire, remove your mask (if time allows), point with your right arm and verbally state "Did she go?" A verbal option on a bunt attempt would be "Did she offer?" If the answer is "Yes", do not echo the decision with a "strike" signal. Upon returning to the plate area, present the count.

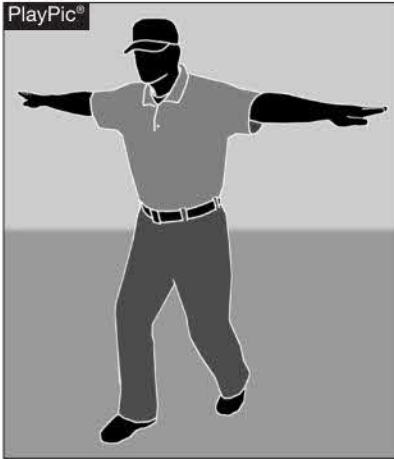
PlayPic®



### Checked Swing Response - Yes

Upon completion of the checked swing request by the plate umpire, if judged that the batter attempted to hit or bunt the ball and was unable stop the attempt, the base umpire's reply is "YES!" accompanied by a "strike" signal.

PlayPic®



### **Checked Swing Response - NO**

Upon completion of the checked swing request by the plate umpire, if judged that the batter did not attempt to hit or bunt the ball and was able to stop the attempt, the base umpire's reply is "NO!" accompanied by a "safe" signal.



## ◆ 6.3 Situational Mechanics

Situations could arise in any game that would cause an umpire to deviate from the standard mechanics. Every mechanic cannot be covered in this manual. Umpires should read the play and adjust to the changing situations as they arise. This is the part of umpiring that allows you to adapt to each individual play situation as necessary.

The following are approved situational mechanics.

- U3 is on the line. The batter hits the ball, which is a line drive that moves quickly through the infield near the line. U3 can make a call, then move toward second base to the next calling position.
- With a 3-2 count and two outs, all umpires may move to force-play calling depth, as all potential tag plays have been eliminated.
- U1 is counter-rotated. The batter hits a fly ball that is near the line. U1 should chase on a possible trap near the line. The plate umpire has fair or foul responsibility and U1 determines catch/no catch.

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# 3-PERSON MECHANICS

## KEY

**P**

Plate umpire

**U1**

First base umpire

**U3**

Third base umpire

**P**

Judgment point

**U1**

Judgment point

**U3**

Judgment point

**R1**

Runner on first

**R2**

Runner on second

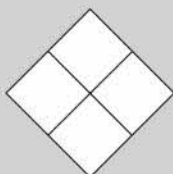
**R3**

Runner on third

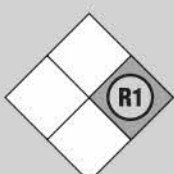
**BR**

Batter runner

Ball movement 



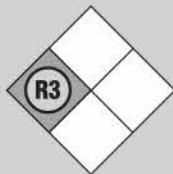
No runners on



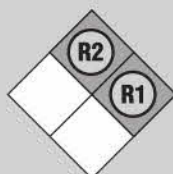
Runner on first



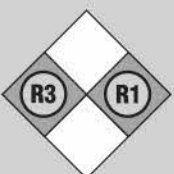
Runner on second



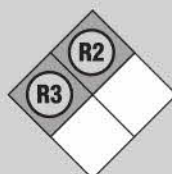
Runner on third



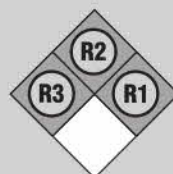
Runners on first  
and second



Runners on first  
and third



Runners on  
second and third



Bases Loaded



## Section

# 7

## Three-Umpire System

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Umpires must have a thorough awareness and understanding of the responsibilities, requirements and expectations of, not only the position they are working, but all positions. If each umpire does their job as expected, play coverage will be flawless. Umpires are expected to use the standard starting positions, areas of coverage and rotations, and to employ, at all times, the core philosophy of general mechanics when working this system. Any deviation or adjustment from the standard will only be dictated by the action on the field and must be communicated among the crew umpires at that time.

### The System

The following MechaniGrams in this section illustrate multiple situations for each of the eight (8) possible runner configurations. The MechaniGrams show general areas of positioning and not exact spots. Umpires are expected to utilize optimum positioning for all situations. The text describes the expectations, responsibilities and duties for each umpire in each of the situations. Each member of the crew must be aware of the responsibilities of each umpire in each of the situations.

### Runner Configurations

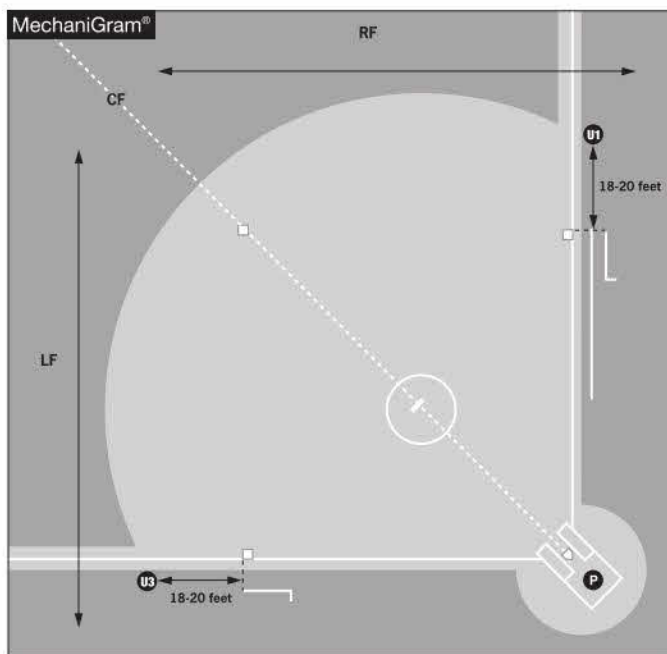
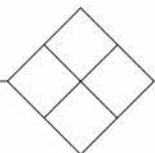
- No runners on
- Runner on first base only
- Runner on second base only
- Runner on third base only
- Runners on first and second base
- Runners on first and third base
- Runners on second and third base
- Bases loaded





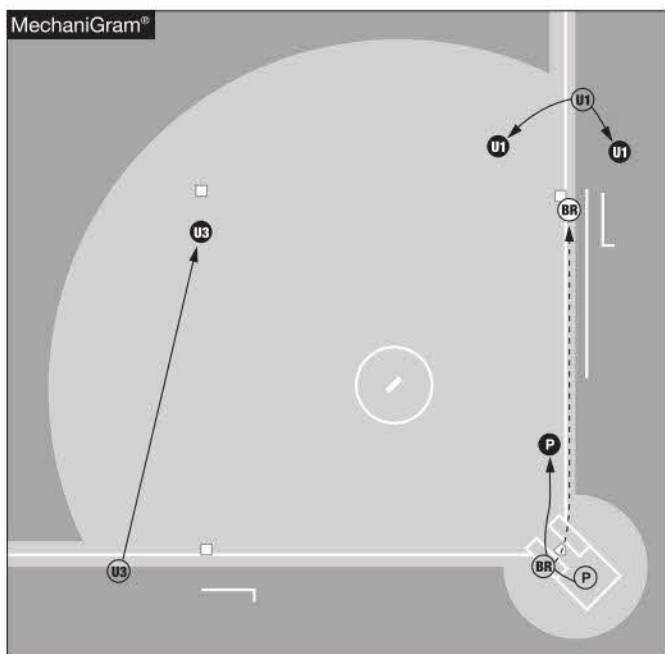
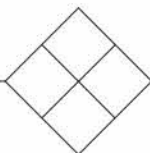
## No Runners on Base

### “Standard” Starting Position



- P:** **Before the pitch** – Take a stance behind the batter and catcher at the plate.  
**Checked Swing** – Request help from the open umpire.  
**Fly Ball Chase Area** – The plate umpire is responsible for all fly balls if a base umpire does not chase.
- U1:** **Before the pitch** - Start 18-20 feet down and close to the line, completely in foul territory in an upright, standing position.  
**On the pitch** - Move forward a maximum of two steps facing home plate, ending in a prepared set or stopped position as the pitch reaches the front of the plate.  
**Checked Swing** – Responsible for right-handed batters.  
**Fly Ball Chase Area** - Center fielder to the right field dead ball line. U1 has the right of first refusal on balls hit to the center fielder.
- U3:** **Before the pitch** - Start 18-20 feet down and close to the line, completely in foul territory in an upright, standing position.  
**On the pitch** – Move forward a maximum of two steps, facing home plate, ending in a prepared set or stopped position as the pitch reaches the front of the plate.  
**Checked Swing** – Responsible for left handed batters.  
**Fly Ball Chase Area** - Center fielder to the left field dead ball line.

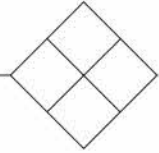




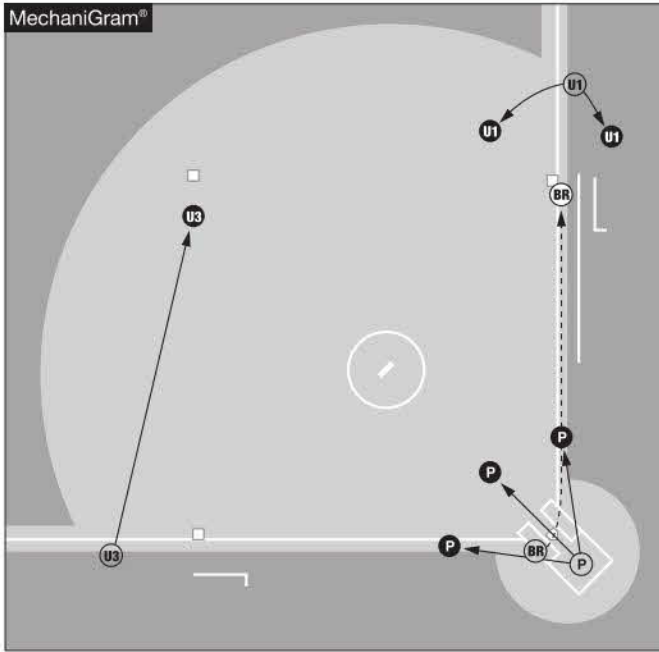
- P:**
- Leave the plate area using the most expedient route.
  - When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.
  - On a throw to first base, trail the runner in fair territory no more than 15 feet up the line.
  - Come to a complete stop near the foul line in fair territory.
  - Watch any play at first base and be prepared to give help if requested.
  - When the ball is not thrown to first base do not trail the runner but remain in the infield.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Move into fair territory for a force play at first base. You may use foul territory only when needed.
  - Stop and square yourself to first base to make the call.
  - When the runner is safe or when there is no throw, watch the runner approach, touch, overrun or round first base.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Move straight into the diamond to a primary position for a tag play at second base.
  - Watch any play at first base and be prepared to help if requested.
  - Wait for the play to conclude before heading to the next starting position.



## No Runners on Base



### Fly Ball/Line Drive to the Infield - Ball is Caught



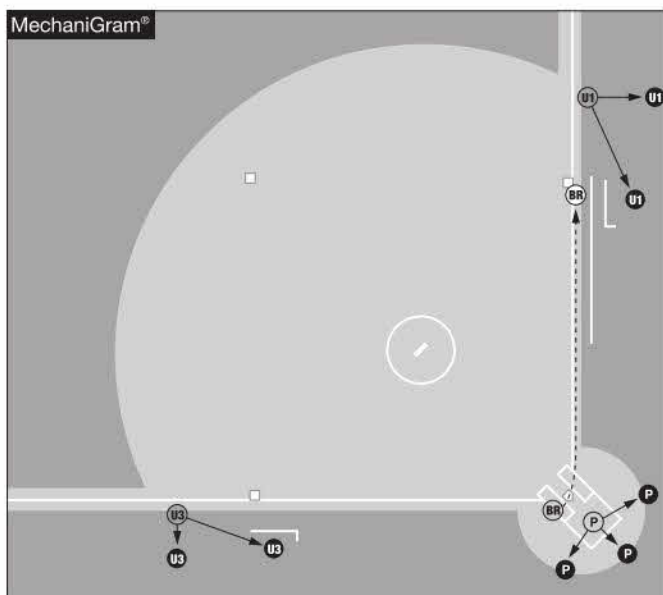
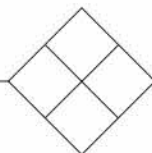
- P:**
- Leave the plate area using the most expedient route.
  - Move into the infield to obtain the best angle to watch the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.
  - Come to a complete stop before the ball touches the fielder's glove or hits the ground.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Move into fair territory for a force play at first base. You may use foul territory only when needed.
  - Watch the play from the hit and be prepared to help if requested.
  - Watch the runner approach, touch, overrun or round at first base if the runner arrives before the catch.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Move straight into the diamond to a primary position for a tag play at second base.
  - Avoid running in front of any infielders attempting to make a play on the ball.
  - Watch the play from the hit and be prepared to help if requested.
  - Wait for the play to conclude before heading to the next starting position.





## No Runners on Base

### Foul Fly Ball to the Infield Area



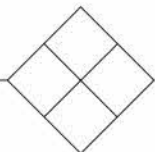
- P:**
- Once the ball is hit, read the catcher. Allow the catcher to take you to the ball.
  - Be alert to any other infielders attempting to make a play on the ball.
  - Close down the distance to the play if the infielders are diving, the ball is against the fence or near the dugout area.
  - When a base umpire is bracketing the play, the base umpire will make the catch/no catch if the play is facing them.
- U1:**
- When the fly ball is on the first base side, move into foul territory to bracket the play with the plate umpire.
  - Be alert not to interfere with any infielders attempting to make a play on the ball.
  - Close down the distance to the play if the infielders are diving, the ball is against the fence or near the dugout area.
  - Make the call on the catch/no catch if the play is facing you. Otherwise, the plate umpire will make the call.
- U3:**
- When the fly ball is on the third base side, move into foul territory to bracket the play with the plate umpire.
  - Be alert not to interfere with any infielders attempting to make a play on the ball.
  - Close down the distance to the play if the infielders are diving, the ball is against the fence or near the dugout area.
  - Make the call on the catch/no catch if the play is facing you. Otherwise, the plate umpire will make the call.



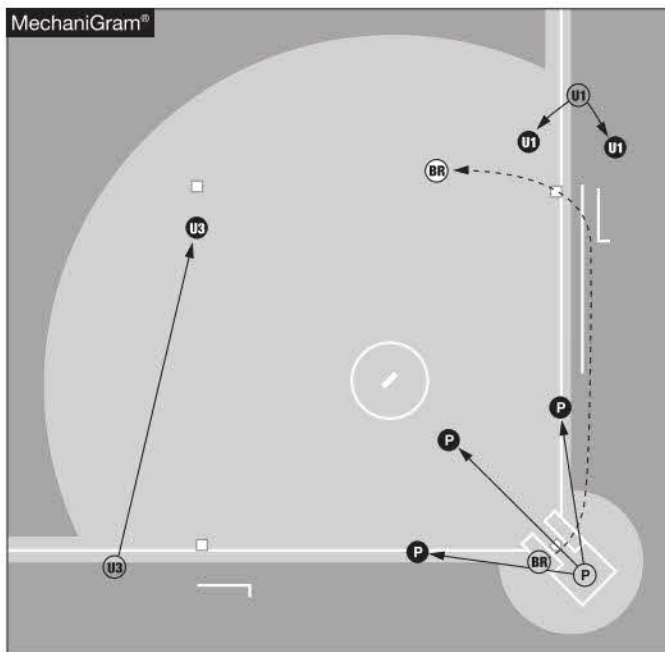




## No Runners on Base



No Chase - Fly Ball/Line Drive  
to the Outfield - Ball is Caught



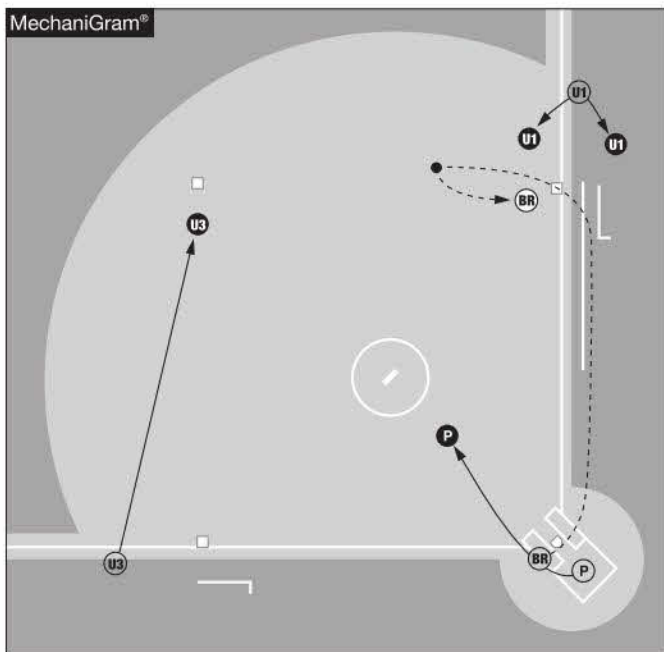
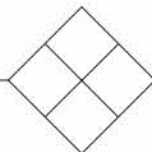
- P:**
- Leave the plate area using the most expedient route.
  - Move into the infield, on or near the line, parallel to the flight of the ball to obtain the best angle with credible distance to watch the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move into fair territory staying outside the diamond or move to foul territory if the ball is hit to right field.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch the runner approach, touch, overrun or round at first base if the runner arrives before the catch.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move straight into the diamond to a primary position for a tag play at second base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.





## No Runners on Base

### No Chase – Single to the Outfield

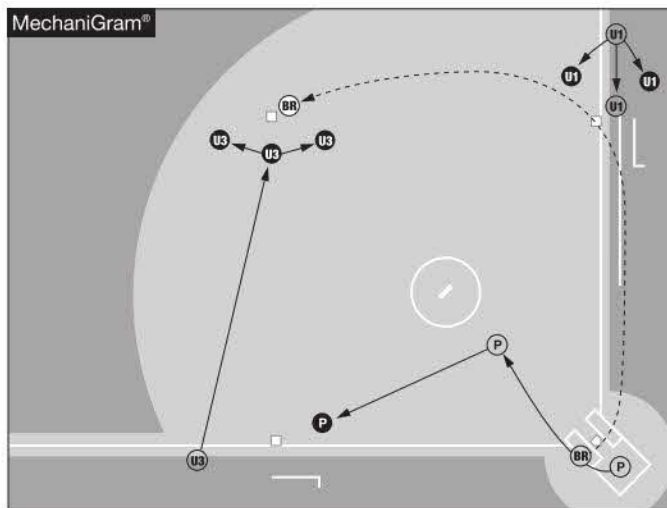
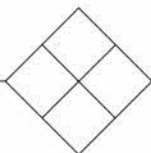


- P:**
- Leave the plate area using the most expedient route.
  - When the ball is hit in the air, move into the infield, parallel to the flight of the ball to obtain the best angle with credible distance to watch the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.
  - When the ball is hit on the ground, follow and track the ball while moving toward the holding area in front of the circle.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move into fair territory staying outside the diamond or move to foul territory if the ball is hit to right field.
  - Watch the runner approach, touch, overrun or round and make any call at first base.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move straight into the diamond to a primary position for a tag play at second base.
  - Wait for the play to conclude before heading to the next starting position.

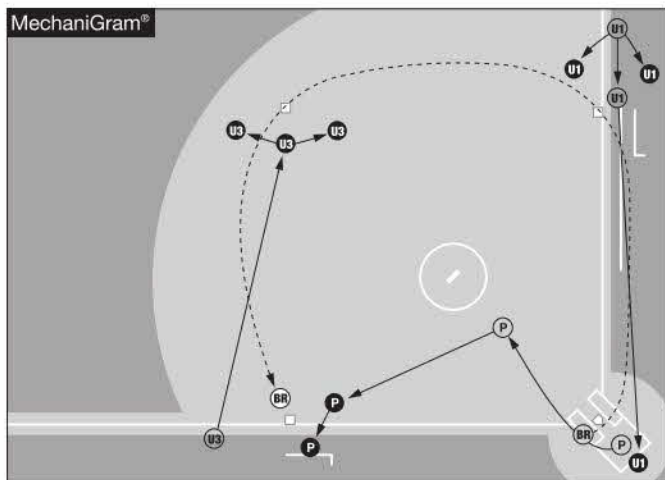
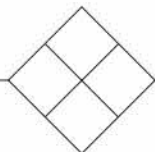


## No Runners on Base

### No Chase - Double to the Outfield



- P:**
- Leave the plate area using the most expedient route.
  - When the ball is hit in the air, move into the infield, parallel to the flight of the ball, to obtain the best angle with credible distance to watch the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.
  - When the ball is hit on the ground, follow and track the ball while moving toward the holding area in front of the circle.
  - As the runner advances to second base, move to a primary position for a tag play at third base and take any play at third base.
  - Watch any play at second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move into fair territory staying outside the diamond or move to foul territory if the ball is hit to right field.
  - Watch the runner approach, touch and round first base.
  - As the runner advances to second base, move up to the baseline in either fair or foul territory, stop and watch any play at second base and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move straight into the diamond to a primary position for a tag play at second base.
  - Watch the runner approach, touch and round at second base and make any call at second base.
  - Read the play as it develops and adjust positioning as necessary to see the applied tag.
  - Wait for the play to conclude before heading to the next starting position.

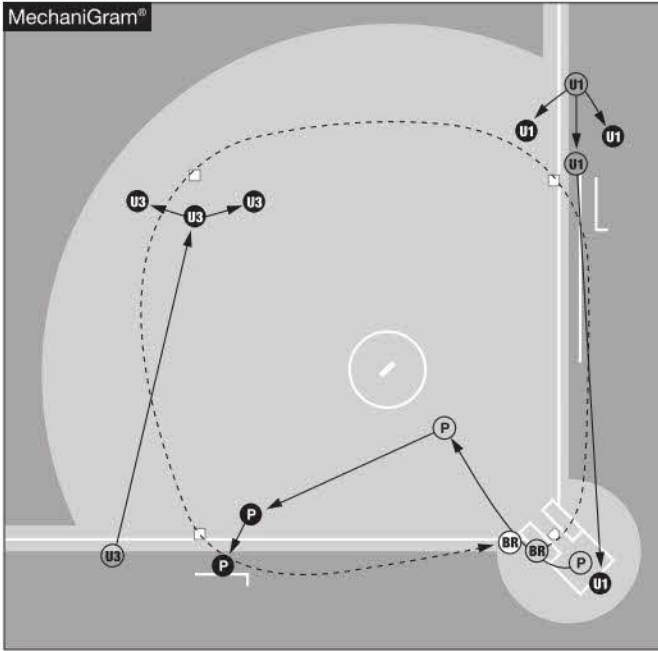


- P:**
- Leave the plate area using the most expedient route.
  - When the ball is hit in the air, move into the infield, parallel to the flight of the ball to obtain the best angle with credible distance to watch the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.
  - When the ball is hit on the ground, follow and track the ball while moving toward the holding area in front of the circle.
  - As the runner advances to second base, move to a primary position for a tag play at third base.
  - Watch the runner approach, touch and round at third base and make any call at third base.
  - Read the play as it develops and adjust positioning as necessary to see the applied tag.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move into fair territory staying outside the diamond or move to foul territory if the ball is hit to right field.
  - Watch the runner approach, touch and round first base.
  - As the runner advances to second base, move to the baseline in either fair or foul territory.
  - As the runner advances to third base, mirror the advancement by moving all the way to the point of plate holding area.
  - Watch any play at third base and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move straight into the diamond to a primary position for a tag play at second base.
  - Watch the runner approach, touch and round second base.
  - Watch any play at third base and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.

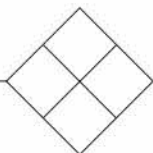


## No Runners on Base

### No Chase - Home Run (In-the-Park)



## No Runners on Base



### No Chase – Home Run (In-the-Park)

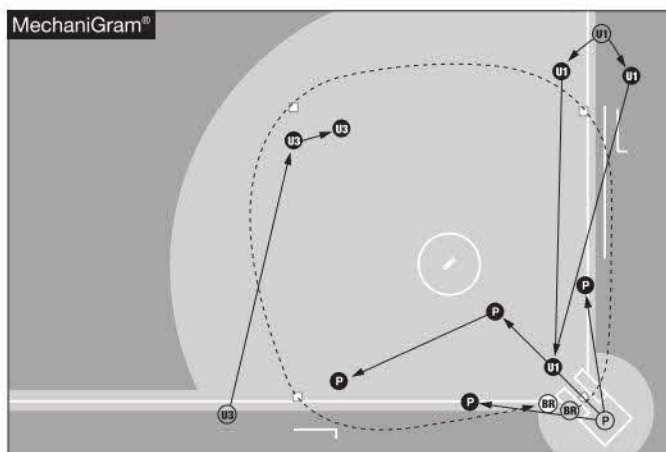
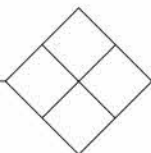
- P:**
- Leave the plate area using the most expedient route.
  - When the ball is hit in the air, move into the infield, parallel to the flight of the ball to obtain the best angle with credible distance to see the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.
  - When the ball is hit on the ground, follow and track the ball while moving toward the holding area in front of the circle.
  - As the runner advances to second base, move to a primary position for a tag play at third base.
  - Watch the runner approach, touch and round at third base.
  - Watch for any play at home plate and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move into fair territory staying outside the diamond or move to foul territory if the ball is hit to right field.
  - Watch the runner approach, touch and round at first base.
  - As the runner advances to second base, move to the baseline in either fair or foul territory.
  - As the runner advances to third base, mirror the advancement by moving all the way to the point of plate holding area.
  - As the runner approaches home plate, read the play as it develops and adjust positioning as necessary to see the applied tag.
  - Watch the runner approach and touch home plate.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move straight into the diamond to a primary position for a tag play at second base.
  - Watch the runner approach, touch and round at second base.
  - Hold your position.
  - Watch any play at third base or home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.





## No Runners on Base

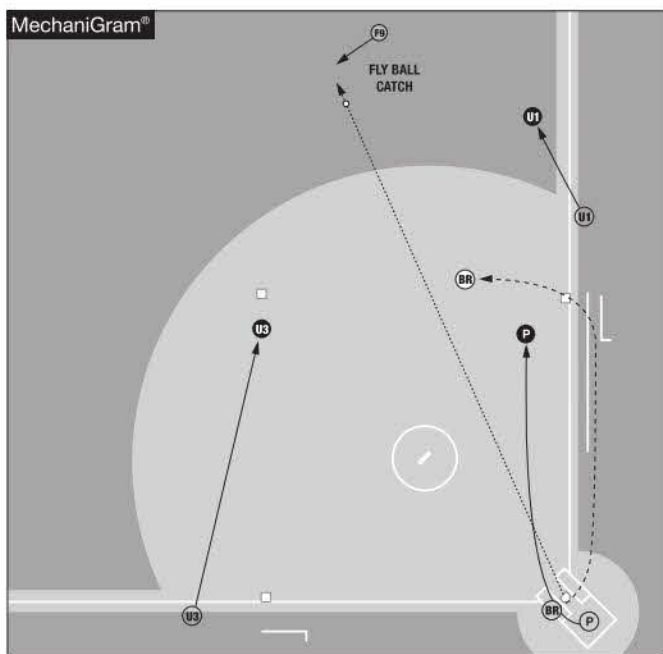
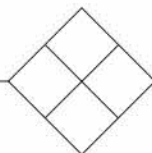
### No Chase – Home Run (Out-of-the-Park)



- P:**
- Leave the plate area using the most expedient route.
  - Move into the infield, parallel to the flight of the ball to obtain the best angle with credible distance to see the ball cross the fence.
  - When the ball is hit deep and near the foul line, move to a credible position straddling the line and stop to allow enough time to align your sight with the vertical plane of the fence and the foul pole.
  - Start and finish the home run signal facing the play.
  - Immediately move to a primary position near third base to watch the runner touch third base.
  - Hold your position, watch the action around home plate and be prepared to give help if requested.
  - After the runner touches home plate, give a ball to the pitcher, catcher or closest infielder and return to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move into fair territory staying outside the diamond or move to foul territory if the ball is hit to right field.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch the runner touch first base.
  - Immediately move to an infield position in front of home plate.
  - Watch the action around home plate and see the runner touch home plate.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move straight into the diamond to a primary position for a tag play at second base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch the runner touch second base.
  - Hold your position; watch the action around third base and home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.

## No Runners on Base

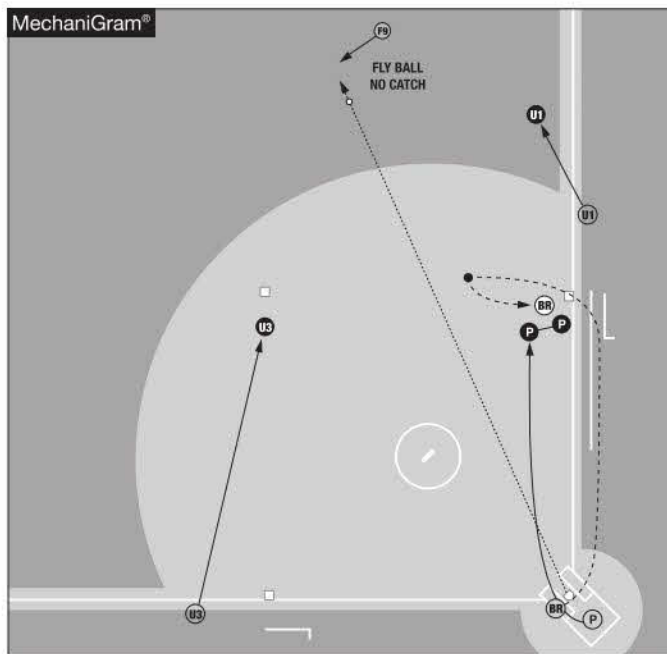
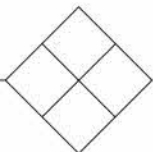
### U1 Chases - Ball is Caught



- P:**
- Leave the plate area by using the most expedient route.
  - Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Move all the way to a primary position for a possible force play at first base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch the runner approach, touch, overrun or round at first base if the runner arrives before the catch.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Move straight into the diamond to a primary position for a tag play at second base.
  - Wait for the play to conclude before heading to the next starting position.

## No Runners on Base

### U1 Chases – Ball is Not Caught, Single

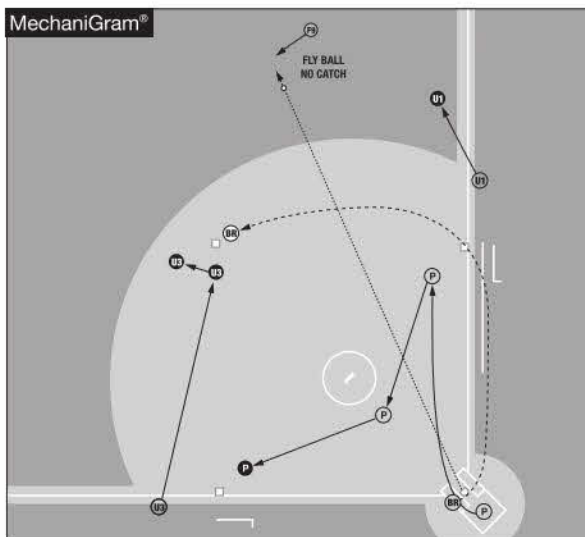
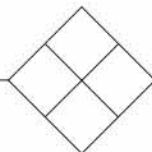


- P:**
- Leave the plate area using the most expedient route.
  - Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Move all the way to a primary position for a possible force play at first base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch the runner approach, touch, overrun or round at first base and make any call at first base.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Move straight into the diamond to a primary position for a tag play at second base.
  - Watch any play at first base and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.



## No Runners on Base

### U1 Chases - Ball is Not Caught, Double



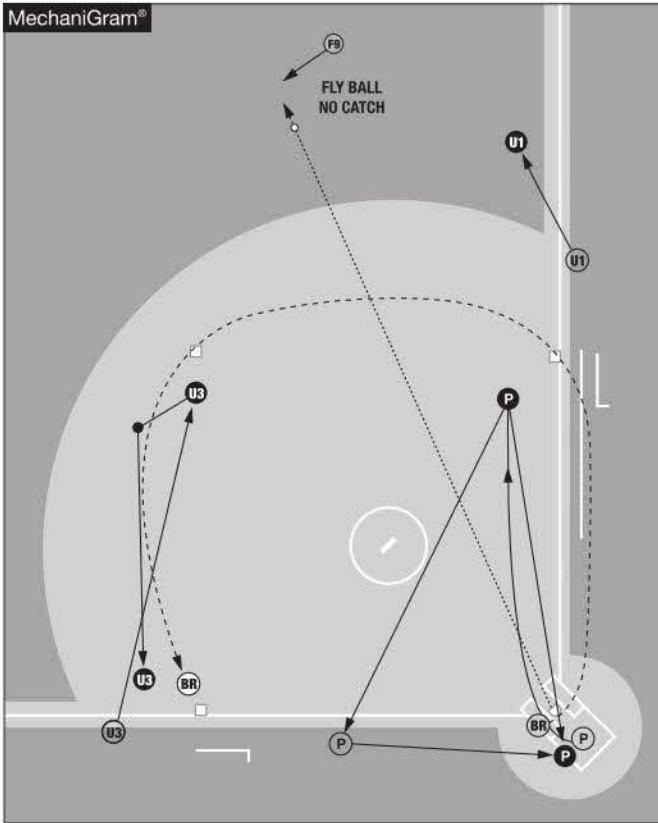
- P:**
- Leave the plate area using the most expedient route.
  - Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Move all the way to a primary position for a possible force play at first base.
  - Watch the play from the hit and be prepared to provide help if requested.
  - Watch the runner approach, touch and round at first base.
  - As the runner approaches second base, move to the front of the circle and be prepared to give help if requested.
  - As U3 adjusts to a secondary at second base because the runner slows down or rounds and stops, move to third to take any subsequent play on the runner.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Move straight into the diamond to a primary position for a tag play at second base.
  - Watch the runner approach, touch and round and make any call at second base.
  - Read the play as it develops and adjust positioning as necessary to see the applied tag.
  - Wait for the play to conclude before heading to the next starting position.



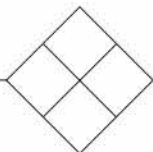


## No Runners on Base

### U1 Chases - Ball is Not Caught, Triple



## No Runners on Base



### U1 Chases – Ball is Not Caught, Triple

- P:**
- Leave the plate area using the most expedient route.
  - Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Move toward first base until it is apparent that there will be no play at first base; watch the runner approach, touch and round at first base.
  - Watch the play from the hit and be prepared to give help if requested.
  - As the runner approaches second base, move to the third-base holding zone.
  - As the runner advances to third base, mirror the advancement by moving all the way to the point of plate holding area.
  - Watch any play at third base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Move straight into the diamond to a primary position for a tag play at second base.
  - Watch the runner approach, touch and round at second base.
  - Watch the runner approach, touch and round third base and make any call at third base.
  - Read the play as it develops and adjust positioning as necessary to see the applied tag.
  - Wait for the play to conclude before heading to the next starting position.

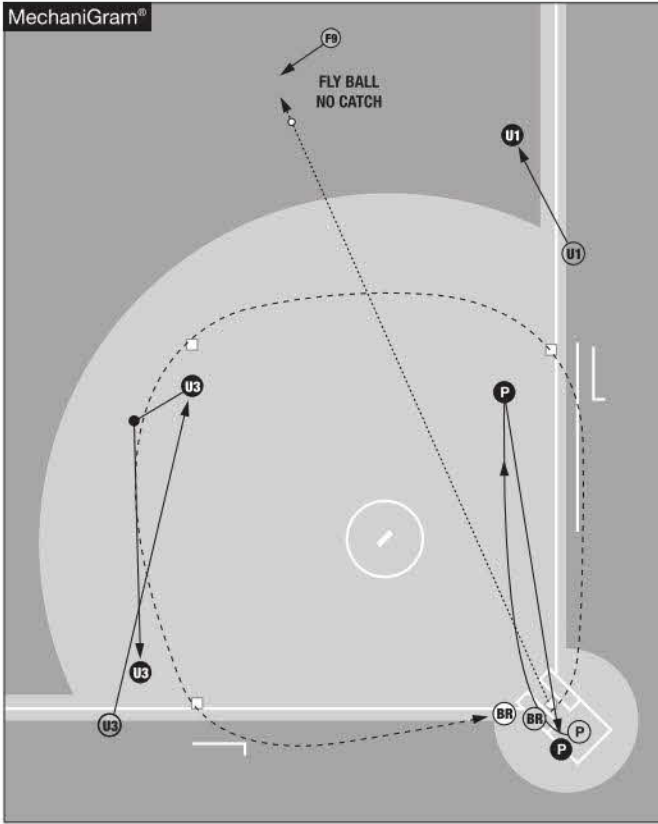




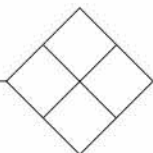


## No Runners on Base

### U1 Chases - Home Run (In-the-Park)



## No Runners on Base



### U1 Chases – Home Run (In-the-Park)

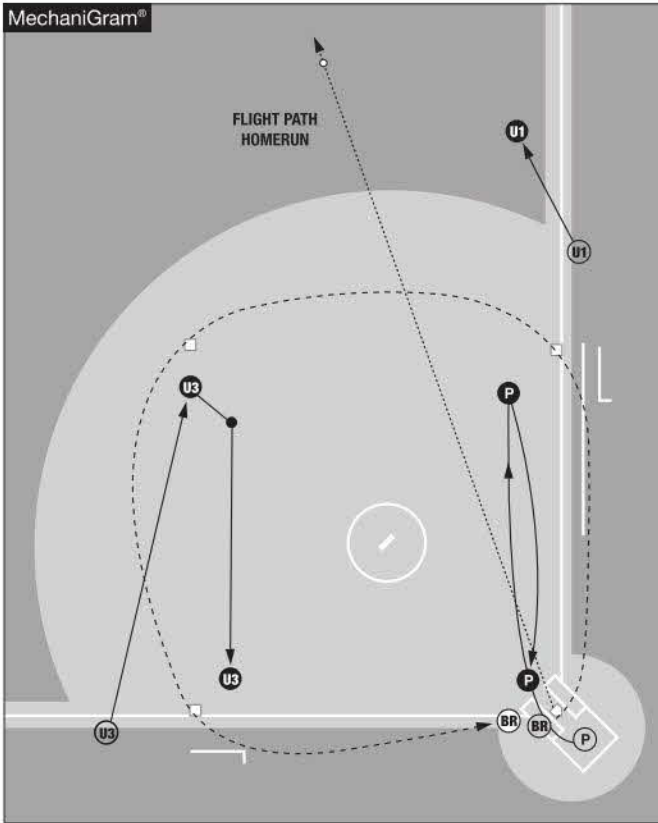
- P:**
- Leave the plate area using the most expedient route.
  - Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Move toward first base until it is apparent that there will be no play at first base; watch the runner approach, touch and round at first base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch the runner approach, touch or round at first base.
  - As the runner approaches second base, move to the third-base holding zone.
  - As the runner advances to third base, move all the way to the point-of-plate holding area.
  - As the runner approaches home plate, read the play as it develops and adjust positioning as necessary to see the applied tag.
  - Watch the runner approach and touch home plate. Call any play at home plate.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Move straight into the diamond to a primary position for a tag play at second base.
  - Watch the runner approach, touch and round at second and third base.
  - Watch any play at home plate and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.



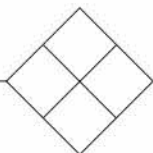


## No Runners on Base

### U1 Chases - Home Run (Out-of-the-Park)



## No Runners on Base



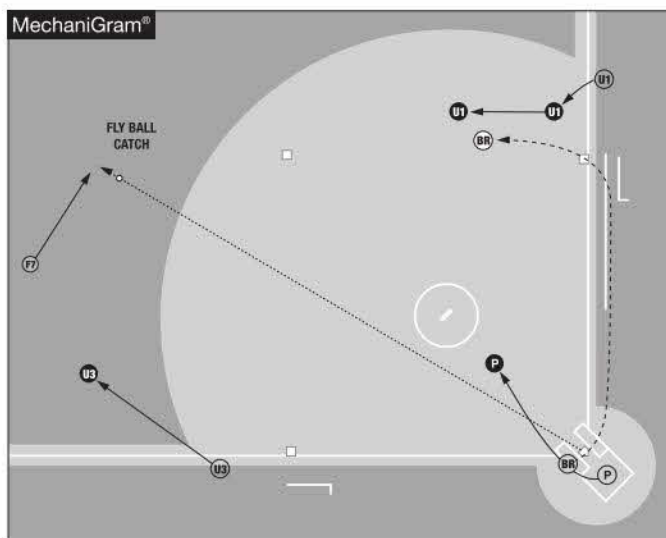
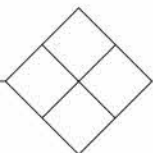
### U1 Chases – Home Run (Out-of-the-Park)

- P:**
- Leave the plate area using the most expedient route.
  - Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Move all the way to a primary position at first base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch the runner touch first base.
  - Immediately move to an infield position in front of home plate.
  - Watch the action around home plate and see the runner touch home plate.
  - After the runner touches home plate, give a ball to the pitcher, catcher or closest infielder and return to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the ball cross the fence.
  - When the ball is hit deep and near the foul line, move to a credible position straddling the line and stop to allow enough time to align your sight with the vertical plane of the fence and the foul pole.
  - Start and finish the home run signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Move straight into the diamond to a primary position for a tag play at second base.
  - Watch the runner touch second base.
  - Move along with the runner on the inside of the diamond.
  - Watch the runner touch third base.
  - While watching the runner continue to home plate, turn slightly heading to the next starting position, continuing to watch the action around home plate and be prepared to give help if requested.

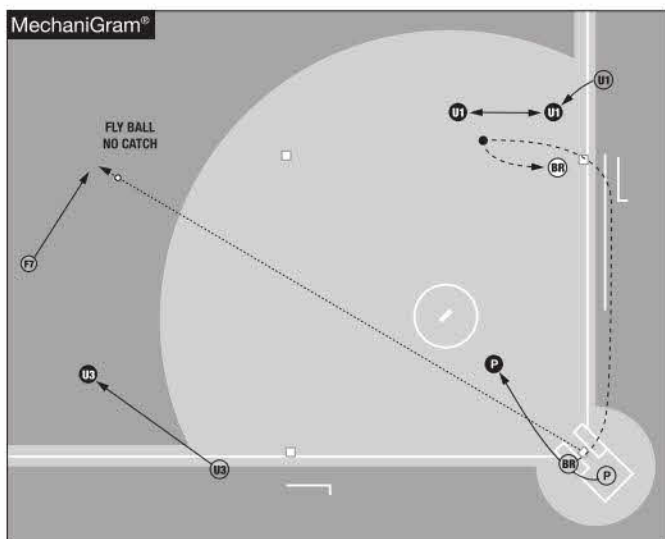
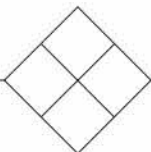


## No Runners on Base

### U3 Chases - Ball is Caught



- P:**
- Leave the plate area using the most expedient route.
  - Follow and track the ball while moving toward the holding area in front of the circle.
  - Read that U3 has chased and communicate to U1 if needed.
  - Watch the play from the hit and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Move into fair territory staying outside the diamond.
  - Watch the runner approach, touch, overrun or round at first base if runner arrives before the catch.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.



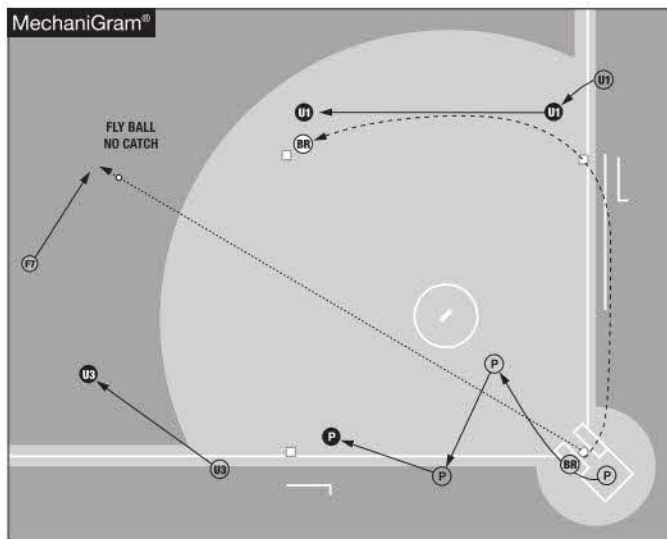
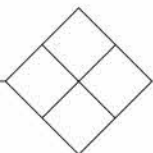
- P:**
- Leave the plate area using the most expedient route.
  - Follow and track the ball while moving toward the holding area in front of the circle.
  - Read that U3 has chased and communicate to U1 if needed.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch any play at first base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Move into fair territory staying outside the diamond.
  - Watch the runner approach, touch, overrun or round at first base and make any call at first base.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.





## No Runners on Base

### U3 Chases - Ball is Not Caught, Double



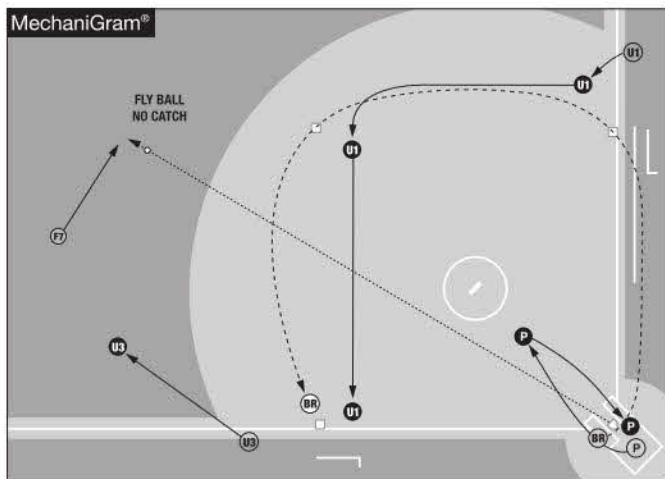
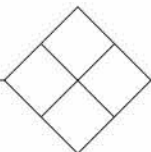
- P:**
- Leave the plate area using the most expedient route.
  - Follow and track the ball while moving toward the holding area in front of the circle.
  - Read that U3 has chased and communicate to U1 if needed.
  - Watch the play from the hit and be prepared to give help if requested.
  - As U3 adjusts to a secondary at second base because the runner slows down or rounds second and stops, move to third base to take any play on the runner.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Move into fair territory staying outside the diamond.
  - Watch the runner approach, touch or round at first base.
  - Watch the runner approach, touch and round at second base and make any call at second base.
  - Read the play and adjust positioning as necessary to see applied tag.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.





## No Runners on Base

### U3 Chases - Ball is Not Caught, Triple



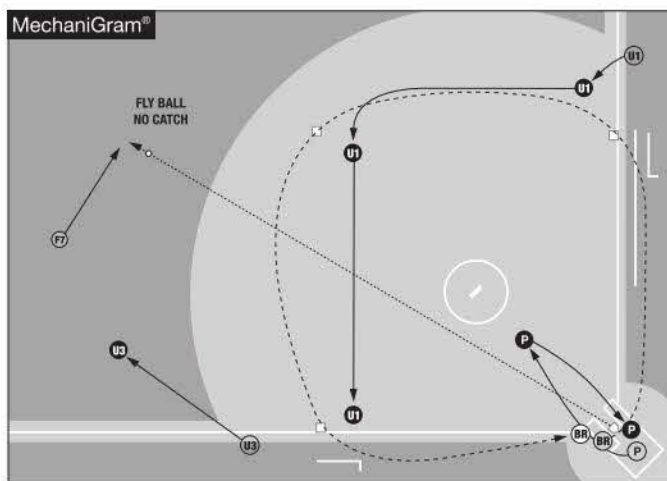
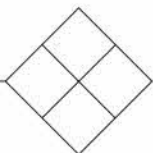
- P:**
- Leave the plate area using the most expedient route.
  - Follow and track the ball while moving toward the holding area in front of the circle.
  - Read that U3 has chased and communicate to U1 if needed.
  - Watch the play from the hit and be prepared to give help if requested.
  - As the runner advances to third base, move all the way to the point of plate holding area.
  - Move to third base to take any subsequent play on a runner at third base.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Move into fair territory staying outside the diamond.
  - Watch the runner approach, touch or round at first base.
  - As the runner is approaching second base with the ball still in the outfield, move inside the diamond behind the runner.
  - Watch the runner approach, touch or round at second base.
  - Watch the runner approach, touch or round at third base and call any play at third base.
  - Read the play as it develops and adjust positioning as necessary to see the applied tag.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.





## No Runners on Base

### U3 Chases - Home Run (In-the-Park)



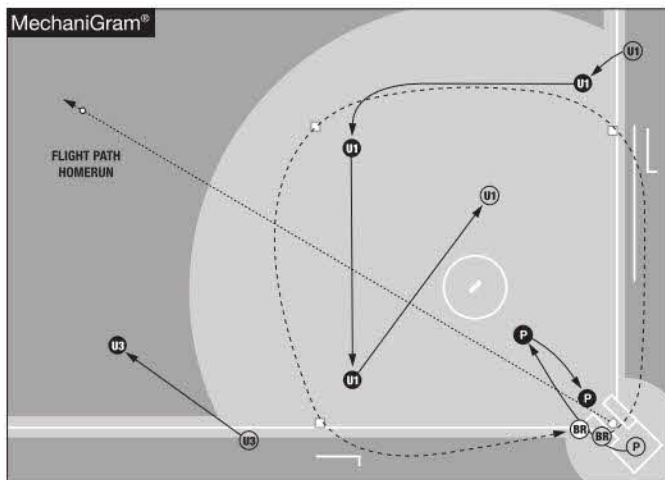
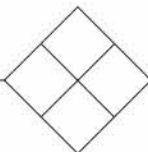
- P:**
- Leave the plate area using the most expedient route.
  - Follow and track the ball while moving toward the holding area in front of the circle.
  - Read that U3 has chased and communicate to U1 if needed.
  - Watch the play from the hit and be prepared to give help if requested.
  - As the runner advances to third base, move all the way to the point of plate holding area.
  - Watch the runner approach and touch home plate. Make any call at home plate.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Move into fair territory staying outside the diamond.
  - Watch the runner approach, touch or round at first base.
  - As the runner is approaching second base with the ball still in the outfield, move inside the diamond behind the runner.
  - Watch the runner approach, touch and round at second and third base.
  - Watch any play at home plate and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.





## No Runners on Base

### U3 Chases - Home Run (Out-of-the-Park)

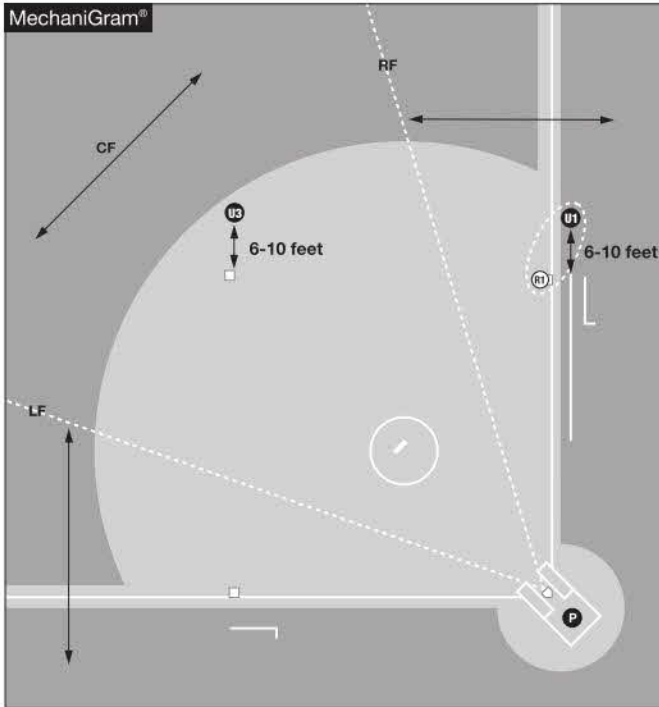


- P:**
- Leave the plate area using the most expedient route.
  - Follow and track the ball while moving toward the holding area in front of the circle.
  - Read that U3 has chased and communicate to U1 if needed.
  - Watch the play from the hit and be prepared to give help if requested.
  - Immediately move to an infield position in front of home plate.
  - Watch the action around home plate and see the runner touch home plate.
  - After the runner touches home plate, give a ball to the pitcher, catcher or closest infielder and return to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Move into fair territory staying outside the diamond.
  - Watch the runner touch first base.
  - As the runner is approaching second base, move inside the diamond behind the runner.
  - Watch the runner touch second and third base.
  - While watching the runner continue to home plate, jog diagonally across the field heading to the next starting position, continuing to watch the action around home plate and be prepared to give help if requested.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the ball cross the fence.
  - When the ball is hit deep and near the foul line, move to a credible position straddling the line and stop to allow enough time to align your sight with the vertical plane of the fence and the foul pole.
  - Start and finish the home-run signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.

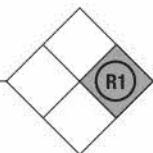


## Runner on First

### “Rotated” Starting Position



## Runner on First



### “Rotated” Starting Position

- P:** **Before the pitch** – Take a stance behind the batter and catcher at the plate.  
**Checked Swing** – Request help from the open umpire.  
**Fly Ball Chase Area** – Left fielder to the left field dead ball line. If no base umpire chases, the plate umpire is responsible for all fly balls.  
**Tag Up Responsibilities** – None.
- U1:** **Before the pitch** - Start in a set position, squared to home plate, completely in foul territory, close to the line, 6-10 feet beyond first base.  
**On the pitch** - Responsible for watching R1 for leaving the base before the pitch is released.  
**Checked Swing** – Responsible for right-handed batters.  
**Fly Ball Chase Area** – Right fielder to the right field dead ball line. U1 has the right of first refusal on balls hit to the F9.  
**Tag Up Responsibilities** – Responsible for watching R1 tag up on a fly ball when an umpire does not chase or U3 chases.
- U3:** **Before the pitch** – Start in a set position, squared to home plate, 6-10 feet beyond second base on an imaginary straight line from third base to second base extended.  
**On the pitch** - No runner responsibilities.  
**Checked Swing** – Responsible for left-handed batters.  
**Fly Ball Chase Area** – In the “V” from the F7 to F9. U3 has no fair/foul responsibilities.  
**Tag Up Responsibilities** – None.

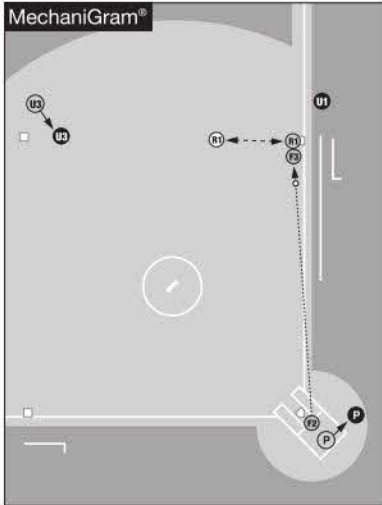




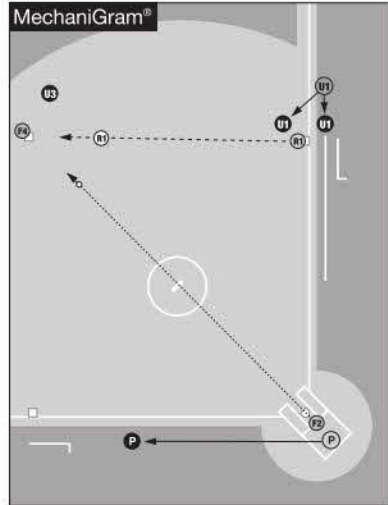


## Runner on First

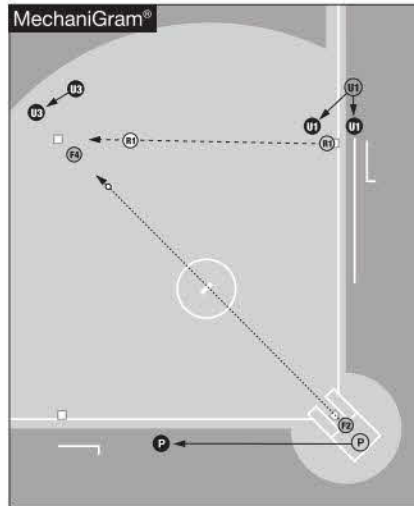
### R1 - Working Between Pitches (WBP) Pickoff - Steal



Pickoff at First



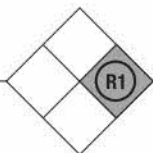
R1 Steal to Second  
"Traditional Position"



R1 Steal to Second



## Runner on First



### R1 – Working Between Pitches (WBP) Pickoff – Steal

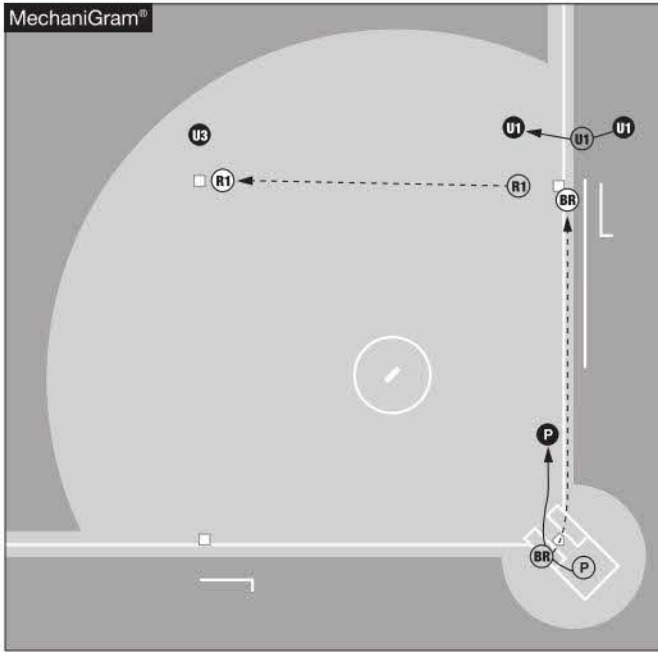
- P:** **WBP** – Reset out of stance when the pitch is over completing verbal and/or signal. Remain alert to the batter's actions and the catcher for any play.  
**Pickoff** – When the pitch is over, watch the catcher's attempt to throw the ball to first base. Look for batter interference. After the throw is released, step out to the right from home plate, clearing the catcher and batter to watch the play at first base. Be prepared to give help if requested. Wait for the play to conclude before returning to the plate area.  
**Steal** – When the pitch is over, watch the catcher's attempt to throw the ball to second base. Look for batter interference. After the throw is released, move to third base holding area. Watch the play at second base and be prepared to give help if requested. If R1 steals as a result from a passed ball, do not move any further than the holding area between home plate and third base avoiding any throwing lanes to third base. Keep tracking the ball and make the call on any play on the ball (blocked ball, interference, enters dead ball area, etc.). Wait for the play to conclude before returning to the plate area.
- U1:** **WBP** – Stay in a set position and watch for a possible play or obstruction. When the ball is in the circle with the pitcher and R1 has returned to first base, reset to a standing position.  
**Pickoff** – Come out of the set position, read the play as it develops and adjust positioning as necessary to see the applied tag or any play at first base. Signal; wait for the play to conclude before returning to starting position.  
**Steal** – Come out of the set position and move to the baseline in either fair or foul territory. Stop and watch any play at second base and be prepared to give help if requested. Wait for the play to conclude before heading to the next starting position.
- U3:** **WBP** – Stay in a set position and watch for a possible play or obstruction at first base. When the ball is in the pitching circle with the pitcher and R1 has returned to first base, reset to a standing position.  
**Pickoff** – Come out of the set position and move to the baseline. Stop and watch any play at first base and be prepared to give help if requested. Wait for the play to conclude before heading to the next starting position.  
**Steal** – Come out of the set position, read the play as it develops and adjust positioning as necessary to see the applied tag or any play at second base. If the ball is not thrown, see R1 approach, touch and round at second base. Be prepared to take R1 to third base if the plate umpire has to remain in the plate area for a passed ball. Wait for the play to conclude before heading to the next starting position.



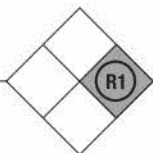


## Runner on First

### Hit to the Infield



## Runner on First



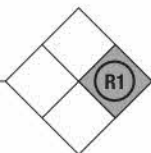
### Hit to the Infield

- P:**
- Leave the plate area using the most expedient route.
  - When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.
  - Move onto the infield and watch any play at second base and be prepared to give help if requested.
  - On a throw to first base, trail the runner in fair territory no more than 10 feet up the line.
  - Stop near the foul line in fair territory in a prepared position.
  - Watch any play at first base and be prepared to give help if requested.
  - Do not trail if there is no throw to first base. Move to a primary position for a tag play at third base.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Move into fair territory, adjusting distance and angle from the starting position for the initial throw for a force play at first base. You may use foul territory only if needed.
  - When the initial throw is at second base, watch the play if possible and be prepared to give help if requested.
  - When the initial throw is at first base, stop and square to first base to make the call.
  - When the secondary throw comes from second base, adjust the angle for a force play at first base.
  - Stop and square to first base to make the call.
  - When the runner is safe or there is no throw, watch the runner approach, touch, overrun or round and make any call at first base.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- When the initial throw is at second base, adjust distance and angle from the starting position for a force play.
  - Stop and square to second base to make the call.
  - Watch any play at first base if possible and be prepared to give help if requested.
  - When the initial throw is at first base, watch R1 approach, touch and round while moving to a secondary position. Make all calls at second base.
  - When the ball thrown to first base and the result is a safe and/or R1 advances to third base, read the play and prepare to cover to assume responsibility for the runner at first or second base.
  - Wait for the play to conclude before heading to the next starting position.

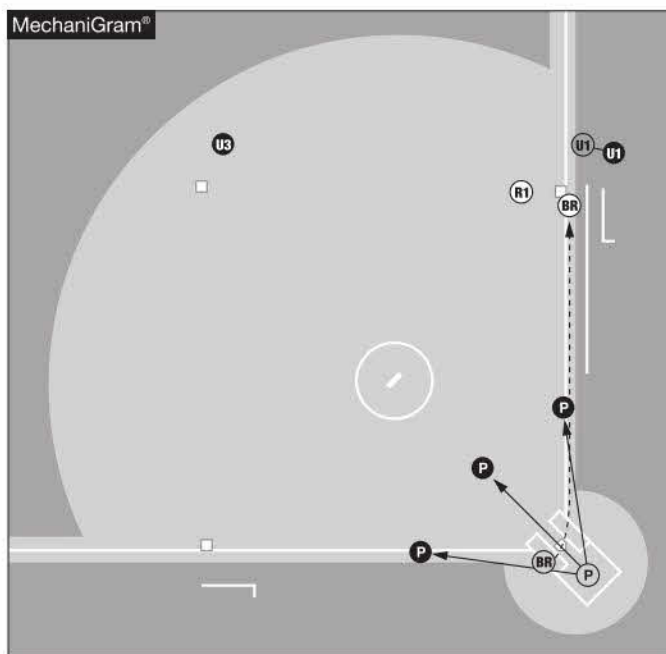




## Runner on First

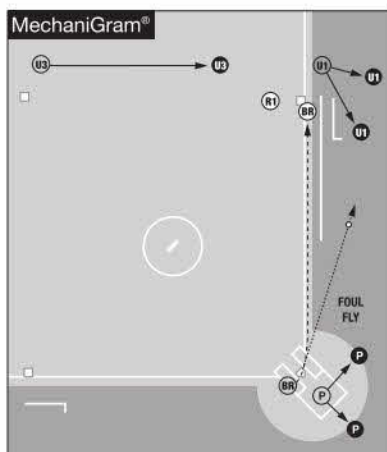
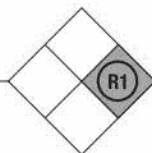


### Fly Ball/Line Drive to the Infield - Ball is Caught

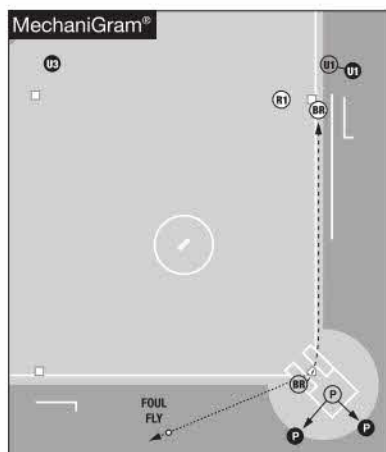


- P:**
- Leave the plate area using the most expedient route.
  - Move into the infield on or near the foul line to obtain the best angle with credible distance to see the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - When a return throw goes to first base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Seek a position to see R1 tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R1 return and make any call at first base.
  - Wait for the play to conclude before returning to starting position.
- U3:**
- Watch the play from the hit and be prepared to give help if requested.
  - If a return throw goes to first base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.





**Pop Up – First Base Side**



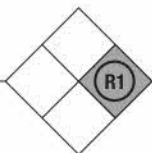
**Pop Up – Third Base Side**

- P:**
- Once the ball is hit, read the catcher. Allow the catcher to take you to the ball.
  - Open pivot to the catcher's back creating room for the catcher to go to the ball.
  - Be alert to any other infielders attempting to make a play on the ball.
  - Close down the distance to the play if the infielders are diving, the ball is against the fence or near the dugout area.
  - When a base umpire is bracketing the play, the base umpire will make the catch/no catch call if the play is facing them.
  - When a return throw goes to first base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- When the pop-up is on the first base side, move into foul territory to bracket the play with the plate umpire.
  - Communicate with U3 to come make any call on R1.
  - Be alert not to interfere with any infielders attempting to make a play on the ball.
  - Close down the distance to the play if the infielders are diving, the ball is against the fence or near the dugout area.
  - Make the call on the catch/no catch if the play is facing you. Otherwise, the plate umpire will make the call.
  - When a return throw goes to first base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- When the pop-up is on the third base side, stay at second base, watch the play from the hit and be prepared to give help if requested.
  - When the pop-up is on the first base side and U1 moves to bracket the ball with the plate umpire, seek a position to see R1 tag up and communicate with U1. Watch R1 return and make any call at first base.
  - Wait for the play to conclude before heading to the next starting position.

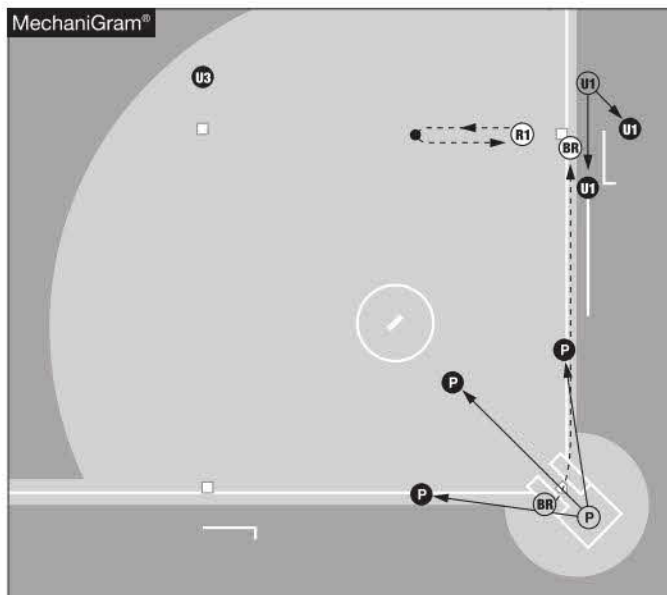




## Runner on First

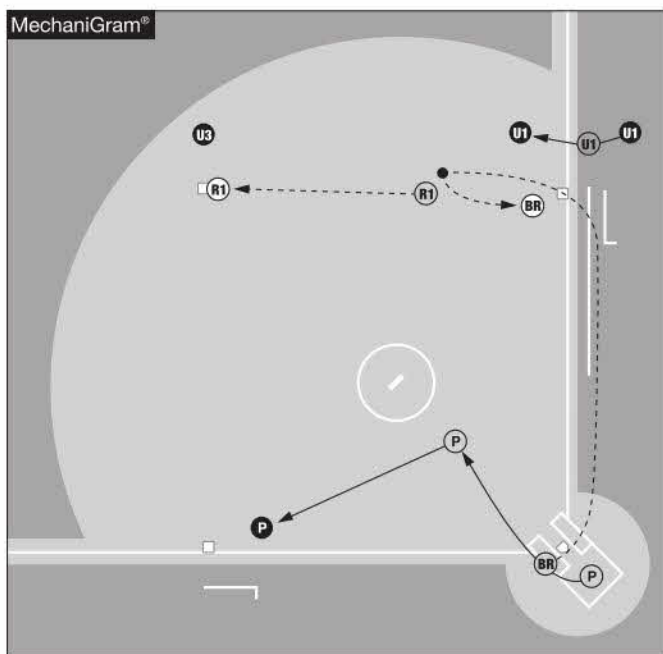
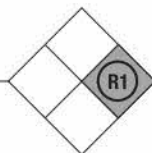


No Chase – Fly Ball/Line Drive to the Outfield – Ball is Caught, less than Two Outs



- P:**
- Leave the plate area using the most expedient route.
  - Move into the infield on or near the foul line parallel to the flight of the ball to obtain the best angle with credible distance to see the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move to align yourself with the ball and R1 to watch the tag up. Remain in foul territory if possible.
  - Watch the play from the hit and be prepared to give help if requested.
  - After the catch, adjust positioning; watch R1 return and make any call at first base.
  - If R1 advances to second base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before returning to starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay outside the diamond or pivot inside (only if necessary).
  - Watch the play from the hit and be prepared to give help if requested.
  - When a return throw goes to first base, watch the play and be prepared to give help if requested.
  - When R1 advances to second base, watch R1 approach, touch and round and make any call at second base.
  - Wait for the play to conclude before heading to the next starting position.



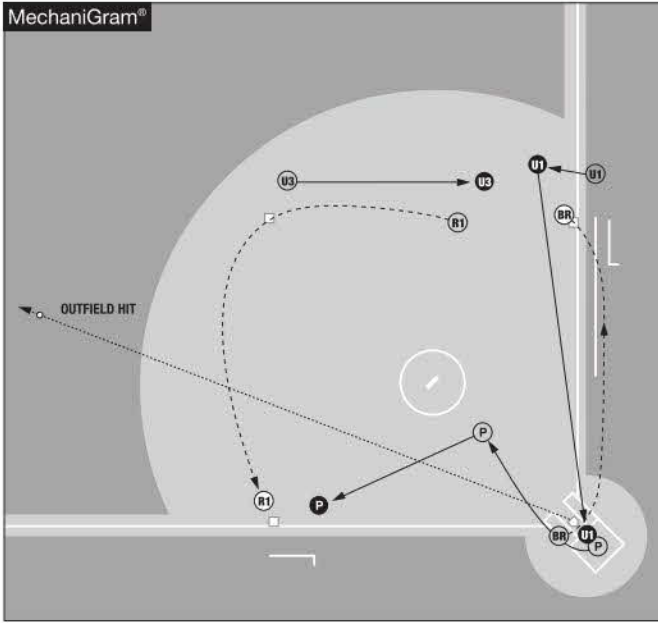


- P:**
- Leave the plate area using the most expedient route.
  - When the ball is hit in the air, move up and into the infield, parallel to the flight of the ball to obtain the best angle with credible distance to see the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.
  - When the ball is hit on the ground, follow and track the ball while moving toward the holding area in front of the circle.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move into fair territory staying outside the diamond or move to foul territory if the ball is hit to right field.
  - Watch the runner approach, touch, overrun or round and make any call at first base.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay outside the diamond or pivot inside (only if necessary).
  - Watch R1 approach, touch and round at second base and make any call at second base.
  - Wait for the play to conclude before heading to the next starting position.

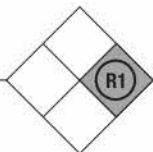


## Runner on First

No Chase - Extra Base Hit to the Outfield,  
Left Side



## Runner on First



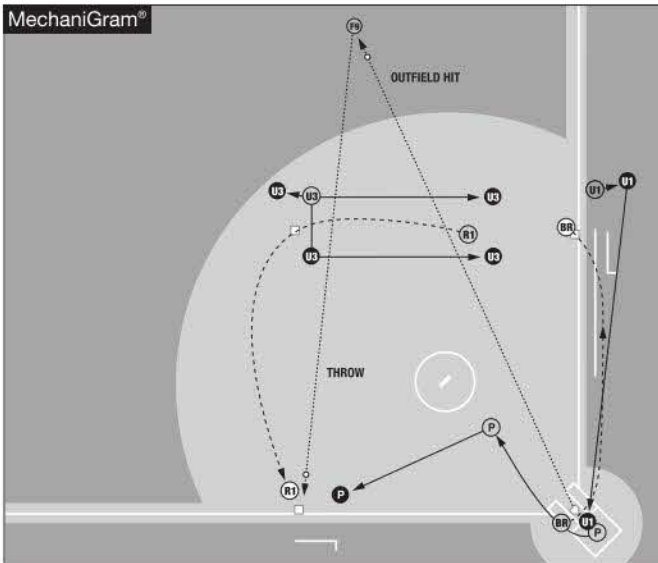
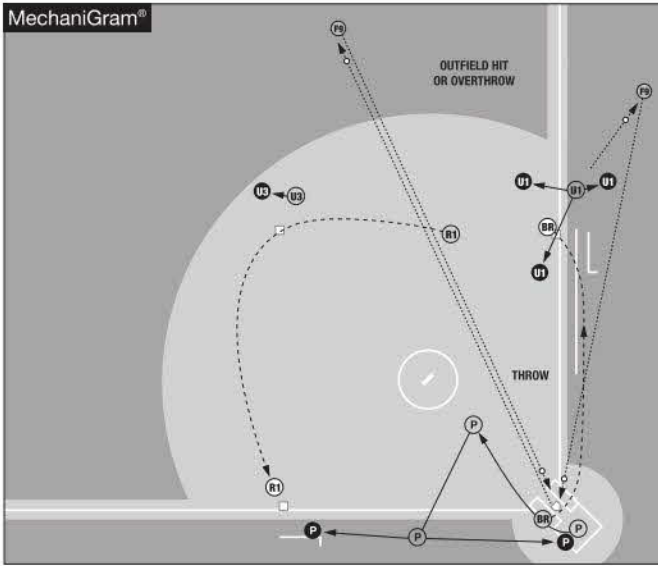
### No Chase – Extra Base Hit to the Outfield, Left Side

- P:**
- Leave the plate area using the most expedient route.
  - When the ball is hit in the air, move into the infield, parallel to the flight of the ball to obtain the best angle with credible distance to see the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.
  - When the ball is hit on the ground, follow and track the ball while moving toward the holding area in front of the circle.
  - As R1 advances to second base, move to a primary position for a tag play at third base.
  - Watch R1 and the runner approach, touch and round third base and make any call at third base.
  - When either runner advances to home plate, watch any play at home plate if possible and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move into fair territory staying outside the diamond or pivot inside (only if necessary).
  - Watch the runner approach, touch and round at first base and make any call at first base.
  - As R1 advances to third base, mirror the advancement by moving all the way to the point of plate holding area. Communicate with U3 on the advancement.
  - Watch R1 and the runner approach and touch home plate. Make any calls at home plate.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay outside the diamond or pivot inside (only if necessary).
  - Watch R1 approach, touch and round at second base and make any call at second base.
  - As R1 advances to third base, move to take over responsibility of the runner and make any call at first or second base. Communicate to U1 when this happens.
  - Wait for the play to conclude before heading to the next starting position.

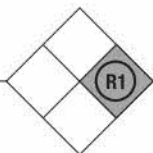


### Runner on First

No Chase - Hit to the Outfield or  
Overthrow at First, Right Side



## Runner on First



### No Chase – Hit to the Outfield or Overthrow at First, Right Side

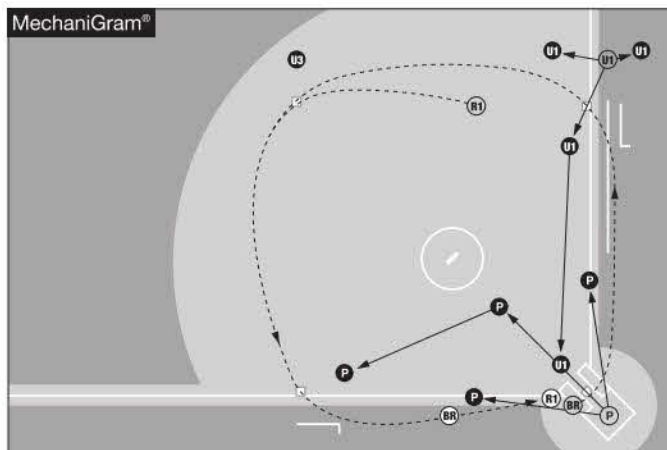
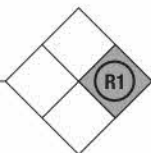
- P:**
- Leave the plate area using the most expedient route.
  - When the ball is hit in the air, move into the infield, parallel to the flight of the ball to obtain the best angle with credible distance to watch the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.
  - When the ball is hit on the ground, follow and track the ball while moving toward the holding area in front of the circle.
  - As R1 advances to second base, read the ball and U1/U3.
  - As R1 starts to advance to third base and U1 is unable to rotate home, move to the holding area in foul territory between third base and home plate.
  - Watch R1 approach, touch and round at third base and make any call at third base.
  - When R1 runner advances to home plate, be prepared to make any call at home plate.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move into fair territory staying outside the diamond or pivot inside (only if necessary).
  - Watch the runner approach, touch and round first base and make any call at first base.
  - When a throw goes to third base, communicate to U3 and move all the way to the point of plate holding area.
  - Watch R1 and the runner approach and touch home plate. Make all calls at home plate.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay outside the diamond or pivot inside (only if necessary).
  - Watch R1 approach, touch and round at second base and make any call at second base.
  - As R1 starts to advance to third base, read the ball and U1. Do not move to take over responsibility of the runner if U1 has not rotated home or there is a possibility of interfering with a throw going to third base or home plate.
  - When a throw goes to third base or home plate, communicate to U1 and move to take over responsibility of the runner and make any call at first or second base.
  - Wait for the play to conclude before heading to the next starting position.





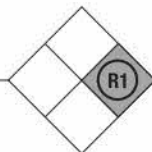
## Runner on First

### No Chase – Home Run (Out-of-the-Park)

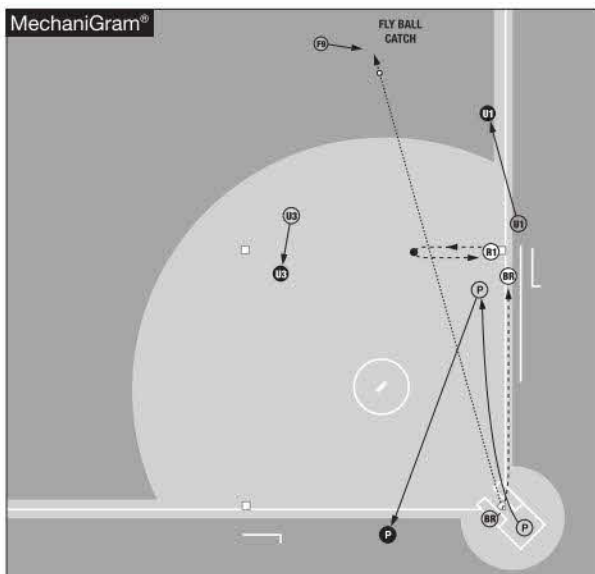


- P:**
- Leave the plate area using the most expedient route.
  - Move into the infield, parallel to the flight of the ball to obtain the best angle with credible distance to see the ball cross the fence.
  - When the ball is hit deep and near the foul line, move to a credible position straddling the line and stop to allow enough time to align your sight with the vertical plane of the fence and the foul pole.
  - Start and finish the home run signal facing the play.
  - Immediately move to a primary position in the infield to watch R1 and the runner touch third base.
  - Hold your position, watch the action around home plate and be prepared to give help if requested.
  - After the runner touches home plate, give a ball to the pitcher, catcher or closest infielder and return to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move into fair territory staying outside the diamond, move to foul territory if the ball is hit to right field or pivot inside (only if necessary).
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch the runner touch first base.
  - Immediately move to an infield position in front of home plate.
  - Watch the action around home plate and watch the runner touch home plate.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay outside the diamond or pivot inside (only if necessary).
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R1 and the runner touch second base.
  - Hold your position; watch the action around third base and home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.

## Runner on First



### U1 Chases - Ball is Caught, Less Than Two Outs

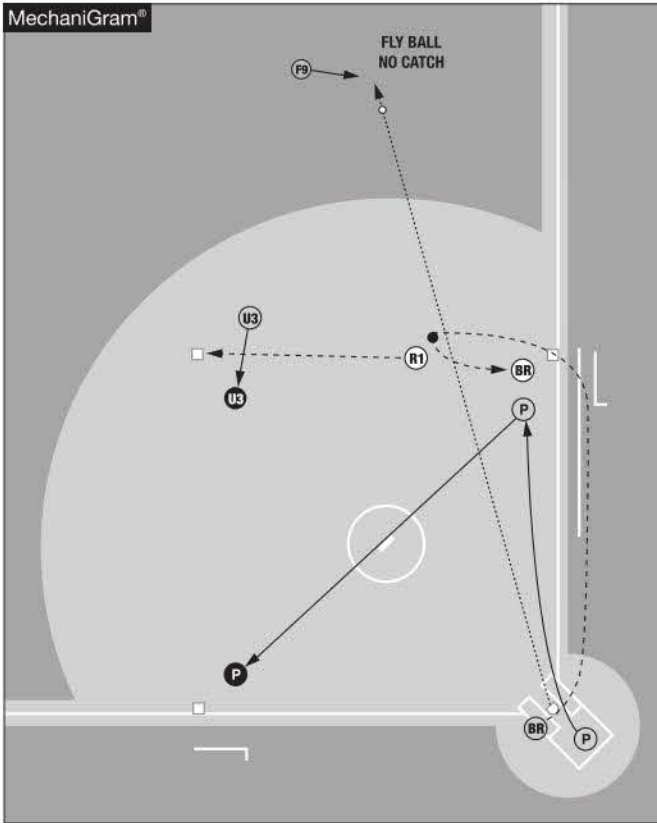


- P:**
- Leave the plate area using the most expedient route.
  - Track the ball, see that U1 has chased and communicate to U3.
  - Move to align yourself with the ball and R1 to watch the tag up; take any initial play at first base.
  - Watch the play from the hit and be prepared to help on catch/no catch if requested.
  - If R1 fully commits to second base, move to the holding area in foul territory between home and third base.
  - Take any play on R1 at the plate.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Read the play; move inside the diamond or stay outside and open up to the play as appropriate.
  - Call any play at second base and watch action at third base. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.

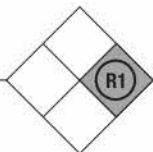


## Runner on First

U1 Chases - Ball is Not Caught, Single  
Less Than Two Outs



## Runner on First



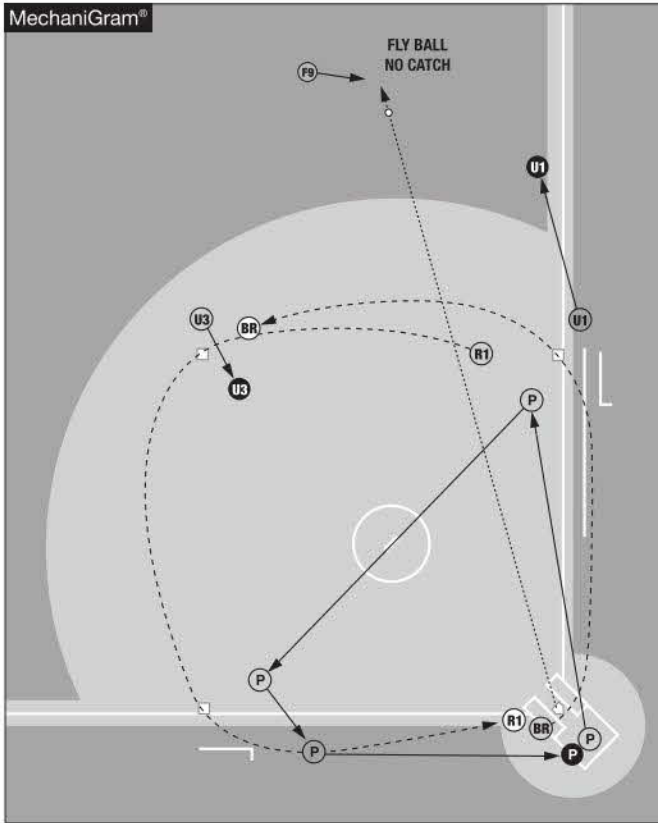
### U1 Chases – Ball is Not Caught, Single, Less Than Two Outs

- P:**
- Leave the plate area using the most expedient route; communicate to U3 that U1 has chased.
  - Track the ball while beginning to move toward first base; watch the catch/no catch and be prepared to help if requested.
  - Once the ball is declared no catch be prepared for a force play at first base.
  - As the play develops with no play at first base, move to a primary position for a tag play at third base on R1.
  - Watch any play at second base and be prepared to give help if requested.
  - Take all plays on R1 at third base and the plate.
  - Wait for the play to conclude before heading to the next starting position.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Read the play; move inside the diamond or stay outside and open up to the play as appropriate.
  - Once the ball is declared no catch be prepared for a force play at second base. Call any play at second base on R1.
  - Be prepared to take any subsequent play on the runner at first base or second base as P moves to third base.
  - Wait for the play to conclude before heading to the next starting position.

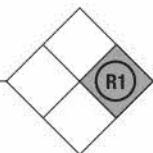


## Runner on First

U1 Chases - Ball is Not Caught,  
Extra Bases, Less Than Two Outs



## Runner on First



### U1 Chases - Ball is Not Caught, Extra Bases, Less Than Two Outs

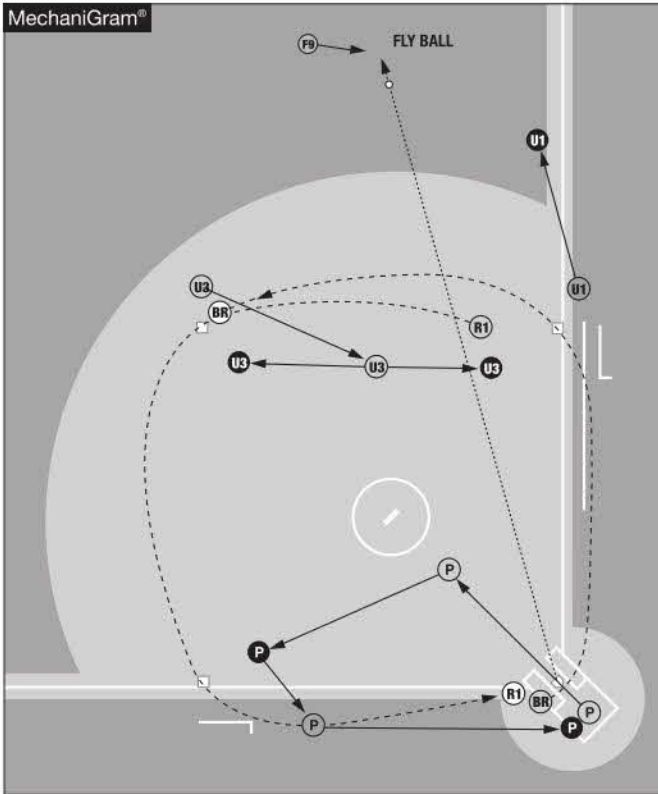
- P:**
- Leave the plate area using the most expedient route.
  - Follow and track the ball while moving toward first base.
  - Read that U1 has chased and communicate to U3 if needed.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch the runner approach, touch and round first base.
  - As R1 advances to second base, read the ball and R1, move to a primary position for a tag play at third base.
  - Watch any play at second base and be prepared to give help if requested.
  - Watch R1 approach, touch and round third base and make any call at third base.
  - Watch R1 and the runner approach and touch home plate. Make any call at home plate.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Move inside the diamond or stay outside and read the play.
  - Watch R1 approach, touch and round at second base and make any call at second base.
  - Watch the runner approach, touch and round and make any call at second and third base.
  - Be prepared to take any subsequent play on the runner at first or second base as P moves to third base.
  - Wait for the play to conclude before heading to the next starting position.



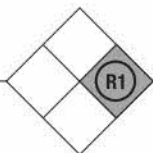


# Runner on First

## U1 Chases - Two Outs



## Runner on First



### U1 Chases – Two Outs

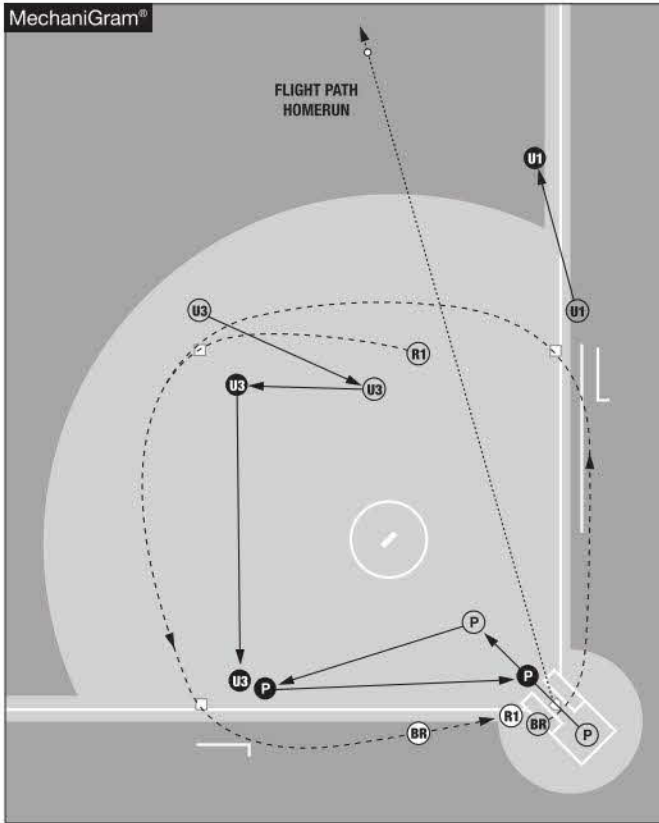
- P:**
- Leave the plate area using the most expedient route.
  - Follow and track the ball while moving toward the holding area in front of the circle.
  - Read that U1 has chased and communicate to U3 if needed.
  - Watch the play from the hit and be prepared to give help if requested.
  - As R1 advances to second base, read the ball and R1, move to a primary position for a tag play at third base.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Watch R1 approach, touch and round third base and make any call at third base.
  - Watch R1 and the runner approach and touch home plate. Make any call at home plate.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Move inside the diamond to a position between first and second base.
  - Watch R1 approach, touch and round at second base and make any call at second base.
  - Watch the runner approach, touch and round and make any call at first, second and third base.
  - Wait for the play to conclude before heading to the next starting position.



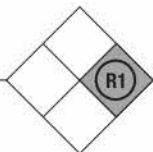


## Runner on First

### U1 Chases - Home Run (Out-of-the-Park)



## Runner on First



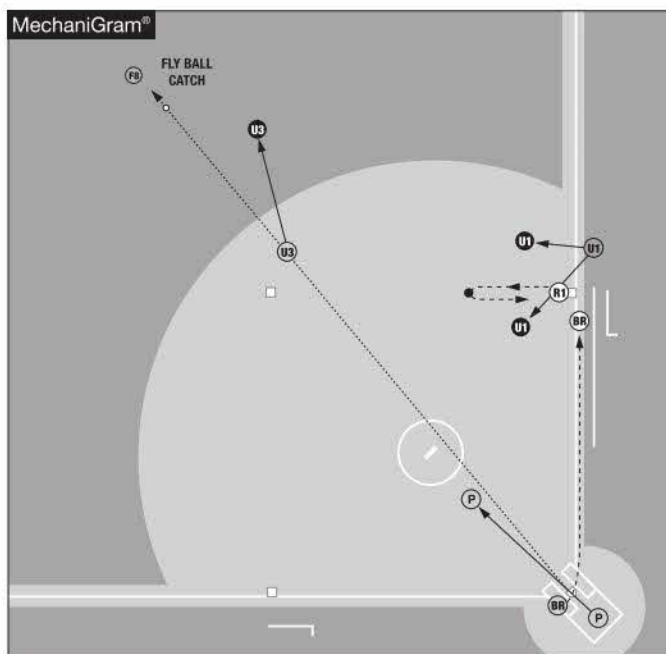
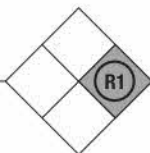
### U1 Chases – Home Run (Out-of-the-Park)

- P:**
- Leave the plate area using the most expedient route.
  - Follow and track the ball while moving toward the holding area in front of the circle.
  - Read that U1 has chased and communicate to U3 if needed.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch the runner at first base then move to an infield position at third base.
  - Immediately move to an infield position at third base.
  - Watch R1 touch third base and move to an infield position in front of home plate with R1.
  - Watch the action around home plate and watch R1 and the runner touch home plate.
  - After the runner touches home plate, give a ball to the pitcher, catcher or closest infielder and return to the plate area.
- U1:**
- Read and process where the ball is batted and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the ball cross the fence.
  - When the ball is hit deep and near the foul line, move to a credible position straddling the line and stop to allow enough time to align your sight with the vertical plane of the fence and the foul pole.
  - Start and finish the home run signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Move inside the diamond to a position between first and second base.
  - Watch R1 touch second base.
  - Watch the runner touch first base if there are two outs.
  - Move along with the runner on the inside of the diamond.
  - Watch the runner touch second and third base.
  - While watching the runner continue to home plate, turn slightly heading to the next starting position, continuing to watch the action around home plate and be prepared to give help if requested.



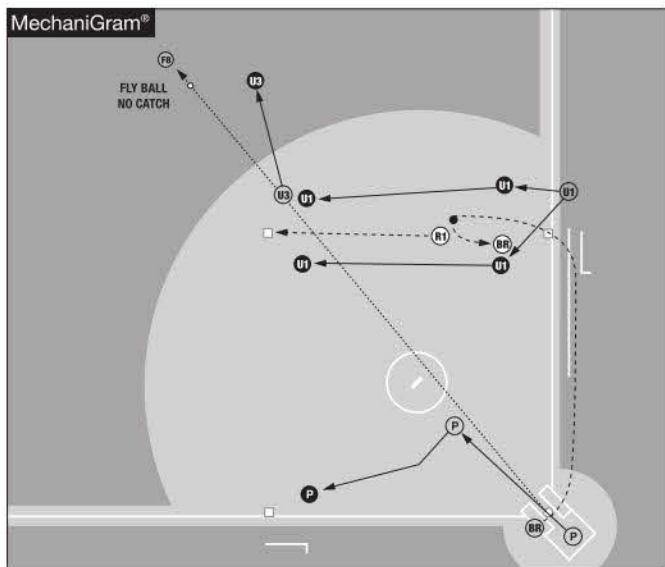
## Runner on First

### U3 Chases - Ball is Caught



- P:**
- Leave the plate area using the most expedient route.
  - Follow and track the ball while moving toward the holding area in front of the circle.
  - Read that U3 has chased and communicate to U1 if needed.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - If R1 advances to third base take any play at third base and the plate.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Stay outside the diamond or pivot inside (only if necessary) to see the tag up on R1 at first base.
  - Call any play on R1 at first base or second base.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.

U3 Chases - Ball is Not Caught, Single

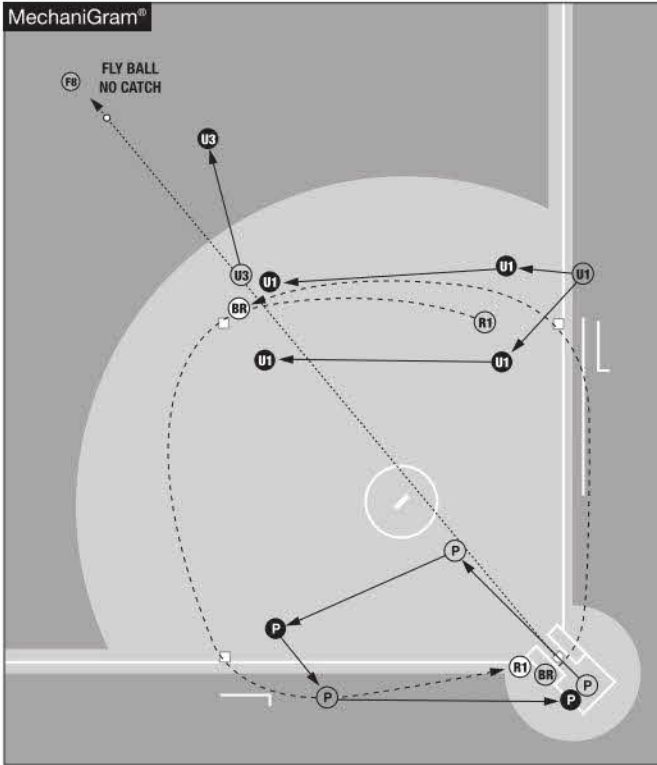


- P:**
- Leave the plate area using the most expedient route.
  - Follow and track the ball while moving toward the holding area in front of the circle.
  - Read that U3 has chased and communicate to U1 if needed.
  - Watch the play from the hit and be prepared to give help if requested.
  - As R1 advances to second base, move to a primary position for a tag play at third base.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Stay outside the diamond or pivot inside (only if necessary) to see the tag up on R1 at first base.
  - Once the ball is declared no catch, be prepared for a force play at either first or second base.
  - Watch R1 approach, touch and round second base and make any call at second base.
  - Watch the runner approach, touch, overrun or round and make any call at first base.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.

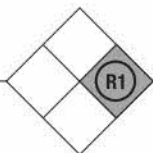


## Runner on First

U3 Chases - Ball is Not Caught,  
Extra Bases



## Runner on First



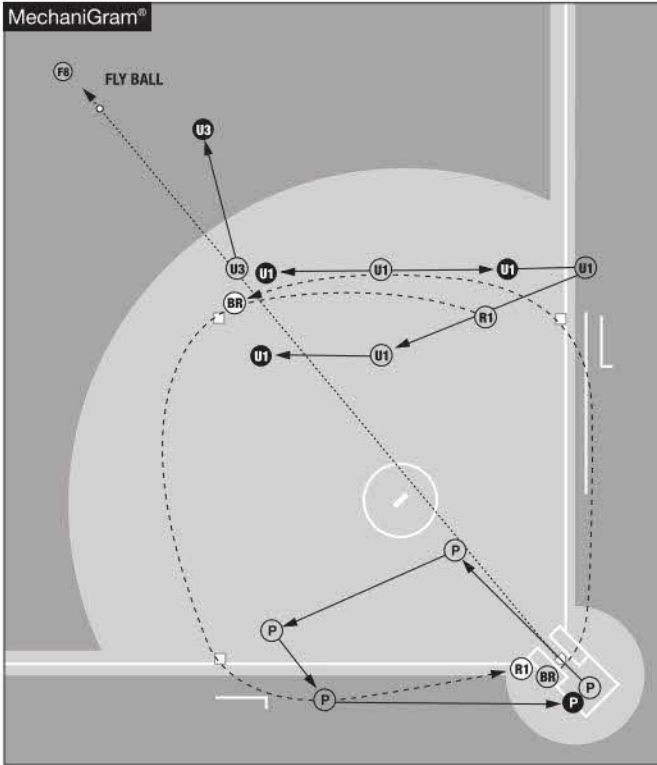
### U3 Chases - Ball is Not Caught, Extra Bases

- P:**
- Leave the plate area using the most expedient route.
  - Follow and track the ball while moving toward the holding area in front of the circle.
  - Read that U3 has chased and communicate to U1 if needed.
  - Watch the play from the hit and be prepared to give help if requested.
  - As R1 advances to second base, read the ball and R1, move to a primary position for a tag play at third base.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Watch R1 approach, touch and round third base and call any play at third base.
  - Watch R1 and the runner approach and touch home plate. Make any call at home plate.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Stay outside the diamond or pivot inside (only if necessary) to see the tag up on R1 at first base.
  - Watch R1 approach, touch and round second base and call any play at second base.
  - Watch the runner approach, touch and round and make any call at first, second and third base; move inside the diamond and stay ahead of the runner if she advances to third base.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.

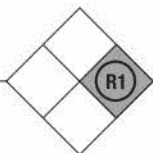


## Runner on First

### U3 Chases - Two Outs



## Runner on First



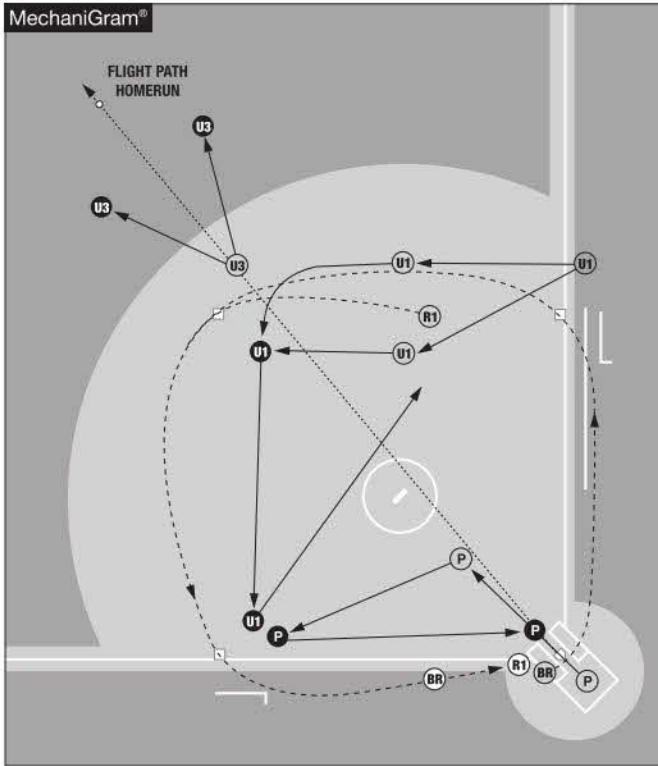
### U3 Chases – Two Outs

- P:**
- Leave the plate area using the most expedient route.
  - Follow and track the ball while moving toward the holding area in front of the circle.
  - Read that U3 has chased and communicate to U1 if needed.
  - Watch the play from the hit and be prepared to give help if requested.
  - As R1 advances to second base, read the ball and R1, move to a primary position for a tag play at third base.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Watch R1 approach, touch and round third base and call any play at third base.
  - Watch R1 and the runner approach and touch home plate. Make any call at home plate.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Stay outside the diamond or pivot inside (only if necessary) to a position between first and second base.
  - Watch R1 approach, touch and round second base and call any play at second base.
  - Watch the runner approach, touch and round and make any call at first, second and third base; move inside the diamond and stay ahead of the runner if she advances to third base.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.

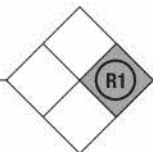


## Runner on First

### U3 Chases - Home Run (Out-of-the-Park)



## Runner on First



### U3 Chases – Home Run (Out-of-the-Park)

- P:**
- Leave the plate area using the most expedient route.
  - Read that U3 has chased and communicate to U1 if needed.
  - Follow and track the ball while moving toward the holding area in front of the circle.
  - Watch the play from the hit and be prepared to give help if requested.
  - Immediately move to an infield position at third base.
  - Watch R1 touch third base and move to an infield position in front of home plate with R1.
  - Watch the action around home plate and watch R1 and the runner touch home plate.
  - After the runner touches home plate, give a ball to the pitcher, catcher or closest infielder and return to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Stay outside the diamond or pivot inside (only if necessary) to a position between first and second base.
  - Watch R1 touch second base.
  - Watch the runner touch first base.
  - As the runner is approaching second base, move inside the diamond behind the runner.
  - Watch the runner touch second and third base.
  - While watching the runner continue to home plate, jog diagonally across the field heading to the next starting position, continuing to watch the action around home plate and be prepared to give help if requested.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to watch the ball cross the fence.
  - Start and finish the home run signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.

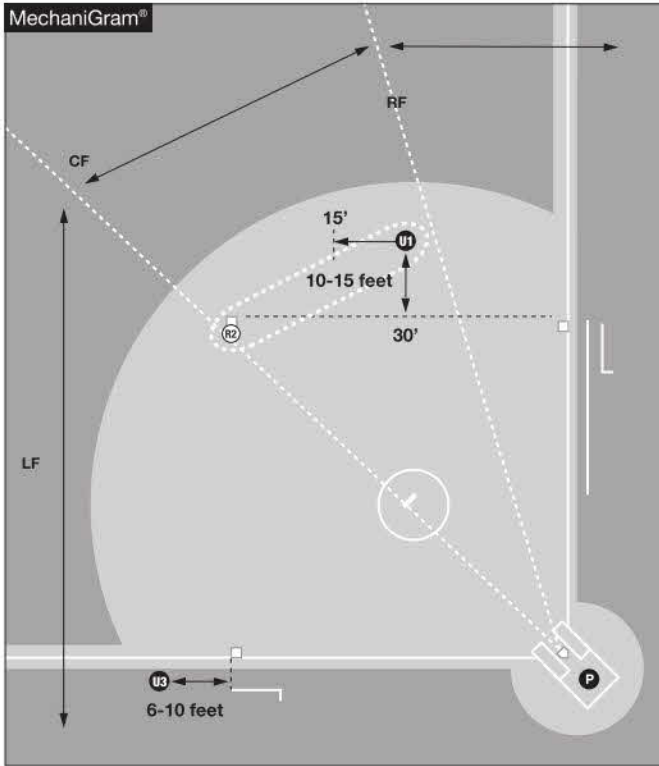




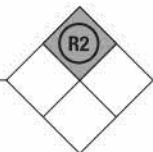


## Runner on Second

### “Counter-Rotated” Starting Position



## Runner on Second



### “Counter-Rotated” Starting Position

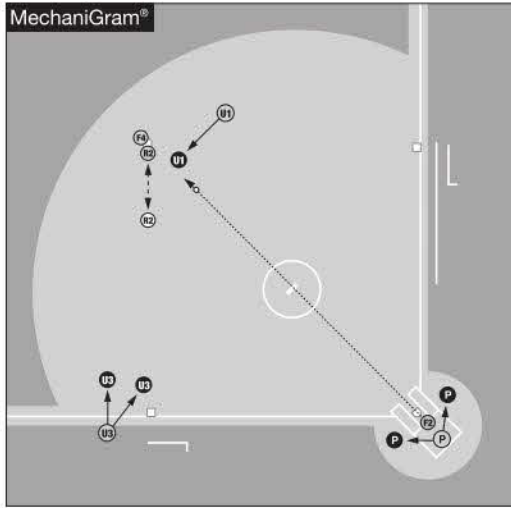
- P:** **Before the pitch** – Take a stance behind the batter and catcher at the plate.  
**Checked Swing** – Request help from the open umpire.  
**Fly Ball Chase Area** – Right fielder to the right field dead ball line. If a base umpire does not chase, the plate umpire is responsible for all fly balls.  
**Tag Up Responsibilities** – No tag up responsibilities.
- U1:** **Before the pitch** - Start in a set position, squared to home plate, between 15 feet from second base and the 30 foot midpoint between first and second base, no more than 15 feet from the baseline or behind F4.  
**On the pitch** - Responsible for watching R2 for leaving the base before the pitch is released.  
**Checked Swing** – Responsible for right-handed batters.  
**Fly Ball Chase Area** - In the wedge from the center fielder to right fielder. U1 has the right of first refusal on balls hit to the center fielder. U1 has no fair/foul responsibilities.  
**Tag Up Responsibilities** – Responsible for watching R2 tag up on a fly ball when an umpire does not chase or U3 chases.
- U3:** **Before the pitch** - Start in a set position, squared to home plate, completely in foul territory, close to the line, 6-10 feet beyond third base.  
**On the pitch** - No runner responsibilities.  
**Checked Swing** – Responsible for left-handed batters.  
**Fly Ball Chase Area** – Center fielder to the left-field, dead-ball line.  
**Tag Up Responsibilities** – Responsible for watching R2 tag up on a fly ball if U1 chases.



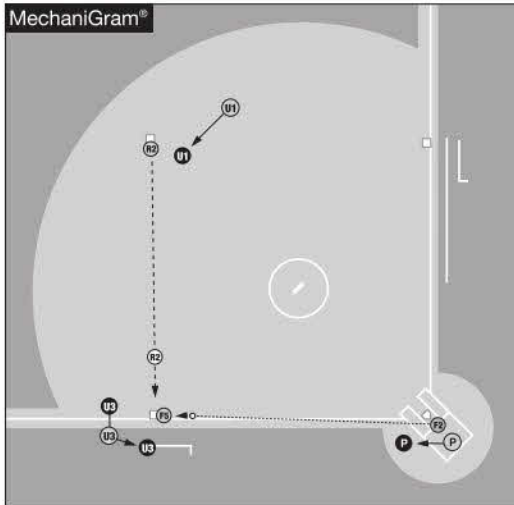


## Runner on Second

### R2 - Working Between Pitches (WBP) Pickoff - Steal



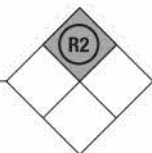
Pickoff at Second



R2 Steal to Third



## Runner on Second



### R2 – Working Between Pitches (WBP) Pickoff – Steal

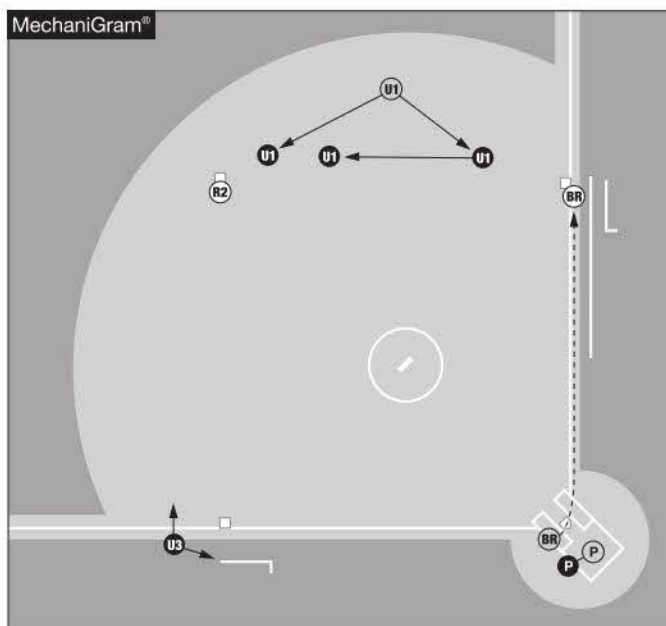
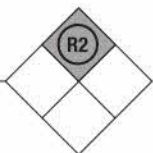
- P:** **WBP** – Reset out of stance when the pitch is over completing verbal and/or signal. Remain alert to the batter's actions and the catcher for any play.  
**Pickoff** – When the pitch is over, watch the catcher's attempt to throw the ball to second base. Look for batter interference. After the throw is released, step out to the either the left or right from home plate, clearing the catcher and batter to watch the play at second base. Be prepared to give help if requested. Wait for the play to conclude before returning to the plate area.  
**Steal** – When the pitch is over, watch the catcher's attempt to throw the ball to third base. Look for batter interference. After the throw is released, step out to the left from home plate, clearing the catcher and batter to watch the play at third base. Be prepared to give help if requested. If R2 steals as a result of a passed ball, remain in the plate area, avoiding any throwing lanes to third base. Keep tracking the ball and make any call on the ball that might be blocked or enters dead ball area. Wait for the play to conclude before returning to the plate area.
- U1:** **WBP** – Come out of the set position, move toward second base and watch for a possible play or obstruction. When the ball is in the circle with the pitcher and R2 has returned to second base, return to starting position.  
**Pickoff** – Come out of the set position, move to a primary position, read the play as it develops and adjust positioning as necessary to watch the applied tag or any play at second base. Wait for the play to conclude before heading to the next starting position.  
**Steal** – Come out of the set position and move to the baseline. Stop and watch any play at third base and be prepared to give help if requested. Wait for the play to conclude before heading to the next starting position.
- U3:** **WBP** – Stay in a set position and watch for a possible play or obstruction at second base. When the ball is in the pitcher's circle with the pitcher and R2 has returned to first base, reset to a standing position.  
**Pickoff** – Come out of the set position and move as needed to watch any play at second base. Be prepared to give help if requested. Wait for the play to conclude before returning to starting position.  
**Steal** – Come out of the set position, read the play as it develops and adjust positioning as necessary to see the applied tag or any play at third base. If there is no throw, watch R2 approach, touch and round third base. Wait for the play to conclude before returning to starting position.





## Runner on Second

### Hit to the Infield



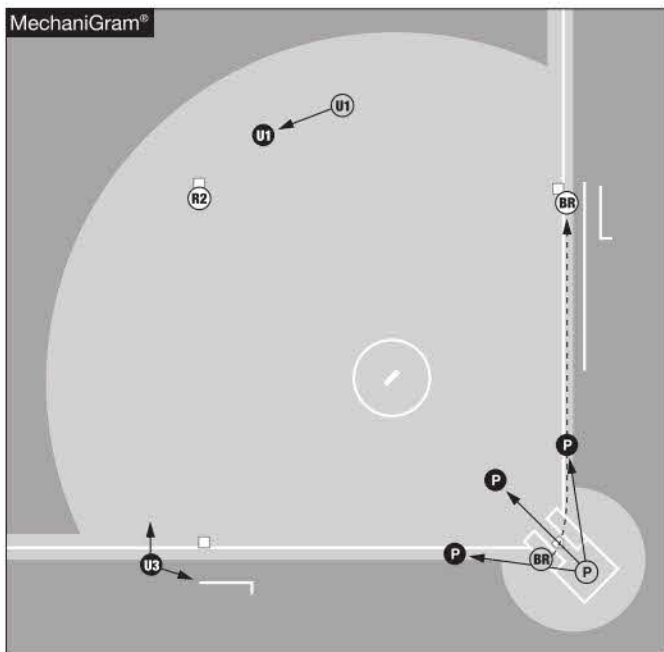
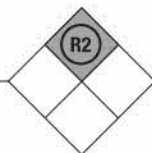
- P:**
- When the ball is hit near the foul line, move to a credible position straddling the line near the plate or the extension of the line in foul territory.
  - On a throw to first base, move to a first base line extended trail position in foul territory.
  - Watch any play at first base and be prepared to give help if requested.
  - When there is no throw to first base, move to the point of plate holding position.
  - Watch any play on R2 at either second or third base. Be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Call any play on the runner at first base and R2 at second base.
  - When the initial throw is at first base, commit to a primary position for a force play at first base. Stop and square to first base to make the call.
  - When the runner is safe or there is no throw, watch the runner approach, touch, overrun or round first base.
  - When the initial play is on R2, move to a primary position, read the play as it develops and adjust positioning as necessary to watch the applied tag on R2 at second base.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Stay in foul territory outside the diamond.
  - Watch any play at first or second base and be prepared to give help if requested.
  - When R2 advances to third base, watch R2 approach, touch and round and make any call at third base.
  - Wait for the play to conclude before heading to the next starting position.





## Runner on Second

Fly Ball/Line Drive to the Infield  
- Ball is Caught



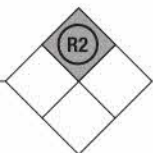
- P:**
- Move to obtain the best angle to watch the catch/no catch. Stay near the plate with a runner in scoring position.
  - When the ball is hit near the foul line, move to a credible position straddling the line near the plate or the extension of the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - When a return throw goes to second base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Move to align yourself with the ball and R2 to watch the tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R2 return and call any play at second base.
  - Wait for the play to conclude before returning to starting position.
- U3:**
- Watch the play from the hit and be prepared to give help if requested.
  - When a return throw goes to second base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.



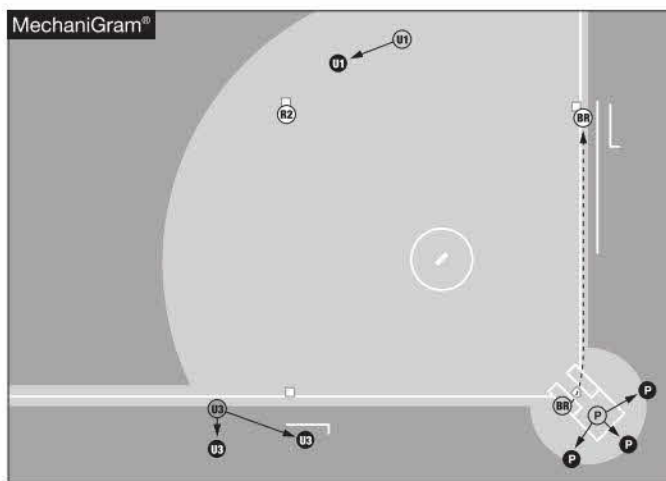




## Runner on Second



### Foul Fly Ball to the Infield Area

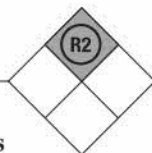


- P:**
- Once the ball is hit, read the catcher. Do not locate the ball first. Allow the catcher to take you to the ball.
  - Open pivot to the catcher's back creating room for the catcher to go to the ball.
  - Be alert to any other infielders attempting to make a play on the ball.
  - Close down the distance to the play if the infielders are diving, the ball is against the fence or near the dugout area.
  - When a base umpire is bracketing the play, the base umpire will catch/no catch if the play is facing them.
  - When a return throw goes to second base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Move to align yourself with the ball and R2 to watch the tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R2 return and call any play at second base.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Move into foul territory to bracket the play with the plate umpire.
  - Be alert not to interfere with any infielders attempting to make a play on the ball.
  - Close down the distance to the play if the infielders are diving, the ball is against the fence or near the dugout area.
  - Make the call on the catch/no catch if the play is facing you. Otherwise, the plate umpire will make the call.
  - After the catch is made, quickly move back to third base and make any call on R2 at third base.
  - When a return throw goes to second base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.

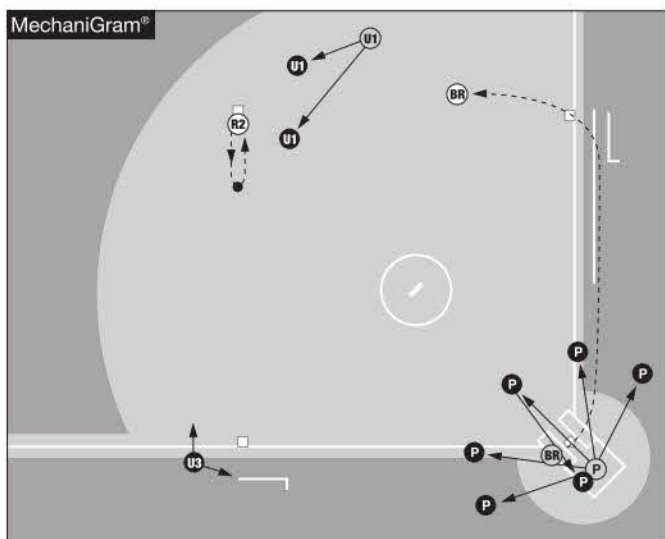




## Runner on Second



No Chase - Fly Ball/Line Drive to the Outfield - Ball is Caught, Less than Two Outs



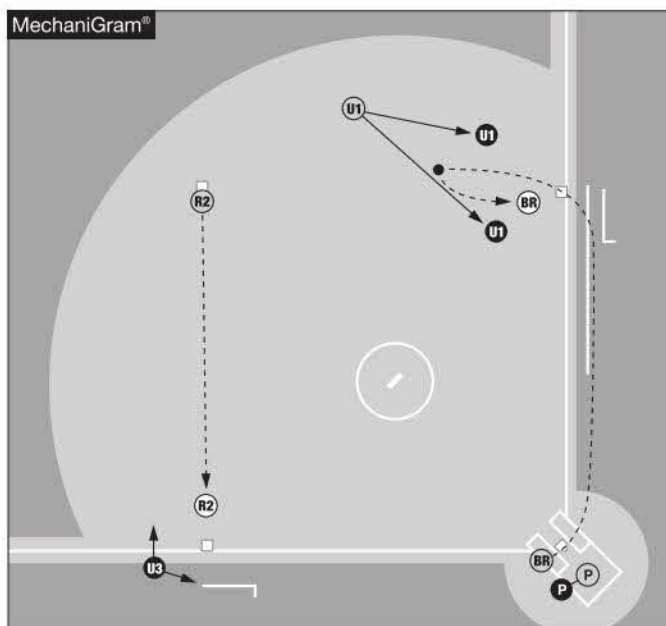
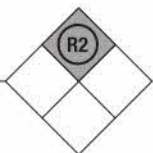
- P:**
- Move to obtain the best angle to see the catch/no catch. Stay near the plate with a runner in scoring position.
  - When the ball is hit near the foul line, move to a credible position straddling the line near the plate or the extension of the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - After the catch, move to the point of plate holding position.
  - Watch any play on R2 and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move to view the catch and R2 to see the tag up.
  - When the ball is hit to center or right field, move to a position inside the diamond.
  - Watch the play from the hit and be prepared to give help if requested.
  - After the catch, read the throw from the outfield and adjust positioning.
  - Watch R2 return and call any play at second base.
  - When R2 advances to third base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before returning to starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay in foul territory outside the diamond.
  - Watch the play from the hit and be prepared to give help if requested.
  - When a return throw goes to second base, watch the play and be prepared to give help if requested.
  - When R2 advances to third base, see R2 approach, touch and round and make any call at third base.
  - Wait for the play to conclude before heading to the next starting position.





## Runner on Second

### No Chase – Single to the Outfield



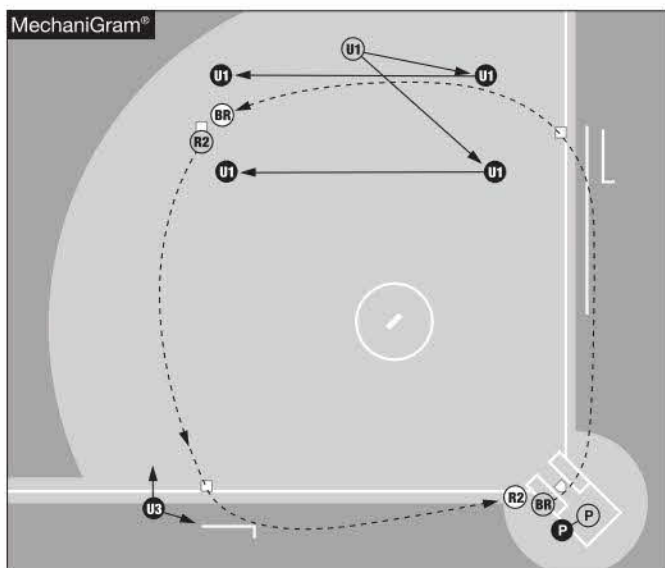
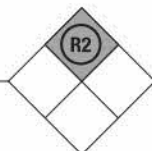
- P:**
- When the ball is hit near the foul line, move to a credible position straddling the line near the plate or the extension of the line in foul territory.
  - On a throw to first base from right field, move to a first base line extended trail position in foul territory.
  - When the throw from the outfield is not to first base, move to the point of plate holding position.
  - Watch any play on R2 at either second or third base. Be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay outside the diamond or pivot inside (only if necessary).
  - Watch the runner approach, touch, overrun or round and make any call at first base.
  - When R2 advances to third base, watch the play while adjusting to cover BR. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay in foul territory outside the diamond.
  - Watch any play at first or second base and be prepared to give help if requested.
  - When R2 advances to third base, see R2 approach, touch, round and make any call at third base.
  - Wait for the play to conclude before heading to the next starting position.





## Runner on Second

### No Chase – Extra Base Hit to the Outfield



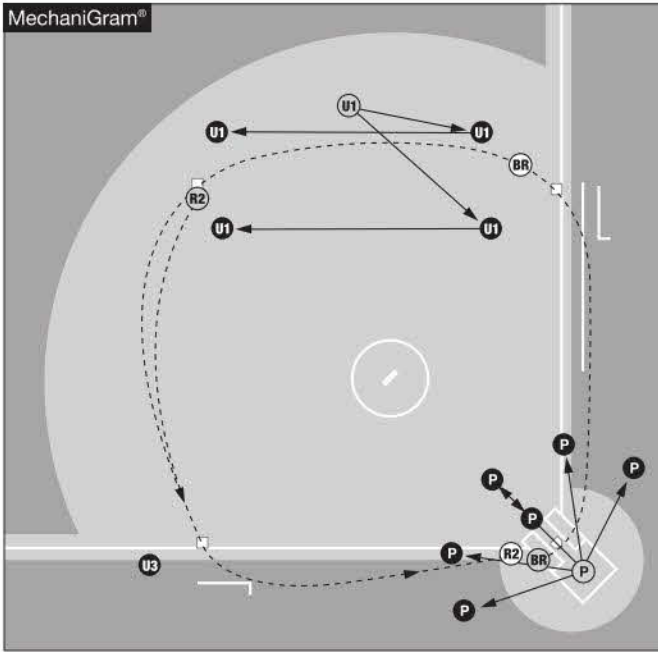
- P:**
- When the ball is hit near the foul line, move to a credible position straddling the line near the plate or the extension of the line in foul territory.
  - Move to the point of plate holding position.
  - Watch any play on R2 and runner at any base. Be prepared to give help if requested.
  - Watch R2 and runner approach and touch home plate. Make any call at home plate.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay outside the diamond or pivot inside (only if necessary).
  - Watch the runner approach, touch and round at first base and second base.
  - Make any call on the runner at first base and second base.
  - Watch any play on R2 at third base or home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay in foul territory outside the diamond.
  - Watch R2 approach, touch, round and make any call at third base.
  - Watch any play at first, second base or home plate. Be prepared to give help if requested.
  - When R2 advances to home plate and the ball is still in the outfield, look at U1 with the runner. If they are heading to second base, hold your position. If the runner reverses direction back to first base, run hard to a primary position at second base and communicate to U1.
  - Wait for the play to conclude before heading to the next starting position.



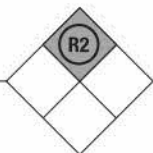


## Runner on Second

No Chase - Home Run (Out-of-the-Park)



## Runner on Second



### No Chase – Home Run (Out-of-the-Park)

- P:**
- Move into the infield, parallel to the flight of the ball to obtain the best angle to see the ball cross the fence. Stay near the plate with a runner in scoring position.
  - When the ball is hit deep and near the foul line, move to a credible position straddling the line near the plate and stop to allow enough time to align your sight with the vertical plane of the fence and the foul pole.
  - Start and finish the home run signal facing the play.
  - Immediately move to an infield position in front of home plate.
  - Watch the action around home plate and watch R2 and the runner touch home plate.
  - After the runner touches home plate, give a ball to the pitcher, catcher or closest infielder and return to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay outside the diamond or pivot inside (only if necessary).
  - Watch the play from the hit and be prepared to give help if requested.
  - Move toward first base to see the runner touch first base.
  - Take the runner to second base.
  - Watch the runner touch second base.
  - As the runner continues on to home plate, move briskly toward your next starting position, continuing to watch the action around home plate and be prepared to give help if requested.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay in foul territory outside the diamond.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R2 and the runner touch third base.
  - Watch the runner continue to home plate. Watch the action around home plate and be prepared to give help if requested.

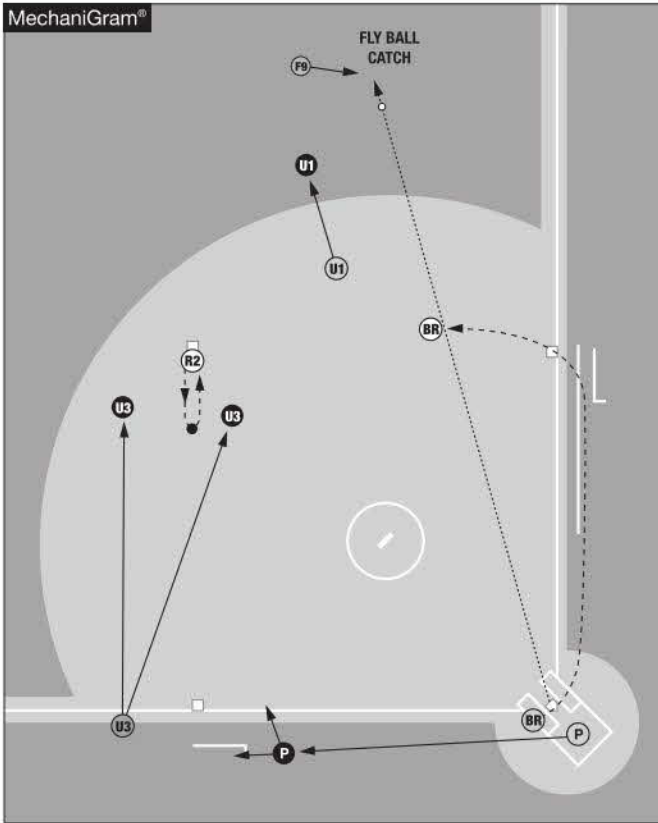




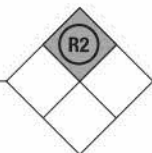


## Runner on Second

### U1 Chases - Ball is Caught



## Runner on Second



### U1 Chases – Ball is Caught

- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - After the catch, read the throw from the outfield and adjust positioning closer to third base.
  - When the return throw goes to second base, watch the play and be prepared to give help if requested.
  - When R2 advances to third base, see R2 approach, touch, round and make any call at third base and home if needed.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Move to align yourself with the ball and R2 to watch the tag up.
  - After the catch, read the throw from the outfield and adjust positioning.
  - Watch R2 return and make any call at second base.
  - When R2 advances to third base and/or home watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.

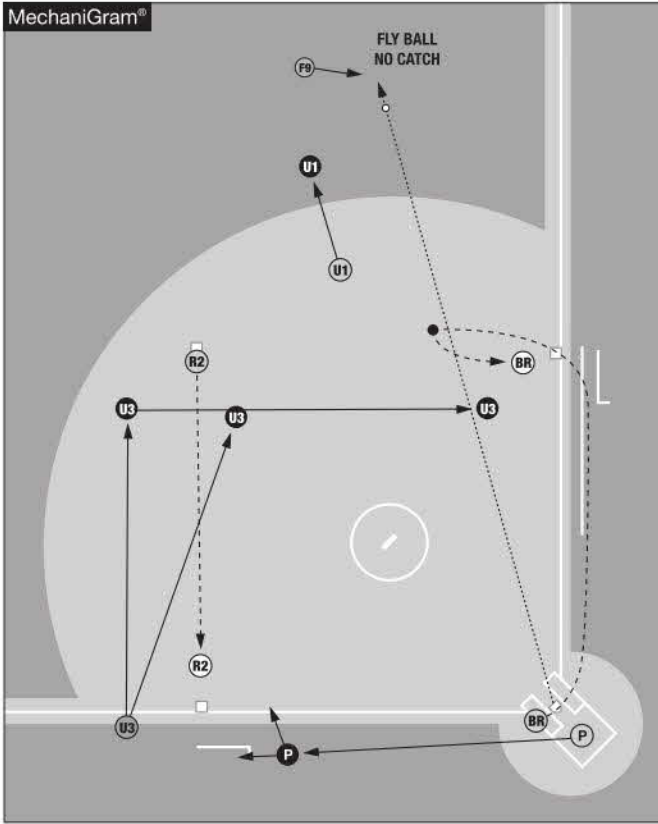


# 3

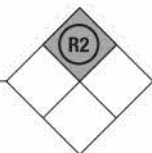
UMPIRES

## Runner on Second

### U1 Chases - Ball is Not Caught, Single



## Runner on Second



### U1 Chases – Ball is Not Caught, Single

- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield and adjust positioning closer to third base.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - When R2 advances to third base, see R2 approach, touch, round and make any call at third base and home plate.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Move to align yourself with the ball and R2 to watch the tag up.
  - Once the ball is declared no catch, be prepared for a force play at first base.
  - Watch the runner approach, touch, overrun or round and make any call at first base.
  - When R2 advances to third base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.

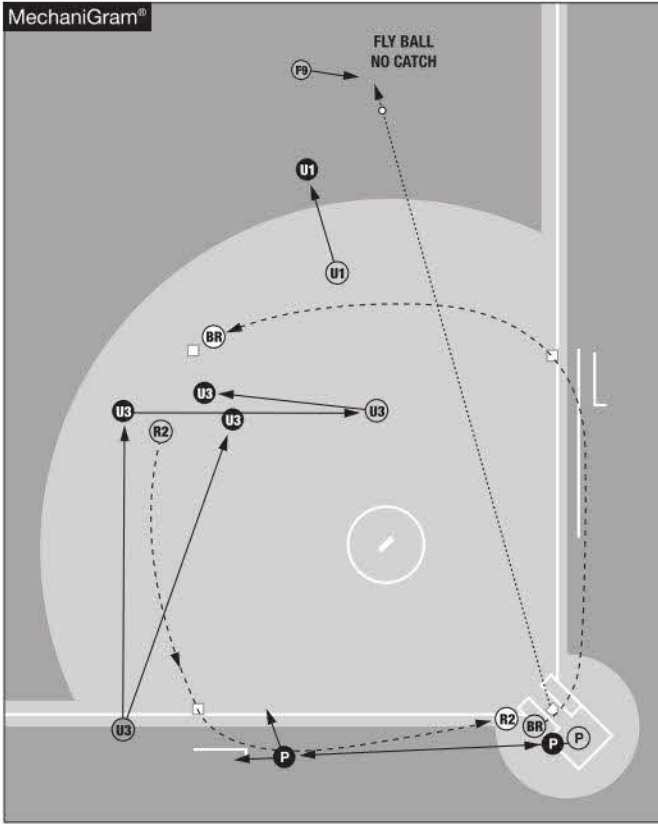


# 3

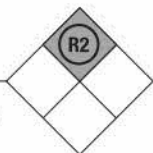
UMPIRES

## Runner on Second

### U1 Chases - Ball is Not Caught, Extra Bases



## Runner on Second



### U1 Chases – Ball is Not Caught, Extra Bases

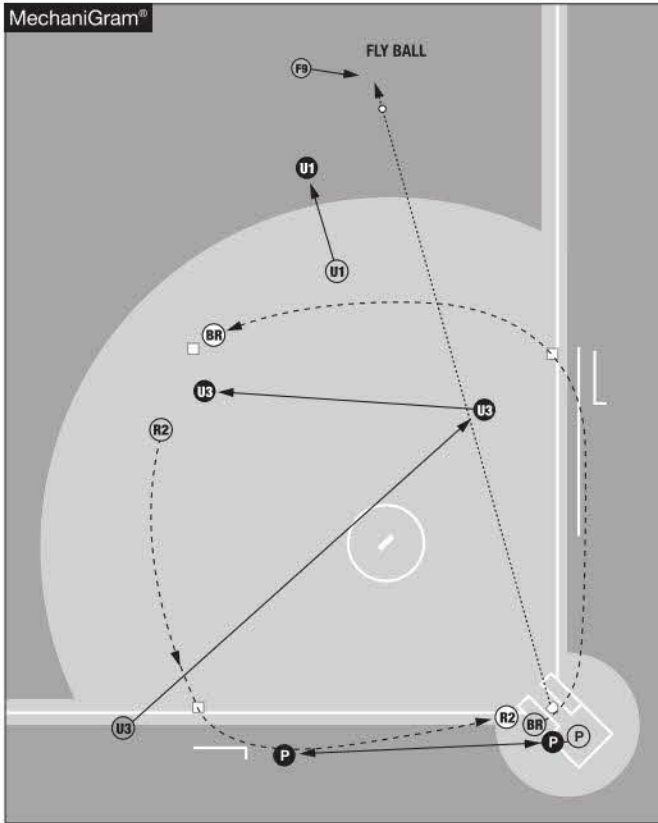
- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Watch R2 approach, touch and round at third base.
  - As R2 advances to home plate, move to a primary position for a tag play at home plate.
  - Watch R2 approach and touch home plate.
  - Watch any play at first, second or third base on the runner. Be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Move to attain a straight line to the ball and R2 to see the tag up.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Watch the runner approach, touch, round and make any call at first, second and third base.
  - Watch any play on R2 or the runner at home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.



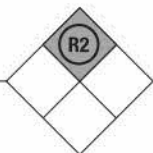


## Runner on Second

### U1 Chases - Two Outs



## Runner on Second



### U1 Chases - Two Outs

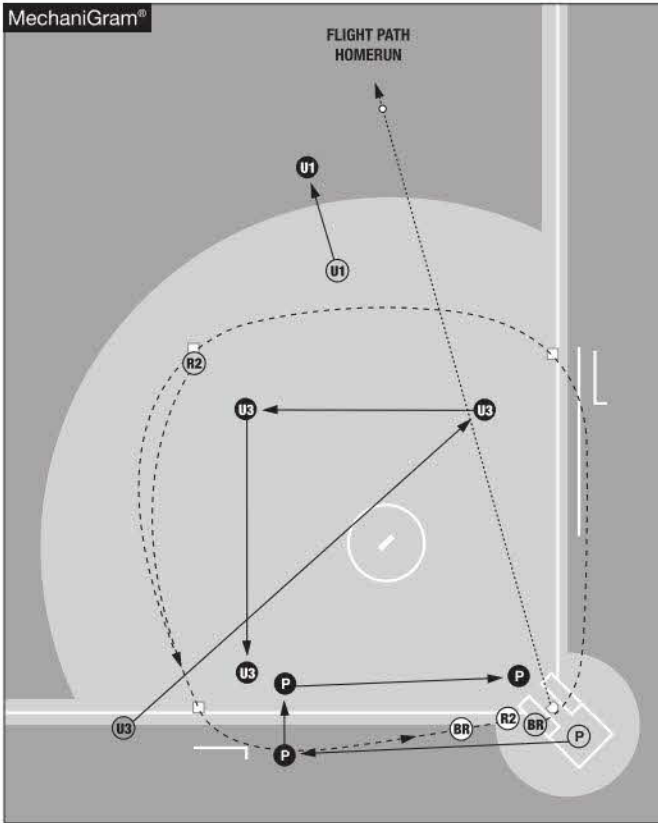
- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Watch R2 approach, touch, round third base and make any call at third base.
  - As R2 advances to home plate, move to a primary position for a tag play at home plate.
  - Watch R2 approach and touch home plate.
  - Watch any play at first, second or third base on the runner. Be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Immediately move across the field to first base.
  - Watch the runner approach, touch, round and make any call at first, second and third base.
  - Watch any play on R2 or the runner at home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.



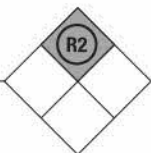


## Runner on Second

### U1 Chases - Home Run (Out-of-the-Park)



## Runner on Second



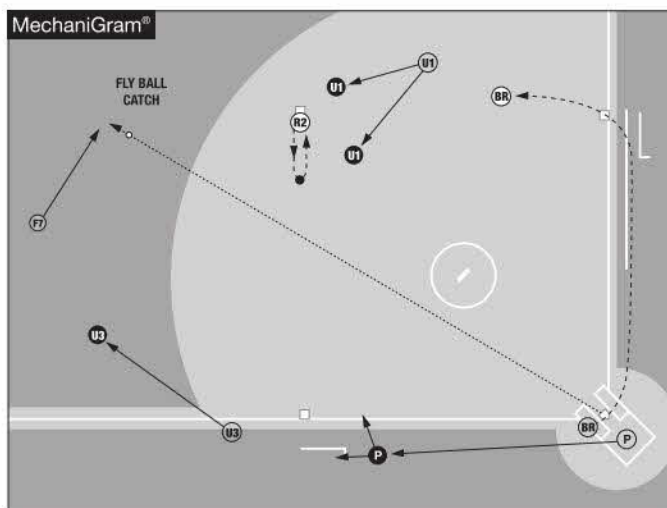
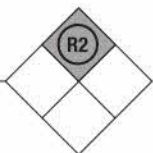
### U1 Chases – Home Run (Out-of-the-Park)

- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Immediately move to an infield position at third base.
  - Watch R2 touch third base and move to an infield position in front of home plate with R2.
  - Watch the action around home plate and see R2 and the runner touch home plate.
  - After the runner touches home plate, give a ball to the pitcher, catcher or closest infielder and return to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the ball cross the fence.
  - Start and finish the home run signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Immediately move across the field to first base.
  - Watch the runner touch first base.
  - Move along with the runner on the inside of the diamond.
  - Watch the runner touch second and third base.
  - While watching the runner continue to home plate, turn slightly heading to the next starting position, continuing to watch the action around home plate and be prepared to give help if requested.



## Runner on Second

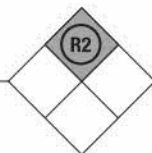
### U3 Chases – Ball is Caught



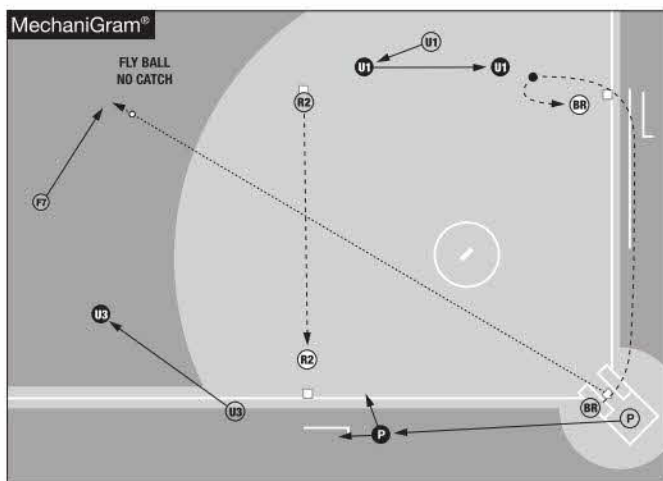
- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - After the catch, read the throw from the outfield and adjust positioning closer to third base.
  - When a return throw goes to second base, watch the play and be prepared to give help if requested.
  - When R2 advances to third base, see R2 approach, touch, round and make any call at third base.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Move to attain a straight line to the ball and R2 to see the tag up.
  - After the catch, read the throw from the outfield and adjust positioning.
  - Watch R2 return and make any call at second base.
  - When R2 advances to third base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.



## Runner on Second



### U3 Chases – Call is Not Caught, Single

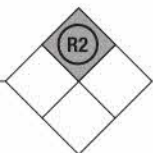


- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield and adjust positioning closer to third base.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - When R2 advances to third base, watch R2 approach, touch, round and make any call at third base and home plate.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Move to attain a straight line to the ball and R2 to see the tag up.
  - Once the ball is declared no catch, read the throw from the outfield and stay outside the diamond.
  - Watch the runner approach, touch, overrun or round and make any call at first base.
  - When R2 advances to third base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - If the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.

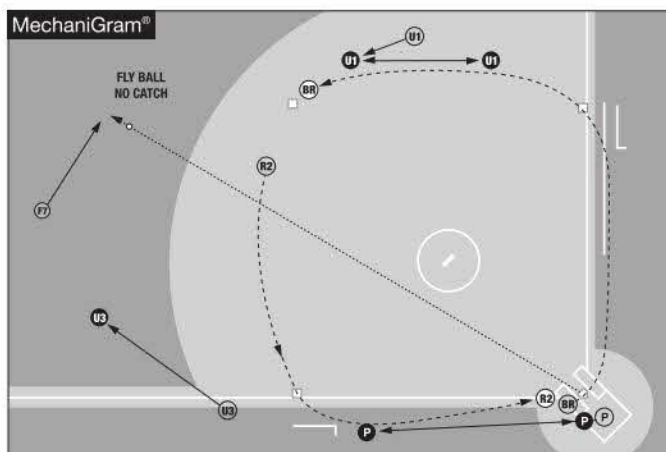




## Runner on Second



### U3 Chases – Ball is Not Caught, Extra Bases

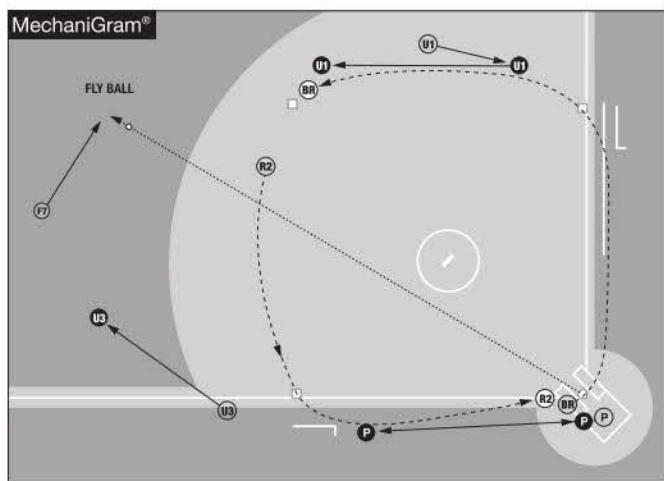
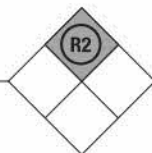


- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Watch R2 approach, touch and round third base.
  - As R2 advances to home plate, move to a primary position for a tag play at home plate.
  - Watch R2 approach and touch home plate.
  - Watch any play at first, second or third base on the runner. Be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Immediately move to attain a straight line to the ball and R2 to see the tag up.
  - Once the ball is declared no catch, read the throw from the outfield and stay outside the diamond.
  - Watch the runner approach, touch, round and make any call at first, second and third base; move inside the diamond and stay ahead of the runner if she advances to third base.
  - Watch any play on R2 or the runner at home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.



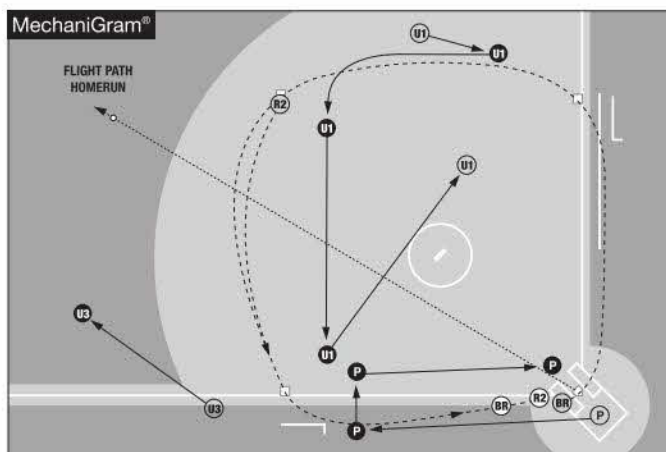
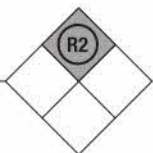
## Runner on Second

### U3 Chases - Two Outs

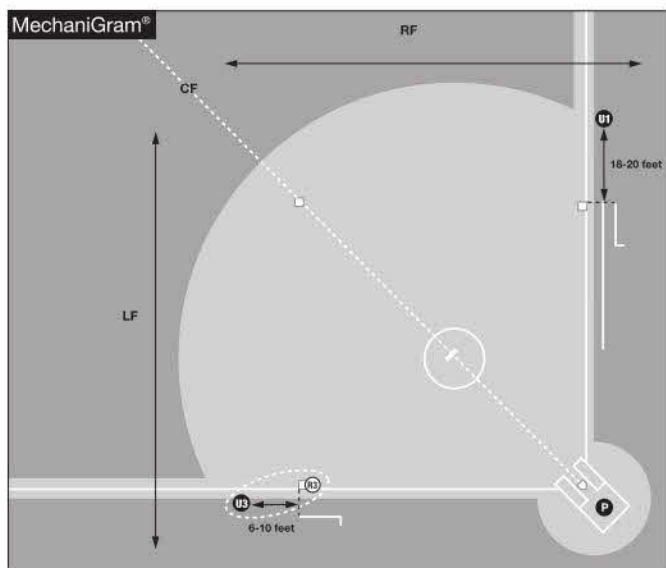
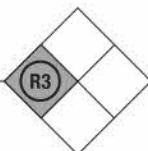


- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Watch R2 approach, touch and round third base. Make any call at third base.
  - As R2 advances to home plate, move to a primary position for a tag play at home plate.
  - Watch R2 approach and touch home plate.
  - Watch any play at first, second or third base on the runner. Be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Immediately move toward first base, staying outside the diamond.
  - Watch the runner approach, touch, round and make any call at first, second and third base; move inside the diamond and stay ahead of the batter runner if she advances to third.
  - Watch any play on R2 or the runner at home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to Watch the catch/no catch.
  - If the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.





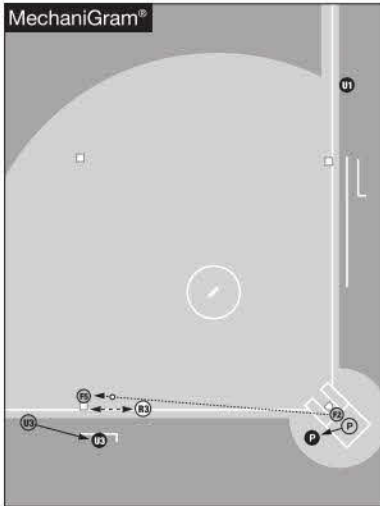
- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Immediately move to an infield position at third base.
  - Watch R2 touch third base and move to an infield position in front of home plate with R2.
  - Watch the action around home plate and see R2 and the runner touch home plate.
  - After the runner touches home plate, give a ball to the pitcher, catcher or closest infielder and return to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Immediately move toward first base, staying outside the diamond.
  - Watch the runner touch first base.
  - As the runner is approaching second base, move inside the diamond behind the runner.
  - Watch the runner touch second and third base.
  - While watching the runner continue to home plate, jog diagonally across the field heading to the next starting position, continuing to watch the action around home plate and be prepared to give help if requested.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to watch the ball cross the fence.
  - If the ball is hit deep and near the foul line, move to a credible position straddling the line and stop to allow enough time to align your sight with the vertical plane of the fence and the foul pole.
  - Start and finish the home run signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.



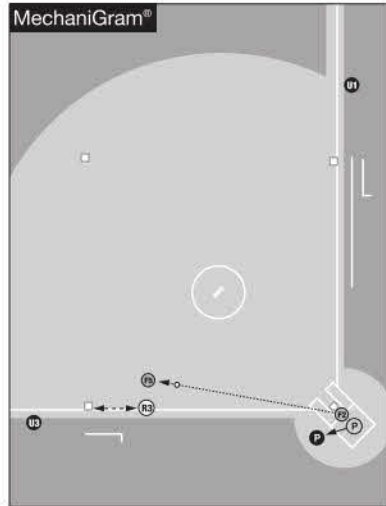
- P:** **Before the pitch** – Take a stance behind the batter and catcher at the plate.  
**Checked Swing** – Request help from the open umpire.  
**Fly Ball Chase Area** – If base umpire does not chase, the plate umpire is responsible for all fly balls.  
**Tag Up Responsibilities** – Responsible for watching R3 tag up on a fly ball if U3 chases.
- U1:** **Before the pitch** – Start 18-20 feet down and close to the line, completely in foul territory in an upright, standing position.  
**On the pitch** – No runner responsibilities. Move forward a maximum of two steps, facing home plate, ending in a prepared-set or stopped in a standing prepared position with the outside push foot forward as the pitch reaches the front of the plate area.  
**Checked Swing** – Responsible for right-handed batters.  
**Fly Ball Chase Area** – Center fielder to the right-field, dead-ball line. U1 has the right of first refusal on balls hit to the center fielder.  
**Tag Up Responsibilities** – No tag up responsibilities.
- U3:** **Before the pitch** – Start in a set position, squared to home plate, completely in foul territory, close to the line, 6-10 feet beyond third base.  
**On the pitch** – Responsible for watching R3 for leaving the base before the pitch is released.  
**Checked Swing** – Responsible for left-handed batters.  
**Fly Ball Chase Area** – Center fielder to the left-field, dead-ball line.  
**Tag Up Responsibilities** – Responsible for watching R3 tag up on a fly ball if an umpire does not chase or U1 chases.

## Runner on Third

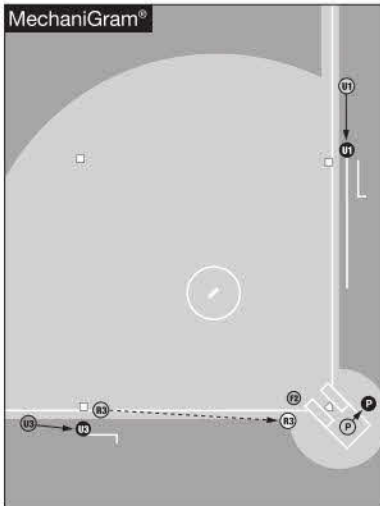
### R3 - Working Between Pitches (WBP) Pickoff - Steal



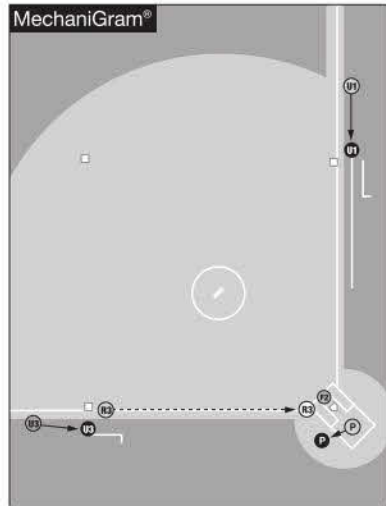
**Pickoff at Third  
"At the Base"**



**Pickoff at Third  
"Away From the Base"**



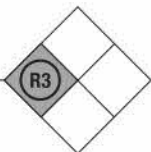
**Steal From Third  
"Tag Away From the Plate"**



**Steal From Third  
"Tag at the Plate"**



## Runner on Third



### R3 – Working Between Pitches (WBP) Pickoff – Steal

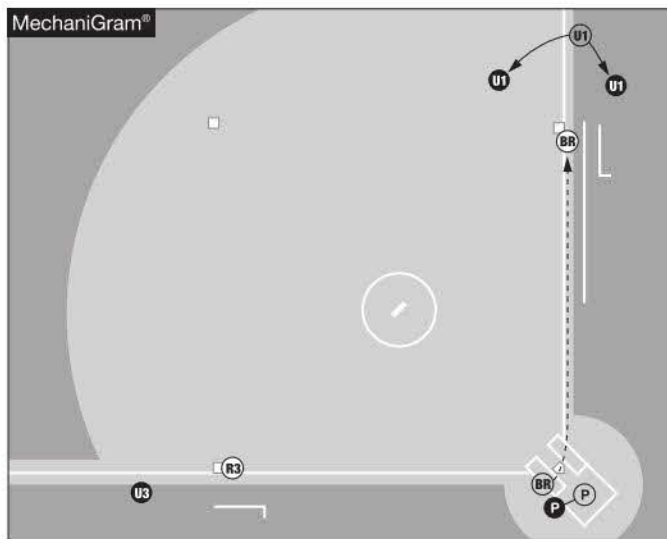
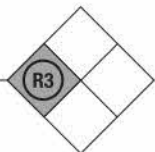
- P:** **WBP** – Reset out of stance when the pitch is over completing verbal and/or signal. Remain alert to the batter's actions and the catcher for any play.  
**Pickoff** – When the pitch is over, watch the catcher's attempt to throw the ball to third base. Look for batter interference. After the throw is released, step out to the left from home plate, clearing the catcher and batter to watch the play at third base. Be prepared to give help if requested. Wait for the play to conclude before returning to the plate area.  
**Steal** – When the pitch is over, read the play as it develops and adjust positioning as necessary to see the applied tag or any play at home plate. Watch R3 approach and touch home plate. When R3 steals as a result from a passed ball, remain in the plate area, avoiding any throwing lanes. Keep tracking the ball and make the call (blocked ball, interference, enters dead ball area, etc.) if necessary. Wait for the play to conclude before returning to the plate area.
- U1:** **WBP** – Remain in a standing position facing home plate. When the ball is in the pitcher's circle with the pitcher and R3 has returned to third base, return to starting position.  
**Pickoff** – Remain in a standing position. Watch any play at third base and be prepared to give help if requested. Wait for the play to conclude before returning to starting position.  
**Steal** – Remain in a standing position facing home plate. Watch any play at home plate and be prepared to help if requested. Wait for the play to conclude before returning to starting position.
- U3:** **WBP** – Stay in a set position and watch for a possible play or obstruction. When the ball is in the pitcher's circle with the pitcher and R3 has returned to third base, reset to a standing position.  
**Pickoff** – Move out of the set position, read the play as it develops and adjust positioning as necessary to see the applied tag or any play at third base. Wait for the play to conclude before returning to starting position.  
**Steal** – Move out of the set position and move to the baseline in foul territory. Stop and watch any play at home plate and be prepared to give help if requested. Wait for the play to conclude before returning to starting position.





## Runner on Third

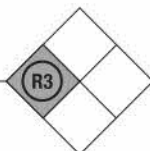
### Hit to the Infield



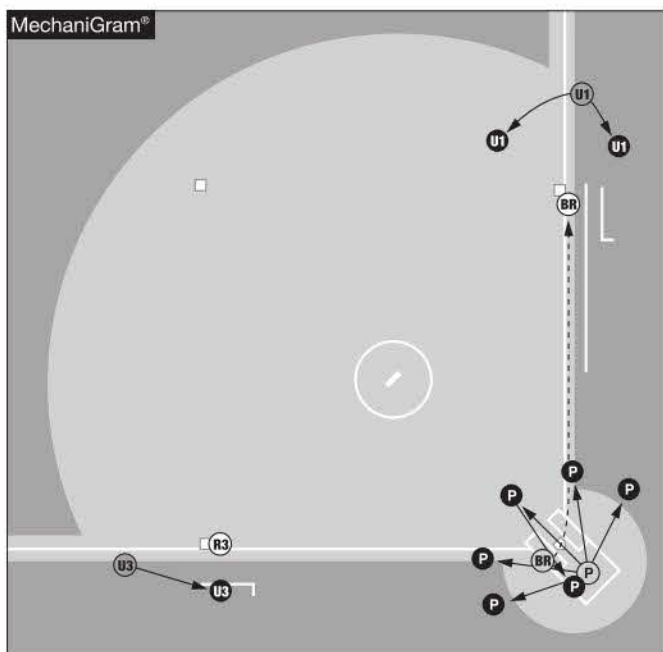
- P:**
- When the ball is hit near the foul line, move to a credible position straddling the line at the plate or the extension of the line in foul territory.
  - On a throw to first base, move to a first base line extended trail position in foul territory.
  - Watch any play at first base and be prepared to help if requested.
  - When there is no throw to first base, move to the point of plate holding position.
  - Watch any play on R3 at third base and be prepared to help if requested.
  - When R3 advances to home plate, read the play as it develops and adjust positioning as necessary to see the applied tag.
  - Watch R3 approach and touch home plate. Make any call at home plate.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Move into fair territory for a force play at first base. You may use foul territory only if needed.
  - When the initial throw is at first base, stop and square yourself to first base to make the call.
  - When the runner is safe and/or there is no throw, watch the runner approach, touch, overrun or round and make the call at first base.
  - Be prepared to take the runner to second base.
  - Watch any play on R3 at third base or home plate, if possible and be prepared to help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Stay in foul territory outside the diamond.
  - Watch any play at first base and be prepared to help if requested.
  - When the initial play is on R3, read the play as it develops and adjust positioning as necessary to see the applied tag on R3 at third base.
  - When R3 advances, watch any play at home plate and be prepared to help if requested.
  - Wait for the play to conclude before heading to the next starting position.



## Runner on Third



### Fly Ball/Line Drive to the Infield - Ball is Caught



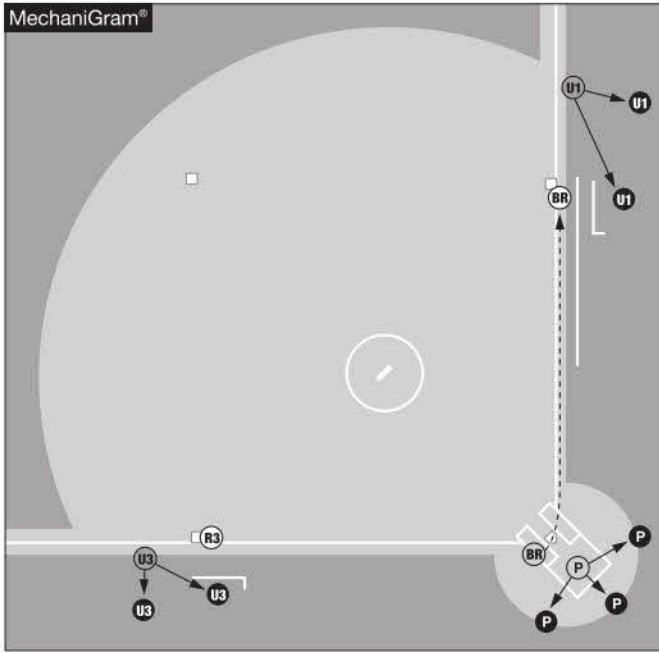
- P:**
- Move to obtain the best angle to watch the catch/no catch. Stay near the plate with a runner in scoring position.
  - When the ball is hit near the foul line, move to a credible position straddling the line near the plate or the extension of the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - When a return throw goes to third base, watch the play and be prepared to help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Move into fair territory for a force play at first base. You may use foul territory only if needed.
  - Watch the play from the hit and be prepared to give help if requested.
  - When a return throw goes to third base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the next starting position.
- U3:**
- Move to attain a straight line to the ball and R3 to see the tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R3 return and make any call at third base.
  - Wait for the play to conclude before heading to the next starting position.



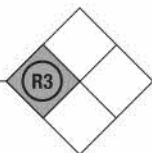


## Runner on Third

### Foul Fly Ball to the Infield Area



## Runner on Third



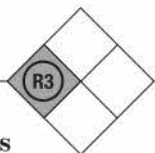
### Foul Fly Ball to the Infield Area

- P:**
- Once the ball is hit, read the catcher. Don't look for the ball first. Allow the catcher to take you to the ball.
  - Open pivot to the catcher's back creating room for the catcher to go to the ball.
  - Be alert to any other infielders attempting to make a play on the ball.
  - Close down the distance to the play if the infielders are diving, the ball is against the fence or near the dugout area.
  - When a base umpire is bracketing the play, the base umpire will call catch/no catch when the play is facing them.
  - After the catch is made, quickly move back to the point of plate holding position and make any call on R3.
  - When a return throw goes to third base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- When a fly ball is on the first base side, move into foul territory to bracket the play with the plate umpire.
  - Be alert not to interfere with any infielders attempting to make a play on the ball.
  - Close down the distance to the play if the infielders are diving, the ball is against the fence or near the dugout area.
  - Make the call, catch/no catch when the play is facing you. Otherwise, the plate umpire will make the call.
  - When the fly ball is on the third base side, move into fair territory, watch the play from the hit and be prepared to give help if requested.
  - When a return throw goes to third base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Remain close to third base to watch R3 tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R3 return and make any call at third base.
  - Only with two (2) outs – when the fly ball is on the third-base side, move into foul territory to bracket the play with the plate umpire.
  - Wait for the play to conclude before heading to the next starting position.

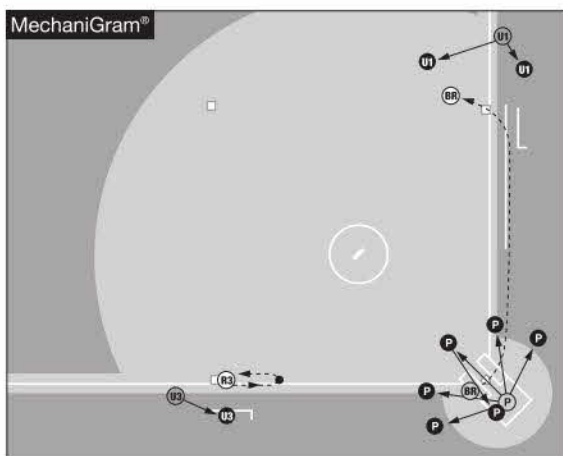




## Runner on Third



No Chase - Fly Ball/ Line Drive to the Outfield - Ball is Caught , Less Than Two Outs



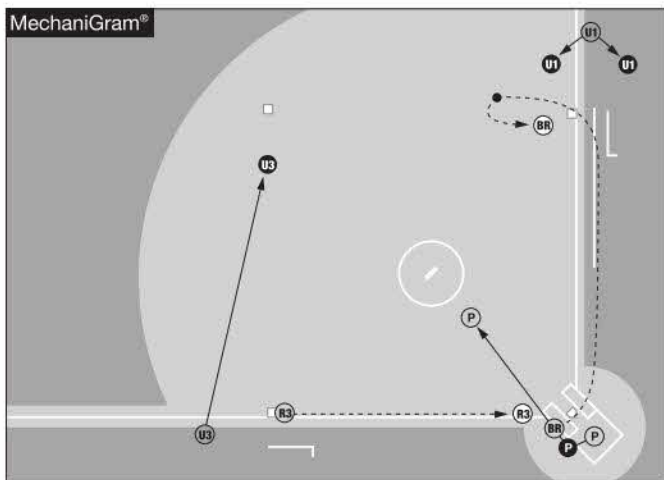
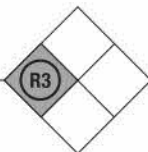
- P:**
- Move to obtain the best angle to watch the catch/no catch. Stay near the plate with a runner in scoring position.
  - When the ball is hit near the foul line, move to a credible position straddling the line at the plate or the extension of the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - After the catch, move to the point of plate holding position.
  - When a return throw goes to third base, watch the play and be prepared to give help if requested.
  - When R3 advances to home plate, read the play as it develops and adjust positioning as necessary to see the applied tag.
  - Watch R3 approach and touch home plate. Make any call at home plate.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay outside the diamond or pivot inside (only if necessary).
  - Watch the runner approach, touch and round first base.
  - Be prepared to take the runner to second base if the ball is not caught; U3 may get a late start to second base.
  - After the catch, watch any play on R3 and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move to attain a straight line to the ball and R3 to watch the tag up. Remain in foul territory if possible.
  - Watch the play from the hit and be prepared to give help if requested.
  - After the catch, adjust positioning, watch R3 return and make any call at third base.
  - When R3 advances to home plate, watch the play and be prepared to give help if requested.
  - Once R3 advances to home plate; look at U1 with the runner. If they are heading to second base, hold your position. If the runner reverses direction back to first base, run hard to a primary position at second base and communicate to U1.
  - Wait for the play to conclude before heading to the next starting position.





## Runner on Third

### No Chase – Single to the Outfield



- P:**
- When the ball is hit near the foul line, move to a credible position straddling the line near the plate or the extension of the line in foul territory.
  - On a throw to first base from right field, move to a first base line extended trail position in foul territory.
  - When there is no throw to first base, move to the point of plate holding position.
  - Watch R3 approach and touch home plate. Make any call at home plate.
  - When R3 scores without a play, move into the infield toward the holding area in front of the circle.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move into fair territory staying outside the diamond or move to foul territory if the ball is hit to right field.
  - Watch the runner approach, touch, overrun or round and make any call at first base.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read the throw from the outfield.
  - Watch any play at first base or home plate. Be prepared to give help if requested.
  - When R3 advances immediately and will score without a play, move straight into the diamond to a primary position for a tag play at second base and communicate to U1.
  - Watch any play at first base and be prepared to give help if requested.
  - When R3 does not advance immediately, stay outside the diamond in foul territory at third base. Once R3 advances to home plate; look at U1 with the runner. If they are heading to second base, hold your position. If the runner reverses direction back to first base, run hard to a primary position at second base and communicate to U1.
  - Wait for the play to conclude before heading to the next starting position.

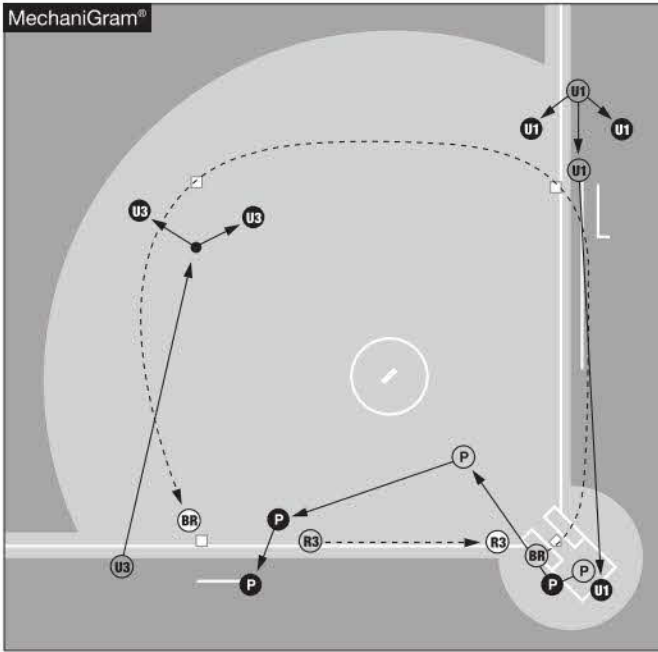




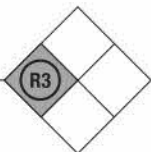


## Runner on Third

No Chase - Extra Base Hit to the Outfield



## Runner on Third



### No Chase – Extra Base Hit to the Outfield

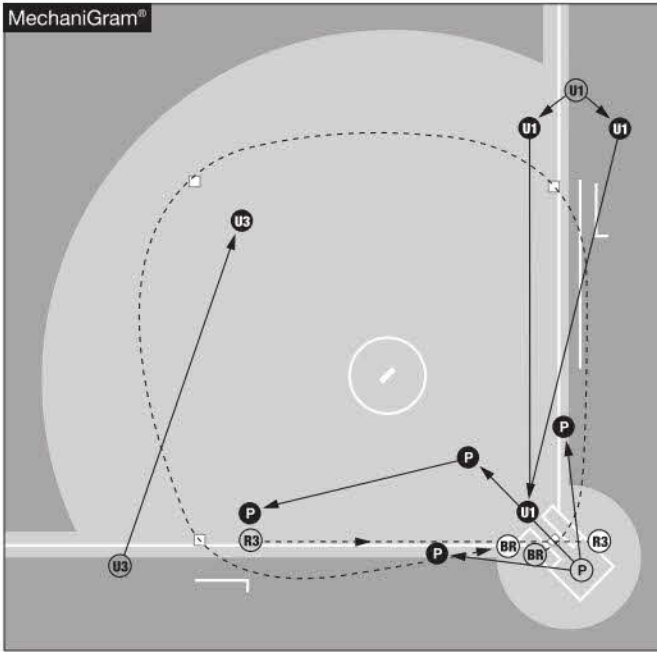
- P:**
- When the ball is hit near the foul line, move to a credible position straddling the line near the plate or the extension of the line in foul territory.
  - Move to the point of plate holding position.
  - Watch R3 touch home plate.
  - Move into the infield toward the holding area in front of the circle.
  - As the runner advances to second base, move to a primary position for a tag play at third base.
  - As the runner approaches third base, read the play as it develops and adjust positioning as necessary to see the applied tag.
  - Watch the runner approach, touch, round at third base and make any call at third base.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move into fair territory staying outside the diamond or move to foul territory if the ball is hit to right field.
  - Watch the runner approach, touch, round at first base.
  - As the runner advances to second base, move to the baseline in either fair or foul territory.
  - Stop and watch any play at second base and be prepared to give help if requested.
  - As the runner advances to third base, mirror the advancement by moving all the way to the point of plate holding area.
  - Watch any play at third base and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - As R3 advances immediately and will score without a play, move straight into the diamond to a primary position for a tag play at second base and communicate to U1.
  - As the runner approaches second base, read the play as it develops and adjust positioning as necessary to see the applied tag.
  - Watch the runner approach, touch and round at second base. Make any call at second base.
  - When the runner advances to third base, watch any play at third base and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.



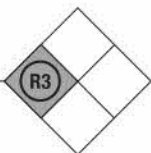


## Runner on Third

No Chase - Home Run (Out-of-the-Park)



## Runner on Third



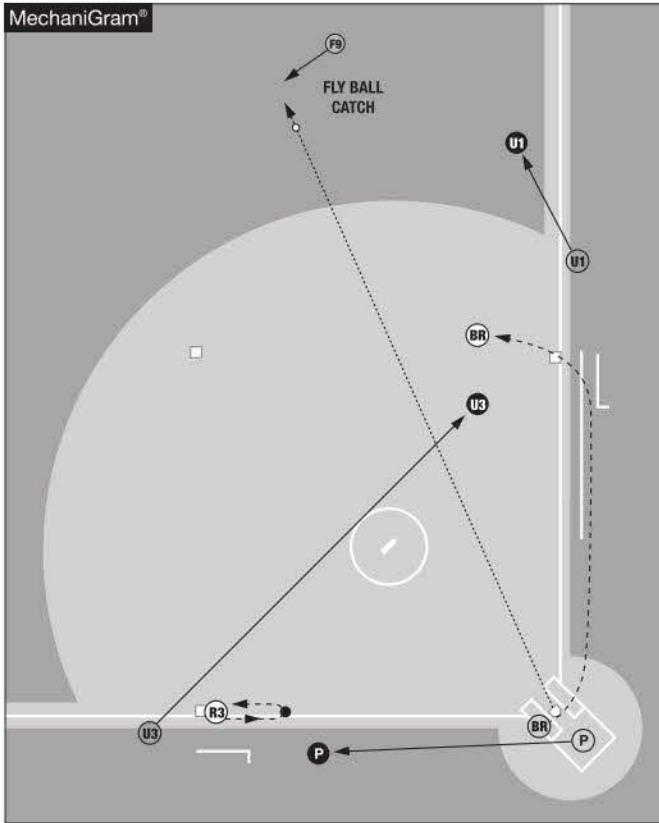
### No Chase – Home Run (Out-of-the-Park)

- P:**
- Move into the infield, parallel to the flight of the ball to obtain the best angle to see the ball cross the fence. Stay near the plate with a runner in scoring position.
  - When the ball is hit deep and near the foul line, move to a credible position straddling the line near the plate and stop to allow enough time to align your sight with the vertical plane of the fence and the foul pole.
  - Start and finish the home run signal facing the play.
  - Watch R3 touch home plate.
  - Immediately move to a primary position near third base and watch the runner touch third base.
  - Watch the runner touch third base.
  - Hold your position, turn and watch the action around home plate. Be prepared to give help if requested.
  - After the runner touches home plate, give a ball to the pitcher, catcher or closest infielder and return to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move into fair territory staying outside the diamond or move to foul territory if the ball is hit to right field.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch the runner touch first base.
  - Immediately move to an infield position in front of home plate.
  - Watch the action around home plate and watch the runner touch home plate.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Immediately move straight into the diamond to a primary position for a tag play at second base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch the runner touch second base.
  - Hold your position; watch the action around third base and home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.

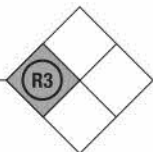


## Runner on Third

### U1 Chases - Ball is Caught



## Runner on Third



### U1 Chases – Ball is Caught

- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move past the holding area in foul territory between home and third base to attain a credible position on the ball and R3 to see the tag up.
  - Watch the play from the hit, if possible and be prepared to give help if requested.
  - When R3 advances to home plate, move to a primary position for a tag play at home plate.
  - Watch R3 approach and touch home plate. Make any call at home plate.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Immediately move across the field to first base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch the runner approach, touch, round and make any call at first base.
  - Wait for the play to conclude before heading to the next starting position.

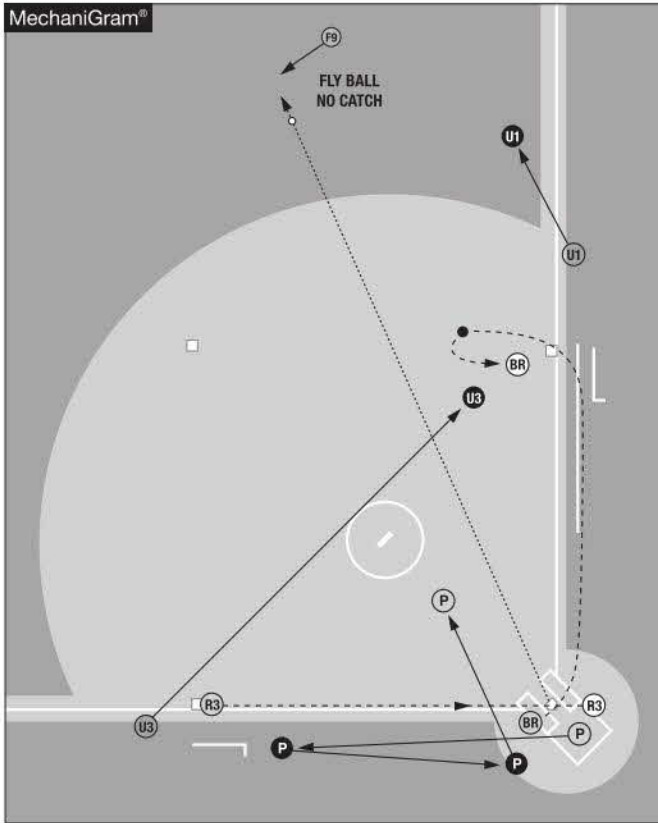




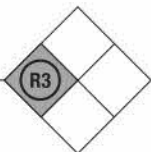


## Runner on Third

U1 Chases - Ball is Not Caught, Single



## Runner on Third



### U1 Chases – Ball is Not Caught, Single

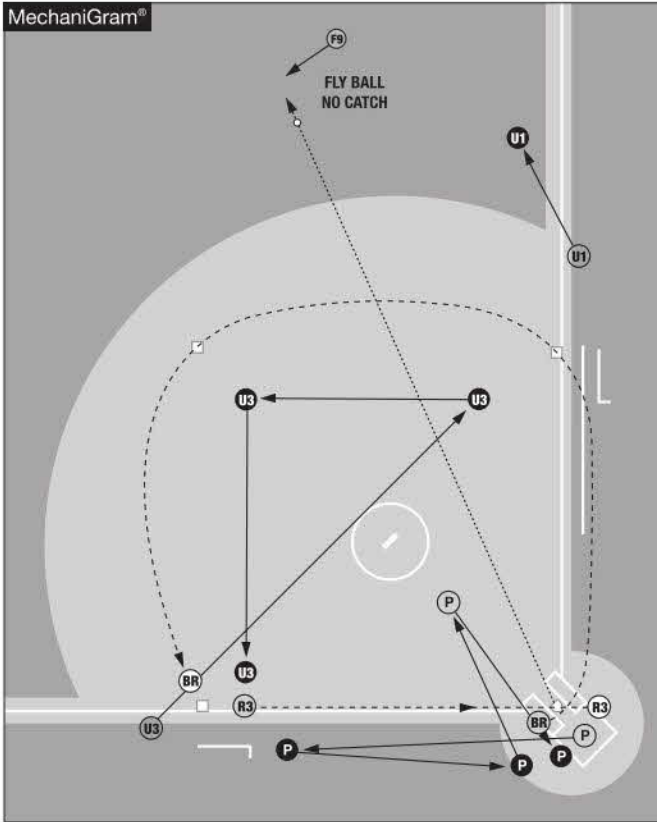
- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move past the holding area in foul territory between home and third base to attain a credible position on the ball and R3 to watch the tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - When R3 advances to home plate, move to a primary position for a tag play at home plate.
  - Watch R3 approach and touch home plate. Make any call at home plate.
  - Move into the infield toward the holding area in front of the pitcher's circle.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Immediately move across the field to first base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, be prepared for a force play at first base.
  - Watch the runner approach, touch, overrun or round and make the call at first base.
  - Wait for the play to conclude before heading to the next starting position.



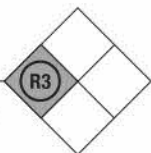


## Runner on Third

U1 Chases - Ball is Not Caught, Extra Bases



## Runner on Third



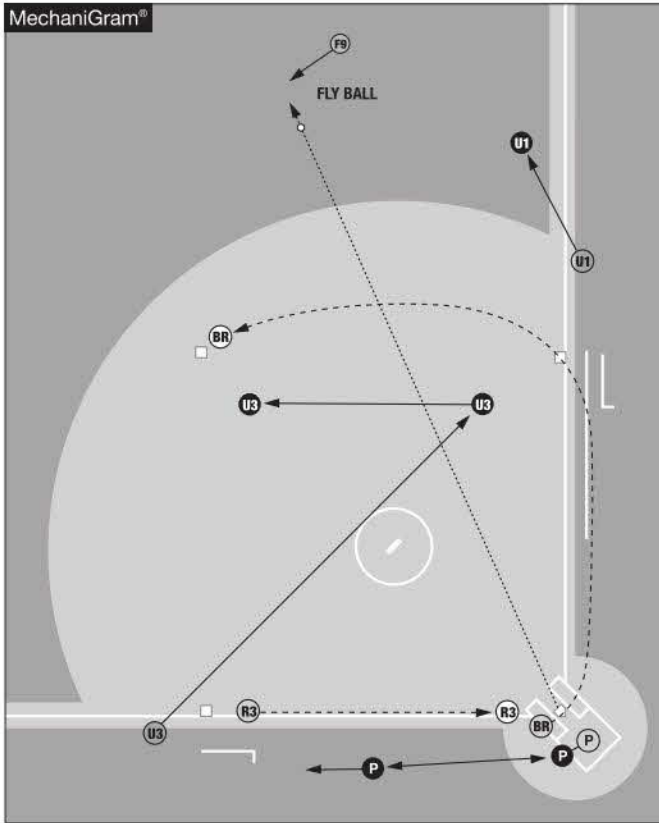
### U1 Chases – Ball is Not Caught, Extra Bases

- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move past the holding area in foul territory between home and third base to attain a credible position on the ball and R3 to watch the tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, move to a primary position for a tag play at home plate.
  - Watch R3 approach and touch home plate. Make the call at home plate.
  - Move into the infield toward the holding area in front of the circle.
  - As the runner advances to third base, move all the way to the point of plate holding area.
  - Watch any play at first, second or third base. Be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Immediately move across the field to first base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Watch the runner approach, touch, round and make any call at first, second and third base.
  - Wait for the play to conclude before heading to the next starting position.

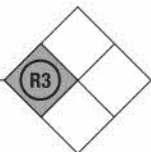


## Runner on Third

### U1 Chases - Two Outs



## Runner on Third



### U1 Chases - Two Outs

- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move slightly toward the holding area in foul territory between home and third base.
  - Watch R3 approach and touch home plate. Make any call at home plate.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Move into the infield toward the holding area in front of the circle.
  - As the runner advances to third base, move all the way to the point of plate holding area.
  - Watch any play at first, second or third base. Be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Immediately move across the field to first base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Watch the runner approach, touch, round and make any call at first, second and third base.
  - Wait for the play to conclude before heading to the next starting position.

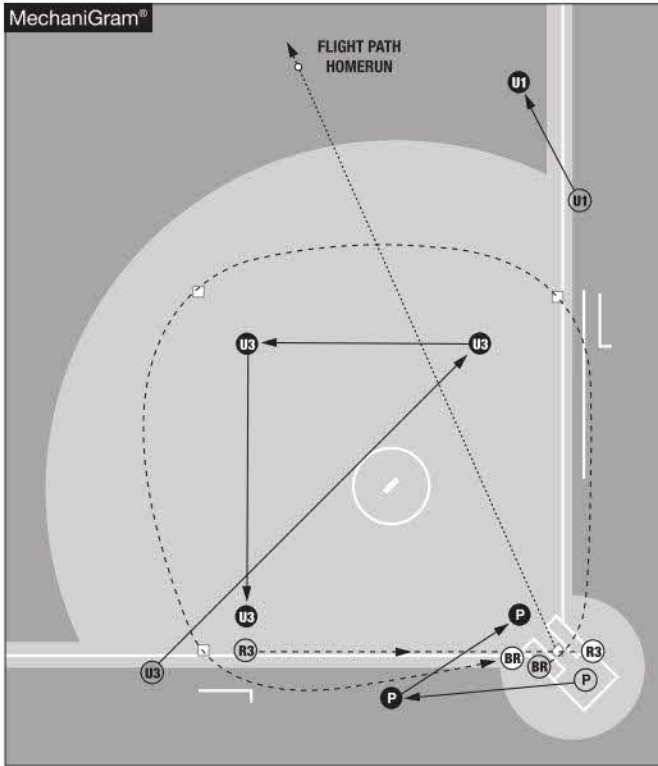




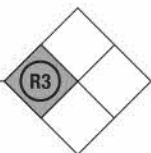


## Runner on Third

### U1 Chases - Home Run (Out-of-the-Park)



## Runner on Third



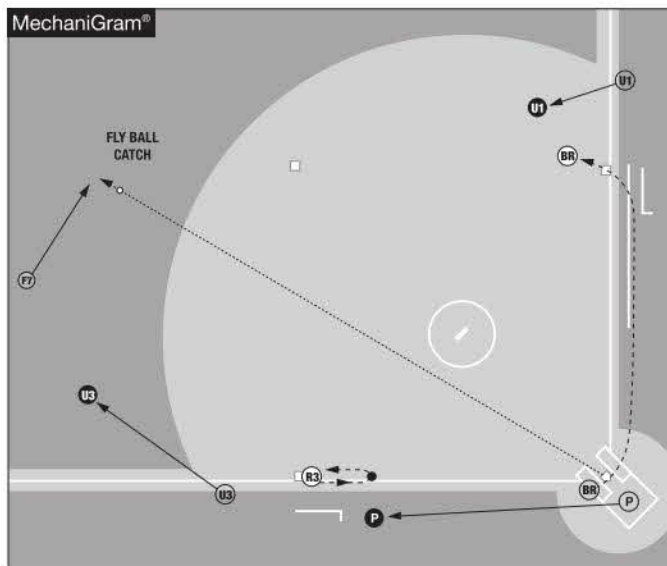
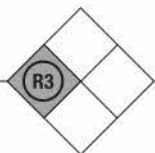
### U1 Chases – Home Run (Out-of-the-Park)

- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Immediately move to an infield position in front of home plate.
  - Watch the action around home plate and watch R3 and the runner touch home plate.
  - After the runner touches home plate, give a ball to the pitcher, catcher or closest infielder and return to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to watch the ball cross the fence.
  - When the ball is hit deep and near the foul line, move to a credible position straddling the line and stop to allow enough time to align your sight with the vertical plane of the fence and the foul pole.
  - Start and finish the home run signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Immediately move across the field to first base.
  - Watch the runner touch first base.
  - Move along with the runner on the inside of the diamond.
  - Watch the runner touch second and third base.
  - While watching the runner continue to home plate, turn slightly heading to the next starting position, continuing to watch the action around home plate and be prepared to give help if requested.



## Runner on Third

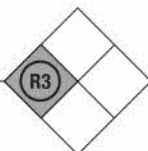
### U3 Chases - Ball is Caught



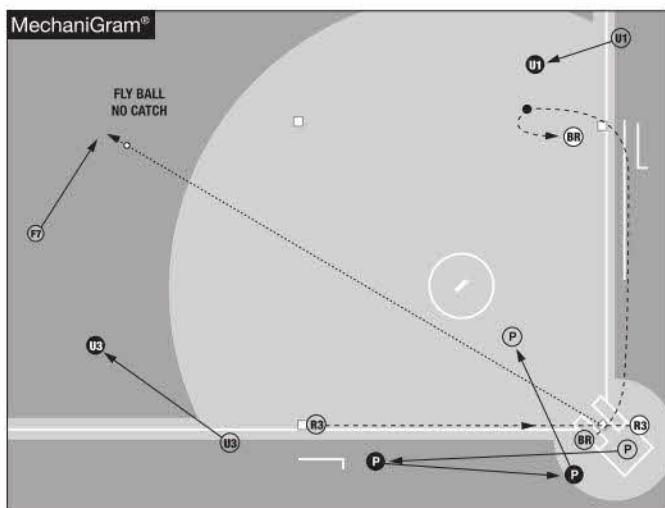
- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Move to attain a straight line to the ball and R3 to see the tag up.
  - Watch the play from the hit, if possible and be prepared to give help if requested.
  - When R3 advances to home plate, move to a primary position for a tag play at home plate.
  - Watch R3 approach and touch home plate. Make any call at home plate.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Move into fair territory staying outside the diamond.
  - Watch the runner approach, touch, overrun or round at first base if runner arrives before the catch.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.



## Runner on Third



### U3 Chases - Ball is Not Caught, Single



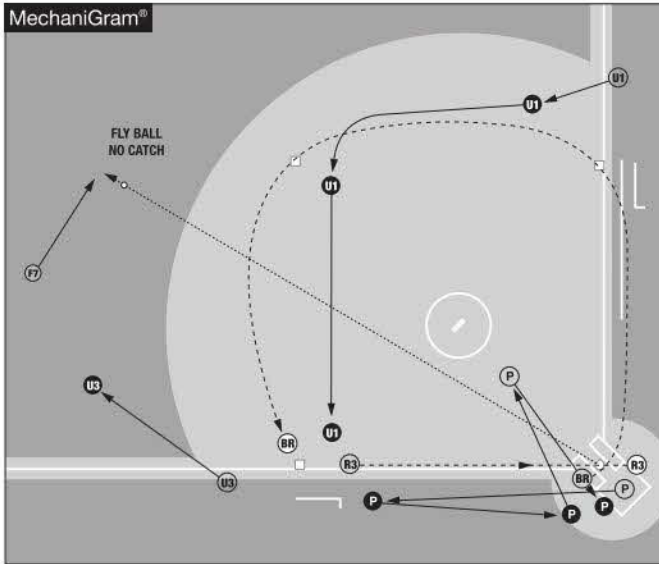
- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Move to attain a straight line to the ball and R3 to see the tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - When R3 advances to home plate, move to a primary position for a tag play at home plate.
  - Watch R3 approach and touch home plate. Make any call at home plate.
  - Move into the infield toward the holding area in front of the circle.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Move into fair territory staying outside the diamond.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Watch the runner approach, touch, overrun or round at first base and make any call at first base.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.



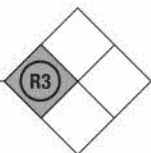


## Runner on Third

U3 Chases - Ball is Not Caught, Extra Bases



## Runner on Third

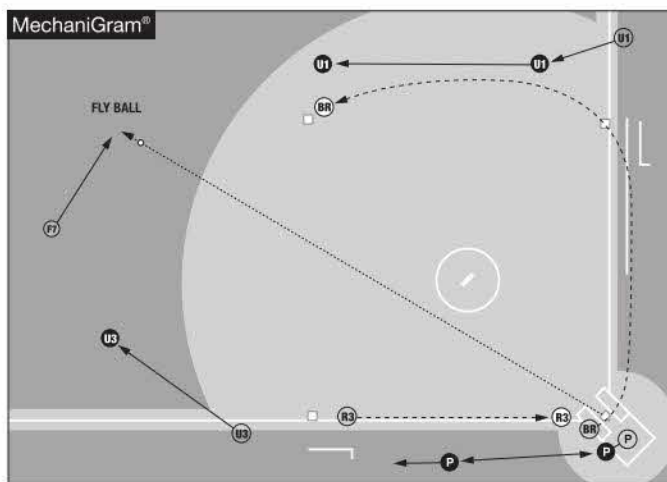
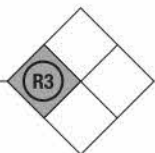


### U3 Chases – Ball is Not Caught, Extra Bases

- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Move to attain a straight line to the ball and R3 to see the tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, move to a primary position for a tag play at home plate.
  - Watch R3 approach and touch home plate. Make any call at home plate.
  - Move into the infield toward the holding area in front of the circle.
  - As the runner advances to third base, move all the way to the point of plate holding area.
  - Watch any play at first, second or third base. Be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Move into fair territory staying outside the diamond.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Watch the runner approach, touch or round at first base.
  - As the runner is approaching second base with the ball still in the outfield, move inside the diamond behind the runner.
  - Watch the runner approach, touch or round at second and third base and make any call.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.

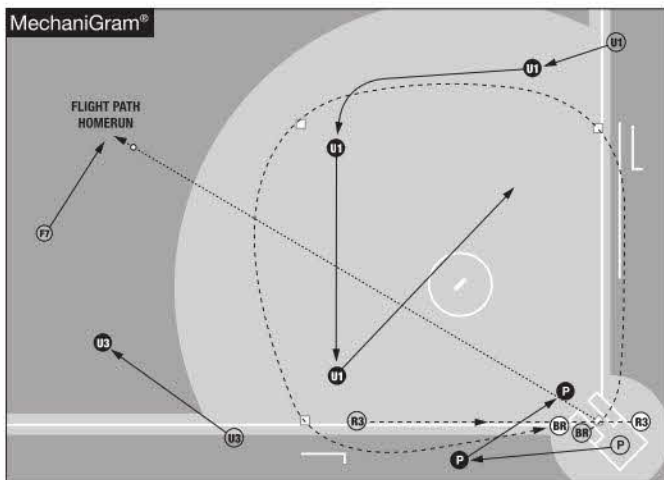






- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Immediately move toward the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Watch R3 approach and touch home plate. Make any call at home plate.
  - Move into the infield toward the holding area in front of the circle.
  - As the runner advances to third base, move all the way to the point of plate holding area.
  - Watch any play at first, second or third base. Be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Move into fair territory staying outside the diamond.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Watch the runner approach, touch, round and make any call at first, second and third base; move inside the diamond and stay ahead of the runner if she advances to third base.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.

U3 Chases – Home Run (Out-of-the-Park)

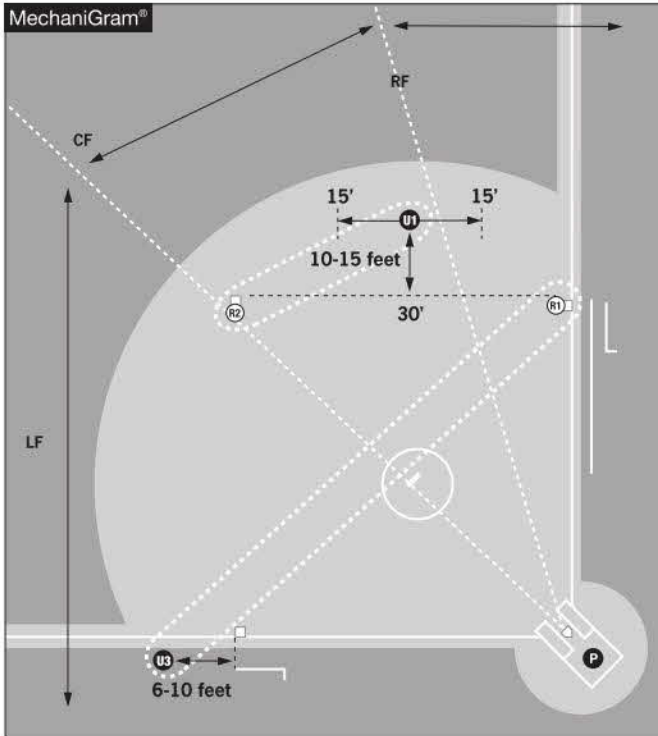


- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Immediately move to an infield position in front of home plate.
  - Watch the action around home plate and watch R3 and the runner touch home plate.
  - After the runner touches home plate, give a ball to the pitcher, catcher or closest infielder and return to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Move into fair territory staying outside the diamond.
  - Watch the runner touch first base.
  - As the runner is approaching second base, move inside the diamond behind the runner.
  - Watch the runner touch second and third base.
  - While watching the runner continue to home plate, jog diagonally across the field heading to the next starting position, continuing to watch the action around home plate and be prepared to give help if requested.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to watch the ball cross the fence.
  - When the ball is hit deep and near the foul line, move to a credible position straddling the line and stop to allow enough time to align your sight with the vertical plane of the fence and the foul pole.
  - Start and finish the home-run signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.

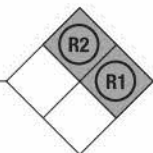


## Runners on First and Second

### “Counter-Rotated” Starting Position



## Runners on First and Second



### “Counter-Rotated” Starting Position

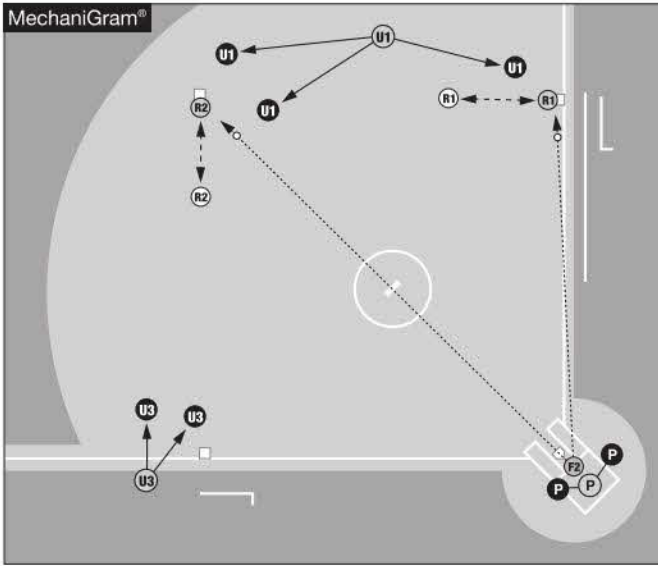
- P:** **Before the pitch** – Take a stance behind the batter and catcher at the plate.  
**Checked Swing** – Request help from the open umpire.  
**Fly Ball Chase Area** – Right fielder to the right field dead ball line. When a base umpire does not chase, the plate umpire is responsible for all fly balls.  
**Tag Up Responsibilities** – No tag-up responsibilities.
- U1:** **Before the pitch** – Start in a set position, squared to home plate, between 15 feet from second base and the 15 feet from first base, no more the 15 feet from the baseline or behind F4.  
**On the pitch** - Responsible for watching R2 for leaving the base before the pitch is released.  
**Checked Swing** – Responsible for right-handed batters.  
**Fly Ball Chase Area** – In the wedge from the center fielder to right fielder. U1 has the right of first refusal on balls hit to the center fielder. U1 does not have fair/foul responsibilities.  
**Tag Up Responsibilities** – Responsible for watching R1 and R2 tag up on a fly ball when an umpire does not chase or U3 chases.
- U3:** **Before the pitch** – Start in a set position, squared to home plate, completely in foul territory, close to the line, 6-10 feet beyond third base.  
**On the pitch** – Responsible for watching R1 for leaving the base before the pitch is released.  
**Checked Swing** – Responsible for left-handed batters.  
**Fly Ball Chase Area** – Center fielder to the left field dead ball line.  
**Tag Up Responsibilities** – Responsible for watching R1 and R2 tag up on a fly ball if U1 chases.



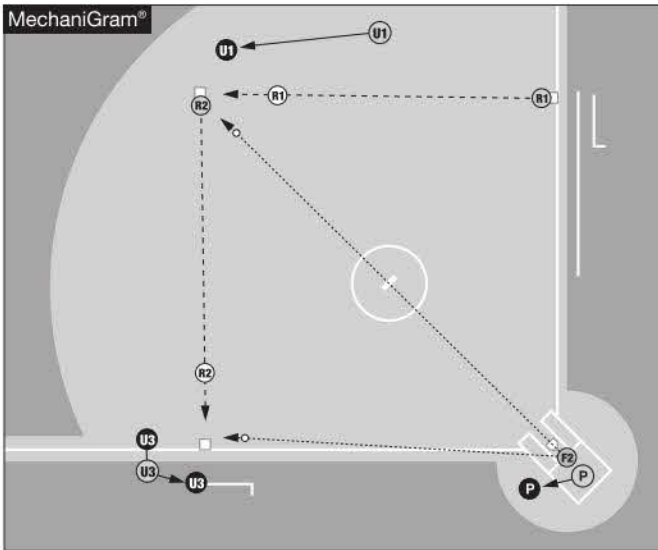


## Runners on First and Second

R1 & R2 - Working Between Pitches (WBP)  
Pickoff - Steal



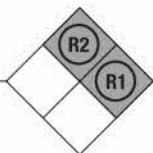
Pickoff Attempt at Second or First



R2 Steal to Third - R1 Steal to Second



## Runners on First and Second



### R1 & R2 – Working Between Pitches (WBP) Pickoff – Steal

- P:** **WBP** – Reset out of stance when the pitch is over completing verbal and/or signal. Remain alert to the batter's actions and the catcher for any play.  
**Pickoff** – When the pitch is over, watch the catcher's attempt to throw the ball to either base. Look for batter interference. After the throw is released step out from home plate, clearing the catcher and batter to watch the play at either base. Be prepared to give help if requested. Wait for the play to conclude before returning to the plate area.  
**Steal** – When the pitch is over, watch the catcher's attempt to throw the ball to either base. Look for batter interference. After the throw is released step out from home plate, clearing the catcher and batter to watch the play at either base. Be prepared to give help if requested. When a steal results from a passed ball remain in the plate area, avoiding any throwing lanes. Keep tracking the ball and make any call on the ball (blocked ball, interference, enters dead ball area, etc.). Wait for the play to conclude before returning to the plate area.
- U1:** **WBP** – Move out from the set position, move forward a few steps and watch for a possible play or obstruction at both bases. When the ball is in the pitcher's circle with the pitcher and both runners have returned to base, return to starting position.  
**Pickoff** – Move out from the set position, move to a primary position, read the play as it develops and adjust positioning as necessary to watch the applied tag or any play at either base. Wait for the play to conclude before heading to the next starting position.  
**Steal** – Move out from the set position, move to a primary position, read the play as it develops and adjust positioning as necessary to watch the applied tag or any play at second base. When there is no throw, watch R1 approach touch and round at second base. Watch any play at third base and be prepared to give help if requested. Wait for the play to conclude before heading to the next starting position.
- U3:** **WBP** – Stay in a set position and watch for a possible play or obstruction at either base. When the ball is in the pitcher's circle with the pitcher and both runners have returned to base, reset to a standing position.  
**Pickoff** – Move out from the set position and move as needed to watch any play at either base. Be prepared to give help if requested. Wait for the play to conclude before heading to the next starting position.  
**Steal** – Move out from the set position, read the play as it develops and adjust positioning as necessary to watch the applied tag or any play at third base. When there is no throw, watch R2 approach touch round at third base. Wait for the play to conclude before heading to the next starting position.

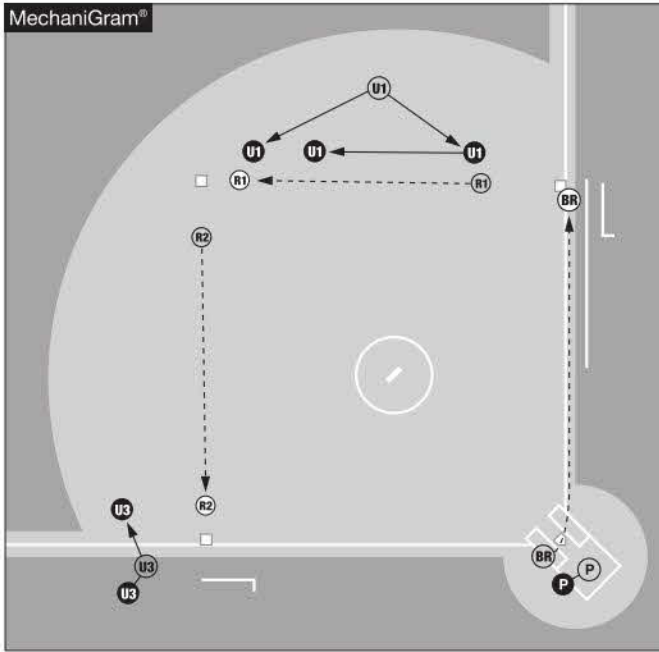




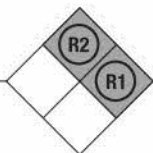


## Runners on First and Second

### Hit to the Infield



## Runners on First and Second



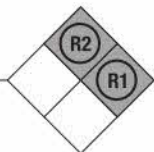
### Hit to the Infield

- P:**
- When the ball is hit near the foul line, move to a credible position straddling the line near the plate or the extension of the line in foul territory.
  - On a throw to first base, move to a first base line extended trail position in foul territory.
  - Watch any play at first base and be prepared to give help if requested.
  - When there is no throw to first base, move to the point of plate holding position.
  - Watch any play on R2 at third base or R1 at second base. Be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Make any call on the runner at first base and R1 at second base.
  - When the initial throw is at second base, commit to a primary position for a force play at second base. Be stopped and square to second base to make the call.
  - When a double play is attempted, commit to the force play at second base by moving a few steps toward a primary position. Be stopped and square to second base to make the call. Immediately turn with the throw to first base and move quickly toward a primary position for a force play at first base. Be stopped and square to first base to make the call.
  - When the initial throw is at first base, commit to a primary position for a force play at first base. Be stopped and square to first base to make the call.
  - When the runner is safe or there is no throw, watch the runner approach, touch, overrun or round first base.
  - When the initial play is on R2 at third base, stay at a midpoint position. Watch both R1 and runner approach, touch and round at their respective bases.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- When the initial throw is at third base, move into fair or foul territory, adjusting distance and angle from the starting position for a force play at third base. Be stopped and square to third base to make the call.
  - When there is no throw to third base, stay in foul territory outside the diamond.
  - Watch R2 approach, touch, round and make any call at third base.
  - Watch any play at first or second base if possible and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.

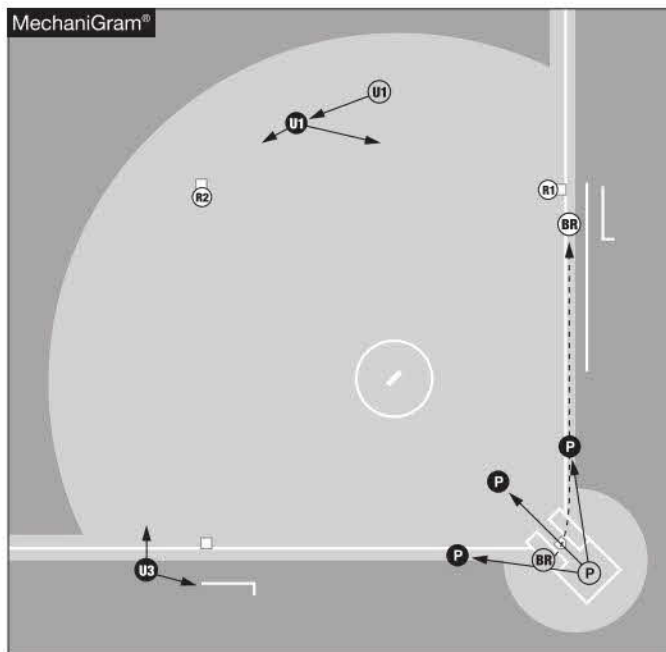




## Runners on First and Second



### Fly Ball/Line Drive to the Infield - Ball is Caught



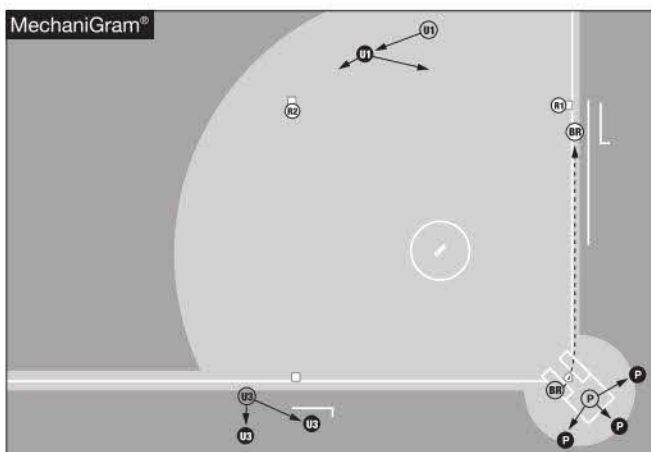
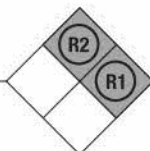
- P:**
- Move to obtain the best angle to see catch/no catch. Stay near the plate with runners in scoring position.
  - When the ball is hit near the foul line, move to a credible position straddling the line near the plate or the extension of the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - When a return throw goes to either base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Seek a position to watch R2 and R1 tag up with R2 being the priority.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R2 and R1 return and make any call at either base.
  - Wait for the play to conclude before returning to starting position.
- U3:**
- Watch the play from the hit and be prepared to give help if requested.
  - When a return throw goes to either base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.





## Runners on First and Second

### Foul Fly Ball to the Infield Area

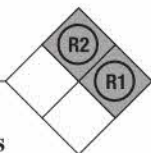


- P:**
- Once the ball is hit, read the catcher. Don't look for the ball first. Allow the catcher to take you to the ball.
  - Open pivot to the catcher's back creating room for the catcher to go to the ball.
  - Be alert to any other infielders attempting to make a play on the ball.
  - Close down the distance to the play if the infielders are diving, the ball is against the fence or near the dugout area.
  - When a base umpire is bracketing the play, the base umpire will make the catch/no catch call when the play is facing them.
  - When a return throw goes to either base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Seek a position to watch R2 and R1 tag up with R2 being the priority.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R2 and R1 return and make any call at either base.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- When the fly ball is on the third base side, move into foul territory to bracket the play with the plate umpire.
  - Be alert not to interfere with any infielders attempting to make a play on the ball.
  - Close down the distance to the play if the infielders are diving, the ball is against the fence or near the dugout area.
  - Make the call on the catch/no catch if the play is facing you. Otherwise, it is the plate umpires call.
  - After the catch is made, quickly move back to third base and make any call on R2 at third base.
  - When a return throw goes to either base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.

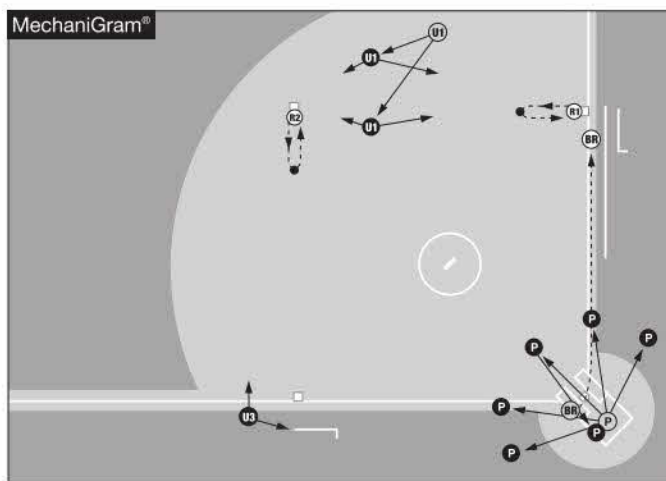




## Runners on First and Second



No Chase – Fly Ball/Line Drive to the Outfield – Ball is Caught, Less Than Two Outs



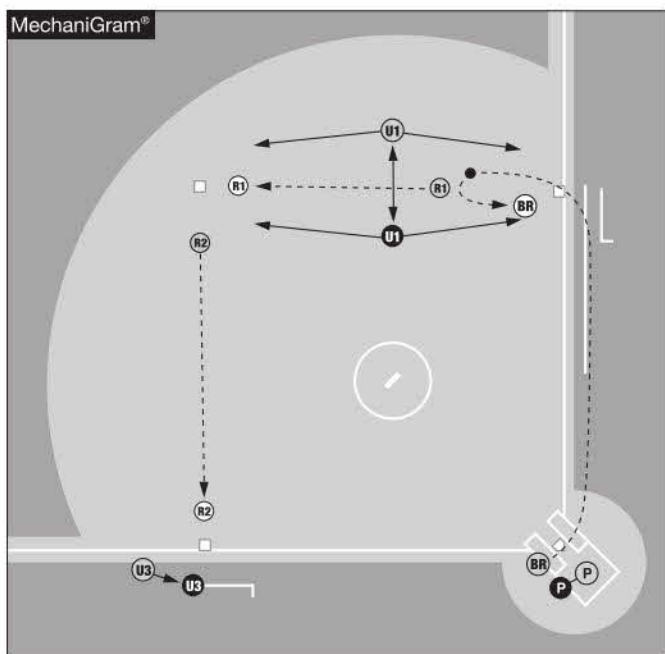
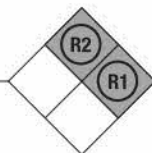
- P:**
- Move to obtain the best angle to see the catch/no catch. Stay near the plate with a runners in scoring position.
  - When the ball is hit near the foul line, move to a credible position straddling the line near the plate or the extension of the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - After the catch, move to the point of plate holding position.
  - Watch any play on R2 or R1 and prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - When the ball is hit to center or right field, move to a position inside the diamond.
  - Move to attain a straight line to the ball and R2 to see the tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - After the catch, quickly turn to watch R1 tag up.
  - Read the throw from the outfield and adjust positioning.
  - Watch R2 and R1 return and make any call at either base.
  - When R2 advances to third base, watch the play while adjusting to cover R1. Be prepared to give help if requested.
  - Wait for the play to conclude before returning to starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay in foul territory outside the diamond.
  - Watch the play from the hit and be prepared to give help if requested.
  - When a return throw goes to either base, watch the play and be prepared to give help if requested.
  - When R2 advances to third base, watch R2 approach, touch, round and make any call at third base.
  - Wait for the play to conclude before heading to the next starting position.





## Runners on First and Second

No Chase – Single to the Outfield



- P:**
- When the ball is hit near the foul line, move to a credible position straddling the line near the plate or the extension of the line in foul territory.
  - On a throw to first base from right field, move to a first base line extended trail position in foul territory.
  - When there is no throw to first base, move to the point of plate holding position.
  - Watch any play at any base. Be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay outside the diamond or pivot inside (only if necessary).
  - Read the throw from the outfield and adjust positioning.
  - Make any call on the runner at first base and R1 at second base.
  - Watch R1 and the runner approach, touch and round at each base.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay in foul territory outside the diamond.
  - Watch R2 approach, touch, round and make any call at third base.
  - Watch any play at first or second base and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.

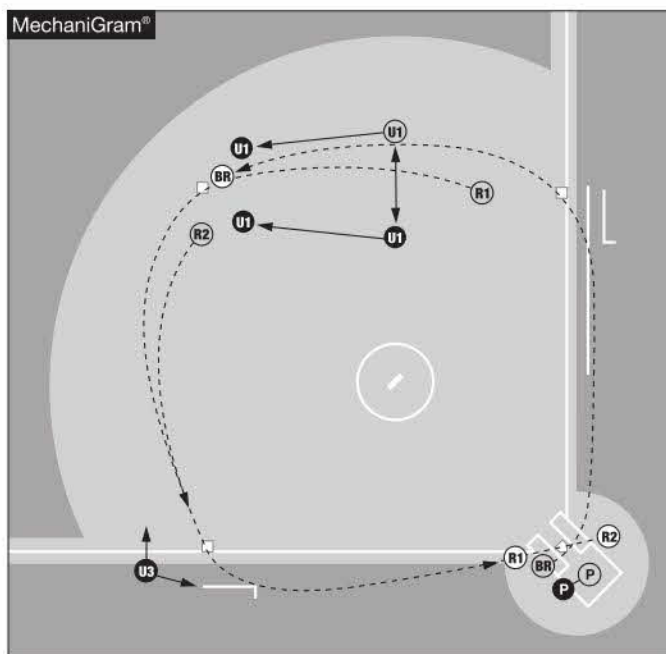
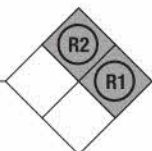






## Runners on First and Second

No Chase – Extra Base Hit to the Outfield



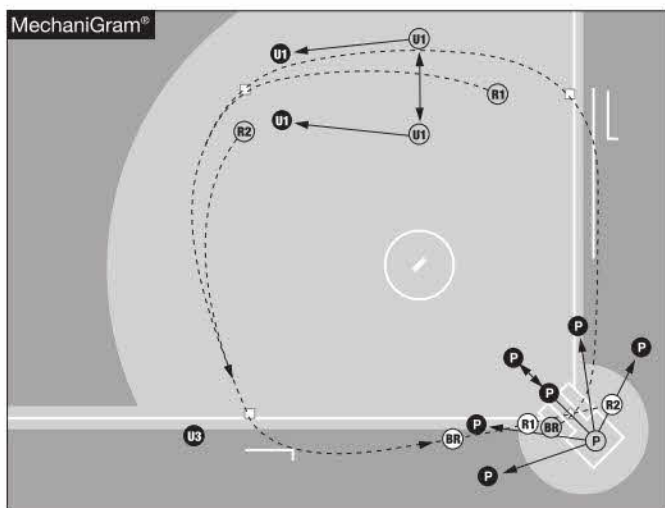
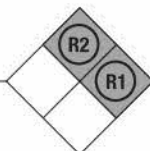
- P:**
- When the ball is hit near the foul line, move to a credible position straddling the line near the plate or the extension of the line in foul territory.
  - Move to the point of plate holding position.
  - Watch any play at any base. Be prepared to give help if requested.
  - Watch any runner approach and touch home plate. Make any call at home plate. Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay outside the diamond or pivot inside (only if necessary).
  - Read the throw from the outfield and adjust positioning.
  - Watch the runner approach, touch, round at first base and second base.
  - Make any call at first base and second base.
  - Watch R1 and the runner approach, touch, round at each base.
  - Watch any play on at third base or home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay in foul territory outside the diamond.
  - Watch R2 and R1 approach, touch, round and make any call at third base.
  - Watch any play at first or second base or home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.





## Runners on First and Second

### No Chase – Home Run (Out-of-the-Park)



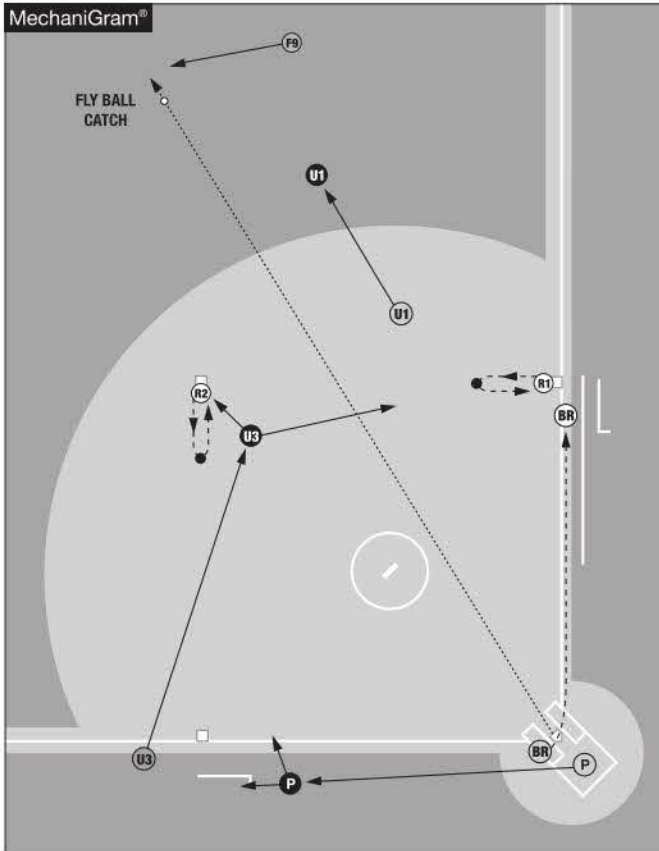
- P:**
- Move into the infield, parallel to the flight of the ball to obtain the best angle to watch the ball cross the fence. Stay near the plate with a runner in scoring position.
  - When the ball is hit deep and near the foul line, move to a credible position straddling the line near the plate and stop to allow enough time to align your sight with the vertical plane of the fence and the foul pole.
  - Start and finish the home run signal facing the play.
  - Immediately move to an infield position in front of home plate.
  - Watch the action around home plate and watch all runners touch home plate.
  - After the runner touches home plate, give a ball to the pitcher, catcher or closest infielder and return to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay outside the diamond or pivot inside (only if necessary) between first and second base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R1 touch second base.
  - Watch the runner touch first base and second base.
  - As the runner continues on to home plate, move briskly toward your next starting position, continuing to watch the action around home plate and be prepared to give help if requested.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay in foul territory outside the diamond.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch all runners touch third base.
  - Watch all runners continue to home plate. Watch the action around home plate and be prepared to give help if requested.



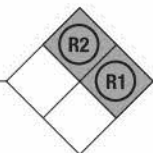


## Runners on First and Second

### U1 Chases - Ball is Caught



## Runners on First and Second



### U1 Chases – Ball is Caught

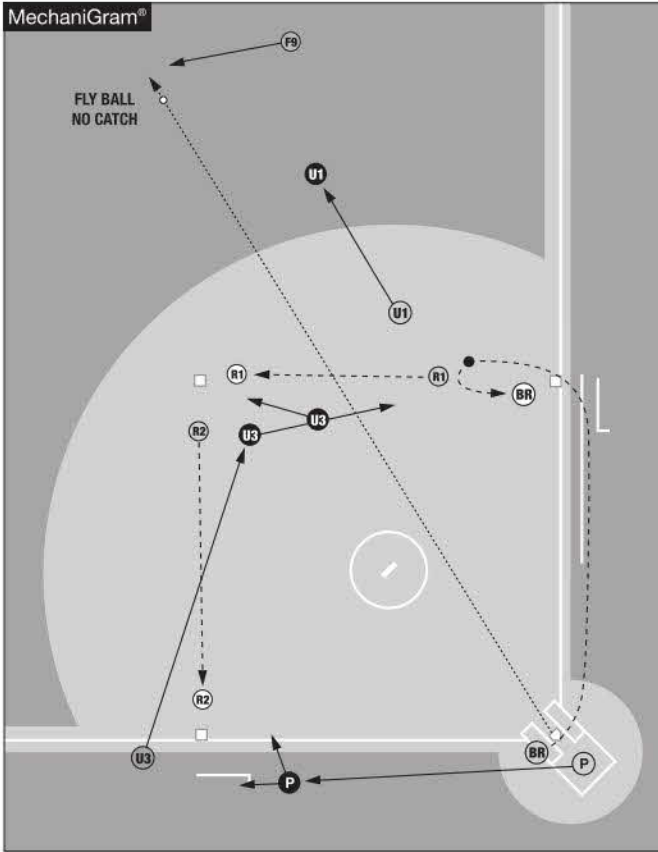
- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - After the catch, read the throw from the outfield and adjust positioning closer to third base.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - When R2 advances to third base, watch R2 approach, touch, round and make any call at third base.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Move to attain a straight line to the ball and R2 to see the tag up.
  - After the catch, quickly turn to watch R1 tag up.
  - Read the throw from the outfield and adjust positioning.
  - Watch R2 and R1 return and make any call at second and first base.
  - When R2 advances to third base, watch the play while adjusting to cover R1. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.



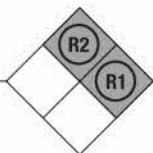


## Runners on First and Second

U1 Chases - Ball is Not Caught, Single



## Runners on First and Second



### U1 Chases – Ball is Not Caught, Single

- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield and adjust positioning closer to third base.
  - Watch R2 approach, touch, round and make any call at third base.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Move to attain a straight line to the ball and R2 to see the tag up; then quickly turn to see R1 tag up.
  - Once the ball is declared no catch, read the throw from the outfield and adjust positioning.
  - Watch R1 approach touch, round and make any call at second base.
  - Watch the runner approach, touch, overrun, round and make any call at first base.
  - Watch any play on R2 at third base and be prepared to give help if requested.
  - When R1 advances to third base with a play being made on R2 at home plate, make any call on R1 at third base.
  - Wait for the play to conclude before heading to the next starting position.

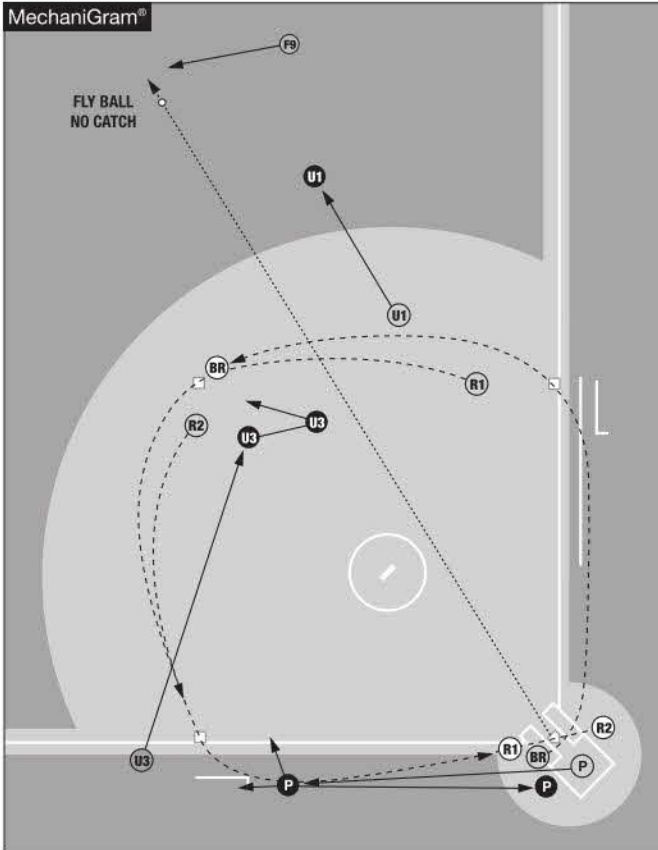




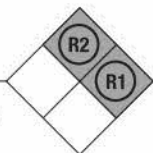


## Runners on First and Second

U1 Chases - Ball is Not Caught, Extra Bases



## Runners on First and Second



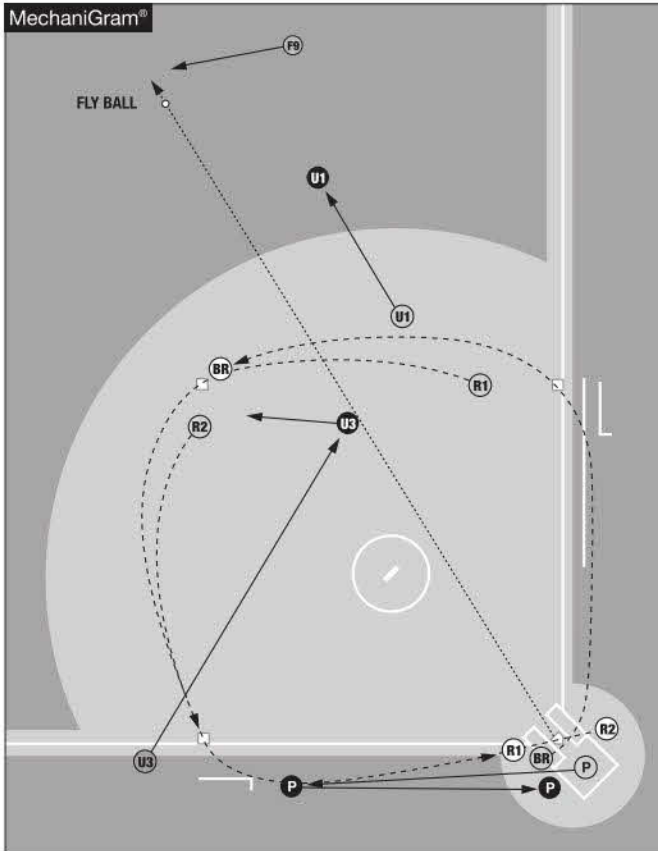
### U1 Chases – Ball is Not Caught, Extra Bases

- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Commit to any play at home plate or third base.
  - Watch R2 and R1 approach, touch and round third base.
  - Watch all runners approach and touch home plate.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Move to attain a straight line to the ball and R2 to see the tag up; then quickly turn to see R1 tag up.
  - Once the ball is declared no catch, read the throw from the outfield and adjust positioning.
  - Watch R1 approach, touch and round second base.
  - Watch the runner approach, touch, round and make any call at first and second base.
  - When R1 advances to third base with a play being made on R2 at home plate, make any call on R1 at third base.
  - Watch any play on R2 and R1 at third base and home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.

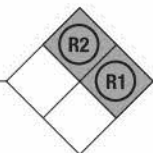


## Runners on First and Second

### U1 Chases - Two Outs



## Runners on First and Second



### U1 Chases - Two Outs

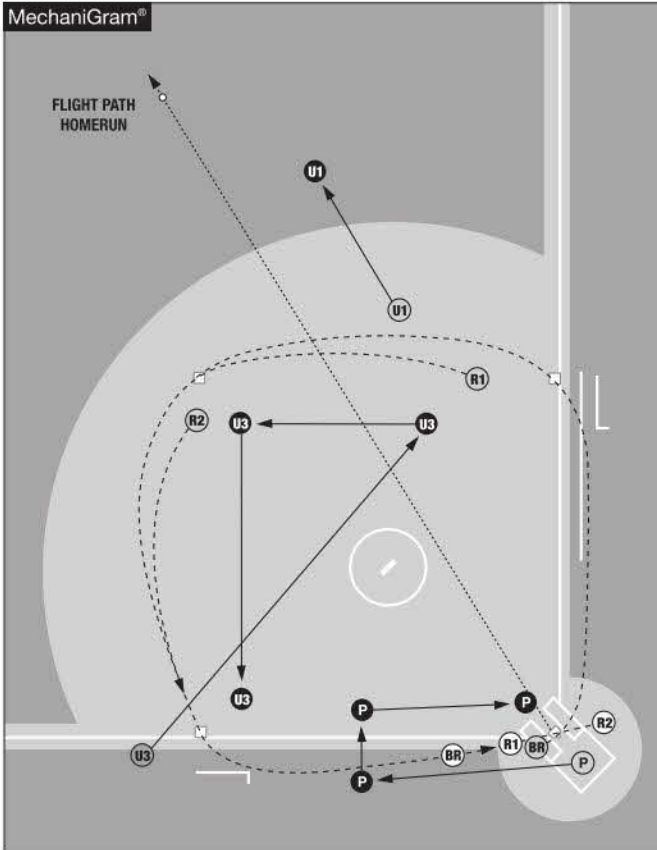
- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Commit to any play at home plate or third base.
  - Watch R2 and R1 approach, touch and round third base.
  - Watch all runners approach and touch home plate.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Immediately move across the field between second and first base.
  - Watch R1 approach, touch and round second base.
  - Watch the runner approach, touch, round and make any call at first, second and third base.
  - When R1 advances to third base with a play being made on R2 at home plate, make any call on R1 at third base.
  - Watch any play on a lead runner at third base or at home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.



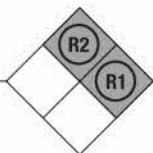


## Runners on First and Second

### U1 Chases - Home Run (Out-of-the-Park)



## Runners on First and Second

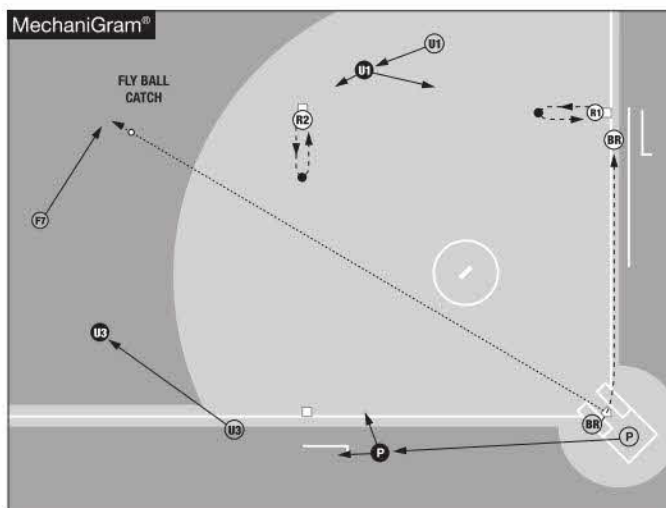
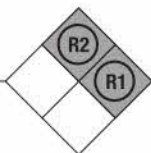


### U1 Chases – Home Run (Out-of-the-Park)

- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Immediately move to an infield position between home and third base.
  - Watch R2 touch third base and home plate.
  - Watch R1 touch third base and immediately move to an infield position in front of home plate.
  - Watch the action around home plate and watch R1 and the runner touch home plate.
  - After the runner touches home plate, give a ball to the pitcher, catcher or closest infielder and return to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the ball cross the fence.
  - Start and finish the home run signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Immediately move across the field between second and first base.
  - Watch R1 touch second base.
  - Watch the runner touch first base.
  - Move along with the runner on the inside of the diamond.
  - Watch the runner touch second and third base.
  - While watching the runner continue to home plate, turn slightly heading to the next starting position, continuing to watch the action around home plate and be prepared to give help if requested.





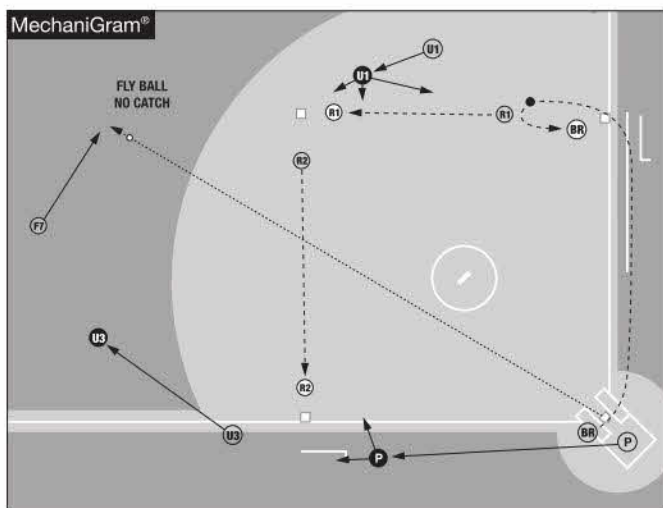
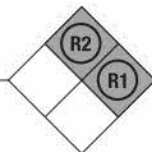


- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - After the catch, read the throw from the outfield and adjust positioning closer to third base.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - When R2 advances to third base, watch R2 approach, touch, round and make any call at third base.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Move to attain a straight line to the ball and R2 to watch the tag up.
  - After the catch, quickly turn to watch R1 tag up.
  - Read the throw from the outfield and adjust positioning.
  - Watch R2 and R1 return and make any call at either base.
  - When R2 advances to third base, watch the play while adjusting to cover R1. Be prepared to give help if requested.
  - Wait for the play to conclude before returning to starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.



## Runners on First and Second

### U3 Chases - Ball is Not Caught, Single



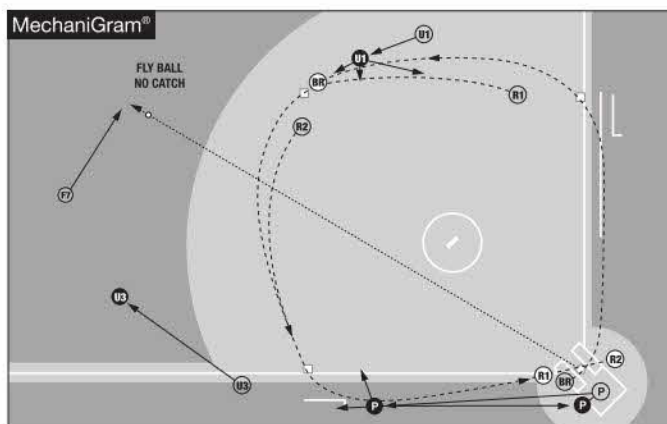
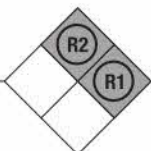
- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield and adjust positioning closer to third base.
  - Watch R2 approach, touch, round and make any call at third base.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Move into attain a straight line to the ball and R2 to watch the tag up; then quickly turn to see R1 tag up.
  - Once the ball is declared no catch, read the throw from the outfield and adjust positioning.
  - Watch R1 approach, touch, round and make any call at second base.
  - Watch the runner approach, touch, overrun, round and make any call at first base.
  - Watch any play on R2 at third base and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.





## Runners on First and Second

### U3 Chases -Ball is Not Caught, Extra Bases



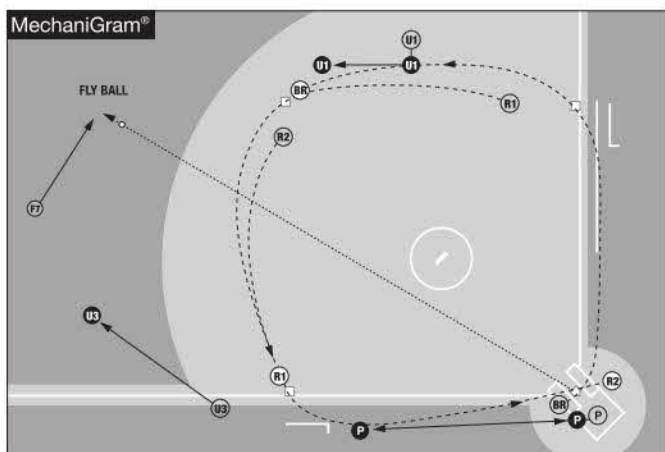
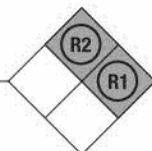
- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Commit to any play at home plate or third base.
  - Watch R2 and R1 approach, touch and round third base.
  - Watch all runners approach and touch home plate.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Move to attain a straight line to the ball and R2 to watch the tag up; then quickly turn to see R1 tag up.
  - Once the ball is declared no catch, read the throw from the outfield and adjust positioning.
  - Watch R1 approach, touch and round second base.
  - Watch the runner approach, touch, round and make any call at first and second base; move inside the diamond and stay ahead of the runner if she advances to third base.
  - When R1 advances to third base with a play being made on R2 at home plate, make any call on R1 at third base.
  - Watch any play on R2 and R1 at third base and home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.





## Runners on First and Second

### U3 Chases - Two Outs



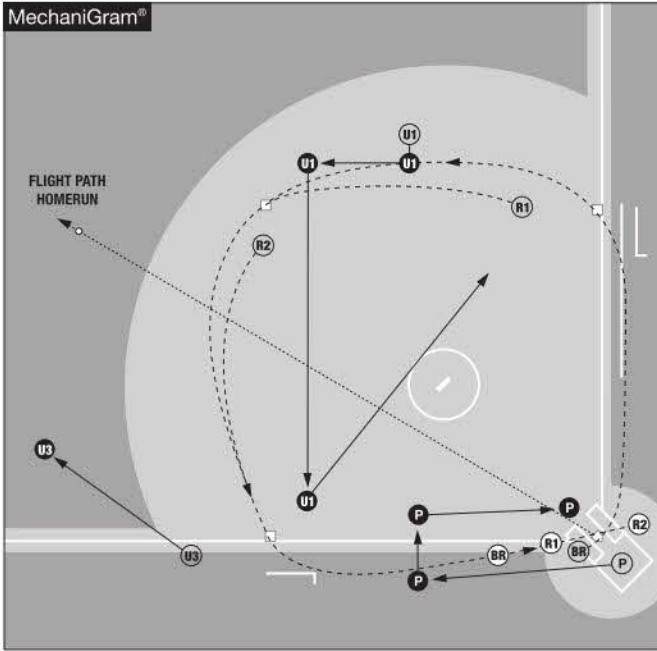
- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Commit to any play at home plate or third base.
  - Watch R2 and R1 approach, touch and round third base.
  - Watch all runners approach and touch home plate.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Remain outside the diamond between second and first base.
  - Watch R1 approach, touch and round second base.
  - Watch the runner approach, touch, round and make any call at first, second and third base; move inside the diamond and stay ahead of the runner if she advances to third base.
  - When R1 advances to third base with a play being made on R2 at home plate, make any call on R1 at third base.
  - Watch any play on a lead runner at third base or at home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.





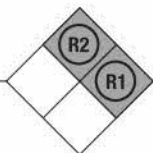
## Runners on First and Second

### U3 Chases - Home Run (Out-of-the-Park)





## Runners on First and Second



### U3 Chases – Home Run (Out-of-the-Park)

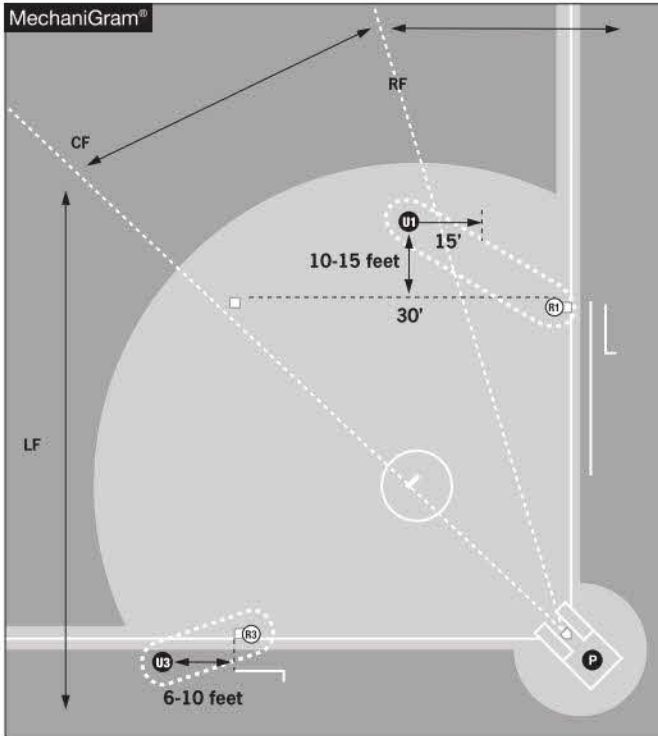
- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Immediately move to an infield position between home and third base.
  - Watch R2 touch third base and home plate.
  - Watch R1 touch third base and immediately move to an infield position in front of home plate.
  - Watch the action around home plate and watch R1 and the runner touch home plate.
  - After the runner touches home plate, give a ball to the pitcher, catcher or closest infielder and return to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Remain outside the diamond between second and first base.
  - Watch R1 touch second base.
  - Watch the runner touch first base.
  - As the runner approaches second base, move inside of the diamond behind the runner.
  - Watch the runner touch second and third base.
  - While watching the runner continue to home plate, jog diagonally across the field heading to the next starting position, continuing to watch the action around home plate and be prepared to give help if requested.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to watch the ball cross the fence.
  - When the ball is hit deep and near the foul line, move to a credible position straddling the line and stop to allow enough time to align your sight with the vertical plane of the fence and the foul pole.
  - Start and finish the home run signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.



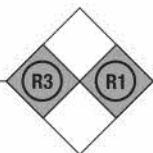




## Runners on First and Third “Counter-Rotated” Starting Position



## Runners on First and Third



### “Counter-Rotated” Starting Position

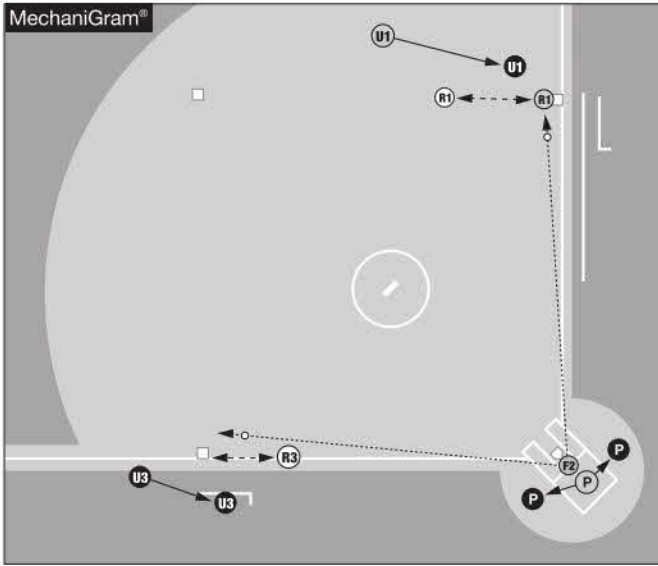
- P:** **Before the pitch** – Take a stance behind the batter and catcher at the plate.  
**Checked Swing** – Request help from the open umpire.  
**Fly Ball Chase Area** – Right fielder to the right field dead ball line. When a base umpire does not chase, the plate umpire is responsible for all fly balls.  
**Tag Up Responsibilities** – Responsible for watching R3 tag up on a fly ball if U1 or U3 chases.
- U1:** **Before the pitch** – Start in a set position, squared to home plate, between 15 feet from first base and the 30 foot midpoint between first and second base, no more the 15 feet from the baseline or behind F4.  
**On the pitch** – Responsible for watching R1 for leaving the base before the pitch is released.  
**Checked Swing** – Responsible for right-handed batters.  
**Fly Ball Chase Area** – In the “Wedge” from the center fielder to right fielder. U1 has the right of first refusal on balls hit to the center fielder. U1 has no fair/foul responsibilities.  
**Tag Up Responsibilities** – Responsible for watching R1 tag up on a fly ball when an umpire does not chase or U3 chases.
- U3:** **Before the pitch** – Start in a set position, squared to home plate, completely in foul territory, close to the line, 6-10 feet beyond third base.  
**On the pitch** – Responsible for watching R3 for leaving the base before the pitch is released.  
**Checked Swing** – Responsible for left-handed batters.  
**Fly Ball Chase Area** – Center fielder to the left-field, dead-ball line.  
**Tag Up Responsibilities** – Responsible for watching R3 tag up on a fly ball when an umpire does not chase or R1 if U1 chases.



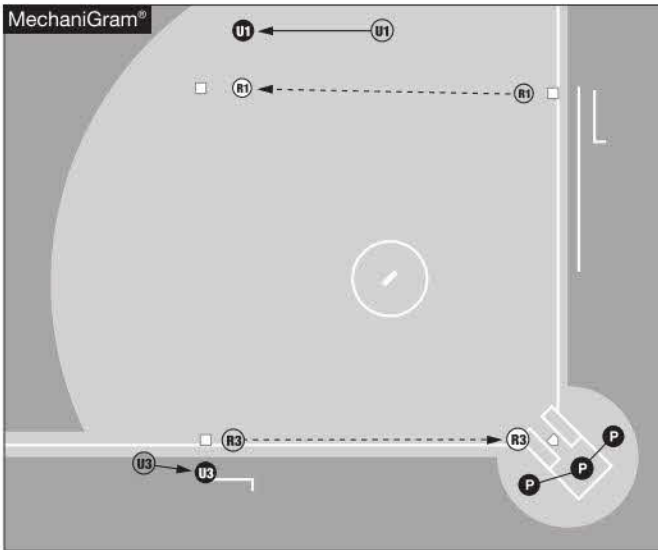


## Runners on First and Third

R1 & R3 - Working Between Pitches (WBP)  
Pickoff - Steal



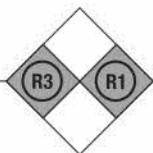
Pickoff at Third – Pickoff at First



Steal From Third – Steal From First



## Runners on First and Third



### R1 & R3 – Working Between Pitches (WBP) Pickoff – Steal

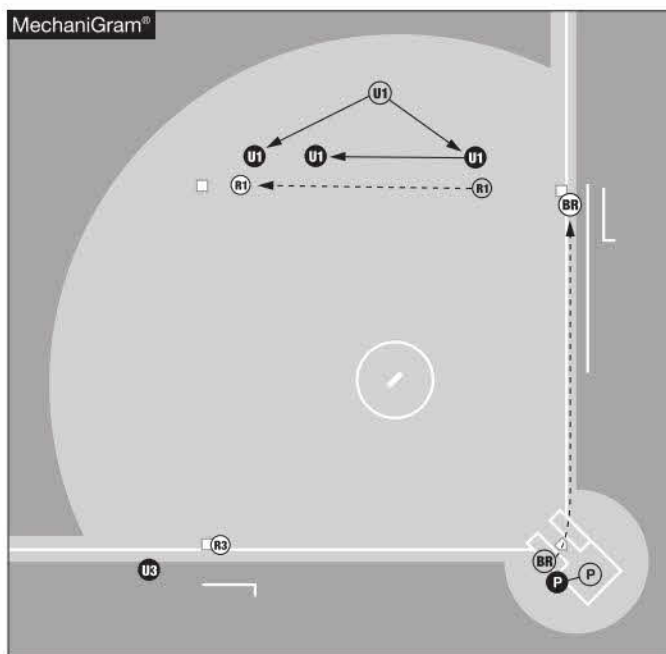
- P:** **WBP** – Reset out of stance when the pitch is over; completing verbal and/or signal. Remain alert to the batter's actions and the catcher for any play.  
**Pickoff** – When the pitch is over, watch the catcher's attempt to throw the ball to either base. Look for batter interference. After the throw is released cleanly, step out from home plate, clearing the catcher and batter to watch the play at either base. Be prepared to give help if requested. Wait for the play to conclude before returning to the plate area.  
**Steal** – For R3, when the pitch is over, read the play as it develops and adjust positioning as necessary to watch the applied tag or any play at home plate. Watch R3 approach and touch home plate. For R1, after the throw is released, step out from home plate, clearing the catcher and batter to watch the play at second base. Be prepared to give help if requested. If the steal results from a passed ball, remain in the plate area, avoiding any throwing lanes. Keep tracking the ball and make any call on the ball (blocked ball, interference, enters dead ball area, etc.). Wait for the play to conclude before returning to the plate area.
- U1:** **WBP** – Move out from the set position, move toward first base and watch for a possible play or obstruction. When the ball is in the pitcher's circle with the pitcher and both runners have returned to base, return to starting position.  
**Pickoff** – For R1, move out of the set position, move to a primary position, read the play as it develops and adjust positioning as necessary to watch the applied tag or any play at first base. For R3, move out of the set position and move as needed to watch the play at third base. Be prepared to give help if requested. Wait for the play to conclude before heading to the next starting position.  
**Steal** – Move out from the set position, move to a primary position, read the play as it develops and adjust positioning as necessary to watch the applied tag or any play at second base. When there is no throw, watch R1 approach, touch and round at second base. Wait for the play to conclude before heading to the next starting position.
- U3:** **WBP** – Stay in a set position and watch for a possible play or obstruction at third base. When the ball is in the pitcher's circle with the pitcher and R3 has returned to base, reset to a standing position.  
**Pickoff** – For R3, move out of the set position, read the play as it develops and adjust positioning as necessary to watch the applied tag or any play at third base. For R1, move out of the set position and move as needed to watch the play at first base. Be prepared to give help if requested. Wait for the play to conclude before heading to the next starting position.  
**Steal** – For R3, move out of the set position and move to the baseline in foul territory. Stop and watch any play at home plate and be prepared to give help if requested. For R1, move out of the set position and move as needed to watch the play at second base. Be prepared to give help if requested. Wait for the play to conclude before heading to the next starting position.



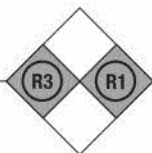


## Runners on First and Third

### Hit to the Infield



## Runners on First and Third



### Hit to the Infield

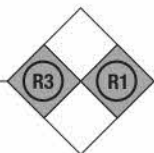
- P:**
- When the ball is hit near the foul line, move to a credible position straddling the line at the plate or the extension of the line in foul territory.
  - On a throw to first base, move to a first base line extended trail position in foul territory.
  - Watch any play at first base and be prepared to give help if requested.
  - Watch any play on R1 at second base. Be prepared to give help if requested.
  - When there is no throw to first or second base, move to the point of plate holding position.
  - Watch any play on R3 at third base and be prepared to give help if requested.
  - When R3 advances to home plate, read the play as it develops and adjust positioning as necessary to see the applied tag.
  - Watch R3 approach and touch home plate. Make any call at home plate.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Make any call on the runner at first base and R1 at second base.
  - When the initial throw is at second base, commit to a primary position for a force play at second base. Stop and square to second base to make the call.
  - When a double play is attempted, commit to the force play at second base by moving a few steps toward a primary position. Stop and square to second base to make the call. Immediately turn with the throw to first base and move quickly toward a primary position for a force play at first base. Stop and square to first base to make the call.
  - When the initial throw is at first base, commit to a primary position for a force play at first base. Stop and square to first base to make the call and quickly glance at second base for possible play on R1.
  - When the runner is safe or there is no throw, watch the runner approach, touch, overrun or round first base.
  - Watch R1 and runner approach, touch and round at their respective bases.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Stay in foul territory outside the diamond.
  - Watch any play at first or second base. Be prepared to give help if requested.
  - If the initial play is on R3, read the play as it develops and adjust positioning as necessary to see the applied tag on R3 at third base.
  - When R3 advances, watch any play at home plate and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.



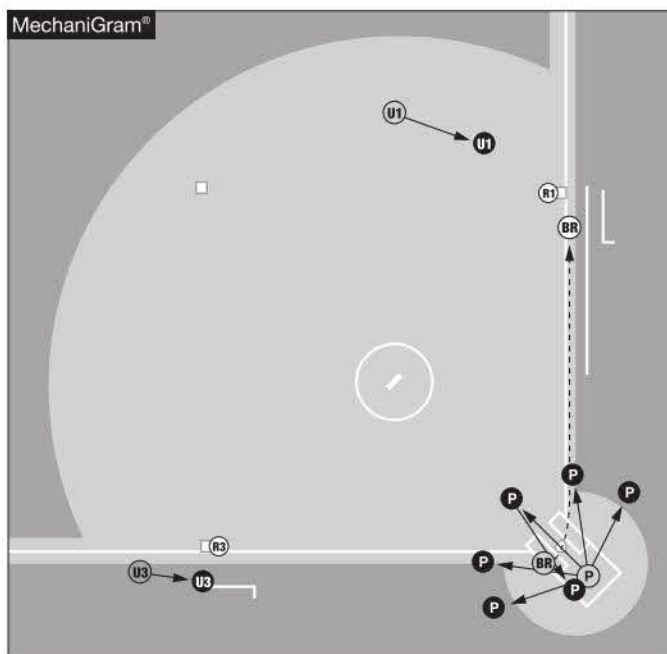




## Runners on First and Third



### Fly Ball/Line Drive to the Infield - Ball is Caught



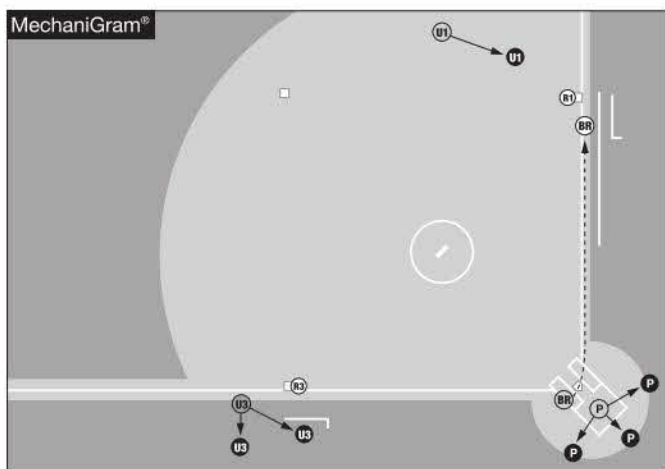
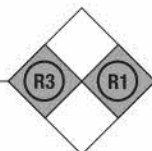
- P:**
- Move to obtain the best angle to see catch/no catch. Stay near the plate with runners in scoring position.
  - When the ball is hit near the foul line, move to a credible position straddling the line at the plate or the extension of the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - When a return throw goes to either base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Seek a position to watch R1 tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R1 return and make any call at first base.
  - When a return throw goes to third base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before returning to starting position.
- U3:**
- Seek a position to watch R3 tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R3 return and make any call at third base.
  - When a return throw goes to first base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.





## Runners on First and Third

### Foul Fly Ball to the Infield Area



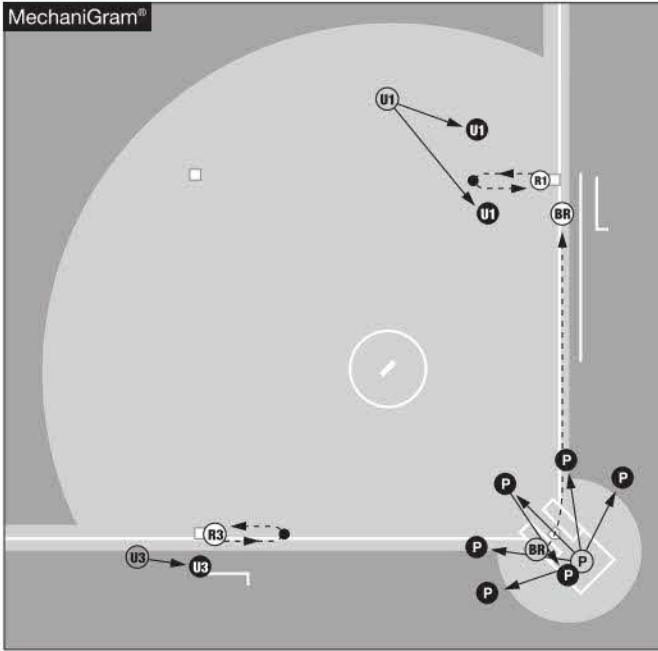
- P:**
- Once the ball is hit, read the catcher. Don't look for the ball first. Allow the catcher to take you to the ball.
  - Open pivot to the catcher's back creating room for the catcher to go to the ball.
  - Be alert to any other infielders attempting to make a play on the ball.
  - Close down the distance to the play if the infielders are diving, the ball is against the fence or near the dugout area.
  - Only with two outs: when a base umpire is bracketing the play, the base umpire will make the catch/no catch if the play is facing them.
  - After the catch is made, quickly move back to the point of plate holding position and make any call on R3.
  - When a return throw goes to either base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Seek a position to watch R1 tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R1 return and make any call at first base.
  - When a return throw goes to third base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Remain close to third base to watch R3 tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R3 return and make any call at third base.
  - When a return throw goes to first base, watch the play and be prepared to give help if requested.
  - Only with two out: when the fly ball is on the third base side, move into foul territory to bracket the play with the plate umpire.
  - Wait for the play to conclude before heading to the next starting position.



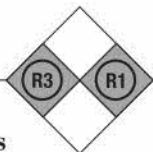


## Runners on First and Third

No Chase - Fly Ball/Line Drive to the Outfield - Ball is Caught, Less Than Two Outs



## Runners on First and Third



### No Chase – Fly Ball/Line Drive to the Outfield – Ball is Caught, Less Than Two Outs

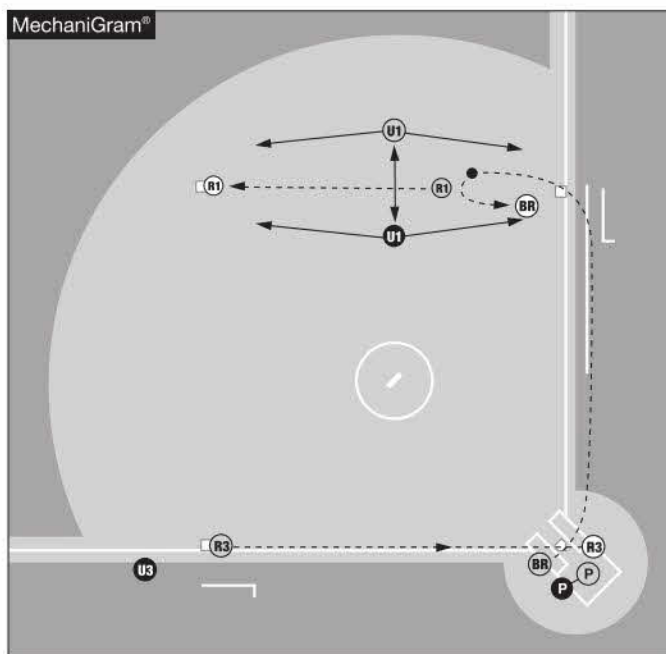
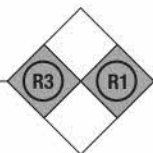
- P:**
- Move to obtain the best angle to see the catch/no catch. Stay near the plate with a runners in scoring position.
  - When the ball is hit near the foul line, move to a credible position straddling the line at the plate or the extension of the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - After the catch, move to the point of plate holding position.
  - Watch any play on R3 or R1 and prepared to give help if requested.
  - When R3 advances to home plate, read the play as it develops and adjust positioning as necessary to see the applied tag.
  - Watch R3 approach and touch home plate. Make any call at home plate.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move to attain a near straight line to the ball and R1 to watch the tag up.
  - When the ball is hit to right field, move to a position inside the diamond.
  - Watch the play from the hit and be prepared to give help if requested.
  - After the catch, read the throw from the outfield and adjust positioning.
  - Watch R1 return and make any call at first base.
  - When R1 advances to second base, watch R1 approach, touch, round and make any call at second base.
  - Watch any play on R3 and be prepared to give help if requested.
  - Wait for the play to conclude before returning to starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move to attain a straight line to the ball and R3 to watch the tag up. Remain in foul territory if possible.
  - Watch the play from the hit and be prepared to give help if requested.
  - After the catch, adjust positioning, watch R3 return and make any call at third base.
  - When R3 advances to home plate, watch the play and be prepared to give help if requested.
  - Watch any play on R1 and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.





## Runners on First and Third

### No Chase – Single to the Outfield

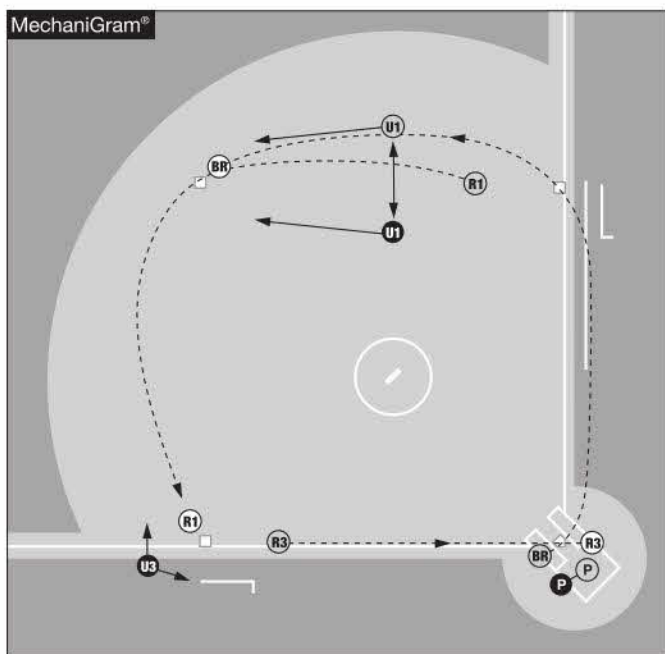
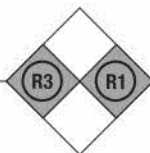


- P:**
- When the ball is hit near the foul line, move to a credible position straddling the line near the plate or the extension of the line in foul territory.
  - On a throw to first base from right field, move to a first base line extended trail position in foul territory.
  - When there is no throw to first base, move to the point of plate holding position.
  - Watch R3 approach and touch home plate. Make any call at home plate.
  - Watch any play at any base. Be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay outside the diamond or pivot inside (only if necessary).
  - Read the throw from the outfield and adjust positioning.
  - Make any call on the runner at first base and R1 at second base.
  - Watch R1 and the runner approach, touch and round first and second base.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay in foul territory outside the diamond at third base.
  - Watch any play at first or second base or home plate. Be prepared to give help if requested. Take any play at third base on R1.
  - Wait for the play to conclude before heading to the next starting position.



## Runners on First and Third

No Chase – Extra Base Hit to the Outfield



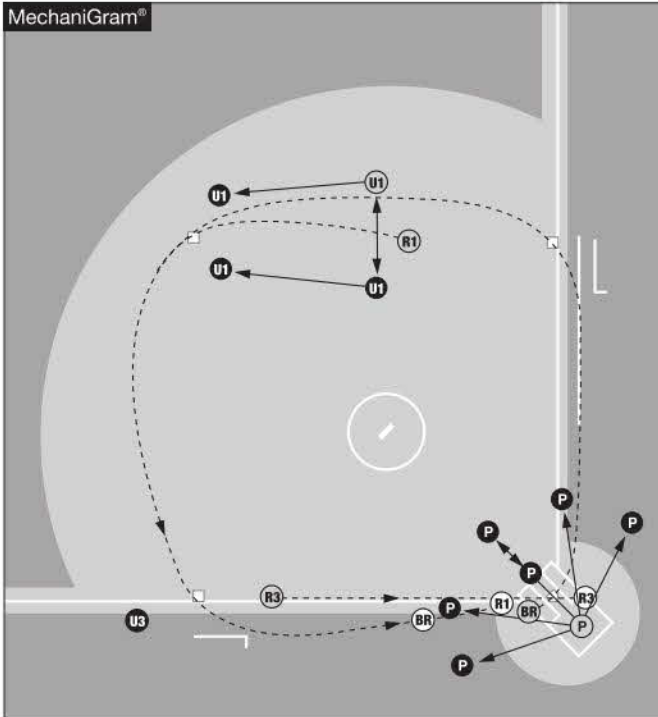
- P:**
- When the ball is hit near the foul line, move to a credible position straddling the line near the plate or the extension of the line in foul territory.
  - Move to the point of plate holding position.
  - Watch any play at any base. Be prepared to give help if requested.
  - Watch any runner approach and touch home plate. Make any call at home plate. Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay outside the diamond or pivot inside (only if necessary).
  - Read the throw from the outfield and adjust positioning.
  - Watch R1 approach, touch and round second base.
  - Watch the runner approach, touch and round first base and second base.
  - Make any call at first base and second base.
  - Watch any play at third base or home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay in foul territory outside the diamond at third base.
  - Watch R1 and the runner approach, touch, round and make any call at third base.
  - Watch any play at first or second base or home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.



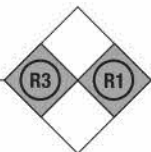


## Runners on First and Third

No Chase - Home Run (Out-of-the-Park)



## Runners on First and Third



### No Chase – Home Run (Out-of-the-Park)

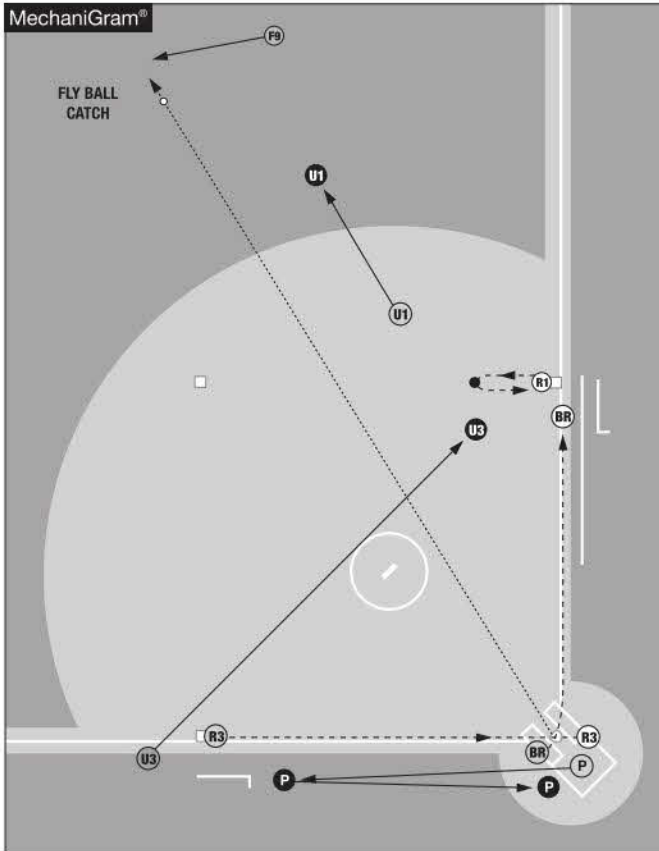
- P:**
- Move into the infield, parallel to the flight of the ball to obtain the best angle to see the ball cross the fence. Stay at the plate with a runner in scoring position.
  - When the ball is hit deep and near the foul line, move to a credible position straddling the line at the plate and stop to allow enough time to align your sight with the vertical plane of the fence and the foul pole.
  - Start and finish the home run signal facing the play.
  - Immediately move to an infield position in front of home plate.
  - Watch the action around home plate and watch all runners touch home plate.
  - After the runner touches home plate, give a ball to the pitcher, catcher or closest infielder and return to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay outside the diamond or pivot inside (only if necessary) between first and second base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R1 touch second base.
  - Watch the runner touch first base and second base.
  - As the runner continues on to home plate, move briskly toward your next starting position, continuing to watch the action around home plate and be prepared to give help if requested.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay in foul territory outside the diamond at third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch all runners touch third base.
  - Watch all runners continue to home plate. Watch the action around home plate and be prepared to give help if requested.



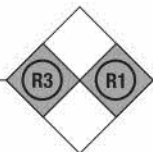


## Runners on First and Third

### U1 Chases - Ball is Caught



## Runners on First and Third



### U1 Chases – Ball is Caught

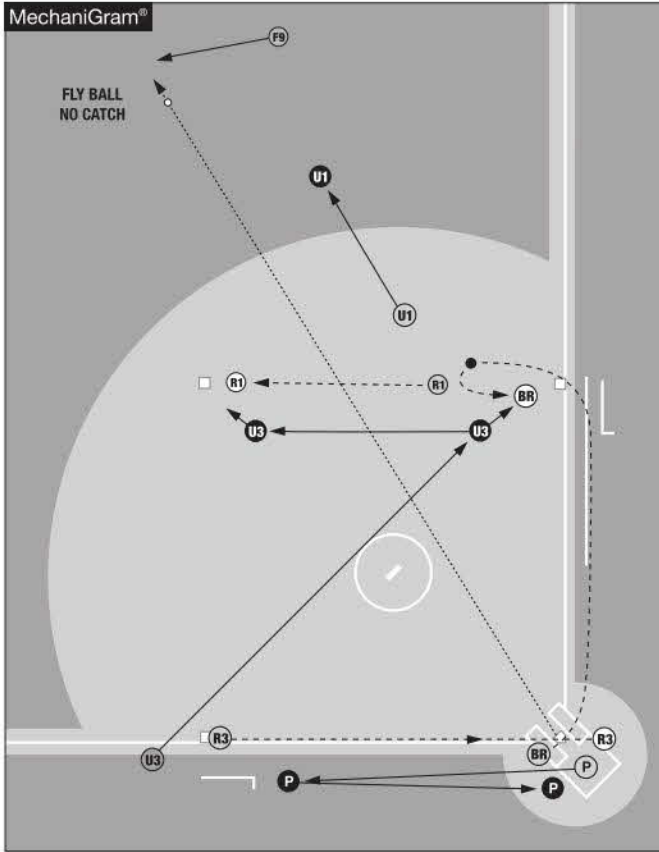
- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move past the holding area in foul territory between home and third base to attain a credible position on the ball and R3 to watch the tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - After the catch, read the throw from the outfield and commit to any play at home plate or third base.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Move across the diamond to a near straight line with the ball and R1 to watch the tag up.
  - After the catch, read the throw from the outfield and adjust positioning.
  - Watch R1 return; make any call on R1 at first, second or third base.
  - If R3 advances to home plate, watch the play while adjusting to cover R1. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.



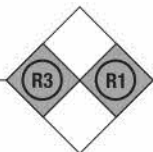


## Runners on First and Third

U1 Chases - Ball is Not Caught, Single



## Runners on First and Third



### U1 Chases – Ball is Not Caught, Single

- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move past the holding area in foul territory between home and third base to attain a credible position on the ball and R3 to watch the tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield and commit to any play at home plate or third base.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Move across the diamond to attain a credible position on the ball and R1 to watch the tag up.
  - Once the ball is declared no catch, read the throw from the outfield and adjust positioning.
  - Watch R1 approach, touch, round and make any call at second base.
  - Watch the runner approach, touch, overrun, round and make any call at first base.
  - If R3 advances to home plate, watch the play while adjusting to cover R1 and the runner. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.

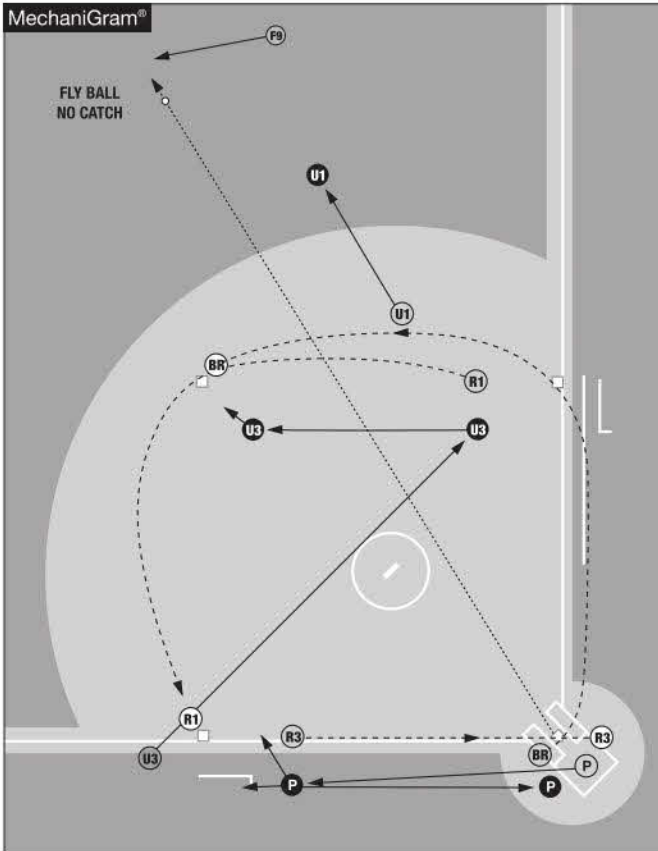




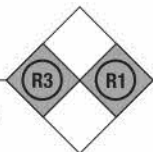


## Runners on First and Third

U1 Chases - Ball is Not Caught, Extra Bases



## Runners on First and Third



### U1 Chases – Ball is Not Caught, Extra Bases

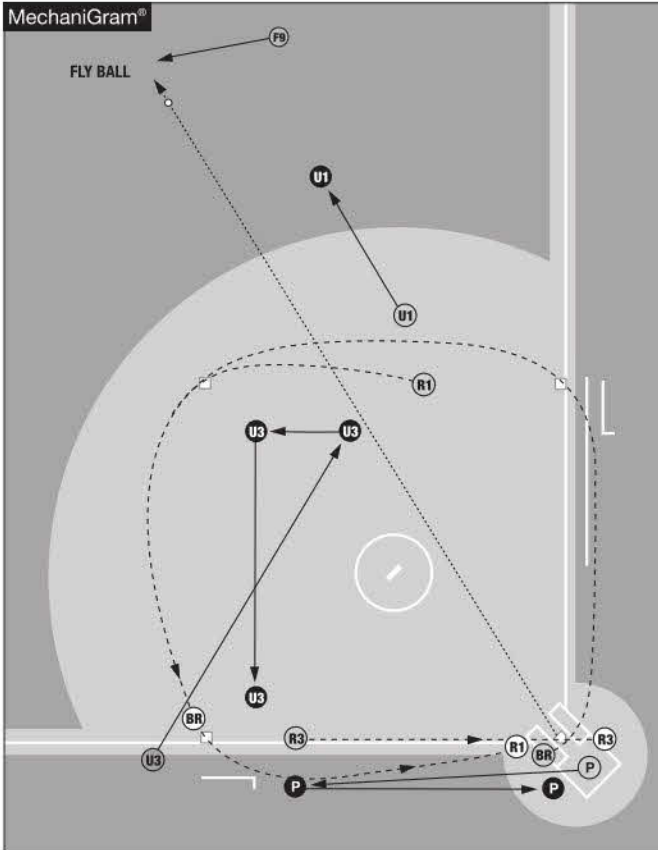
- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Commit to any play on R1 or R3 at home plate or third base.
  - Watch R1 approach, touch and round third base.
  - Watch all runners approach and touch home plate.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Immediately move across the diamond to attain a credible position on the ball and R1 to watch the tag up.
  - Once the ball is declared no catch, read the throw from the outfield and adjust positioning.
  - Watch R1 approach, touch and round second base.
  - Watch the runner approach, touch and round at first and second base and take any play on the BR at third base.
  - Watch any play at third base and home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.



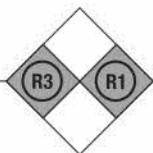


## Runners on First and Third

### U1 Chases -Two Outs



## Runners on First and Third



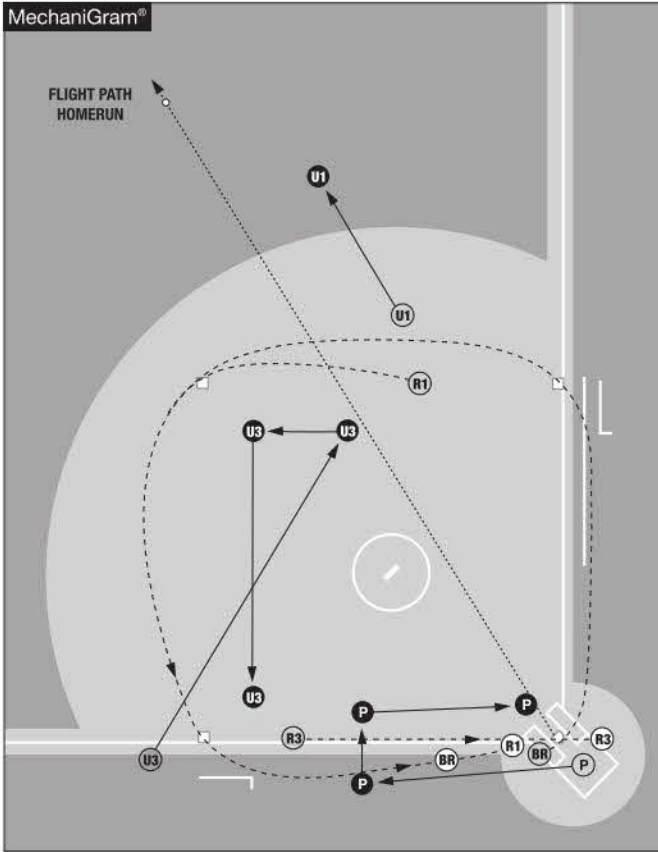
### U1 Chases -Two Outs

- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Commit to any play on R1 at home plate or third base.
  - Watch R1 approach, touch and round third base.
  - Watch all runners approach and touch home plate.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Immediately move across the field between second and first base.
  - Watch R1 approach, touch and round second base.
  - Watch the runner approach, touch, round and make any call at first, second and third base.
  - Watch any play on a lead runner at third base or at home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.

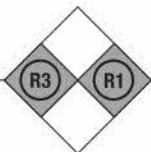


## Runners on First and Third

### U1 Chases - Home Run (Out-of-the-Park)



## Runners on First and Third



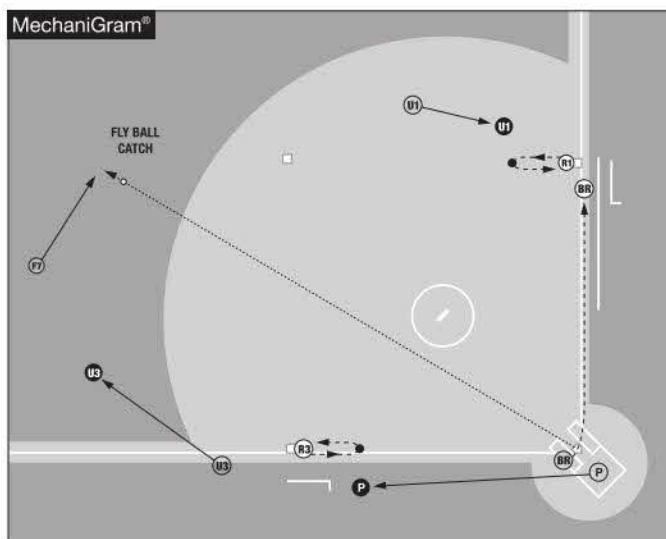
### U1 Chases – Home Run (Out-of-the-Park)

- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Immediately move to an infield position between home and third base.
  - Watch R3 touch home plate.
  - Watch R1 touch third base and immediately move to an infield position in front of home plate.
  - Watch the action around home plate and watch R1 and the runner touch the home plate.
  - After the runner touches home plate, give a ball to the pitcher, catcher or closest infielder and return to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the ball cross the fence.
  - Start and finish the home run signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Immediately move across the field between second and first base.
  - Watch R1 touch second base.
  - Watch the runner touch first base.
  - Move along with the runner on the inside of the diamond.
  - Watch the runner touch second and third base.
  - While watching the runner continue to home plate, turn slightly heading to the next starting position, continuing to watch the action around home plate and be prepared to give help if requested.



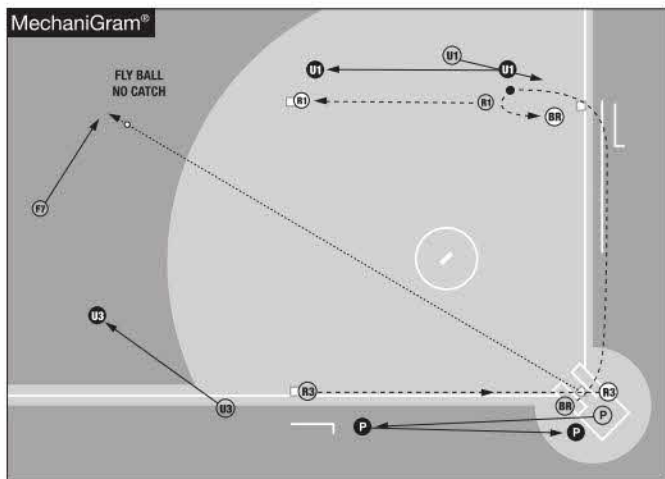


### U3 Chases - Ball is Caught



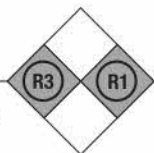
- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Immediately move past the holding area in foul territory between home and third base to attain a credible position on the ball and R3 to watch the tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - After the catch, read the throw from the outfield and commit to any play at home plate or third base.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Immediately move to attain a credible position on the ball and R1 to watch the tag up.
  - After the catch, read the throw from the outfield and adjust positioning.
  - Watch R1 return; make any call on R1 at first and second base.
  - If R3 advances to home plate, watch the play while adjusting to cover R1. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.

### U3 Chases - Ball is Not Caught, Single

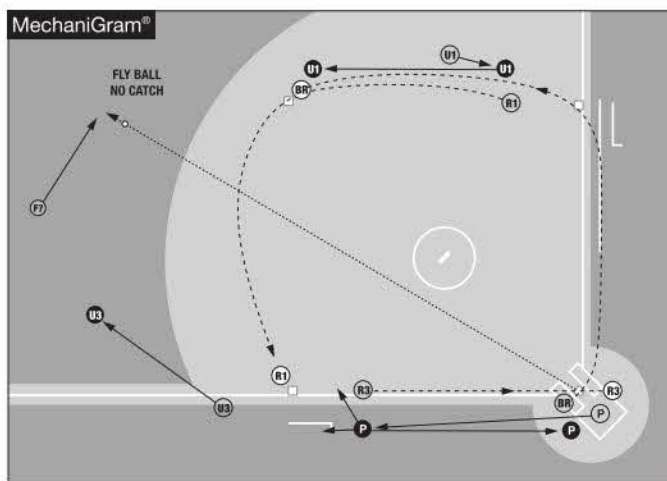


- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Immediately move past the holding area in foul territory between home and third base to attain a credible position on the ball and R3 to watch the tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield and commit to any play at home plate or third base.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Immediately move to attain a credible position on the ball and R1 to watch the tag up.
  - Once the ball is declared no catch, read the throw from the outfield and adjust positioning.
  - Watch R1 approach, touch, round and make any call at second base.
  - Watch the runner approach, touch, overrun, round and make any call at first base.
  - Watch any play on R3 at the plate (be prepared to give help if requested) while moving to take any calls on R1 and the runner at first and second bases.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.

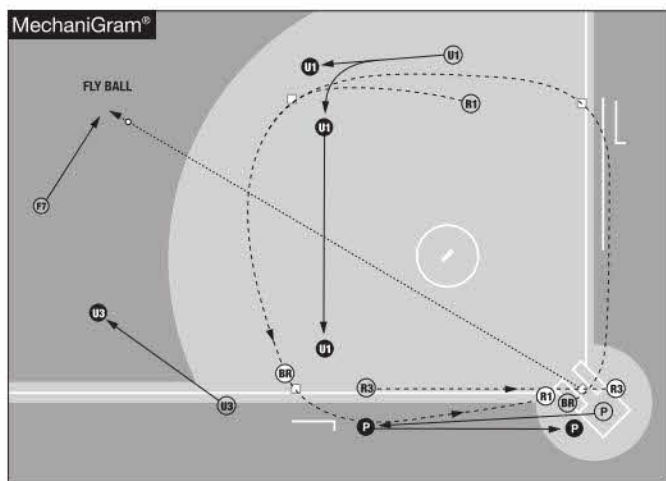
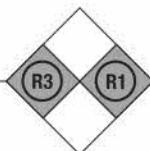
## Runners on First and Third



### U3 Chases – Ball is Not Caught, Extra Bases



- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Commit to any play at home plate or third base.
  - Watch R1 approach, touch and round third base.
  - Watch all runners approach and touch home plate.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Immediately move to attain a credible position on the ball and R1 to watch the tag up.
  - Once the ball is declared no catch, read the throw from the outfield and adjust positioning.
  - Watch R1 approach, touch and round second base.
  - Watch the runner approach, touch and round at first and second base; move inside the diamond and stay ahead of the runner if she advances to third base.
  - Watch any play at third base and home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.

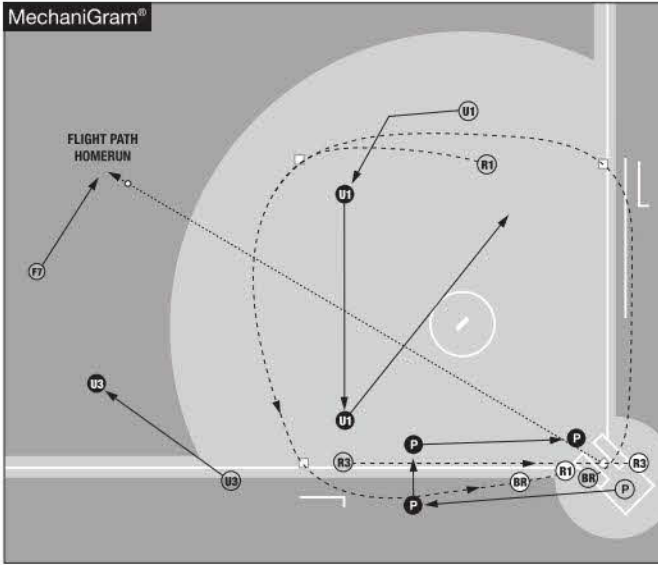


- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Commit to any play at home plate or third base.
  - Watch R1 approach, touch and round third base.
  - Watch all runners approach and touch home plate.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Remain outside the diamond between second and first base.
  - Watch R1 approach, touch and round second base.
  - Watch the runner approach, touch, round and make any call at first, second and third base.
  - Watch any play on a lead runner at third base or at home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.



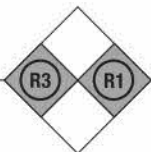
## Runners on First and Third

### U3 Chases - Home Run (Out-of-the-Park)





## Runners on First and Third



### U3 Chases – Home Run (Out-of-the-Park)

- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Immediately move to an infield position between home and third base.
  - Watch R3 touch home plate.
  - Watch R1 touch third base and immediately move to an infield position in front of home plate.
  - Watch the action around home plate and watch R1 and the runner touch home plate.
  - After the runner touches home plate, give a ball to the pitcher, catcher or closest infielder and return to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Remain outside the diamond between second and first base.
  - Watch R1 touch second base.
  - Watch the runner touch first base.
  - As the runner approaches second base, move inside of the diamond behind the runner.
  - Watch the runner touch second and third base.
  - While watching the runner continue to home plate, jog diagonally across the field heading to the next starting position, continuing to watch the action around home plate and be prepared to give help if requested.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the ball cross the fence.
  - When the ball is hit deep and near the foul line, move to a credible position straddling the line and stop to allow enough time to align your sight with the vertical plane of the fence and the foul pole.
  - Start and finish the home run signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.

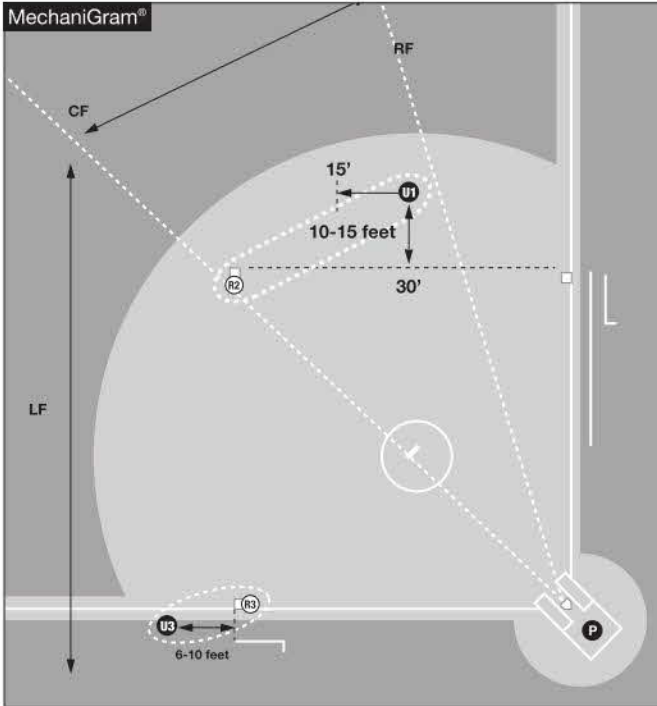




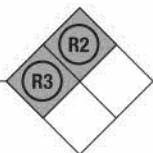


## Runners on Second and Third

### “Counter-Rotated” Starting Position



## Runners on Second and Third



### “Counter-Rotated” Starting Position

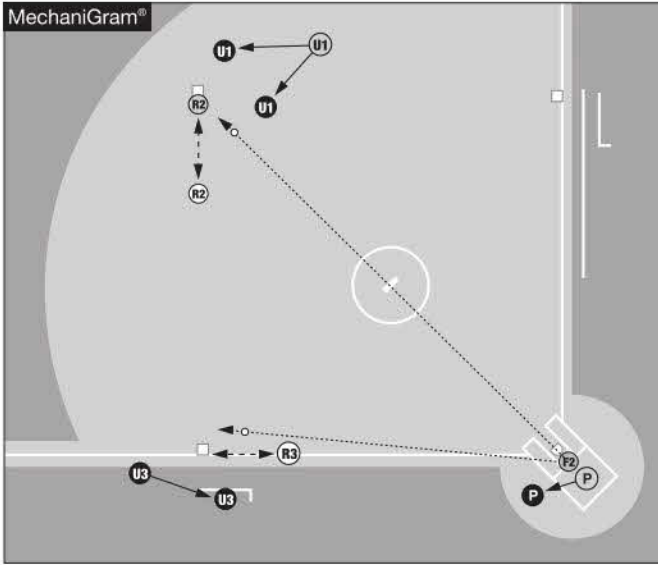
- P:** **Before the pitch** – Take a stance behind the batter and catcher at the plate.  
**Checked Swing** – Request help from the open umpire.  
**Fly Ball Chase Area** – Right fielder to the right field dead ball line. When a base umpire does not chase, the plate umpire is responsible for all fly balls.  
**Tag Up Responsibilities** – Responsible for watching R3 tag up on a fly ball if U1 or U3 chases.
- U1:** **Before the pitch** – Start in a set position, squared to home plate, between 15 feet from second base and the 30-foot midpoint between first and second base, no more than 15 feet from the baseline or behind F4.  
**On the pitch** – Responsible for watching R2 for leaving the base before the pitch is released.  
**Checked Swing** – Responsible for right-handed batters.  
**Fly Ball Chase Area** – In the wedge, from the center fielder to right fielder. U1 has the right of first refusal on balls hit to the center fielder. U1 has no fair/foul responsibilities.  
**Tag Up Responsibilities** – Responsible for watching R2 tag up on a fly ball if an umpire does not chase or U3 chases.
- U3:** **Before the pitch** – Start in a set position, squared to home plate, completely in foul territory, close to the line, 6-10 feet beyond third base.  
**On the pitch** – Responsible for watching R3 for leaving the base before the pitch is released.  
**Checked Swing** – Responsible left-handed batters.  
**Fly Ball Chase Area** – Center fielder to the left-field, dead-ball line.  
**Tag Up Responsibilities** – Responsible for watching R3 tag up on a fly ball if an umpire does not chase or R2 if U1 chases.



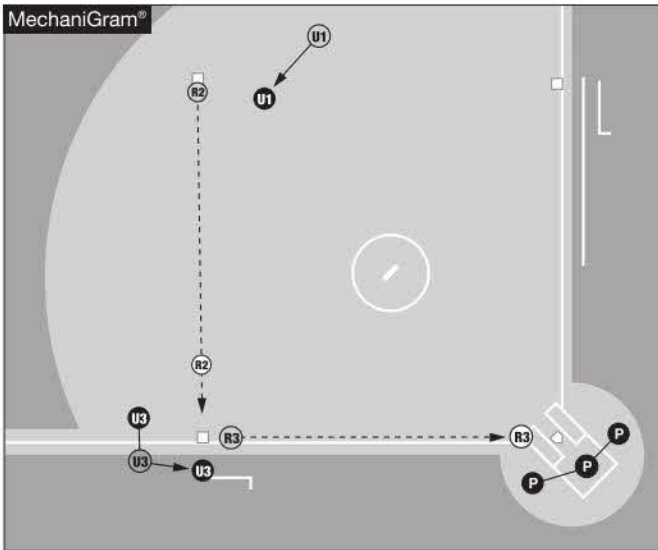


## Runners on Second and Third

R2 & R3 - Working Between Pitches (WBP)  
Pickoff - Steal



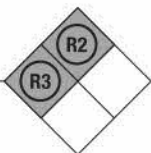
Pickoff at Third – Pickoff at Second



Steal From Third – Steal From Second



## Runners on Second and Third



### R2 & R3 – Working Between Pitches (WBP) Pickoff – Steal

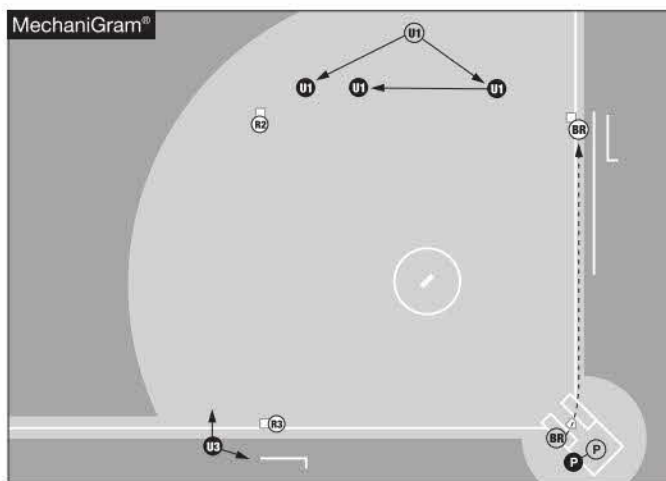
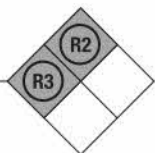
- P:** **WBP** – Reset out of stance when the pitch is over; completing verbal and/or signal. Remain alert to the batter's actions and the catcher for any play.  
**Pickoff** – When the pitch is over, watch the catcher's attempt to throw the ball to either base. Look for batter interference. After the throw is released, step out from home plate, clearing the catcher and batter to watch the play at either base. Be prepared to give help if requested. Wait for the play to conclude before returning to the plate area.  
**Steal** – When the pitch is over, read the play as it develops and adjust positioning as necessary to watch the applied tag or any play at home plate. Watch R3 approach and touch home plate. When a steal results from a passed ball, remain in the plate area, avoiding any throwing lanes. Keep tracking the ball and make any call on the ball (blocked ball, interference, enters dead ball area, etc.). Wait for the play to conclude before returning to the plate area.
- U1:** **WBP** – Move out of the set position, move toward second base and watch for a possible play or obstruction. When the ball is in the circle with the pitcher and both runners have returned to base, return to starting position.  
**Pickoff** – Move out of the set position, move to a primary position, read the play as it develops and adjust positioning as necessary to watch the applied tag or any play at second base. Wait for the play to conclude before heading to the next starting position.  
**Steal** – Move out of the set position and move as needed to watch any play at third base or home plate. Be prepared to give help if requested. Wait for the play to conclude before heading to the next starting position.
- U3:** **WBP** – Stay in a set position and watch for a possible play or obstruction at third base. When the ball is in the circle with the pitcher and R3 has returned to base, reset to a standing position.  
**Pickoff** – Move out of the set position, read the play as it develops and adjust positioning as necessary to see the applied tag or any play at third base. Wait for the play to conclude before returning to starting position.  
**Steal** – For R3, move out of the set position and move as needed to watch any play at home plate. Be prepared to give help if requested. For R2, come out of the set position, read the play as it develops and adjust positioning as necessary to see the applied tag or any play at third base. Wait for the play to conclude before returning to starting position.





## Runners on Second and Third

### Hit to the Infield

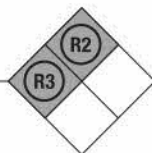


- P:**
- When the ball is hit near the foul line, move to a credible position straddling the line at the plate or the extension of the line in foul territory.
  - On a throw to first base, move to a first base line extended trail position in foul territory.
  - Watch any play at first base and be prepared to give help if requested.
  - When there is no throw to first base, move to the point of plate holding position.
  - Watch any play on R2 or R3. Be prepared to give help if requested.
  - When R3 advances to home plate, read the play as it develops and adjust positioning as necessary to watch the applied tag.
  - Watch R3 approach and touch home plate. Make any call at home plate.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Make any call on the runner at first base and R2 at second base.
  - When the initial throw is to first base, commit to a primary position for a force play at first base. Be stopped and square to first base to make the call.
  - When the runner is safe or there is no throw, watch the runner approach, touch, overrun or round first base.
  - When the initial play is on R2, move to a primary position, read the play as it develops and adjust positioning as necessary to watch the applied tag on R2 at second base.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Stay in foul territory outside the diamond.
  - Watch any play at first or second base. Be prepared to give help if requested.
  - When the initial play is on R3, read the play as it develops and adjust positioning as necessary to watch the applied tag on R3 at third base.
  - When R3 advances, watch any play at home plate and be prepared to give help if requested.
  - When R2 advances to third base, watch R2 approach, touch, round and make any call at third base.
  - Wait for the play to conclude before heading to the next starting position.

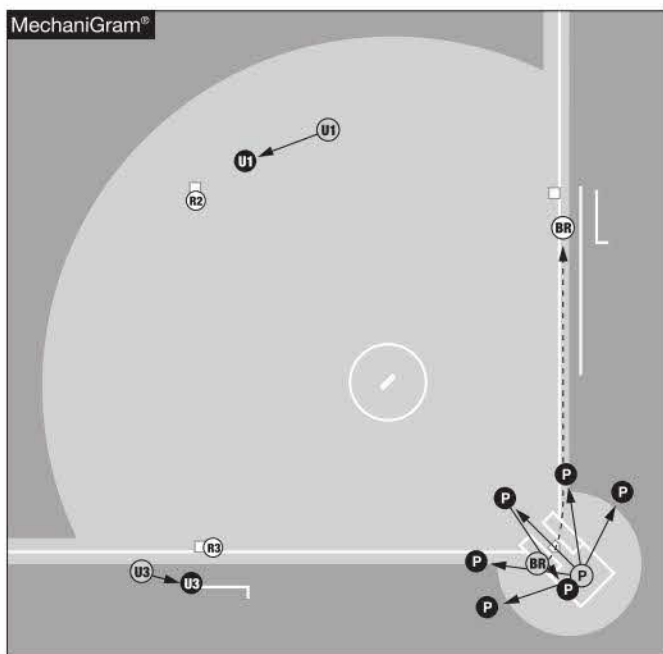




## Runners on Second and Third



### Fly Ball/Line Drive to the Infield - Ball is Caught



- P:**
  - Move to obtain the best angle to see catch/no catch. Stay near the plate with runners in scoring position.
  - When the ball is hit near the foul line, move to a credible position straddling the line at the plate or the extension of the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - When a return throw goes to either base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
  - Seek a position to watch R2 tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R2 return and make any call at second base.
  - When a return throw goes to third base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before returning to starting position.
- U3:**
  - Seek a position to watch R3 tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R3 return and make any call at third base.
  - When a return throw goes to second base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.

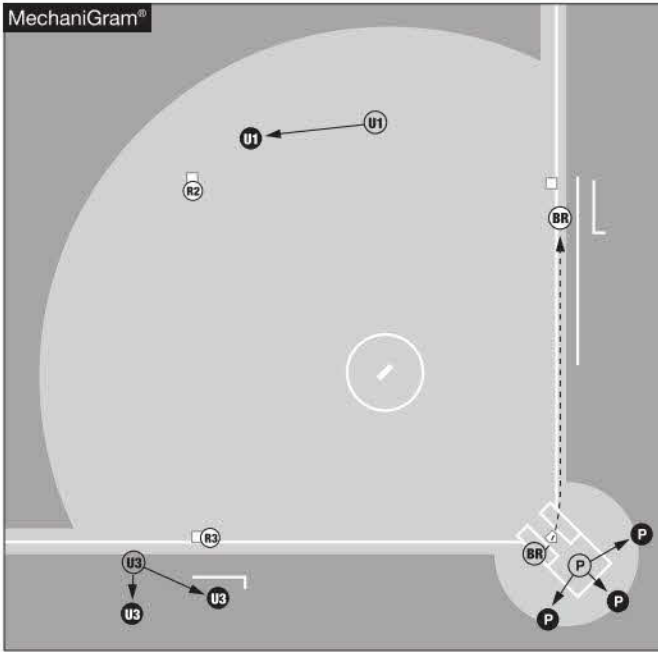




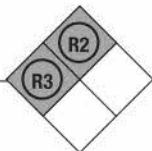


## Runners on Second and Third

### Foul Fly Ball to the Infield Area



## Runners on Second and Third



### Foul Fly Ball to the Infield Area

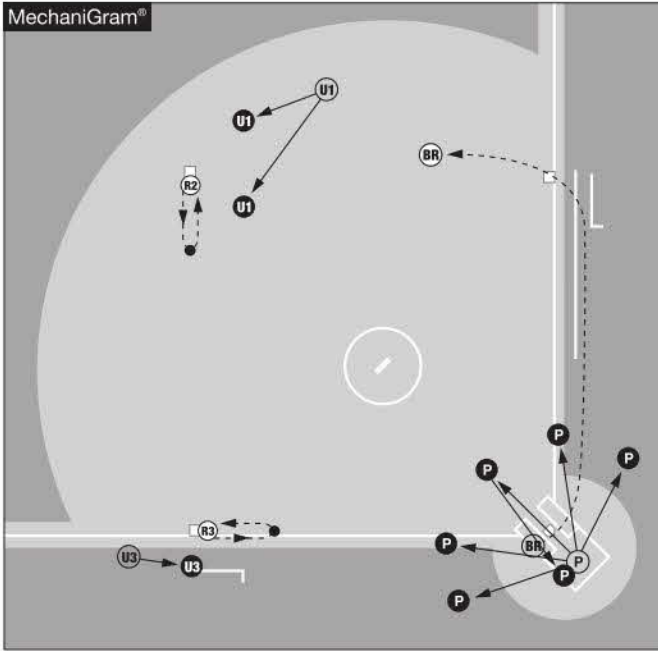
- P:**
- Once the ball is hit, read the catcher. Don't look for the ball first. Allow the catcher to take you to the ball.
  - Open pivot to the catcher's back creating room for the catcher to go to the ball.
  - Be alert to any other infielders attempting to make a play on the ball.
  - Close down the distance to the play if the infielders are diving, the ball is against the fence or near the dugout area.
  - Only with two outs; when a base umpire is bracketing the play, the base umpire will call catch/no catch when the play is facing them.
  - After the catch is made, quickly move back to the point of plate holding position and make any call on R3.
  - When a return throw goes to either base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Seek a position to watch R2 tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R2 return and make any call at second base.
  - When a return throw goes to third base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Remain close to third base to watch R3 tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R3 return and make any call at third base.
  - When a return throw goes to second base, watch the play and be prepared to give help if requested.
  - Only with two outs; when the fly ball is on the third base side, move into foul territory to bracket the play with the plate umpire.
  - Wait for the play to conclude before heading to the next starting position.



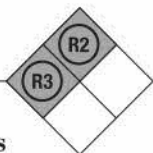


## Runners on Second and Third

No Chase - Fly Ball/Line Drive to the Outfield - Ball is Caught, Less Than Two Outs



## Runners on Second and Third



### No Chase – Fly Ball/Line Drive to the Outfield – Ball is Caught, Less Than Two Outs

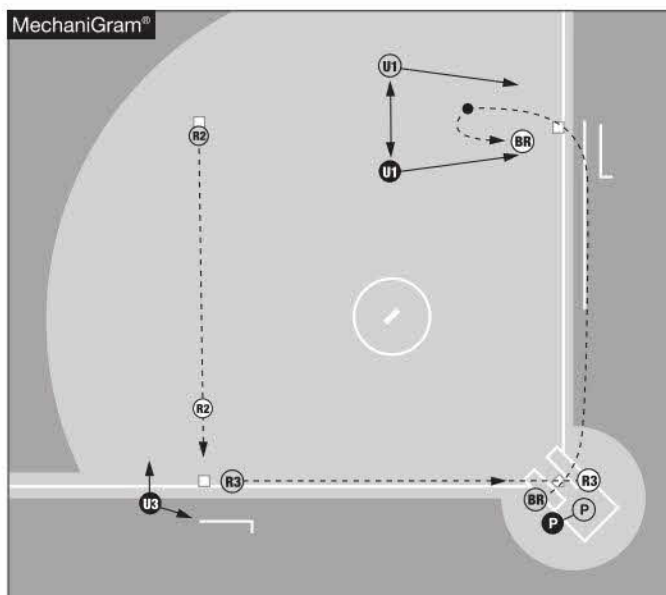
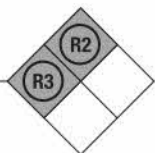
- P:**
- Move to obtain the best angle to see catch/no catch. Stay near the plate with a runners in scoring position.
  - When the ball is hit near the foul line, move to a credible position straddling the line at the plate or the extension of the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - After the catch, move to the point of plate holding position.
  - Watch any play on R3 or R2 and be prepared to give help if requested.
  - When R3 advances to home plate, read the play as it develops and adjust positioning as necessary to watch the applied tag.
  - Watch R3 approach and touch home plate. Make any call at home plate.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move to attain a near straight line to the ball and R2 to watch the tag up.
  - When the ball is hit to center or right field, move to a position inside the diamond.
  - Watch the play from the hit and be prepared to give help if requested.
  - After the catch, read the throw from the outfield and adjust positioning.
  - Watch R2 return and make any call at second base.
  - When R2 advances to third base, watch the play be prepared to give help if requested.
  - Watch any play on R3 and be prepared to give help if requested.
  - Wait for the play to conclude before returning to starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move to attain a straight line to the ball and R3 to watch the tag up. Remain in foul territory if possible.
  - Watch the play from the hit and be prepared to give help if requested.
  - After the catch, adjust positioning, watch R3 return and make any call at third base.
  - When R3 advances to home plate, watch the play and be prepared to give help if requested.
  - When a return throw goes to second base, watch the play and be prepared to give help if requested.
  - When R2 advances to third base, watch R2 approach, touch, round and make any call at third base.
  - Wait for the play to conclude before heading to the next starting position.





## Runners on Second and Third

### No Chase – Single to the Outfield



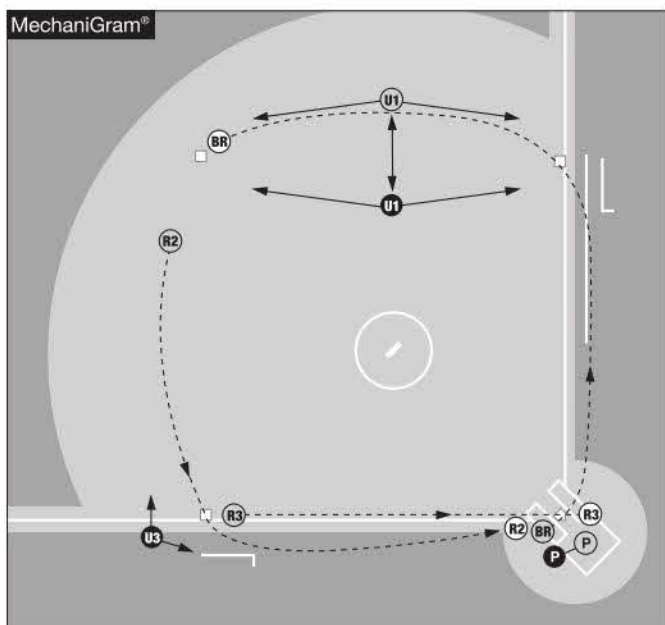
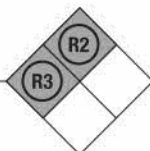
- P:**
- When the ball is hit near the foul line, move to a credible position straddling the line at the plate or the extension of the line in foul territory.
  - On a throw to first base from right field, move to a first-base line extended trail position in foul territory.
  - When there is no throw to first base, move to the point of plate holding position.
  - Watch R3 approach and touch home plate. Make any call at home plate.
  - Watch any play at any base. Be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay outside the diamond or pivot inside (only if necessary).
  - Read the throw from the outfield and adjust positioning.
  - Make any call on the runner at first base and R2 at second base.
  - When R2 advances to third base, watch the play while adjusting to cover BR. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay in foul territory outside the diamond at third base.
  - When R2 advances to third base, watch R2 approach, touch, round and make any call at third base.
  - Watch any play at first or second base or home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.





## Runners on Second and Third

### No Chase – Extra Base Hit to the Outfield



- P:**
- When the ball is hit near the foul line, move to a credible position straddling the line at the plate or the extension of the line in foul territory.
  - Move to the point of plate holding position.
  - Watch R3 and R2 approach and touch home plate. Make any call at home plate. Watch any play at any base. Be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay outside the diamond or pivot inside (only if necessary).
  - Read the throw from the outfield and adjust positioning.
  - Watch the runner approach, touch and round first base and second base.
  - Make any call on the runner at first base and second base.
  - Watch any play on R3 and R2 at third base or home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay in foul territory outside the diamond at third base.
  - Watch R2 and runner approach, touch, round and make any call at third base.
  - Watch any play at first or second base or home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.

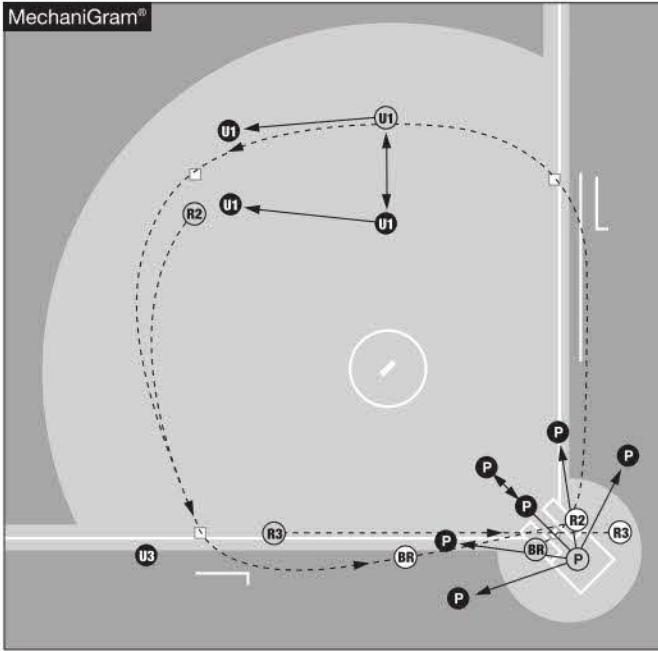




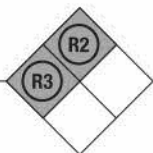


## Runners on Second and Third

No Chase - Home Run (Out-of-the-Park)



## Runners on Second and Third



### No Chase – Home Run (Out-of-the-Park)

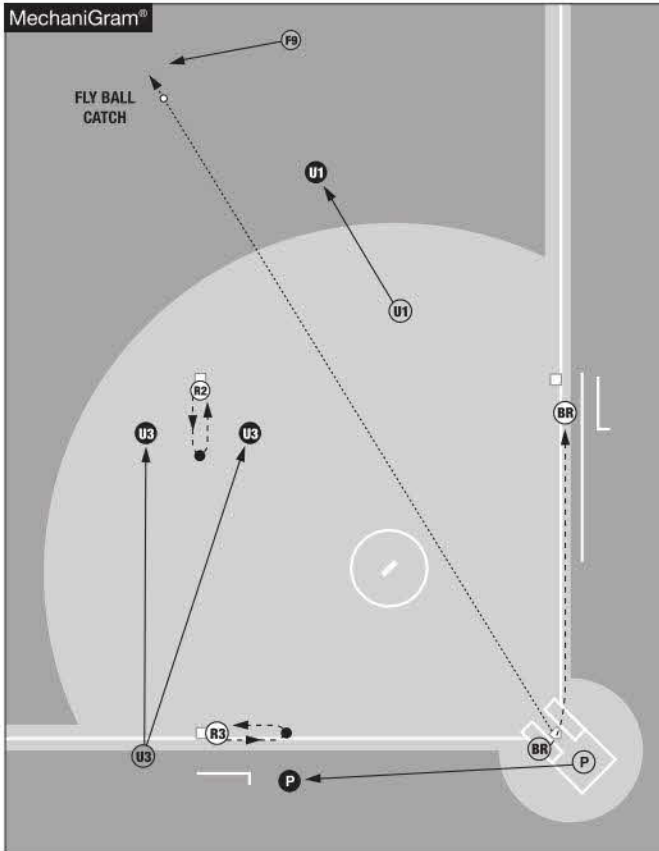
- P:**
- Move into the infield, parallel to the flight of the ball to obtain the best angle to watch the ball cross the fence. Stay near the plate with a runner in scoring position.
  - When the ball is hit deep and near the foul line, move to a credible position straddling the line at the plate and stop to allow enough time to align your sight with the vertical plane of the fence and the foul pole.
  - Start and finish the home run signal facing the play.
  - Immediately move to an infield position in front of home plate.
  - Watch the action around home plate and watch all runners touch home plate.
  - After the runner touches home plate, give a ball to the pitcher, catcher or closest infielder and return to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay outside the diamond or pivot inside (only if necessary).
  - Watch the play from the hit and be prepared to give help if requested.
  - Move toward first base to watch the runner touch first base.
  - Take the runner to second base.
  - Watch the runner touch second base.
  - As the runner continues on to home plate, move briskly toward your next starting position, continuing to watch the action around home plate and be prepared to give help if requested.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay in foul territory outside the diamond.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R2 and the runner touch third base.
  - Watch the runner continue to home plate. Watch the action around home plate and be prepared to give help if requested.



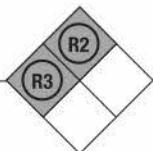


## Runners on Second and Third

### U1 Chases - Ball is Caught



## Runners on Second and Third



### U1 Chases – Ball is Caught

- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Move to attain a credible position on the ball and R3 to watch the tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - After the catch, read the throw from the outfield and commit to any play at home plate or third base on R3.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Move to attain a straight line to the ball and R2 to watch the tag up.
  - After the catch, read the throw from the outfield and adjust positioning.
  - Watch R2 return and make any call at second base.
  - Be prepared to take R2 to third base if a play is made on R3 at home plate.
  - Wait for the play to conclude before heading to the next starting position.

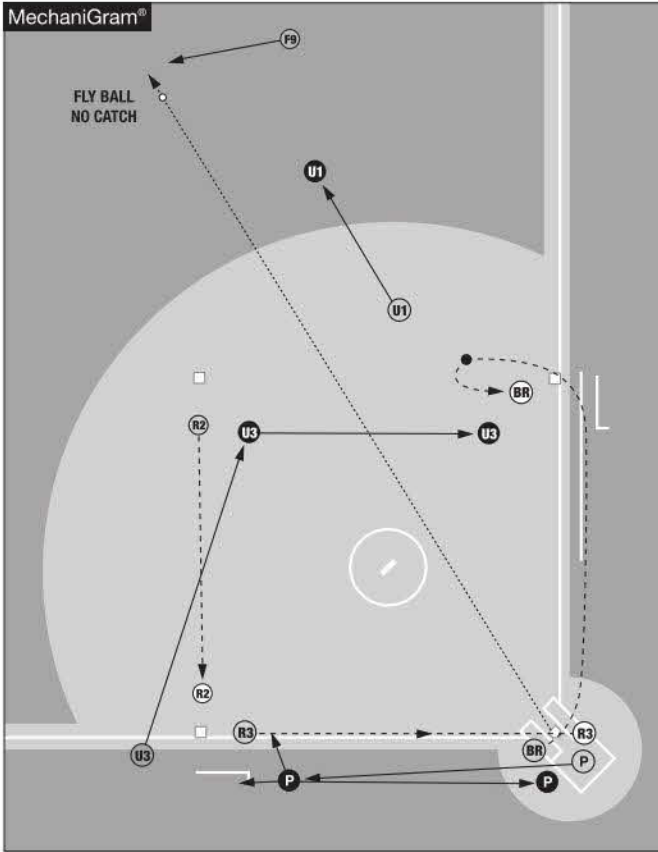


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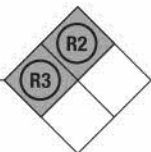
UMPIRES

## Runners on Second and Third

### U1 Chases - Ball is Not Caught, Single



## Runners on Second and Third



### U1 Chases – Ball is Not Caught, Single

- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Move to attain a credible position on the ball and R3 to watch the tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield and commit to any play at home plate or third base.
  - Watch R3 approach and touch home plate.
  - Watch R2 approach, touch, round and make any call at third base.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Move to attain a straight line to the ball and R2 to watch the tag up.
  - Once the ball is declared no catch, be prepared for a force play at first base.
  - Watch the runner approach, touch, overrun or round and make any call at first base.
  - When R2 advances to third base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.

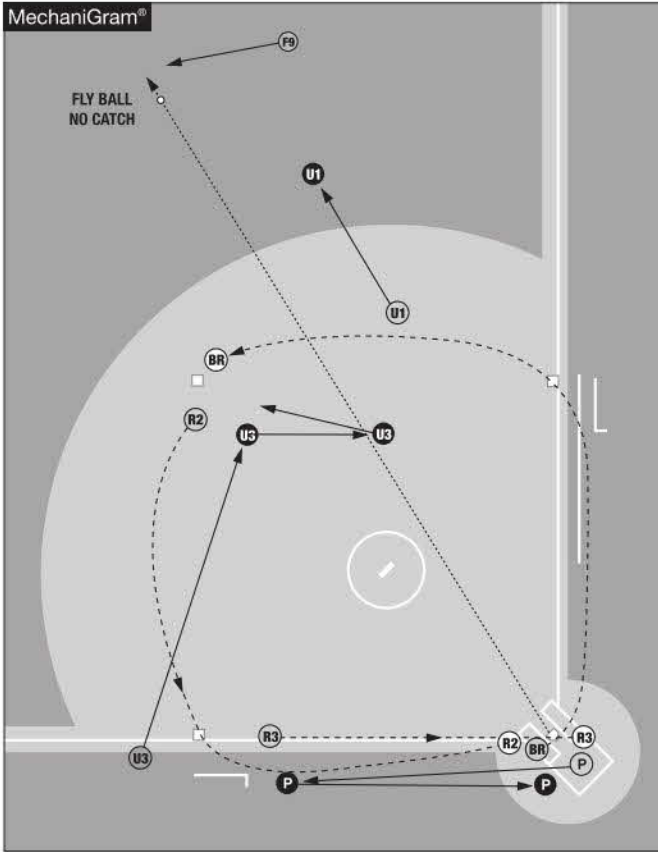




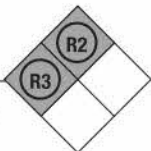


## Runners on Second and Third

U1 Chases - Ball is Not Caught, Extra Bases



## Runners on Second and Third



### U1 Chases – Ball is Not Caught, Extra Bases

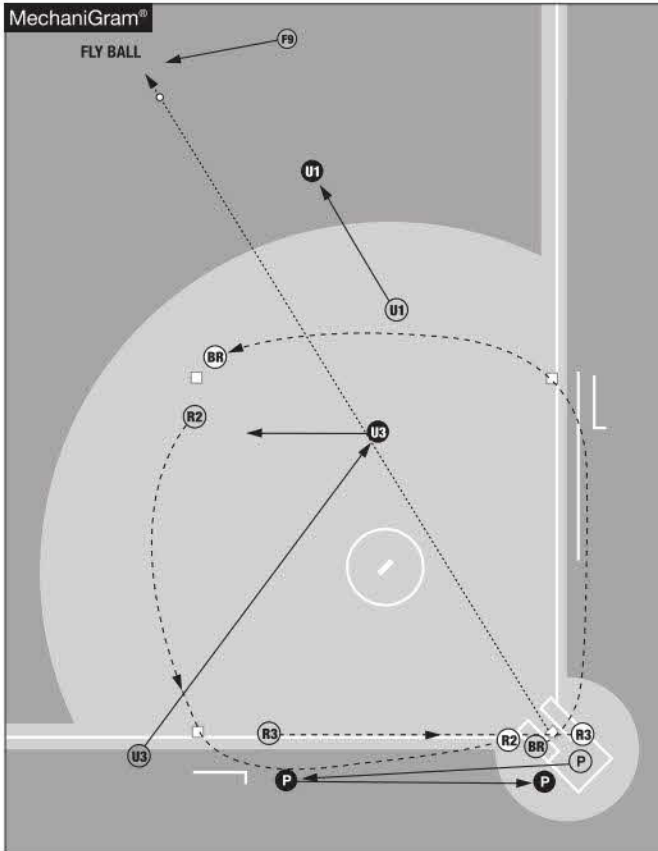
- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Commit to any play at home plate or third base.
  - Watch R2 approach, touch and round third base.
  - Move to the point of plate holding position.
  - Watch all runners approach and touch home plate.
  - Watch any play at any base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Move to attain a straight line to the ball and R2 to watch the tag up.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Watch the runner approach, touch, round and make any call at first, second and third base.
  - Watch any play at home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.



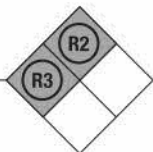


## Runners on Second and Third

### U1 Chases - Two Outs



## Runners on Second and Third



### U1 Chases - Two Outs

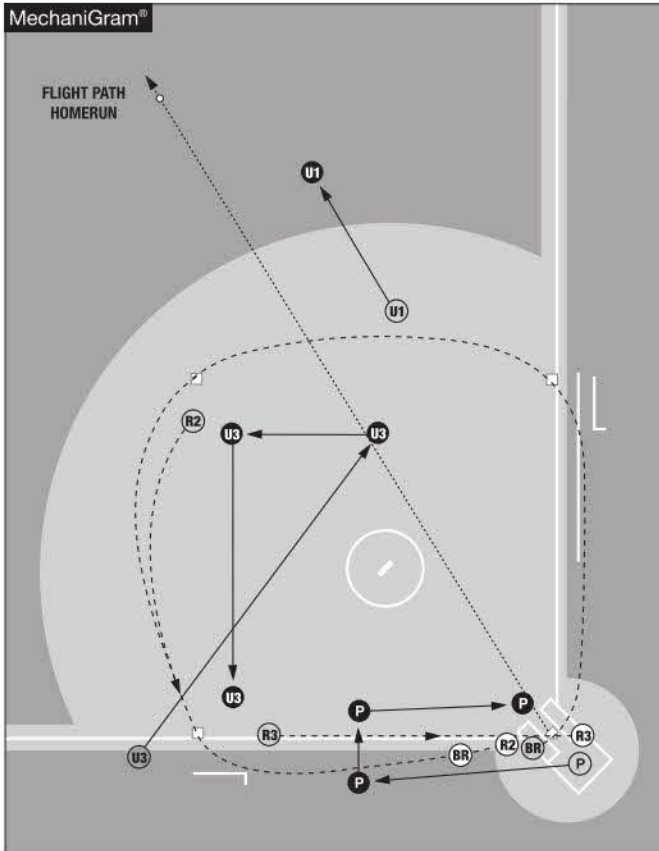
- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Commit to any play at home plate or third base.
  - Watch R2 approach, touch and round third base.
  - Watch all runners approach and touch home plate.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Immediately move across the field to first base.
  - Watch the runner approach, touch, round and make any call at first, second and third base.
  - Watch any play at home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.



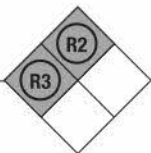


## Runners on Second and Third

### U1 Chases - Home Run (Out-of-the-Park)



## Runners on Second and Third



### U1 Chases – Home Run (Out-of-the-Park)

- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Immediately move to an infield position between home and third base.
  - Watch R3 touch home plate.
  - Watch R2 touch third base and immediately move to an infield position in front of home plate.
  - Watch the action around home plate and watch R2 and the runner touch home plate.
  - After the runner touches home plate, give a ball to the pitcher, catcher or closest infielder and return to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to watch the ball cross the fence.
  - Start and finish the home run signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Immediately move across the field to first base.
  - Watch the runner touch first base.
  - Move along with the runner on the inside of the diamond.
  - Watch the runner touch second and third base.
  - While watching the runner continue to home plate, turn slightly heading to the next starting position, continuing to watch the action around home plate and be prepared to give help if requested.

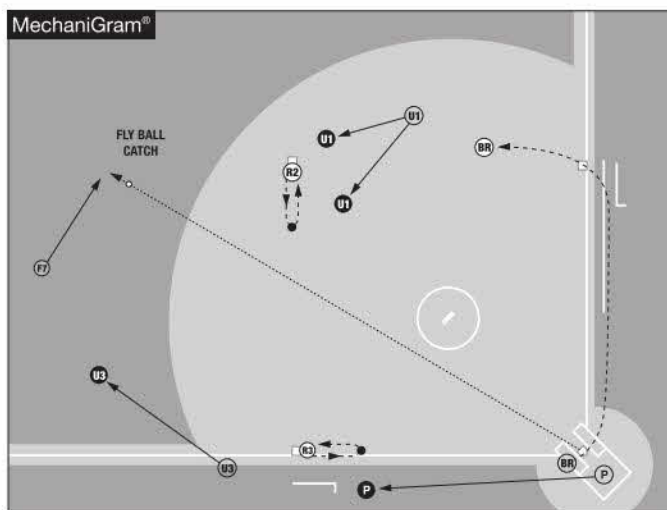
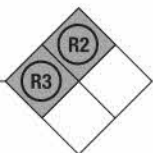






## Runners on Second and Third

### U3 Chases – Ball is Caught



- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Move past the holding area in foul territory between home and third base to attain a credible position on the ball and R3 to watch the tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - After the catch, read the throw from the outfield and commit to any play at home plate or third base on R3.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.

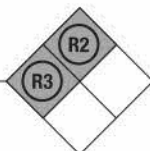
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Move to attain a straight line to the ball and R2 to watch the tag up.
  - After the catch, read the throw from the outfield and adjust positioning.
  - Watch R2 return and make any call at second base.
  - Be prepared to take R2 to third base if a play is made on R3 at home plate.
  - Wait for the play to conclude before returning to starting position.

- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.

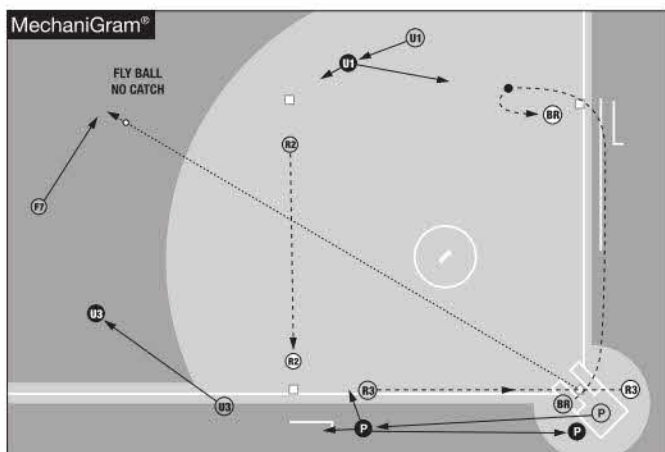




## Runners on Second and Third



### U3 Chases - Ball is Not Caught, Single

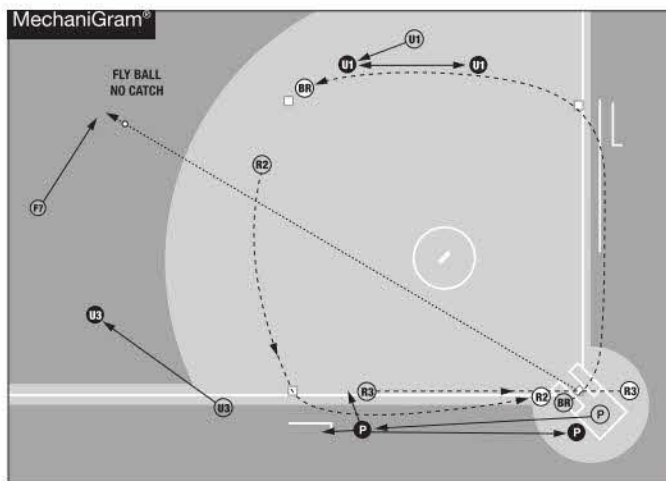
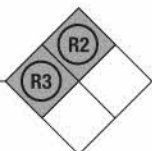


- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Move to attain a credible position on the ball and R3 to watch the tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield and commit to any play at home plate or third base.
  - Watch R3 approach and touch home plate.
  - Watch R2 approach, touch, round and make any call at third base.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Move to attain a straight line to the ball and R2 to watch the tag up.
  - Once the ball is declared no catch, read the throw from the outfield and stay outside the diamond.
  - Watch the runner approach, touch, overrun or round and make any call at first base.
  - When R2 advances to third base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.

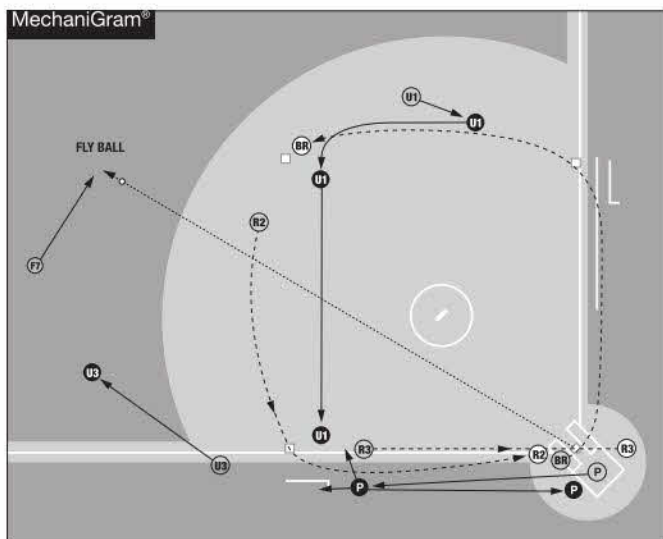


## Runners on Second and Third

### U3 Chases – Ball is Not Caught, Extra Bases



- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Watch R3 touch the plate then commit to any play on R2 at third base or the plate.
  - Watch R2 approach, touch and round third base.
  - Move to the point of plate holding position.
  - Watch all runners approach and touch home plate.
  - Watch any play at any base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Move to attain a straight line to the ball and R2 to watch the tag up.
  - Once the ball is declared no catch, read the throw from the outfield and stay outside the diamond.
  - Watch the runner approach, touch, round and make any call at first, second and third base; move inside the diamond and stay ahead of the runner if she advances to third base.
  - Watch any play at home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.

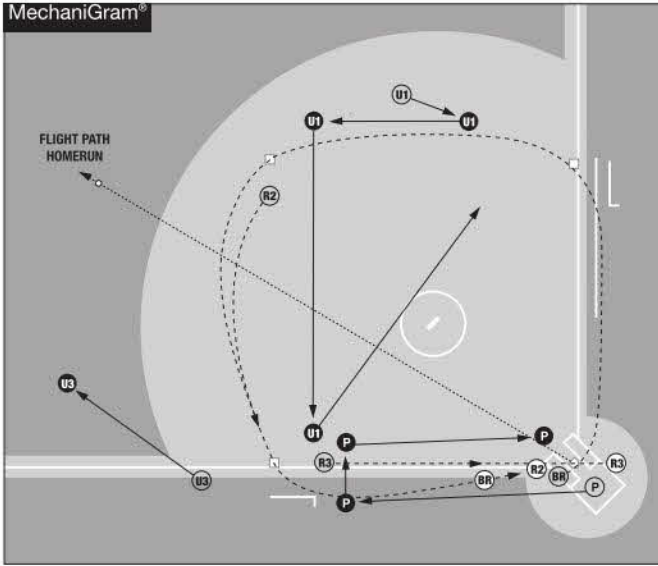


- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Commit to any play at home plate or third base.
  - Watch R2 approach, touch and round third base.
  - Watch all runners approach and touch home plate.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Immediately move toward first base, staying outside the diamond.
  - Watch the runner approach, touch, round and make any call at first, second and third base; move inside the diamond and stay ahead of the runner if she advances to third base.
  - Watch any play at home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.



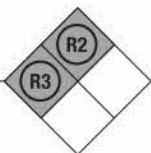
## Runners on Second and Third

### U3 Chases - Home Run (Out-of-the-Park)





## Runners on Second and Third



### U3 Chases – Home Run (Out-of-the-Park)

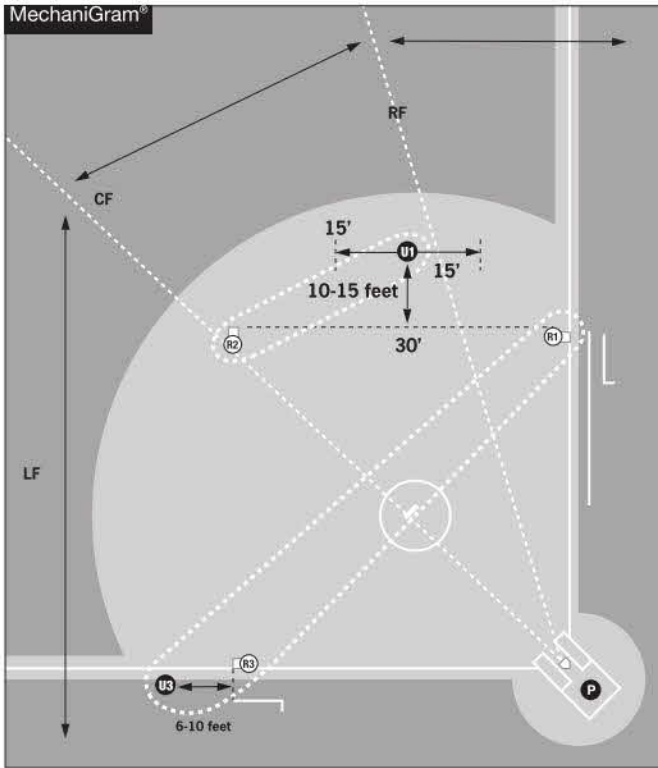
- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Immediately move to an infield position between home and third base.
  - Watch R3 touch home plate.
  - Watch R2 touch third base and immediately move to an infield position in front of home plate.
  - Watch the action around home plate and watch R2 and the runner touch home plate.
  - After the runner touches home plate, give a ball to the pitcher, catcher or closest infielder and return to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Immediately move toward first base, staying outside the diamond.
  - Watch the runner touch first base.
  - As the runner is approaching second base, move inside the diamond behind the runner.
  - Watch the runner touch second and third base.
  - While watching the runner continue to home plate, jog diagonally across the field heading to the next starting position, continuing to watch the action around home plate and be prepared to give help if requested.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to watch the ball cross the fence.
  - When the ball is hit deep and near the foul line, move to a credible position straddling the line and stop to allow enough time to align your sight with the vertical plane of the fence and the foul pole.
  - Start and finish the home run signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.



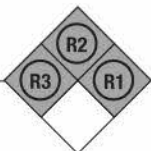


## Bases Loaded

### “Counter-Rotated” Starting Position



## Bases Loaded



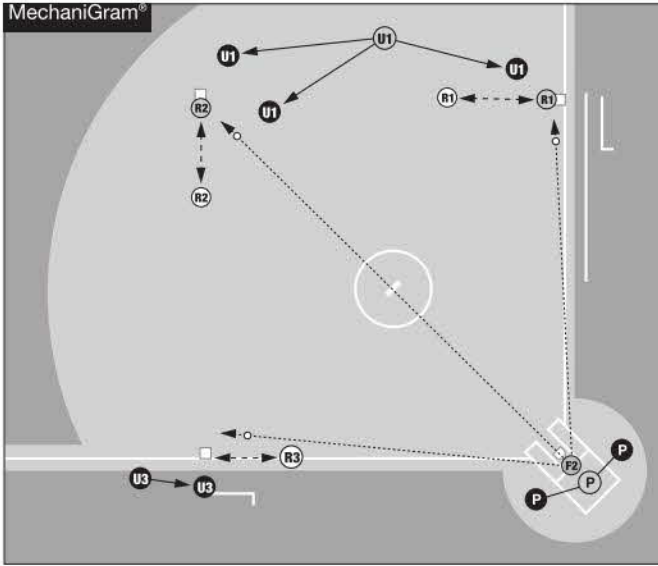
### “Counter-Rotated” Starting Position

- P:** **Before the pitch** – Take a stance behind the batter and catcher at the plate.  
**Checked Swing** – Request help from the open umpire.  
**Fly Ball Chase Area** – Right fielder to the right field dead ball line. When a base umpire does not chase, the plate umpire is responsible for all fly balls.  
**Tag Up Responsibilities** – Responsible for watching R3 tag up on a fly ball if U1 or U3 chases.
- U1:** **Before the pitch** – Start in a set position, squared to home plate, between 15 feet from second base and the 15 feet from first base, no more the 15 feet from the baseline or behind F4.  
**On the pitch** – Responsible for watching R2 for leaving the base before the pitch is released.  
**Checked Swing** – Responsible for right-handed batters.  
**Fly Ball Chase Area** - The wedge: from the center fielder to right fielder. U1 has the right of first refusal on balls hit to the center fielder. U1 has no fair/foul responsibilities.  
**Tag Up Responsibilities** – Responsible for watching R1 and R2 tag up on a fly ball when an umpire does not chase or U3 chases.
- U3:** **Before the pitch** – Start in a set position, squared to home plate, completely in foul territory, close to the line, 6-10 feet beyond third base.  
**On the pitch** – Responsible for watching R1 and R3 for leaving the base before the pitch is released.  
**Checked Swing** – Responsible for left-handed batters.  
**Fly Ball Chase Area** – Center fielder to the left-field, dead-ball line.  
**Tag Up Responsibilities** – Responsible for watching R3 tag up on a fly ball when an umpire does not chase. When U1 chases, responsible for watching R1 and R2 tag up.

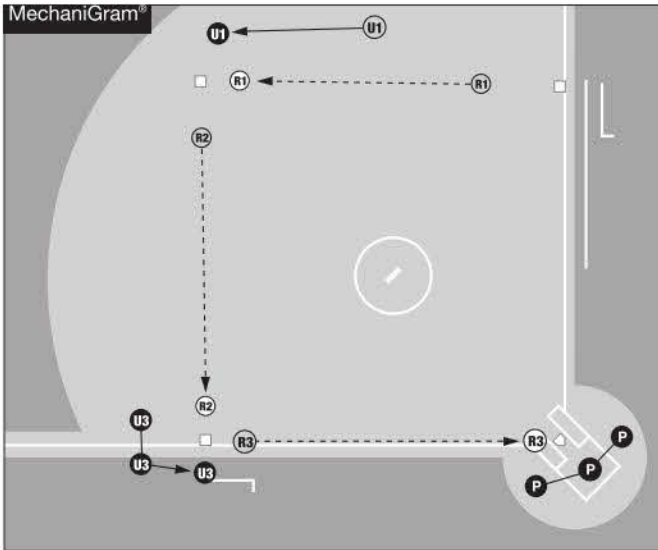


## Bases Loaded

### Bases Loaded - Working Between Pitches (WBP) - Pickoff -Steal

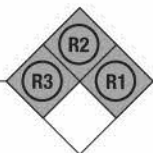


Pickoff Attempt at Third, Second or First



Steal - All Bases

## Bases Loaded



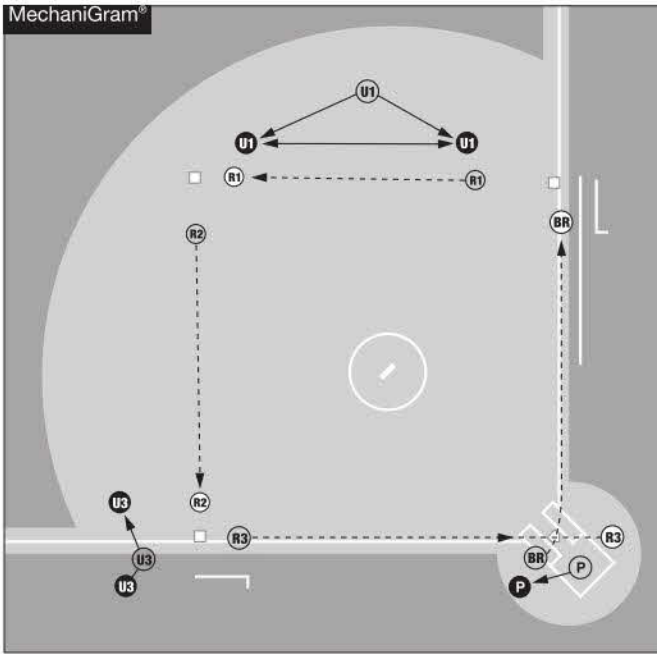
### Bases Loaded – Working Between Pitches (WBP) – Pickoff –Steal

- P:** **WBP** – Reset out of stance when the pitch is over; completing verbal and/or signal. Remain alert to the batter’s actions and the catcher for any play.  
**Pickoff** – When the pitch is over, watch the catcher’s attempt to throw the ball to any base. Look for batter interference. After the throw is released cleanly, step out from home plate, clearing the catcher and batter to watch the play. Be prepared to give help if requested. Wait for the play to conclude before returning to the plate area.  
**Steal** – When the pitch is over, read the play as it develops and adjust positioning as necessary to watch the applied tag or any play at home plate. Watch R3 approach and touch home plate. When a steal results from a passed ball, remain in the plate area, avoiding any throwing lanes. Keep tracking the ball and make any call on the ball (blocked ball, interference, enters dead ball area, etc.). Wait for the play to conclude before returning to the plate area.
- U1:** **WBP** – Move out of the set position, move forward a few steps and watch for a possible play or obstruction at both bases. When the ball is in the circle with the pitcher and both runners have returned to base, return to starting position.  
**Pickoff** – Move out of the set position, move to a primary position, read the play as it develops and adjust positioning as necessary to watch the applied tag or any play at either base. Wait for the play to conclude before heading to the next starting position.  
**Steal** – Move out of the set position and move as needed to watch any play at third base or home plate. When the throw comes to second base, move to a primary position, read the play as it develops and adjust positioning as necessary to watch the applied tag. When there is no throw, watch R1 approach, touch and round second base. Wait for the play to conclude before heading to the next starting position.
- U3:** **WBP** – Stay in a set position and watch for a possible play or obstruction at third base. When the ball is in the pitcher’s circle with the pitcher and R3 has returned to base, reset to a standing position.  
**Pickoff** – Move out of the set position, read the play as it develops and adjust positioning as necessary to watch the applied tag or any play at third base. Wait for the play to conclude before returning to starting position.  
**Steal** – For R3, move out of the set position and move as needed to watch any play at home plate. Be prepared to give help if requested. For R2, come out of the set position, read the play as it develops and adjust positioning as necessary to watch the applied tag or any play at third base. Wait for the play to conclude before returning to starting position.

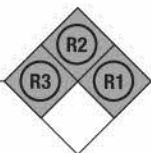


## Bases Loaded

### Hit to the Infield



## Bases Loaded



### Hit to the Infield

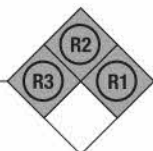
- P:**
- When the ball is hit near the foul line, move to a credible position straddling the line near the plate or the extension of the line in foul territory.
  - As R3 advances to the plate move back to force play distance.
  - On a throw to first base, move to a first base line extended trail position in foul territory.
  - Watch any play at first base and be prepared to give help if requested.
  - Where there is no throw to first base, move to the point of plate holding position.
  - Watch any play on R2 at third base or R1 at second base. Be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Make any call on the runner at first base and R1 at second base.
  - When the initial throw is at second base, commit to a primary position for a force play at second base. Stop and square yourself to second base to make the call.
  - When a double play is attempted, commit to the force play at second base by moving a few steps toward a primary position. Stop and square yourself to second base to make the call. Immediately turn with the throw to first base and move quickly toward a primary position for a force play at first base. Stop and square yourself to first base to make the call.
  - When the initial throw is at first base, commit to a primary position for a force play at first base. Stop and square yourself to first base to make the call.
  - When the runner is safe or there is no throw, watch the runner approach, touch, overrun or round first base.
  - When the initial play is on R2 at third base, stay at a midpoint position. Watch both R1 and runner approach, touch and round their respective bases.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- When the initial throw is at third base, move into fair or foul territory, adjusting distance and angle from the starting position for a force play at third base. Stop and square yourself to third base to make the call.
  - When there is no throw to third base, stay in foul territory outside the diamond.
  - Watch R2 approach, touch, round and make any call at third base.
  - Watch any play at first or second base and home plate if possible. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.



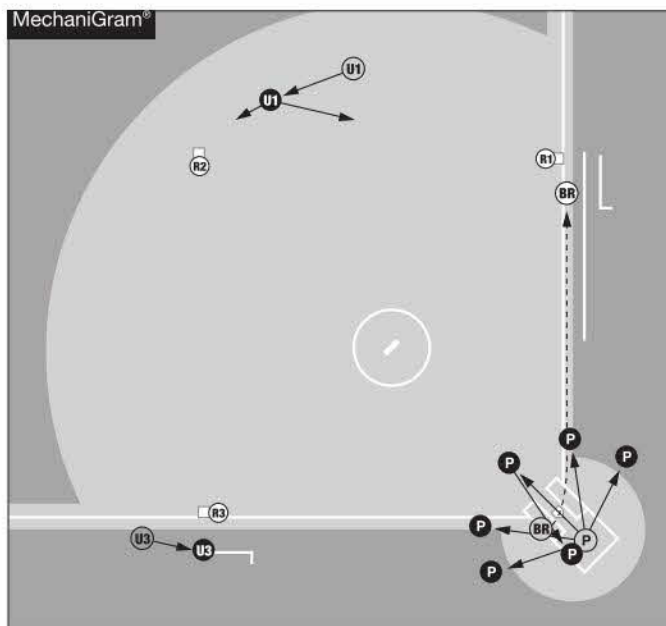




## Bases Loaded



### Fly Ball/Line Drive to the Infield - Ball is Caught

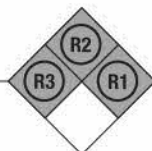


- P:**
- Move to obtain the best angle to see catch/no catch. Stay near the plate with runners in scoring position.
  - When the ball is hit near the foul line, move to a credible position straddling the line at the plate or the extension of the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - When a return throw goes to any base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Seek a position to watch R2 and R1 tag up with R2 being the priority.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R2 and R1 return and make any call at either base.
  - When a return throw goes to third base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before returning to starting position.
- U3:**
- Seek a position to watch R3 tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R3 return and make any call at third base.
  - When a return throw goes to first or second base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.

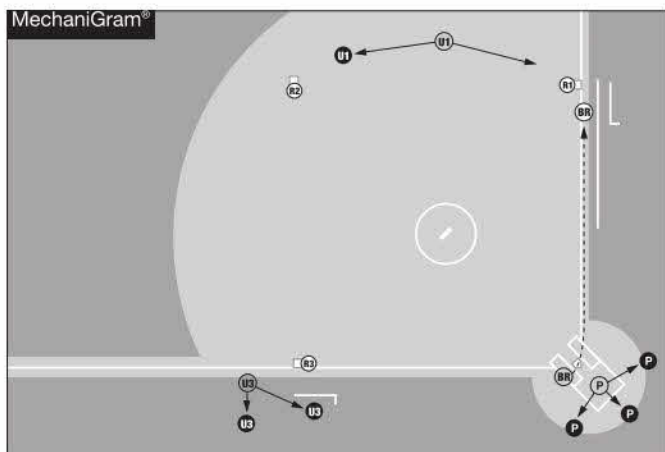




## Bases Loaded



### Foul Fly Ball to the Infield Area



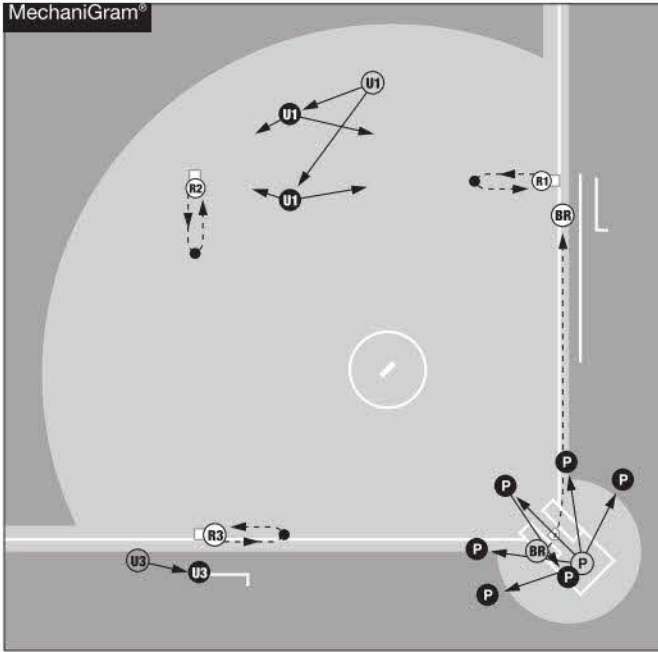
- P:**
- Once the ball is hit, read the catcher. Don't look for the ball first. Allow the catcher to take you to the ball.
  - Open pivot to the catcher's back creating room for the catcher to go to the ball.
  - Be alert to any other infielders attempting to make a play on the ball.
  - Close down the distance to the play if the infielders are diving, the ball is against the fence or near the dugout area.
  - Only with two outs; when a base umpire is bracketing the play, the base umpire will call catch/no catch when the play is facing them.
  - After the catch is made, quickly move back to the point of plate holding position and make any call on R3.
  - When a return throw goes to any base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Seek a position to watch R2 and R1 tag up with R2 being the priority.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R2 and R1 return and make any call at either base.
  - When a return throw goes to third base, watch the play and be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Remain close to third base to watch R3 tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R3 return and make any call at third base.
  - When a return throw goes to first or second base, watch the play and be prepared to give help if requested.
  - Only with two outs; when the fly ball is on the third base side, move into foul territory to bracket the play with the plate umpire.
  - Wait for the play to conclude before heading to the next starting position.



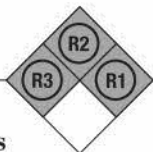


## Bases Loaded

No Chase - Fly Ball/Line Drive to the Outfield - Ball is Caught, Less Than Two Outs



## Bases Loaded



### No Chase – Fly Ball/Line Drive to the Outfield – Ball is Caught, Less Than Two Outs

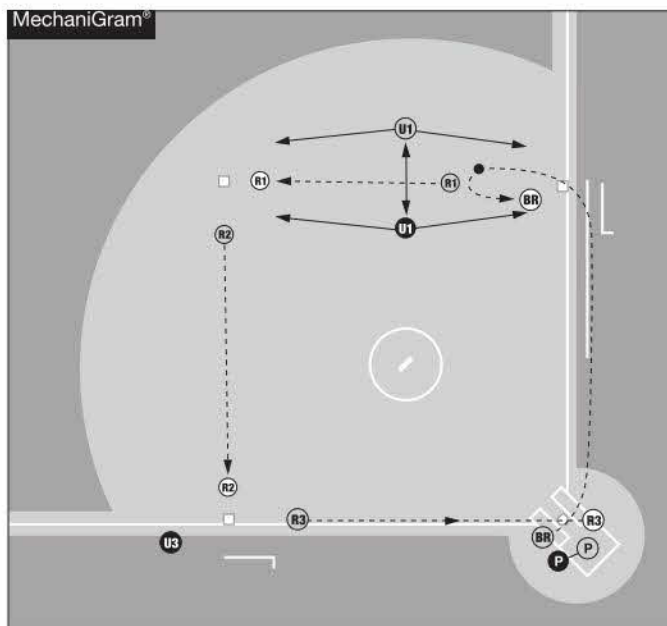
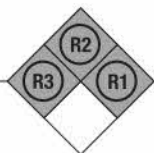
- P:**
- Move to obtain the best angle to see catch/no catch. Stay near the plate with a runners in scoring position.
  - When the ball is hit near the foul line, move to a credible position straddling the line at the plate or the extension of the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - After the catch, move to the point of plate holding position.
  - Watch any play at any base and be prepared to give help if requested.
  - When R3 advances to home plate, read the play as it develops and adjust positioning as necessary to watch the applied tag.
  - Watch R3 approach and touch home plate. Make any call at home plate.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move to attain a near straight line to the ball and R2 to watch the tag up.
  - When the ball is hit to center or right field, move to a position inside the diamond.
  - Watch the play from the hit and be prepared to give help if requested.
  - After the catch, quickly turn to watch R1 tag up.
  - Read the throw from the outfield and adjust positioning.
  - Watch R2 and R1 return and make any call at either base.
  - Watch any play on R3 and be prepared to give help if requested.
  - When R2 advances to third base, watch the play while adjusting to cover R1. Be prepared to give help if requested.
  - Wait for the play to conclude before returning to starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move to attain a straight line to the ball and R3 to watch the tag up. Remain in foul territory if possible.
  - Watch the play from the hit and be prepared to give help if requested.
  - After the catch, adjust positioning, watch R3 return and make any call at third base.
  - When R3 advances to home plate, watch the play and be prepared to give help if requested.
  - When a return throw goes to first or second base, watch the play and be prepared to give help if requested.
  - When R2 advances to third base, watch R2 approach, touch, round and make any call at third base.
  - Wait for the play to conclude before heading to the next starting position.





## Bases Loaded

### No Chase – Single to the Outfield

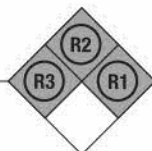


- P:**
- When the ball is hit near the foul line, move to a credible position straddling the line at the plate or the extension of the line in foul territory.
  - On a throw to first base from right field, move to a first base line extended trail position in foul territory.
  - When there is no throw to first base, move to the point of plate holding position.
  - Watch R3 approach and touch home plate. Make any call at home plate.
  - Watch any play at any base. Be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay outside the diamond or pivot inside (only if necessary).
  - Read the throw from the outfield and adjust positioning.
  - Make any call on the runner at first base and R1 at second base.
  - Watch R1 and the runner approach, touch and round each base.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay in foul territory outside the diamond at third base.
  - Watch R2 approach, touch, round and make any call at third base.
  - Watch any play at first or second base or home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.

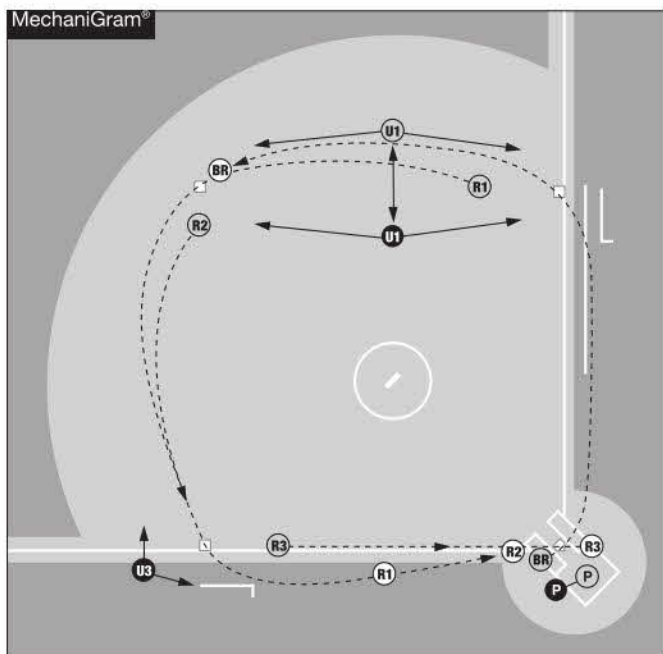




## Bases Loaded



### No Chase – Extra Base Hit to the Outfield



- P:**
- When the ball is hit near the foul line, move to a credible position straddling the line at the plate or the extension of the line in foul territory.
  - Move to the point of plate holding position.
  - Watch all runners approach and touch home plate. Make any call at home plate. Watch any play at any base. Be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay outside the diamond or pivot inside (only if necessary).
  - Read the throw from the outfield and adjust positioning.
  - Watch R1 and the runner approach, touch and round first and second base.
  - Make any call on R1 and the runner at first and second base.
  - Watch any play at third base or home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay in foul territory outside the diamond at third base.
  - Watch all runners approach, touch, round and make any call at third base.
  - Watch any play at first base, second base or home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.

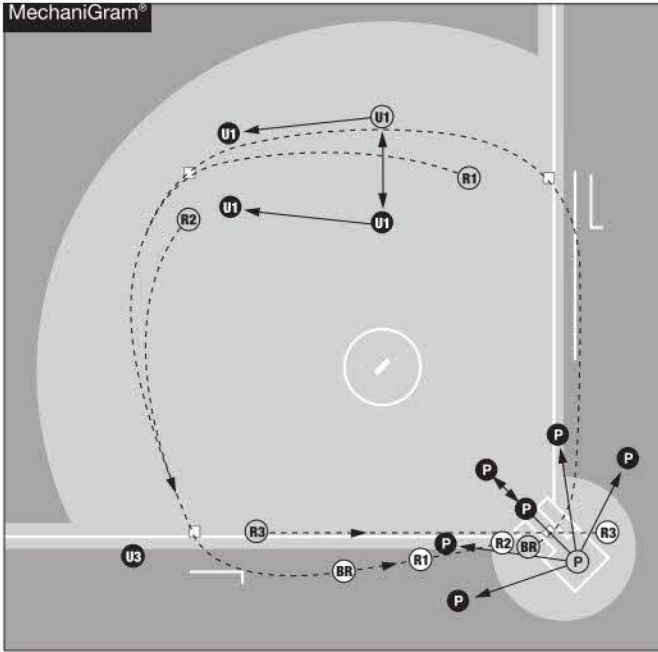




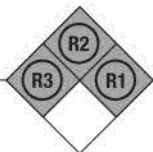


## Bases Loaded

### No Chase - Home Run (Out-of-the-Park)



## Bases Loaded



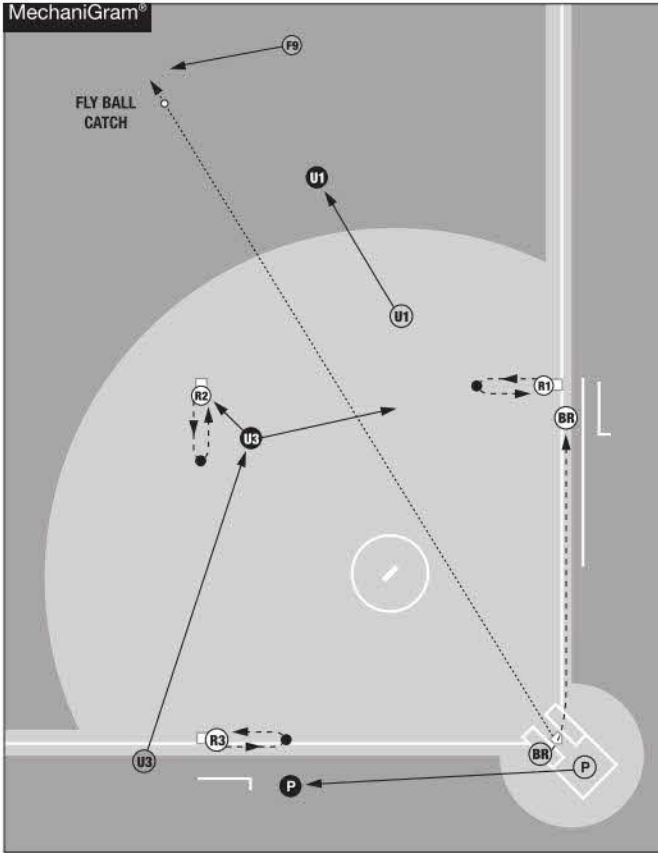
### No Chase – Home Run (Out-of-the-Park)

- P:**
- Move into the infield, parallel to the flight of the ball to obtain the best angle to see the ball cross the fence. Stay near the plate with runners in scoring position.
  - When the ball is hit deep and near the foul line, move to a credible position straddling the line at the plate and stop to allow enough time to align your sight with the vertical plane of the fence and the foul pole.
  - Start and finish the home run signal facing the play.
  - Immediately move to an infield position in front of home plate.
  - Watch the action around home plate and watch all runners touch home plate.
  - After the runner touches home plate, give a ball to the pitcher, catcher or closest infielder and return to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay outside the diamond or pivot inside (only if necessary).
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch R1 touch second base.
  - Watch the runner touch first base and second base.
  - As the runner continues on to home plate, move briskly toward your next starting position, continuing to watch the action around home plate and be prepared to give help if requested.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Stay in foul territory outside the diamond.
  - Watch the play from the hit and be prepared to give help if requested.
  - Watch all runners touch third base.
  - Watch all runners continue to home plate. Watch the action around home plate and be prepared to give help if requested.

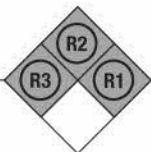


# Bases Loaded

## U1 Chases - Ball is Caught



## Bases Loaded



### U1 Chases – Ball is Caught

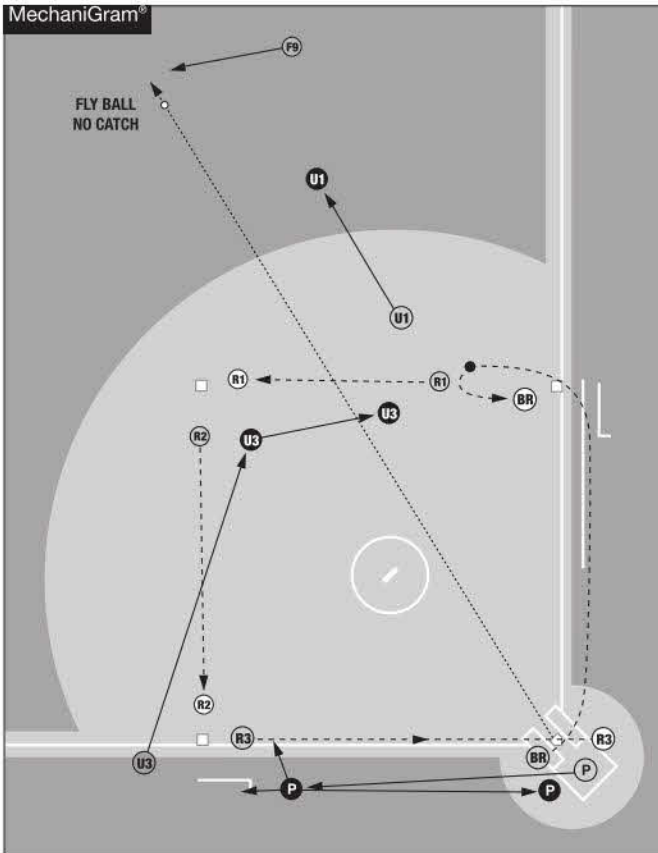
- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Move to attain a credible position on the ball and R3 to watch the tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - After the catch, read the throw from the outfield and commit to any play at home plate or third base.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Move to attain a near straight line to the ball and R2 to watch the tag up.
  - After the catch, quickly turn to watch R1 tag up.
  - Read the throw from the outfield and adjust positioning.
  - Watch R2 and R1 return and make any call at second and first base.
  - When R2 advances to third base, watch the play while adjusting to cover R1. Be prepared to give help if requested.
  - Be prepared to take R2 to third base if a play is made on R3 at home plate.
  - Wait for the play to conclude before heading to the next starting position.



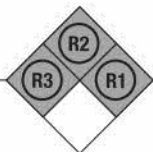


## Bases Loaded

### U1 Chases - Ball is Not Caught, Single



## Bases Loaded



### U1 Chases – Ball is Not Caught, Single

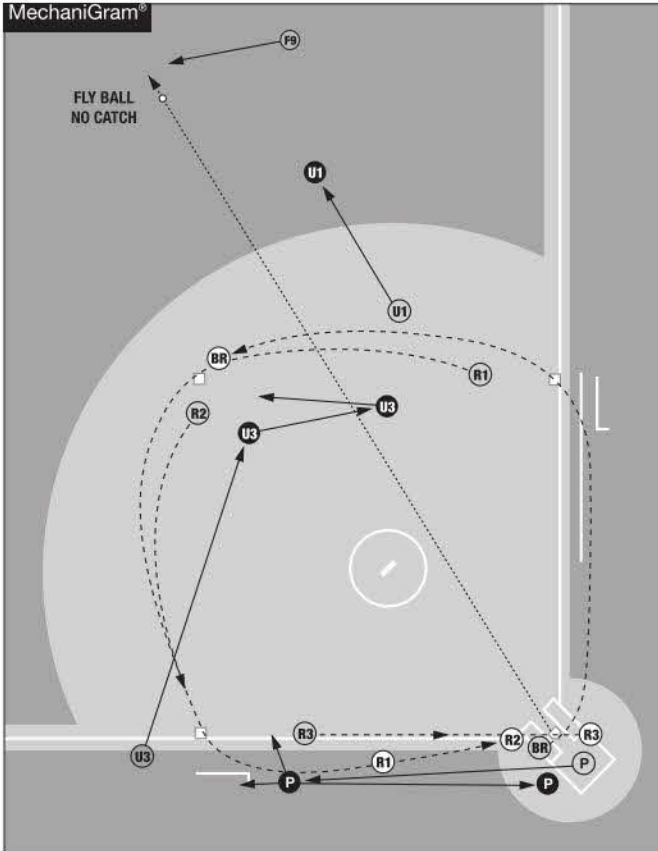
- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Move to attain a credible position on the ball and R3 to watch the tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield and commit to any play at home plate or third base.
  - Watch R3 approach and touch home plate.
  - Watch R2 approach, touch, round and make any call on R2 at third base and the plate.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Move to attain a near straight line to the ball and R2 to watch the tag up.
  - Once the ball is declared no catch, read the throw from the outfield and adjust positioning.
  - Watch R1 approach, touch, round and make any call at second base.
  - Watch the runner approach, touch, overrun, round and make any call at first base.
  - Watch any play on R2 at third base and be prepared to give help if requested.
  - Be prepared to take R1 to third base if a play is made on R2 at home plate.
  - Wait for the play to conclude before heading to the next starting position.



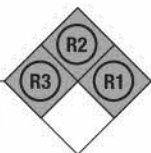


## Bases Loaded

### U1 Chases - Ball is Not Caught, Extra Bases



## Bases Loaded



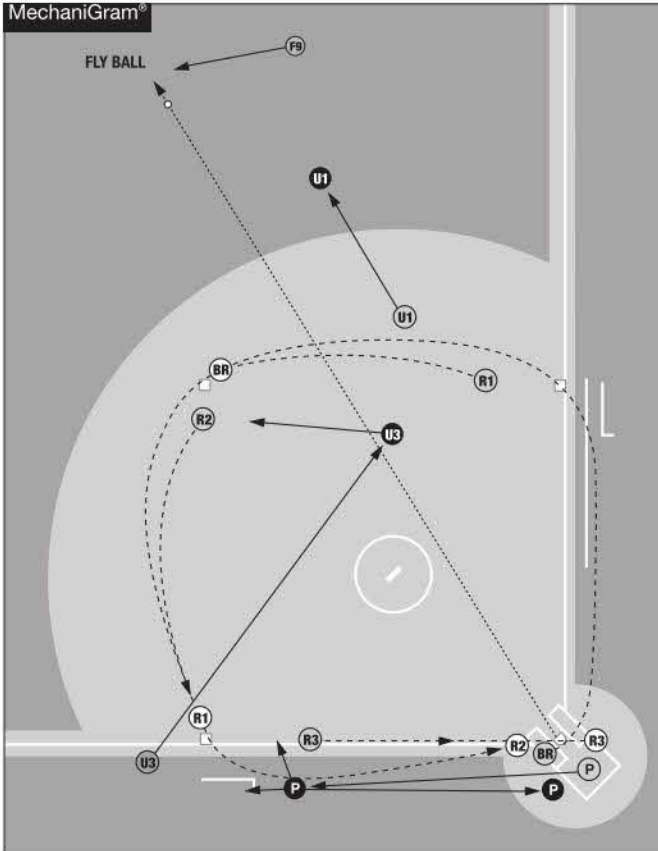
### U1 Chases – Ball is Not Caught, Extra Bases

- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Commit to any play at home plate or third base.
  - Watch all lead runners approach, touch and round third base.
  - Move to the point of plate holding position.
  - Watch all runners approach and touch at home plate.
  - Watch any play at any base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Move to attain a near straight line to the ball and R2 to watch the tag up.
  - Once the ball is declared no catch, read the throw from the outfield and adjust positioning.
  - Watch R1 approach, touch, round and make any call at second base.
  - Watch the runner approach, touch, overrun, round and make any call at first, second and third base.
  - When R1 advances to third base with a play being made on R2 at home plate, make any call on R1 at third base.
  - Watch any play at third base and home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.

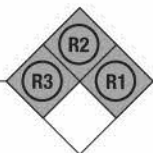


# Bases Loaded

## U1 Chases - Two Outs



## Bases Loaded



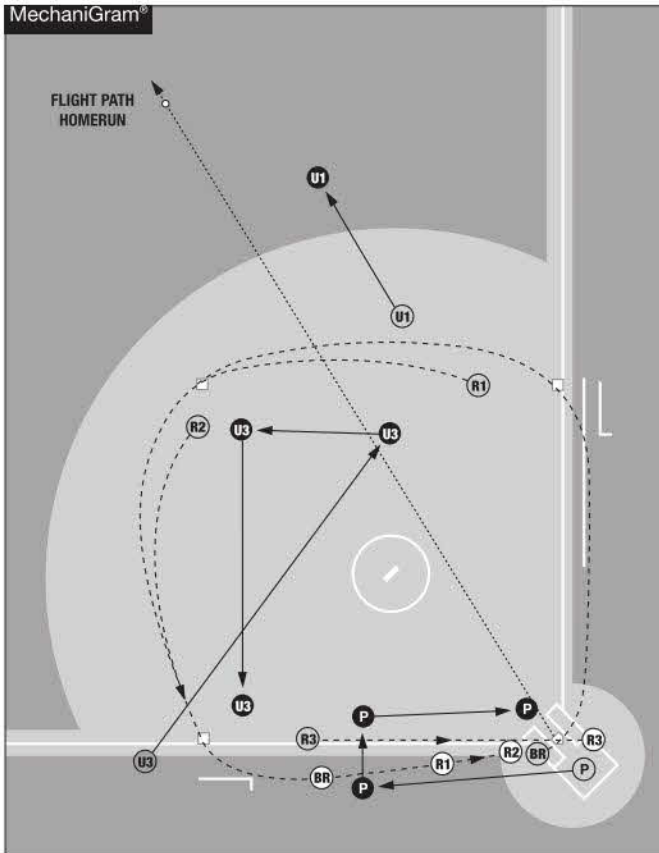
### U1 Chases – Two Outs

- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Commit to any play at home plate or third base.
  - Watch all lead runners approach, touch and round third base.
  - Move to the point of plate holding position.
  - Watch all runners approach and touch home plate.
  - Watch any play at any base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Immediately move across the field between second and first base.
  - Watch R1 approach, touch, round and make any call at second base.
  - Watch the runner approach, touch, overrun, round and make any call at first, second and third base.
  - When R1 advances to third base with a play being made on R2 at home plate, make any call on R1 at third base.
  - Watch any play at third base and home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.

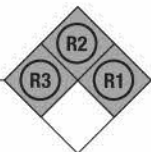


## Bases Loaded

### U1 Chases - Home Run (Out-of-the-Park)



## Bases Loaded



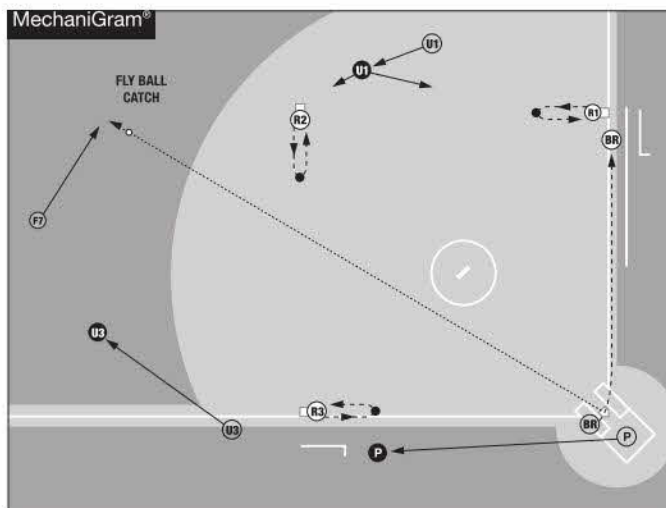
### U1 Chases – Home Run (Out-of-the-Park)

- P:**
- Track the ball and read that U1 has chased and communicate to U3 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Immediately move to an infield position between home and third base.
  - Watch R3 touch home plate.
  - Watch all lead runners touch third base and home plate. Move to an infield position in front of home plate with R1.
  - Watch the action around home plate and watch R1 and the runner touch home plate.
  - After the runner touches home plate, give a ball to the pitcher, catcher or closest infielder and return to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see the ball cross the fence.
  - Start and finish the home run signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U1 has chased and communicate to P if needed.
  - Immediately move across the field between second and first base.
  - Watch R1 touch second base.
  - Watch BR touch first base.
  - Move along with the runner on the inside of the diamond.
  - Watch the runner touch second and third base.
  - While watching the runner continue to home plate, turn slightly heading to the next starting position, continuing to watch the action around home plate and be prepared to give help if requested.





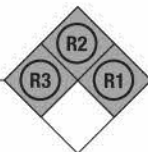
### U3 Chases – Ball is Caught



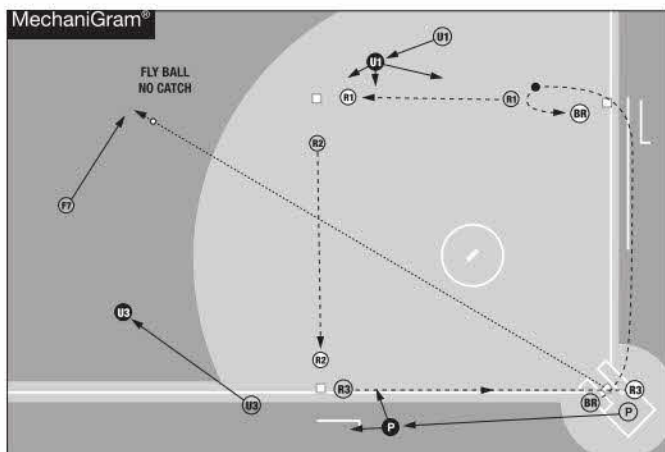
- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Move to attain a credible position on the ball and R3 to watch the tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - After the catch, read the throw from the outfield and commit to any play at home plate or third base.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Move to attain a straight line to the ball and R2 to watch the tag up, then quickly turn to watch R1 tag up.
  - After the catch, read the throw from the outfield and adjust positioning.
  - Watch R2 and R1 return and make any call at second or first base.
  - When R2 advances to third base, watch the play while adjusting to cover R1. Be prepared to give help if requested.
  - Be prepared to take R2 to third base if a play is made on R3 at home plate.
  - Wait for the play to conclude before returning to starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.



## Bases Loaded



### U3 Chases - Ball is Not Caught, Single



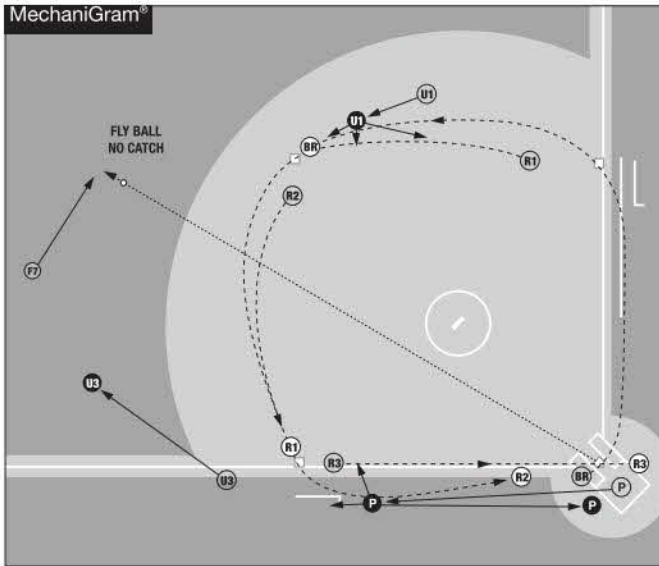
- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Move to attain a credible position on the ball and R3 to watch the tag up.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield and commit to any play at home plate or third base.
  - Watch R3 approach and touch home plate.
  - Watch R2 approach, touch, round and make any call on R2 at third base and the plate.
  - Watch any play at first base or second base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Move to attain a straight line to the ball and R2 to watch the tag up; then quickly turn to see R1 tag up.
  - Once the ball is declared no catch, read the throw from the outfield and stay outside the diamond.
  - Watch R1 approach, touch, round and make any call at second base.
  - Watch the runner approach, touch, overrun or round and make any call at first base.
  - Watch any play on R2 at third base and be prepared to give help if requested.
  - Be prepared to take R1 to third base if a play is made on R2 at home plate.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.



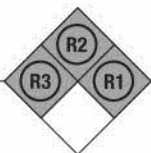


## Bases Loaded

### U3 Chases - Ball is Not Caught, Extra Bases



## Bases Loaded



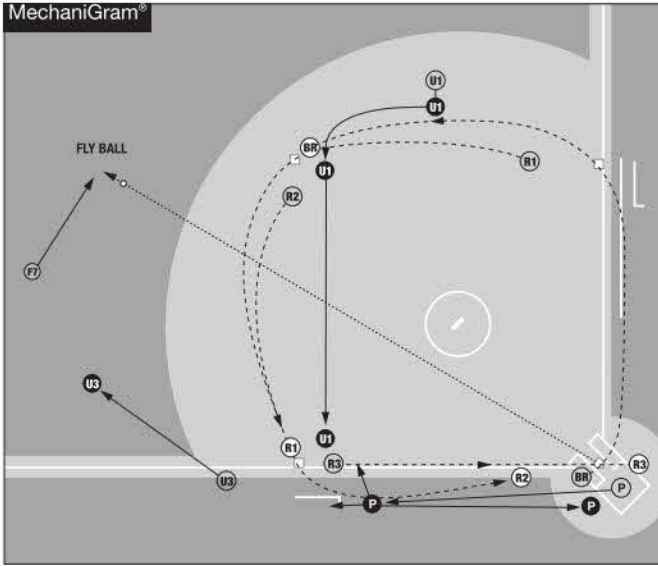
### U3 Chases – Ball is Not Caught, Extra Bases

- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Commit to any play at home plate or third base.
  - Watch all lead runners approach, touch and round third base.
  - Move to the point of plate holding position.
  - Watch all runners approach and touch at home plate.
  - Watch any play at any base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Move to attain a straight line to the ball and R2 to watch the tag up; then quickly turn to watch R1 tag up.
  - Once the ball is declared no catch, read the throw from the outfield and stay outside the diamond.
  - Watch R1 approach, touch, round and make any call at second base.
  - Watch the runner approach, touch, overrun, round and make any call at first, second and third base; move inside the diamond and stay ahead of the runner if she advances to third base.
  - If R1 advances to third base with a play being made on R2 at home plate, make any call on R1 at third base.
  - Watch any play at third base and home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.

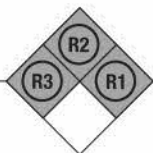


# Bases Loaded

## U3 Chases - Two Outs



## Bases Loaded



### U3 Chases – Two Outs

- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Once the ball is declared no catch, read the throw from the outfield.
  - Commit to any play at home plate or third base.
  - Watch all lead runners approach, touch and round third base.
  - Move to the point-of-plate holding position.
  - Watch all runners approach and touch home plate.
  - Watch any play at any base and be prepared to give help if requested.
  - Wait for the play to conclude before returning to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Remain outside the diamond between second and first base.
  - Watch R1 approach, touch, round and make any call at second base.
  - Watch the runner approach, touch, overrun, round and make any call at first, second and third base; move inside the diamond and stay ahead of the runner if she advances to third base.
  - When R1 advances to third base with a play being made on R2 at home plate, make any call on R1 at third base.
  - Watch any play at third base and home plate. Be prepared to give help if requested.
  - Wait for the play to conclude before heading to the next starting position.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to see catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Start and finish your signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.

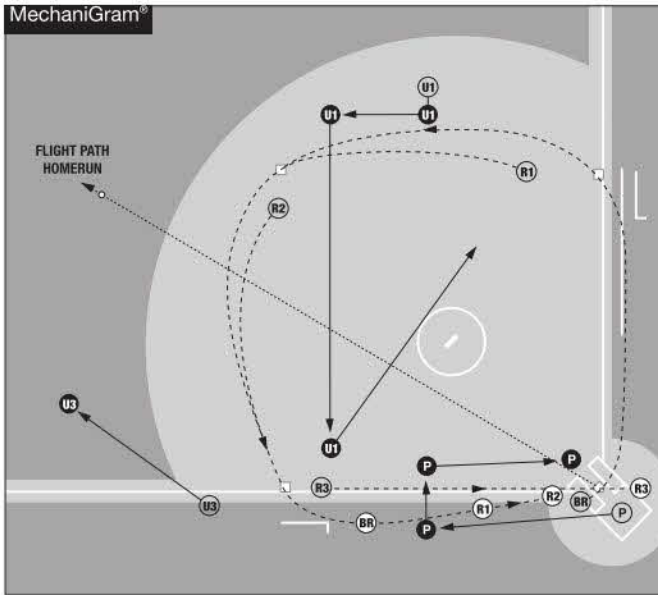




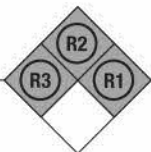


## Bases Loaded

### U3 Chases - Home Run (Out-of-the-Park)



## Bases Loaded



### U3 Chases – Home Run (Out-of-the-Park)

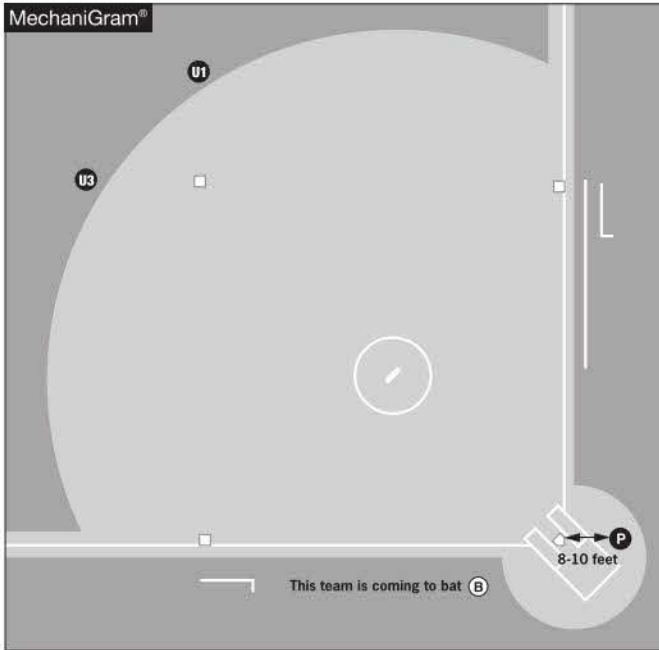
- P:**
- Track the ball and read that U3 has chased and communicate to U1 if needed.
  - Immediately move to the holding area in foul territory between home and third base.
  - Watch the play from the hit and be prepared to give help if requested.
  - Immediately move to an infield position between home and third base.
  - Watch R3 touch home plate.
  - Watch all lead runners touch third base and home plate. Move to an infield position in front of home plate with R2.
  - Watch the action around home plate and watch R1 and the runner touch home plate.
  - After the runner touches home plate, give a ball to the pitcher, catcher or closest infielder and return to the plate area.
- U1:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Read that U3 has chased and communicate to P if needed.
  - Remain outside the diamond between second and first base.
  - Watch R1 touch second base.
  - Watch the runner touch first base.
  - As the runner is approaching second base, move inside the diamond behind the runner.
  - Watch the runner touch second and third base.
  - While watching the runner continue to home plate, jog diagonally across the field heading to the next starting position, continuing to watch the action around home plate and be prepared to give help if requested.
- U3:**
- Read and process where the ball is hit and the fielder(s) movement.
  - Move parallel to the flight of the ball in the outfield to obtain the best angle with credible distance to watch the ball cross the fence.
  - When the ball is hit deep and near the foul line, move to a credible position straddling the line and stop to allow enough time to align your sight
    - with the vertical plane of the fence and the foul pole.
  - Start and finish the home run signal facing the play.
  - Turn and watch what is happening in the infield.
  - Wait for the play to conclude before heading to the next starting position.





## Between Inning Positions

### Standard Positions



- P:** Face the team that is coming to bat. Stand about 8-10 feet from the line on a perpendicular line from where the foul line meets home plate.
- U1:** Face the plate area. Stand to third base line extended at second base on the grass.
- U3:** Face the plate area. Stand to first base line extended at second base on the grass.



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# 2-PERSON MECHANICS

## KEY



Plate umpire



First base umpire



Judgment point



Judgment point



Runner on first



Runner on second

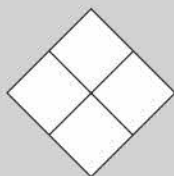


Runner on third

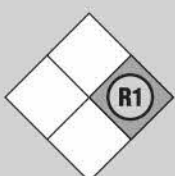


Batter runner

Ball movement



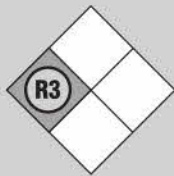
No runners on



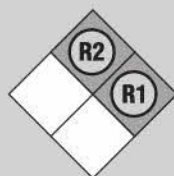
Runner on first



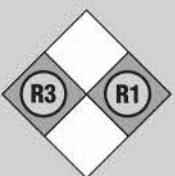
Runner on second



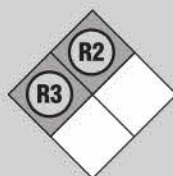
Runner on third



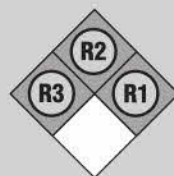
Runners on first  
and second



Runners on first  
and third



Runners on  
second and third



Bases Loaded

## Section

# 8

## Two-Umpire System

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### BRIEF

Although it is still being used in some areas and by some conferences, the two-umpire system is not recommended for working college softball. The three-umpire system is used for all NCAA postseason play. The purpose of this manual is to provide umpires with the information necessary to be considered for postseason selection. Proficiency of the two-umpire system is not sufficient for consideration for postseason selection. Umpires must show a mastery of the three-umpire system.

### ESSENTIAL CONCEPTS

- Work ahead of the play
- Keep the elements of the play in front
- Adjust to individual play
- Efficient movement
- Prepitch preparation
- Wait — Interpret — Choose

All concepts and philosophies —

Angle • Distance • Primary Positions • Calling Positions • Secondary Positions • Parallel Movement • Efficient Movement • Professionalism • Commitment to the Play • Body Language • Signals • Crewness • Handling Conflict • Game Management • Comportment • And More — apply equally to any umpire system.

### Starting Positions

There are three starting positions:

A. No one on:

Plate: at the plate

Base: 18 to 20 feet down the first base line, completely in foul territory, in an upright standing position and walking with the pitch.

B. Runner on first only:

Plate: at the plate





**Base:** Between first and second base, behind F4, no closer to first base than 15 feet, no farther from first than the midpoint (30 feet) between first and second base and in a set position.

C. Runners on second only, third only, first and second, first and third, second and third, or bases loaded:

**Plate:** at the plate

**Base:** Between second and third base, behind F6, no closer than 15 feet to second or third base, and in a set position.

## ◆ **Between Inning Positions**

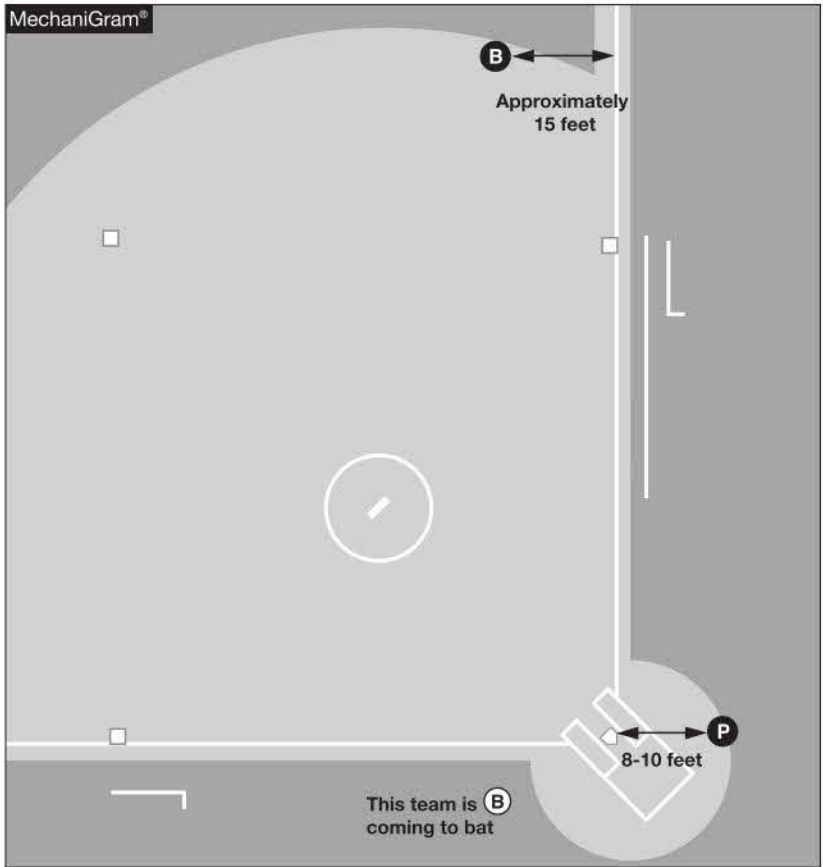
**Plate:** facing the team that is coming to bat. About 8-10 feet from the line on a perpendicular line from where the foul line meets the plate.

**Base:** facing the plate no more than about 15 feet off the foul line at approximately where the grass starts in front of the outfielders.

## ◆ **Plate Umpire Responsibilities**

- All plays at home plate.
- Seeing runners touch home plate.
- With multiple runners, all plays on the lead runner at third base except if the first play on the batted ball is by an infielder at third.
- With multiple runners, seeing the lead runner touch third base.
- All fair or foul calls except on the first base line when the base umpire chases a fly ball behind him.
- All catch/no-catch on fly balls unless the base umpire chases the ball.
- All plays on all bases, if the base umpire chases the ball, unless the base umpire returns (see page 303).
- Seeing all runners touch all bases when the base umpire has chased.





## ◆ Base Umpire Responsibilities

- All plays at first and second base.
- Seeing runners touch first and second base.
- The first play in the infield by an infielder at first, second or third base.
- Plays on the batter-runner at third base
- Seeing the batter-runner touch third base.
- All steal plays.
- All pickoff attempts.
- All runners leaving before the pitch is released.



## ◆ Tag-Up Responsibilities

If the base umpire does NOT chase:

Plate: All tag-ups at third.

Base: All tag-ups at first and second.

If the base umpire DOES chase:

Plate: All tag-ups at first, second, and third.

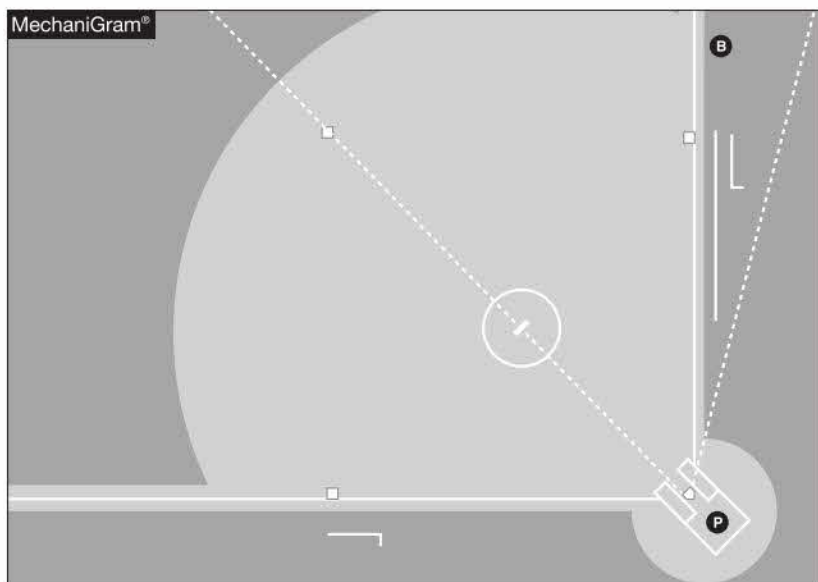
Base: No tag-ups.

## ◆ Chasing Fly Balls

### GENERAL AREA OF CHASE RESPONSIBILITIES FROM STARTING POSITION A

Plate umpire has from the center fielder to the left-field dead-ball line. If the base umpire does not chase, the plate umpire is responsible for all fly balls and all fair or foul decisions.

Base umpire has from the center fielder to the right-field dead-ball line.



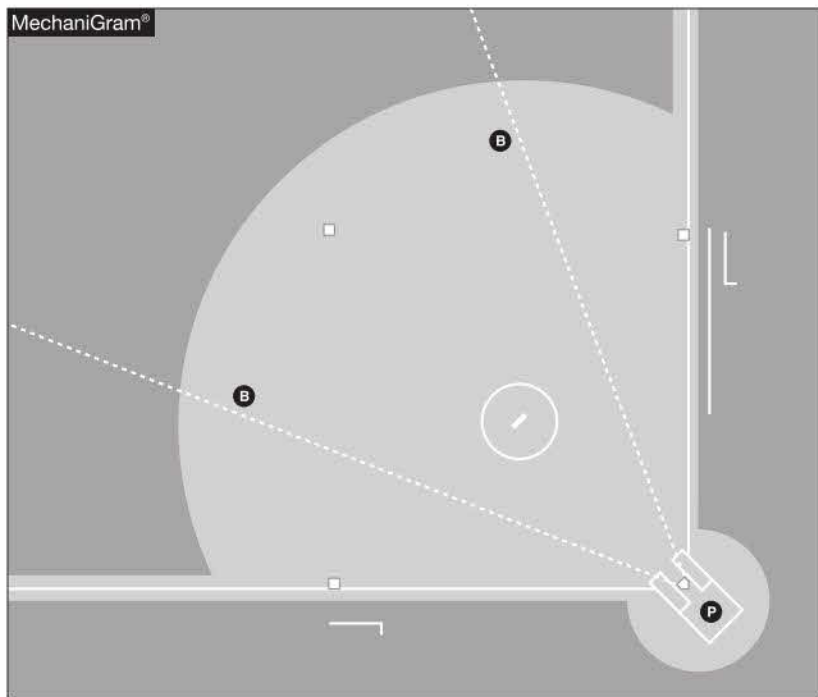
### GENERAL AREA OF CHASE RESPONSIBILITIES FROM STARTING POSITIONS B AND C

Plate umpire has from the right fielder to the right-field dead-ball line, from the left fielder to the left-field dead-ball line, and all fair or foul calls. If the base umpire does not chase, the plate umpire is responsible for all fly balls.

Base umpire has from the right fielder to the left fielder (the “V”).

**Tip:**

It is sometimes helpful to base umpires when working the two-umpire system to pretend that they are working the three-umpire system and their partner has always chased. With no runners on (position A) or with a runner on first base only (position B), pretend that the third-base umpire has chased. From position C, pretend that the first-base umpire has chased. When chasing with runners on base, you should return to the infield as outlined below.



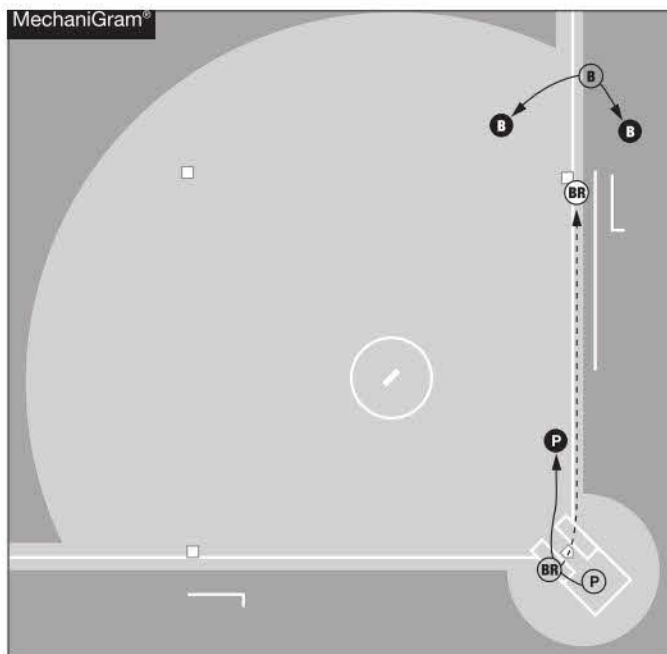
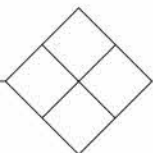
- Never return for the initial play (for example, you chase with a runner on first and the right fielder tries to throw out the batter-runner at first)
- Most usually return for a play at second base when the plate umpire has a play at the plate.
- Let the plate umpire know where you are.
- Do not return to home plate.
- You do not have to return to the infield, nor should you always, but you must always be prepared to do so.





## No Runners on Base

### Hit to the Infield



#### P:

- Leave the plate area using the most expedient route.
- When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.
- On a line drive or fly ball on the infield, move into the infield to obtain the best angle to watch the catch/no catch. Come to a complete stop prior to the ball touching the fielder's glove or hitting the ground.
- On a throw to first base, trail the batter-runner in fair territory 15 feet up the line.
- Watch any play at first base and be prepared to give help if requested.
- When the ball is not thrown to first base, do not trail but move to the front of the circle.
- Wait for the play to conclude before returning to home plate.

#### B:

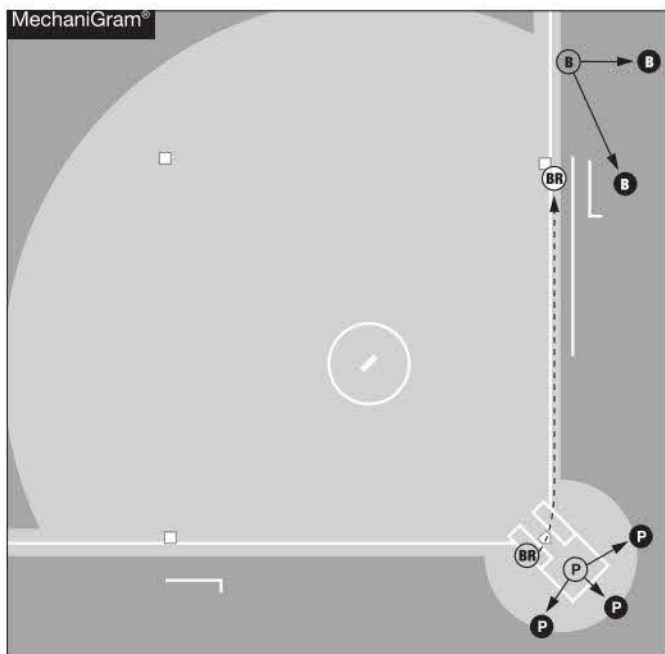
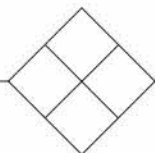
- On a line drive, watch the play and be prepared to help if requested.
- Move into fair territory for a force play at first base. You may use foul territory only if necessary.
- Stop and square yourself to first base to make the call.
- When the batter-runner is safe or there is no throw, watch the batter-runner approach, touch, overrun or round first base.
- Take any play when the batter-runner continues to second or third base.
- Wait for the play to conclude before heading to the next starting position.





## No Runners on Base

### Foul fly ball to the infield area



#### P:

- Once the ball is hit, read the catcher. Allow the catcher to take you to the ball.
- Be alert to any other infielders attempting to make a play on the ball.
- Close down the distance to the play if the infielders are diving, the ball is up against the fence or near the dugout area.
- When a base umpire is bracketing the play, the base umpire will make the catch/no catch if the play is facing them.

#### B:

- When the fly ball is on the first base side, move into foul territory to bracket the play with the plate umpire.
- Be alert not to interfere with any infielders attempting to make a play on the ball.
- Close down the distance to the play if the infielders are diving, the ball is up against the fence or near the dugout area.
- Make the call on the catch/no catch if the play is facing you. Otherwise, the plate umpire will make the call.

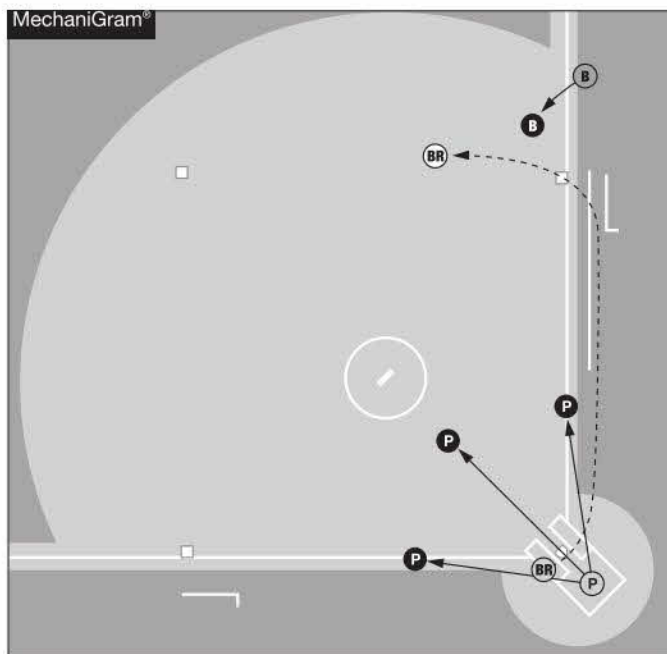
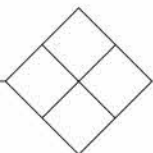






## No Runners on Base

### Fly ball/Line Drive to the Outfield



#### P:

- Leave the plate area using the most expedient route.
- Look to see if the base umpire is chasing.
- When the base umpire has chased:
  - Move all the way to a primary position for a possible force play at 1b.
  - Take all plays on the batter-runner at all bases.
- When the base umpire has not chased:
  - Move into the infield (or third base foul territory if hit to left field) parallel to the flight of the ball to obtain the best angle with credible distance to watch the catch/no catch.
  - When the ball is hit near the foul line move to a credible position straddling the line.
  - Stop before the ball touches the fielder's glove or hits the ground.
  - Wait for the play to conclude before returning to the plate area.

#### B:

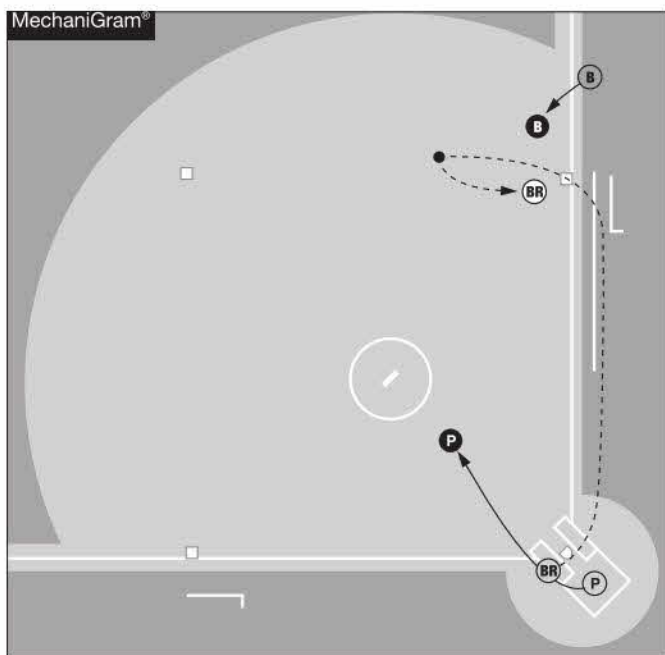
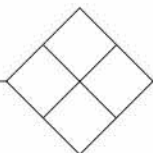
- Read and process where the ball is hit and the fielder(s) movement. Chase if appropriate.
- Move into fair territory staying outside the diamond or pivot inside the diamond, if necessary, to keep all the elements of the play in front of you as the BR rounds first base.
- Watch the batter-runner approach, touch, overrun or round at first base if batter-runner arrives before the catch.
- If the ball is not caught, be ready to take the batter-runner to 2b and 3b.
- Wait for the play to conclude before heading to the next starting position.





## No Runners on Base

### Single to the Outfield



#### P:

- Leave the plate area using the most expedient route.
- Follow and track the ball while moving toward the holding area in front of the circle.
- Wait for the play to conclude before returning to the plate area.

#### B:

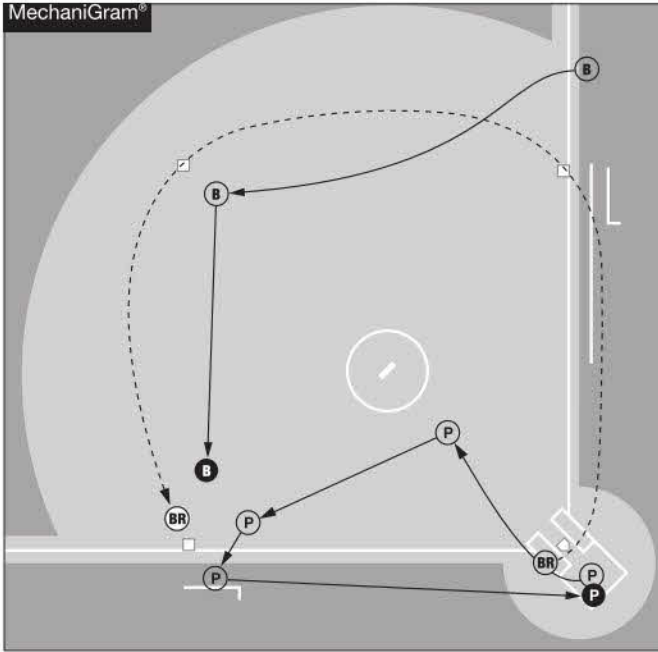
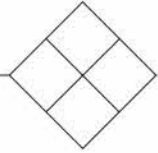
- Read and process where the ball is hit and the fielder(s) movement.
- Move into fair territory staying outside the diamond or pivot inside the diamond, if necessary, to keep all the elements of the play in front of you as the BR rounds first base.
- Watch the batter-runner approach, touch, overrun or round and make any call at first base.
- Wait for the play to conclude before heading to the next starting position.





## No Runners on Base

### Extra base hit



#### P:

- Leave the plate area using the most expedient route.
- Follow and track the ball while moving toward the holding area in front of the circle.
- When the throw goes to second base or the batter-runner stops at second base, move to a primary position for a possible subsequent play at third base.
- As the batter-runner continues non stop to third base, move to the point of plate holding area.
- Wait for the play to conclude before returning to the plate area.

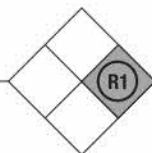
#### B:

- Read and process where the ball is hit and the fielder(s) movement.
- Move into fair territory staying outside the diamond.
- Watch the runner approach, touch and round at first base.
- As the runner is approaching second base with the ball still in the outfield, move inside the diamond behind the runner.
- Watch the runner approach, touch or round at second base.
- Watch the runner approach, touch or round at third base and call any play at third base.
- Wait for the play to conclude before heading to the next starting position.





## Runner on First



### Working Between Pitches, Pickoff , Steal

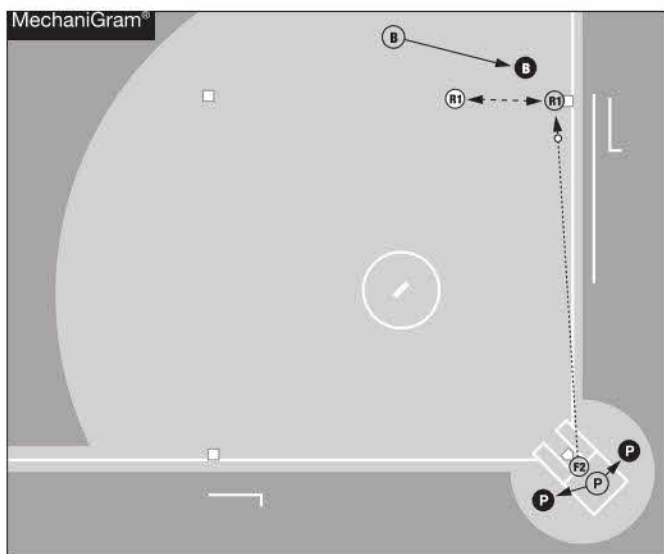
#### Working between pitches

##### P:

- Move out of stance when the pitch is over completing verbal and/or signal.
- Remain alert to the batter's actions and the catcher for any play.

##### B:

- Move out of the set position, move toward first base parallel to the baseline, or slightly diagonal depending on the starting depth, toward the primary position at 1b.
- When the ball is in circle with pitcher and R1 has returned to first base, return to starting position.



#### Pickoff

##### P:

- When the pitch is over, watch the catcher's attempt to throw and look for batter interference.
- After the throw, step out to the right clearing the catcher and batter to watch the play at first base.
- Be prepared to give help if requested.
- Wait for the play to conclude before returning to the plate area.

##### B:

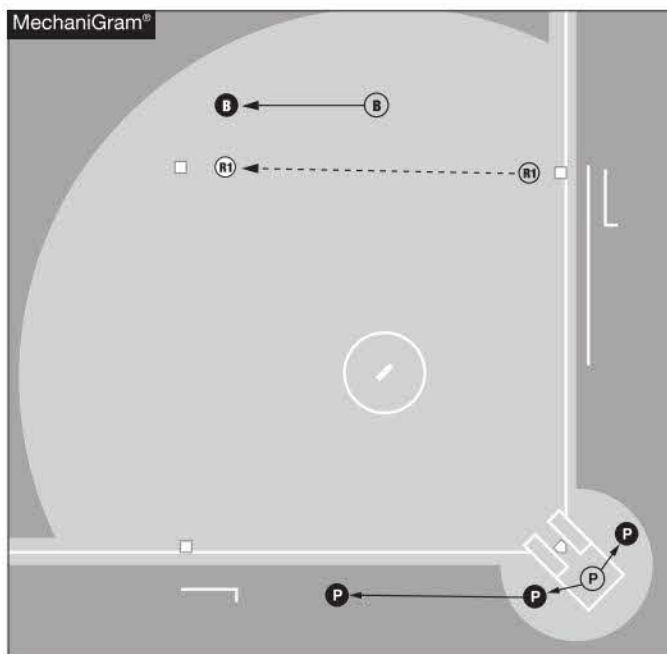
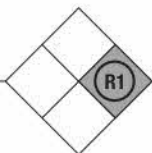
- Move out of the set position, move to as close to the primary position as possible, read the play as it develops and adjust positioning as necessary to make the call.
- Take any play at second or third.
- Wait for the play to conclude before heading to the next starting position.





## Runner on First

Working Between Pitches, Pickoff , Steal



### Steal

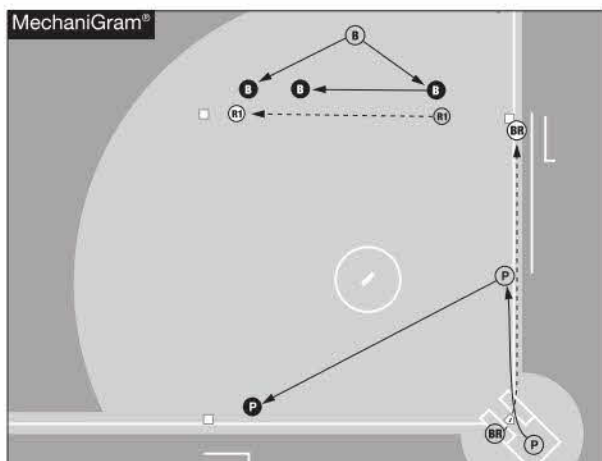
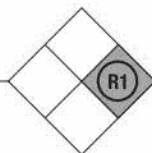
#### P:

- When the pitch is over, watch the catcher's attempt to throw and look for batter interference.
- After the throw is released, move up toward third base in foul territory.
- Watch the play at second base and be prepared to give help if requested.
- If R1 steals as a result of a passed ball, do not move any farther than the holding area between home plate and third base avoiding any throwing lanes to third base.
- Keep tracking the ball and make the call on any play on the ball (blocked, interference, dead ball).
- Wait for the play to conclude before returning to the plate area.

#### B:

- Move out from the set position, move to a primary position, read the play as it develops and adjust positioning as necessary to watch the applied tag or any play at second base.
- Take any subsequent play at second base and third base.
- Wait for the play to conclude before heading to the next starting position.





**P:**

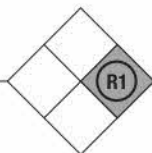
- Leave the plate area using the most expedient route.
- When the ball is hit near the foul line, move to a credible position straddling the line; on a line drive or fly ball, move into the infield to get the best angle.
- Move into the infield and watch any play at second base and be prepared to give help if requested.
- On a throw to first base, trail the batter-runner in fair territory no more than 10 feet up the line; stop near the foul line in fair territory in a prepared position.
- Watch any play at first base and be prepared to give help if requested.
- Do not trail if there is no throw to first base. Move to a primary position for a tag play at third base.
- Take any play on R1 at third base and the plate.
- Wait for the play to conclude before returning to the plate area.

**B:**

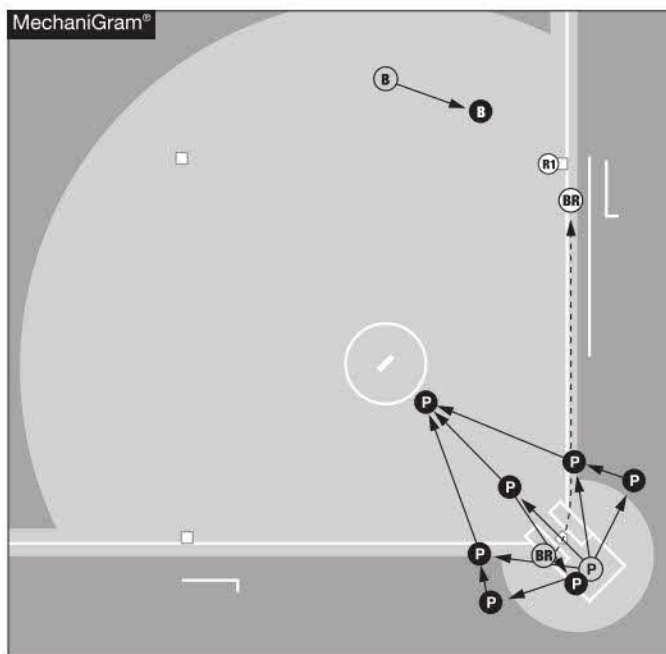
- On a line drive or fly ball, see R1 return and take any play at 1b.
- Make any call on R1 at second base and the batter-runner at first, second and third base.
- When the initial throw is to second base with no possibility for a double play, commit to a primary position for the force play.
- When a double play is attempted, commit to the force play at second base by moving a few steps toward a primary position.
  - Stop and square to second base to make the call.
  - Immediately turn with the throw to first base and move quickly toward a primary position for the force play at first base.
- When the initial throw is to first base, commit to a primary position for the force play.
- When the batter-runner is safe or there is no throw, watch the batter-runner approach, touch, overrun or round first base.
- After the play is finished at 1b, be ready to move toward 2b for a possible play on R1 rounding too far.
- Wait for the play to conclude before heading to the next starting position.



## Runner on First



### Fly ball/Line Drive to the Outfield - Ball is Caught



#### P:

- Move into the infield or foul territory, parallel to the flight of the ball to obtain the best angle with credible distance to watch the catch/no catch.
- When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.
- After the catch move to the front of the circle.
- Watch any play at first, second or third base and be prepared to give help if requested.
- Wait for the play to conclude before returning to the plate area.

#### B:

- Read and process where the ball is hit and the fielder(s) movement.
- Immediately move to get the best angle to watch R1 tag up.
- Read the throw from the outfield and adjust positioning.
- Watch R1 return and make any call at first base.
- If R1 advances to second base, take any play at second base and third base.
- Wait for the play to conclude before returning to starting position.

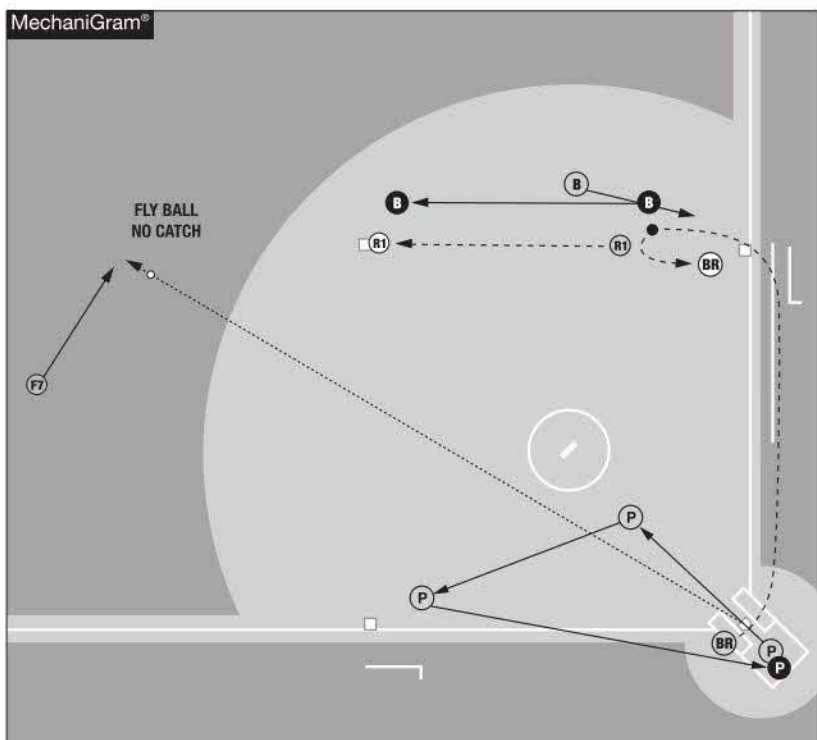
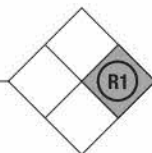






## Runner on First

### Single to the Outfield



#### P:

- Leave the plate area using the most expedient route.
- Follow and track the ball while moving toward the holding area in front of the circle.
- As R1 advances to second base, move to a primary position for a tag play at third base.
- Watch any play at first base or second base and be prepared to give help if requested.
- Wait for the play to conclude before returning to the plate area.

#### B:

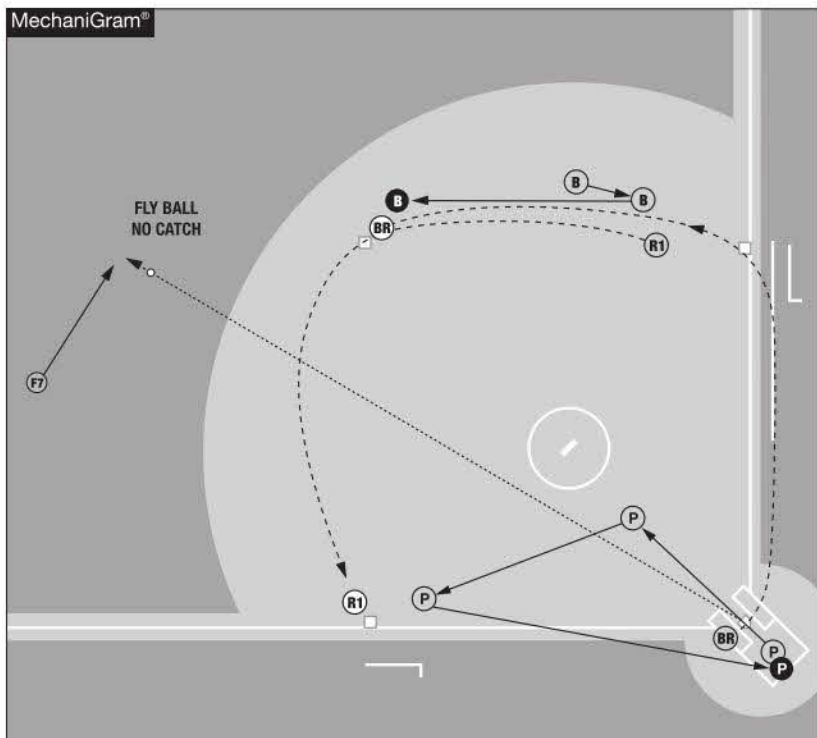
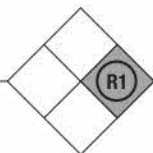
- Read and process where the ball is batted and the fielder(s) movement.
- Stay outside the diamond or move inside, reading where the most possible play will be.
- Be prepared for a force play at either first or second base.
- Watch R1 approach, touch and round second base and make any call at second base.
- Watch the batter-runner approach, touch, overrun or round and make any call at first base.
- Take any plays on the batter-runner at second and third base.
- Wait for the play to conclude before heading to the next starting position.





## Runner on First

### Extra Base Hit to the Outfield



#### P:

- Leave the plate area using the most expedient route.
- Follow and track the ball while moving toward the holding area in front of the circle.
- As R1 advances to second base, move to a primary position for a tag play at third base.
- Watch R1 approach, touch and round third base and make any call at third base.
- Watch R1 and the batter-runner approach and touch home plate. Make any call at home plate.
- Wait for the play to conclude before returning to the plate area.

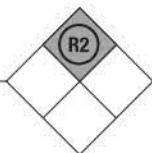
#### B:

- Read and process where the ball is batted and the fielder(s) movement.
- Move inside the diamond or stay outside depending on location of the ball.
- Watch R1 approach, touch and round at second base and make any call at second base.
- Watch the batter-runner approach, touch and round and make any call at first, second and third base.
- Wait for the play to conclude before heading to the next starting position.

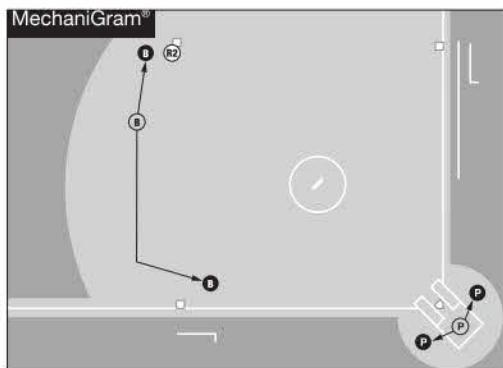




## Runner on Second



### Working Between Pitches, Pickoff , Steal



#### Working between pitches

##### P:

- Move out of stance when the pitch is over, completing verbal and/or signal.
- Remain alert to the batter's actions and the catcher for any play.

##### B:

- Move out of the set position, move toward second base parallel to the baseline, or slightly diagonal depending on the starting depth, toward the primary position at second base.
- Watch for a possible play or obstruction.
- When the ball is in the pitcher's circle and R2 has returned to first base, return to starting position.

#### Pickoff

##### P:

- When the pitch is over, watch the catcher's attempt to throw and look for batter interference.
- After the throw, step out to either the left or right clearing the catcher and batter to watch the play at second base; be prepared to give help if requested.
- Wait for the play to conclude before returning to the plate area.

##### B:

- Move out of the set position, move toward second base parallel to the baseline, or slightly diagonal depending on the starting depth, toward the primary position at second base.
- Take any play on R2 at second base and third base.
- Wait for the play to conclude before heading to the next starting position.

#### Steal

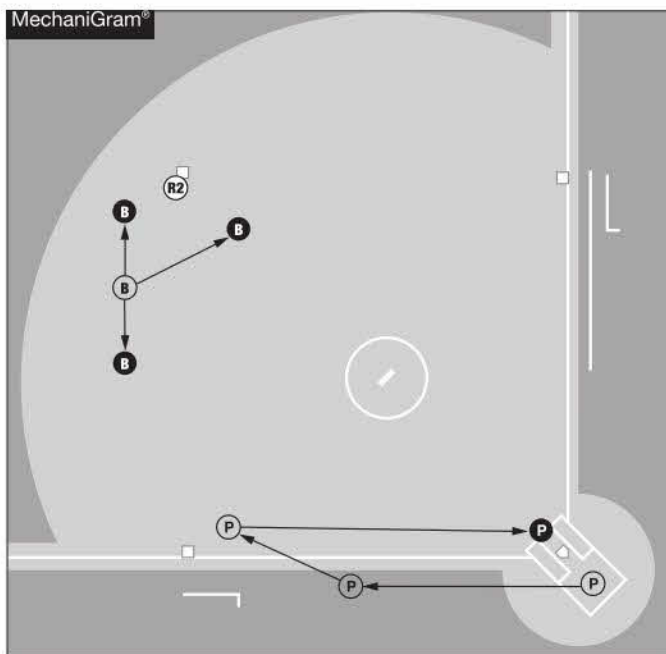
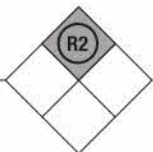
##### P:

- When the pitch is over, watch the catcher's attempt to throw and look for batter interference.
- After the throw is released, step out to the left and watch the play at third base.
- Be prepared to give help if requested.
- If the pitch is a passed ball, remain in the plate area avoiding any throwing lanes to third base.
- Keep tracking the ball and make the call on any play on the ball (blocked, interference, dead ball).
- Wait for the play to conclude before returning to the plate area.

##### B:

- Move out of the set position, move toward third base parallel to the baseline, or slightly diagonal depending on the starting depth, toward the primary position at third base.
- Wait for the play to conclude before heading to the next starting position.





**P:**

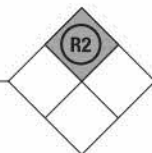
- When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line in foul territory.
- Start moving toward the holding area as you watch any play on R2 at 2b or the BR at 1b.
- Be prepared to help if requested.
- When R2 advances to third base after the initial play to 1b, commit to third base.
- Make any call on R2 at 3b and home.
- Wait for the play to conclude before returning to the plate area.

**B:**

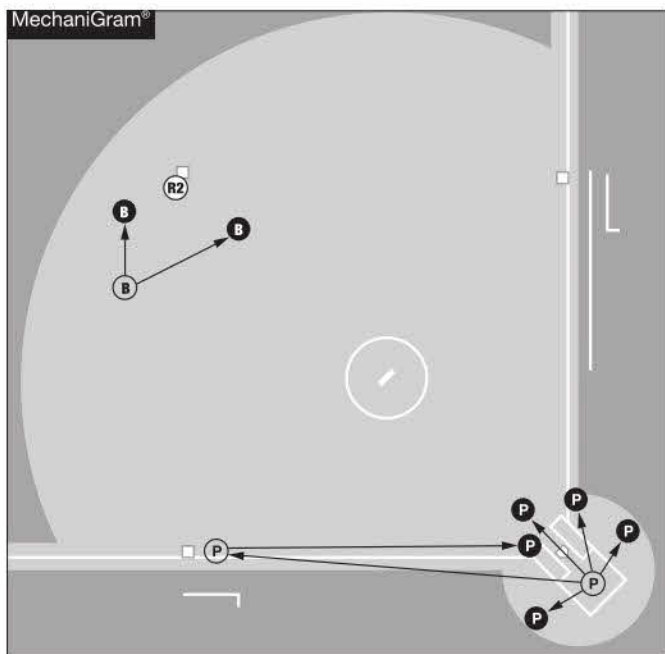
- When the initial throw is to first base, move into the diamond as far as possible to get the best angle and distance for the force play at first base, staying out of throwing lanes.
- If the BR is out at first base, watch the play at 3b; be prepared to help if requested.
- If the BR is safe at first base, commit toward the BR, staying out of throwing lanes.
- When the initial throw is to second or third base, move toward that base parallel to the baseline, or slightly diagonal depending on the starting depth, toward the primary position at that base.
- Wait for the play to conclude before heading to the next starting position.



## Runner on Second



Fly ball/Line Drive to the Outfield  
- Ball is Caught



### P:

- Move into the infield (or third base foul territory if hit to left field) parallel to the flight of the ball to obtain the best angle with credible distance to watch the catch/no catch.
- When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.
- If R2 advances to third base, commit to third base; make any call on R2 at 3b and home.
- Wait for the play to conclude before returning to the plate area.

### B:

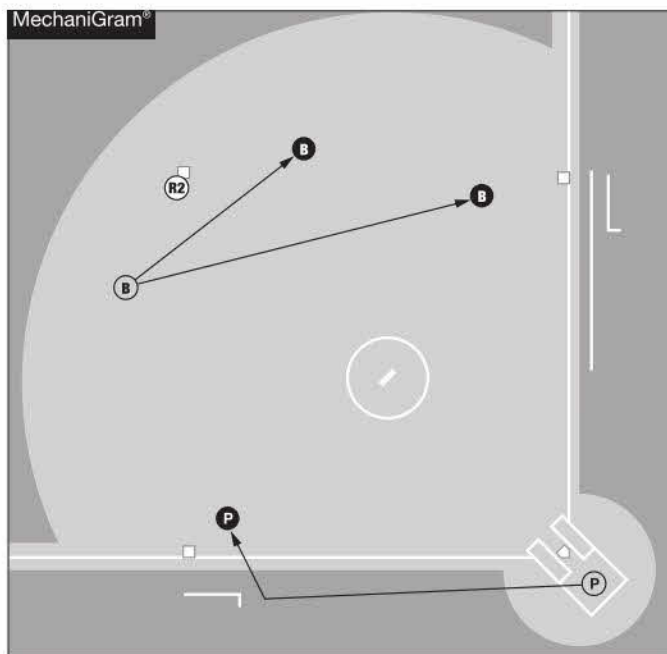
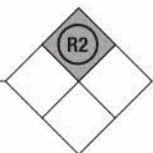
- Immediately move to a straight line to the ball and R2 to see the tag up.
- After the catch, read the throw from the outfield and adjust positioning.
- If R2 returns to second base make any call at second base.
- If R2 advances to third base or home watch the play and be prepared to give help if requested.
- Wait for the play to conclude before heading to the next starting position.





## Runner on Second

### Single to the Outfield



#### **P:**

- Immediately move to the holding area in foul territory between home and third base OR:
- If you read that there is no possible play at 3b but a good chance for a play at home plate:
  - Move to the point-of-the-plate.
  - Read the throw and the catcher; adjust to the play.
- If there is a play at 3b read the throw from the outfield and adjust positioning closer to third base.
- If there is no immediate play at 3b, read the play and be ready to move to 3b for a subsequent play there, or back to home plate for a play there.
- Watch any play at first base or second base and be prepared to give help if requested.
- Wait for the play to conclude before returning to the plate area.

#### **B:**

- Immediately move into the diamond or around second base to a position as close to first base as possible, staying out of running lanes and throwing lanes.
- Watch the batter-runner approach, touch and round first base.
- Make any call on the batter-runner at first, second and third base.
- Watch any play on R2 or the batter-runner at home plate; be prepared to give help if requested.
- Wait for the play to conclude before heading to the next starting position.

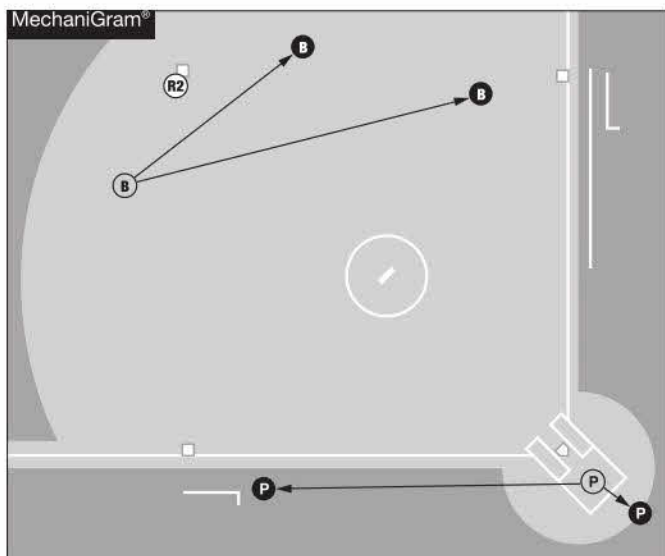
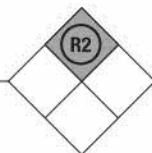






## Runner on Second

### Extra Base Hit to the Outfield



#### P:

- Immediately move to the holding area in foul territory between home and third base OR:
- If you read that there is no possible play at 3b but a good chance for a play at home plate:
  - Move to the point-of-the-plate.
  - Read the throw and the catcher; adjust to the play.
- Watch R2 approach, touch and round at third base.
- As R2 advances to home plate, move to a primary position for a tag play at home plate.
- If there will be no play at home plate, move into the diamond as you watch R2 touch home plate.
- Watch any play at first, second or third base on the batter-runner; be prepared to help if requested.
- As the batter-runner approaches 3b, move back to a primary position at the plate.
- Wait for the play to conclude before returning to the plate area.

#### B:

- Immediately move into the diamond or around second base staying out of running lanes and throwing lanes.
- Watch the batter-runner approach, touch, round each base; make any call at those bases.
- Read the play to determine where the most likely first play on the BR will be.
- If it is at second base, move to the play there.
- If it is at third base, cut straight across the diamond staying out of running lanes and throwing lanes while you watch the batter-runner touch second base.
- Watch any play on R2 or the batter-runner at home plate; be prepared to give help if requested.
- Wait for the play to conclude before heading to the next starting position.

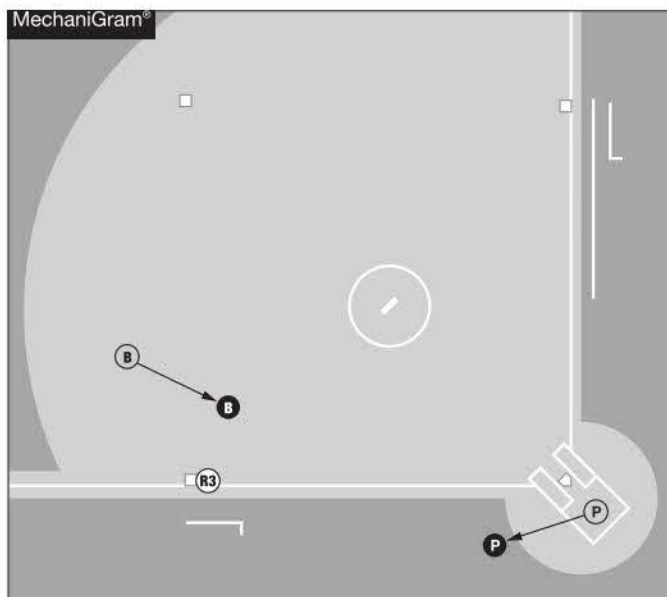
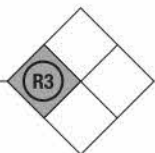






## Runner on Third

### Working Between Pitches, Pickoff



#### Working between pitches

##### P:

- Move out of stance when the pitch is over, completing verbal and/or signal.
- Remain alert to the batter's actions and the catcher for any play.

##### B:

- Move out of the set position, move parallel to the third/home baseline, or slightly diagonal depending on the starting depth, toward the primary position at 3b.
- When the ball is in circle with pitcher and R3 has returned to first base, return to starting position.

#### Pickoff

##### P:

- When the pitch is over, watch the catcher's attempt to throw and look for batter interference.
- After the throw, step out to the left clearing the catcher and batter to watch the play at third base; be prepared to give help if requested.
- Wait for the play to conclude before returning to the plate area.

##### B:

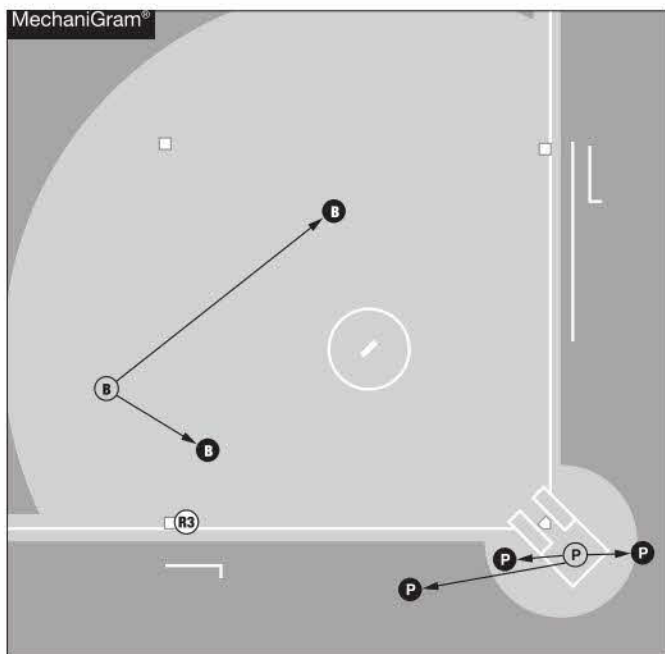
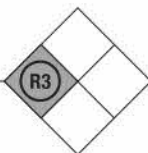
- Move out of the set position, move parallel to the third/home baseline, or slightly diagonal depending on the starting depth, toward the primary position at 3b.
- Watch for a possible play or obstruction.
- Wait for the play to conclude before heading to the next starting position.





## Runner on Third

### Hit to the Infield



#### P:

- When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line in foul territory.
- On a throw to first base, move to a first base line extended trail position in foul territory
- If the initial play is to the plate, read the throw and the catcher; adjust to the play.
- If the initial play is to first base, move toward the holding area as you watch the play.
  - Be ready to help if requested.
  - After the initial play to first base, take any play on R3 at 3b or the plate.
- Wait for the play to conclude before returning to the plate area.

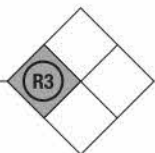
#### B:

- When the initial throw is to first base, move into the diamond as far as possible to get the best angle and distance for the force play at first base, staying out of throwing lanes.
- If the BR is out at first base, watch the play at 3b; be prepared to help if requested.
- If the BR is safe at first base, commit toward the BR, staying out of throwing lanes.
- When the initial throw is to third base move straight into the diamond toward the primary position at third base, staying out of the throwing lane.
- Wait for the play to conclude before heading to the next starting position.

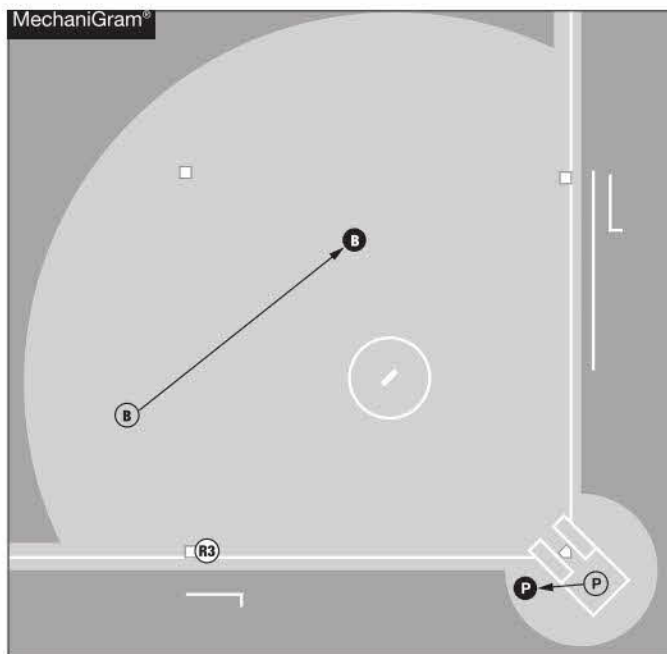




## Runner on Third



Fly ball/Line Drive to the Outfield  
- Ball is Caught



### P:

- Move to obtain the best angle to watch the catch/no catch and the tag up at 3b.
- When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.
- When R3 advances to home plate, read the play as it develops and adjust.
- Wait for the play to conclude before returning to the plate area.

### B:

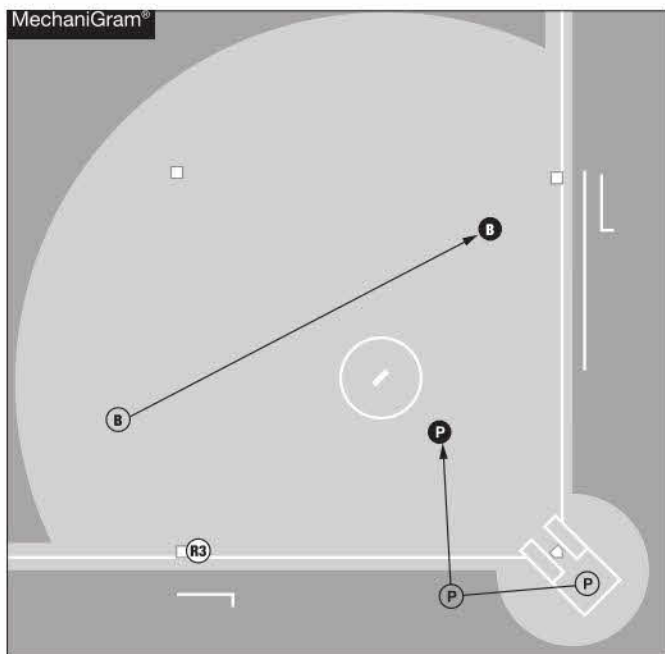
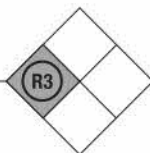
- Immediately move across the field toward first base.
- Glance at R3 tagging up if the batter-runner has not approached first base so you can help if requested by the plate umpire for a legal tag up.
- Watch the play at the plate or third base so you can help if requested by the plate umpire.
- Wait for the play to conclude before heading to the next starting position.





## Runner on Third

### Single to the Outfield



#### P:

- Immediately move to the holding area in foul territory between home and third base.
- Move into the diamond toward the holding area in front of the circle as you watch R3 touch home.
- Watch any play at first, second or third base on the batter-runner; be prepared to help if requested.
- Wait for the play to conclude before returning to the plate area.

#### B:

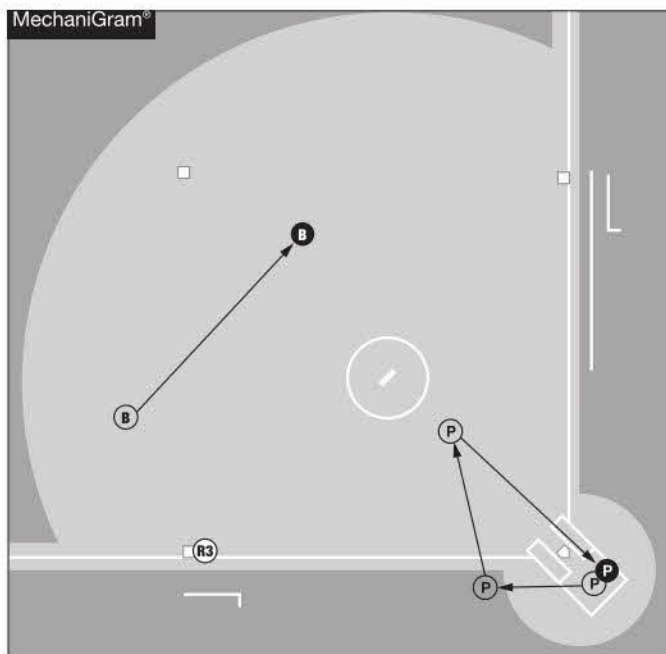
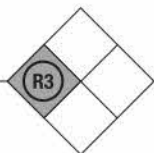
- Immediately move into the diamond or around second base to a position as close to first base as possible, staying out of running lanes and throwing lanes.
- Watch the batter-runner approach, touch and round at first, second and third base.
- Make any call on the batter-runner at those bases.
- Wait for the play to conclude before heading to the next starting position.





## Runner on Third

### Extra Base Hit to the Outfield



#### P:

- Immediately move to the holding area in foul territory between home and third base.
- Move into the infield toward the holding area in front of the circle as you watch R3 approach and touch home plate.
- Watch any play at first, second or third base on the batter-runner; be prepared to help if requested.
- As the batter-runner advances to third base, move to the point of plate holding area.
- Wait for the play to conclude before returning to the plate area.

#### B:

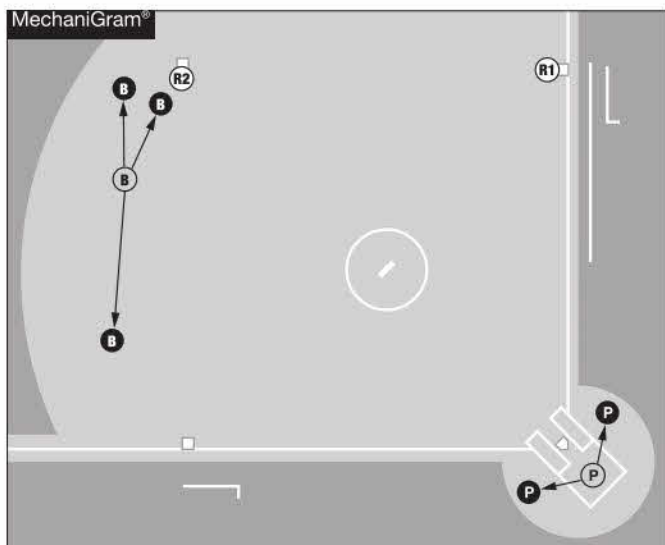
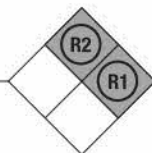
- Immediately move into the diamond or around second base staying out of running and throwing lanes.
- Watch the batter-runner approach, touch, and round first, second and third base.
- Make any call on the batter-runner at those bases.
- Read the play to determine where the most likely first play on the BR will be:
  - If it is at second base, move to the play there.
  - If it is at third base, cut straight across the infield staying out of running lanes and throwing lanes while you watch the batter-runner touch second base.
- Wait for the play to conclude before heading to the next starting position.





## Runners on First and Second

### Working Between Pitches, Pickoff, Steal



#### Working between pitches and pickoff attempt

##### PU:

- Move out of stance when the pitch is over, completing verbal and/or signal.
- If there is a pickoff attempt watch the catcher's attempt to throw and look for batter interference. After a throw, step out to the left or right clearing the catcher and batter to watch the play; be prepared to give help if requested, especially if the play is to first base. Be ready to help with a play at third base on R2 if the initial play is to first base.
- If the pitch is a passed ball, remain in the plate area avoiding any throwing lanes to third base.
- Keep tracking the ball and make the call on any play on the ball (blocked ball, interference, enters dead ball area, etc.).
- Wait for the play to conclude before returning to the plate area

##### B:

- Move out of the set position, move parallel to the second/third baseline or slightly diagonal depending on the starting depth, toward but not completely to the primary position at 2b.
- If the play goes to first base continue forward and try to get closer to first base.
- Wait for the play to conclude before heading to the next starting position.

#### Steal of 3b

##### P:

- Move out of stance when the pitch is over, completing verbal and/or signal.
- Step out to the left clearing the catcher and batter to watch the play.
- Be ready to take a subsequent play at the plate on an overthrow.
- Wait for the play to conclude before returning to the plate area.

##### B:

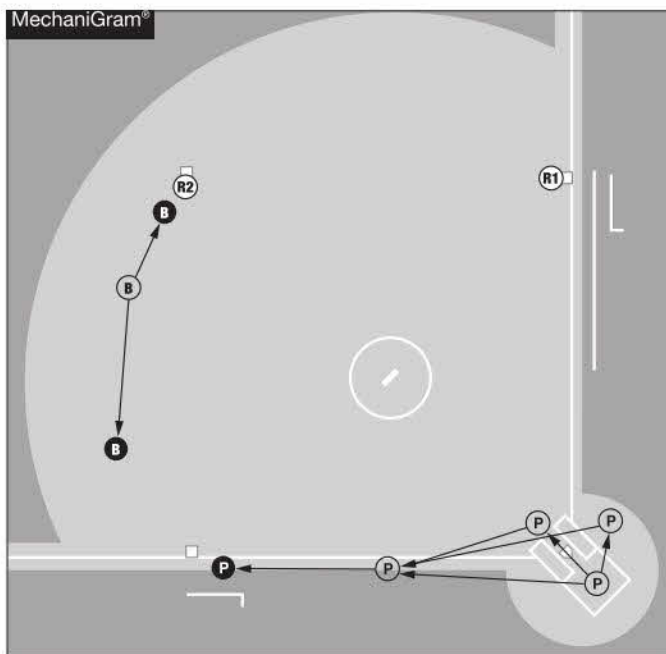
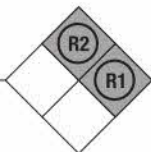
- Move out of the set position, move parallel to the second/third baseline or slightly diagonal depending on the starting depth, toward but not completely to the primary position at 3b.
- Wait for the play to conclude before heading to the next starting position.





## Runners on First and Second

### Hit to the Infield



#### P:

- When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line in foul territory.
- Start moving toward the holding area as you watch any play develop at any of the bases.
- Be prepared to help if requested.
- If the first play is not to 3b, commit to third base as you watch the play at first or second base.
- Make the call at 3b on any play after the initial play and a subsequent play at home.
- Wait for the play to conclude before returning to the plate area.

#### B:

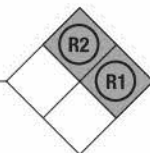
- Read the fielder and be ready to move quickly toward the play she is making.
- After the play at first base, turn toward a potential play at 2b and watch the play at 3b - be prepared to help if requested.
- Be prepared for a double play attempt – same mechanics as listed with a runner on first base only.
- Wait for the play to conclude before heading to the next starting position.



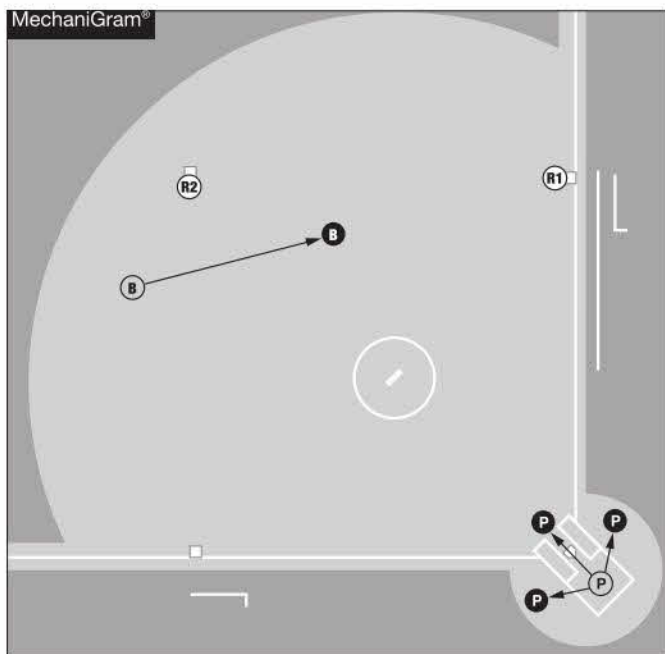




## Runners on First and Second



### Fly ball/Line Drive to the Outfield - Ball is Caught



#### P:

- Move into the infield (or third base foul territory if hit to left field) parallel to the flight of the ball to obtain the best angle with credible distance to watch the catch/no catch.
- When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.
- If R2 advances to third base, commit to third base.
- Make any call on R2 at 3b and home.
- Wait for the play to conclude before returning to the plate area.

#### B:

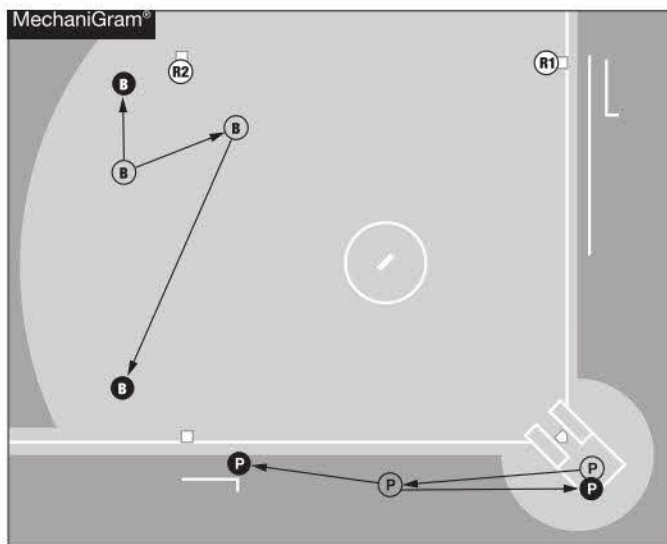
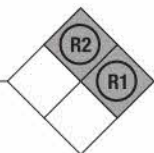
- Immediately move to a position to allow you to see both R1 and R2 tag up.
- After the catch, read the throw from the outfield and adjust positioning.
- If the play is on R1 or R2 returning to their bases, move to best angle and distance possible to make the call.
- If R2 advances to third base or home watch the play and be prepared to help if requested.
- Watch for a subsequent play at 2b and at 3b base if the plate umpire is making the call at the plate.
- Wait for the play to conclude before heading to the next starting position.





## Runners on First and Second

### Single to the Outfield



#### P:

- Immediately move to the holding area in foul territory between home and third base; read the play and move closer to 3b or the plate as appropriate, OR:
- If you read that there is no possible play at 3b but a good chance for a play at home plate:
  - Move to the point-of-the-plate.
  - Read the throw and the catcher; adjust to the play.
- If there is a play at 3b read the throw from the outfield and adjust positioning closer to third base.
- If there is no immediate play at 3b, read the play and be ready to move to 3b for a subsequent play there, or back to home plate for a play there.
- Watch any play at first base or second base and be prepared to give help if requested.
- Wait for the play to conclude before returning to the plate area.

#### B:

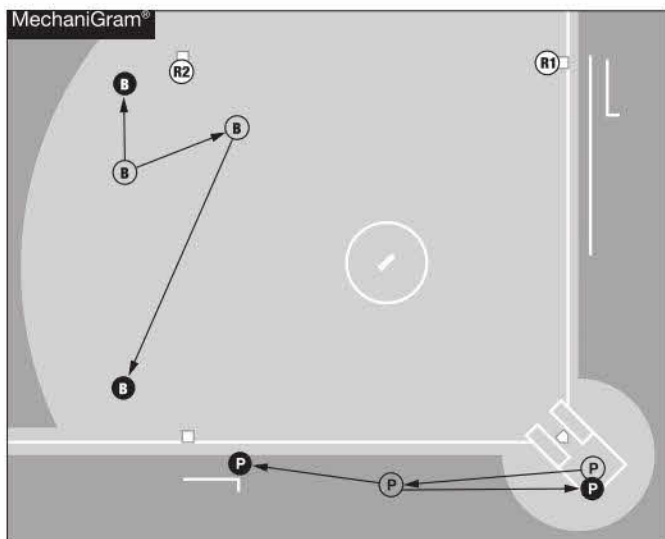
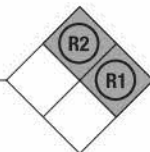
- Read and process where the ball is hit and the fielder(s) movement.
- Stay outside the diamond or move inside, reading where the most possible play will be
- Be prepared for a force play at either first or second base.
- Watch the batter-runner approach, touch and round first, second and third base.
- Make any call on the batter-runner at first, second and third base.
- Watch R1 approach, touch, round and make any call at second base.
- Watch for a subsequent play at 2b and at 3b base if the plate umpire is making the call at the plate.
- Watch any play on all runners at home plate; be prepared to give help if requested.
- Wait for the play to conclude before heading to the next starting position.





## Runners on First and Second

### Extra Base Hit to the Outfield



#### P:

- Immediately move to the holding area in foul territory between home and third base OR
- If you read that there is no possible play at 3b on the lead runner but a good chance for a play at home plate:
  - Move to the point-of-the-plate.
  - Read the throw and the catcher; adjust to the play.
- Watch R2 approach, touch and round at third base.
- As R2 advances to home plate, move to a primary position for a tag play at home plate.
- If there will be no play at home plate, move toward 3b as you watch R2 touch home plate.
- Take any play on R1 at 3b unless you have an imminent play at the plate on R2.
- Wait for the play to conclude before returning to the plate area.

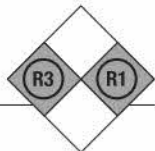
#### B:

- Read and process where the ball is hit and the fielder(s) movement.
- Stay outside the diamond or move inside, reading where the most possible play will be.
- Watch the batter-runner approach, touch and round first, second and third base.
- Make any call on the batter-runner at first, second and third base.
- Watch R1 approach, touch, round and make any call at second base
- Watch for a subsequent play at 2b and at 3b base if the plate umpire is making the call at the plate.
- Watch any play on all runners at home plate; be prepared to give help if requested.
- Wait for the play to conclude before heading to the next starting position.

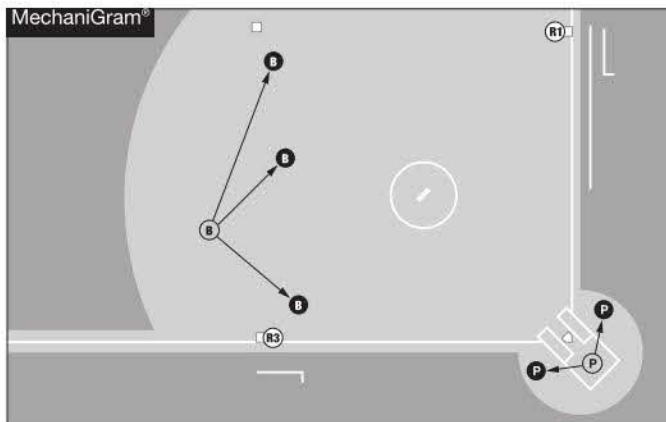




## Runners on First and Third



### Working Between Pitches, Pickoff, Steal



#### Working between pitches and pickoff attempt

##### P:

- Move out of stance when the pitch is over, completing verbal and/or signal.
- If there is a pickoff attempt watch the catcher's attempt to throw and look for batter interference.
  - After a throw, step out to the left or right clearing the catcher and batter to watch the play; be prepared to give help if requested, especially if the play is to first base.
  - Be ready to help with a play at third base on R3 if the initial play is to first base.
- If the pitch is a passed ball, remain in the plate area avoiding any throwing lanes to third base.
  - Keep tracking the ball and make the call on any play on the ball (blocked ball, interference, enters dead ball area, etc.).
- Wait for the play to conclude before returning to the plate area.

##### B:

- Move out of the set position, move toward the second/third baseline to achieve the angle for R3.
- If the play goes to first base continue forward and try to get closer to first base.
- If the initial play is to first base, be ready for a quick back-pick at 3b.
- Wait for the play to conclude before heading to the next starting position.

#### Steal of 2b

##### P:

- Move out of stance when the pitch is over, completing verbal and/or signal.
- Step out to the left clearing the catcher and batter to watch the play while moving toward the holding area.
- Read R3 to see if she will attempt to come home or is staying at 3b.
- Move aggressively to 3b or the plate as appropriate; be prepared for a rundown.
- Wait for the play to conclude before returning to the plate area.

##### B:

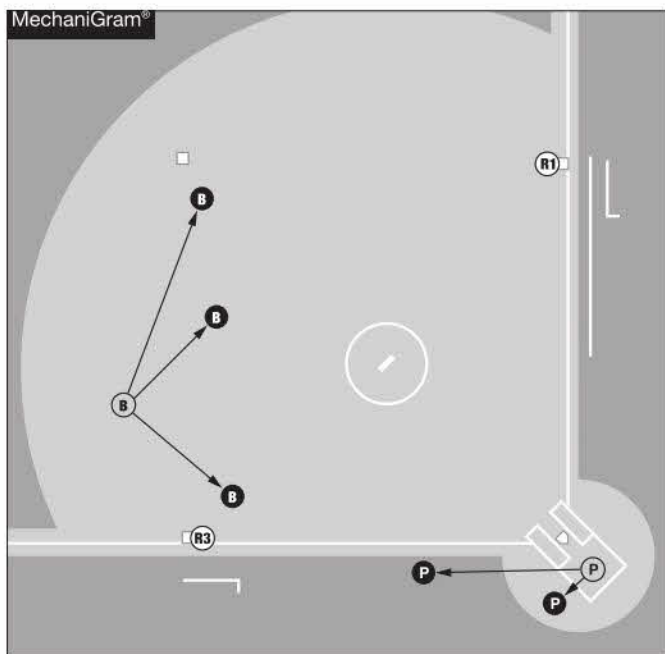
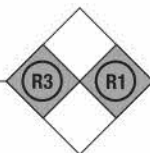
- Move out of the set position, move into the diamond to achieve the angle at second base.
- If the throw is to 2b, move into the play to the best angle and distance possible.
- If the throw is cut off, read the play and be ready to stay with R1 or help with a rundown on R3.





## Runners on First and Third

### Hit to the Infield



#### P:

- When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line in foul territory.
- Read the play while moving toward the holding area so you can help at first base if necessary.
- If R3 advances, move back to the plate to make the call.
- If the first play is to 2b or 1b:
  - If R3 stays at 3b, move toward 3b for a possible back-pick.
  - If R3 advances read the play as it develops and adjust to see the applied tag.
- Wait for the play to conclude before returning to the plate area.

#### B:

- Read the fielder and be ready to move quickly toward the play she is making.
- After the initial play at first base, turn toward a potential play at 2b.
- Wait for the play to conclude before heading to the next starting position.



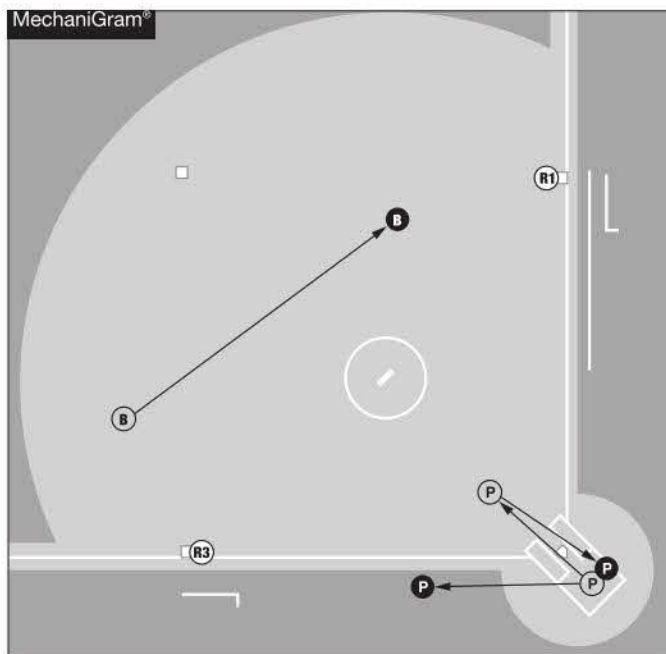
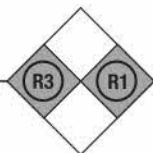


## Runners on First and Third

Xxxxx

Fly ball/Line Drive to the Outfield

- Ball is Caught



### P:

- Move to obtain the best angle to watch the catch/no catch and the tag up at 3b.
- When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.
- After the catch, read R3:
  - If she stays at 3b commit to third base.
  - If she advances, read the play as it develops and adjust to see the applied tag.
- Wait for the play to conclude before returning to the plate area.

### B:

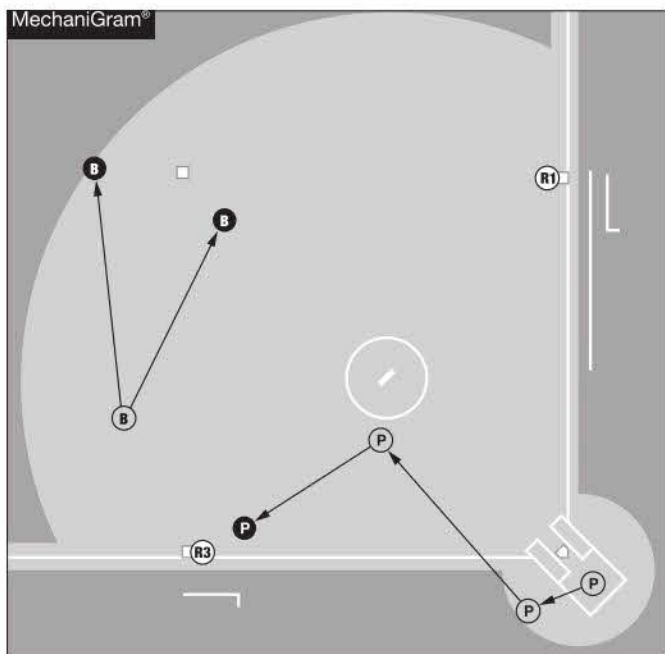
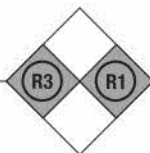
- Immediately move to a position to allow you to see R1 tag up.
- After the catch, read the throw from the outfield and adjust positioning.
- Take any play on R1 at first, second or third base.
- Watch for a subsequent play at 3b base or the plate; be ready to help if requested.
- Wait for the play to conclude before heading to the next starting position.





## Runners on First and Third

### Base Hits to the Outfield



#### P:

- Immediately move to the holding area in foul territory between home and third base.
- Move into the infield as you watch R3 touch home plate.
- If R1 is advancing to third base, commit to third base and adjust to the play.
- Wait for the play to conclude before returning to the plate area.

#### B:

- Read and process where the ball is hit and the fielder(s) movement.
- Stay outside the diamond or move inside, reading where the most possible play will be.
- Be prepared for a force play at either first or second base.
- Watch the batter-runner approach, touch, and round first, second and third base.
- Make any call on the batter-runner at first, second and third base.
- Watch R1 approach, touch and round second base; make any call at second base.
- Wait for the play to conclude before heading to the next starting position.

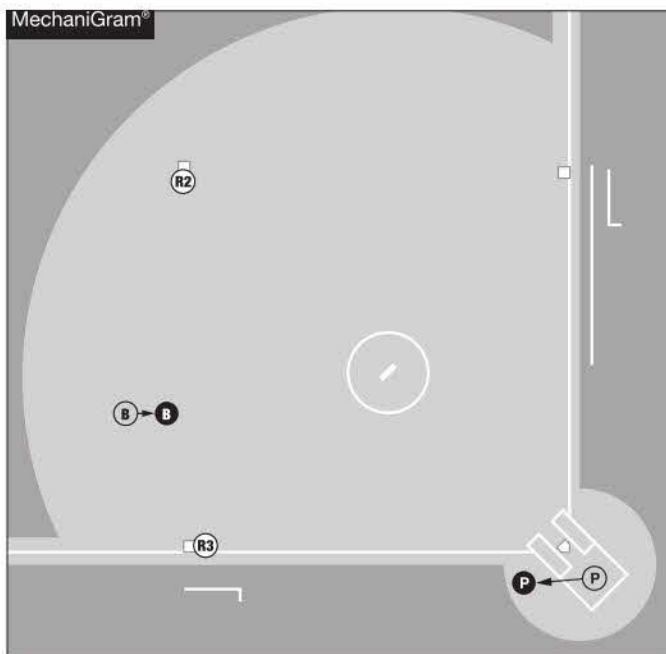
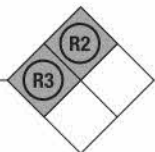






## Runners on Second and Third

### Working Between Pitches, Pickoff



#### P:

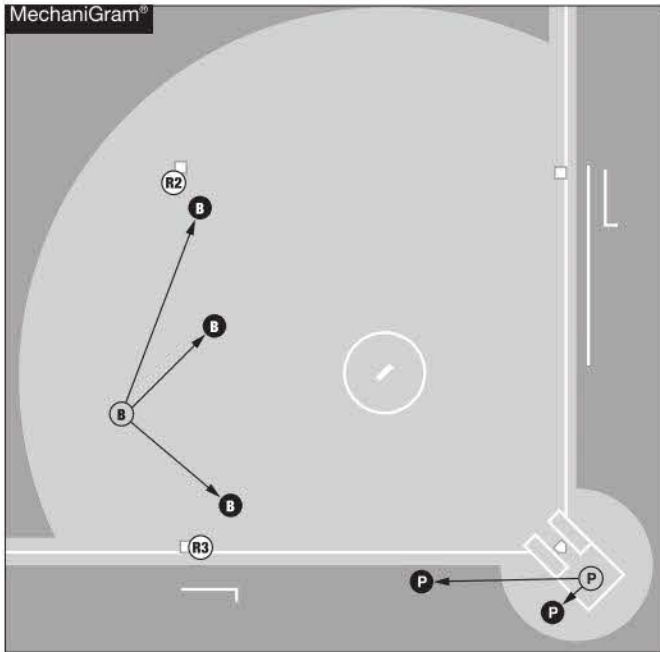
- Move out of stance when the pitch is over, completing verbal and/or signal.
- If there is a pickoff attempt, step out to the left clearing the catcher and batter to watch the play.
  - Be prepared to give help if requested.
- If the pitch is a passed ball, remain in the plate area avoiding any throwing lanes and the catcher.
  - Keep tracking the ball while watching R3 and the catcher.
  - Adjust to any play at home plate.
- Wait for the play to conclude before returning to the plate area.

#### B:

- Move out of the set position and read the runners and catcher.
- Movement should be forward in the direction of the intersection with the imaginary line between the primary position at 2b and 3b.
- React quickly if a play develops, getting the best angle and distance for the play.
- Be ready for a subsequent throw to the other base after the initial play.
- When the ball is in circle with the pitcher and all runners have returned to first base, return to starting position.



Hit to the Infield



**P:**

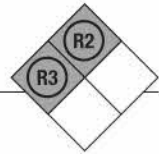
- When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line in foul territory.
- Take a few steps to your left and read R3.
- If R3 is advancing to the plate, read the play and adjust to the tag.
- If she is not initially advancing, watch the play at first base or second base and be ready to help.
- If the first play is to first base or second base:
  - If R3 stays at third base, move toward third base for a possible back-pick; take the call at third base.
  - If R3 advances move back to the plate area and adjust to the play.
- Wait for the play to conclude before returning to the plate area.

**B:**

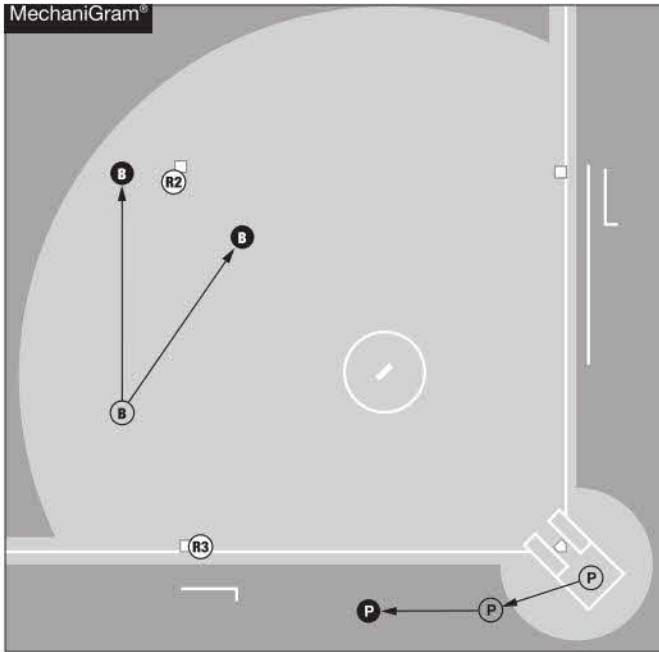
- Read the fielder and be ready to move quickly toward the play she is making.
- After the initial play at first base, turn toward a potential play at second base and be ready to help on any play at third or the plate.
- Wait for the play to conclude before heading to the next starting position.



## Runners on Second and Third



### Fly ball/Line Drive to the Outfield - Ball is Caught



#### P:

- Move to obtain the best angle to watch the catch/no catch and the tag up at third base.
- When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.
- After the catch, read R3:
  - If she stays at third base commit to third base.
  - If she advances, read the play as it develops and adjust to the play.
- Wait for the play to conclude before returning to the plate area.

#### B:

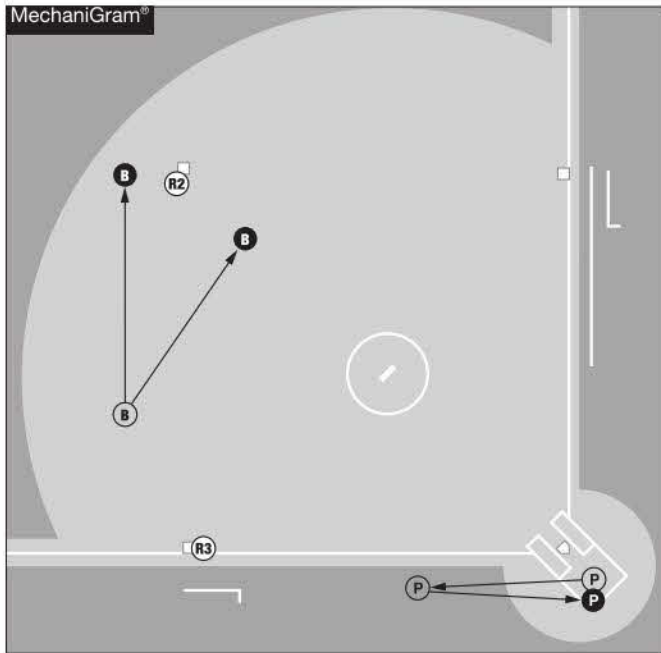
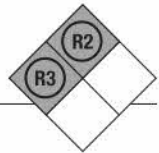
- Immediately move to a position to allow you to see R2 tag up.
- After the catch, read the throw from the outfield and adjust positioning.
- Take any play on R2 at second base and third base.
- Wait for the play to conclude before heading to the next starting position.





## Runners on Second and Third

### Single to the Outfield



#### P:

- Immediately move to the holding area in foul territory between home and third base.
- If you read a possible play at third base on R2, watch R3 touch the plate then commit to third base.
  - Verbal to your base umpire that you have third base.
- If R2 advances toward the plate without stopping, move back to the plate and adjust to the play.
- Wait for the play to conclude before returning to the plate area.

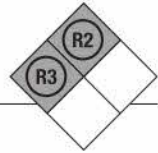
#### B:

- Read and process where the ball is hit and the fielder(s) movement.
- Stay outside the diamond unless you read a possible play at first base.
- Watch the batter-runner approach, touch, and round first, second and third base.
- Make any call on the batter-runner at first, second and third base.
- If the batter-runner is not advancing to 2b, and you have not heard the plate umpire verbalize he/she has 3rd base, glance toward 3b and be ready to help if requested.
- Wait for the play to conclude before heading to the next starting position.

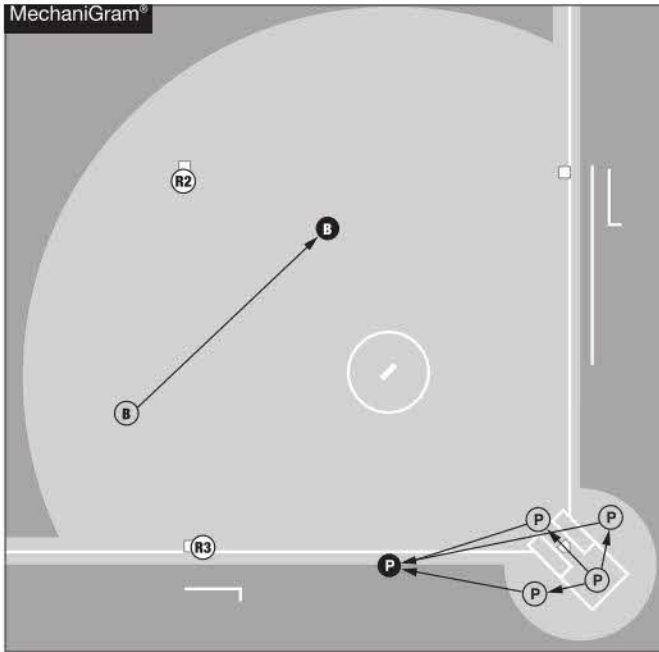




## Runners on Second and Third



### Extra Base Hit to the Outfield



#### P:

- Immediately move to the holding area in foul territory between home and third base.
- Watch R3 approach and touch home plate.
- Take any play on R2 at the plate.
- As soon as you read that R2 will score without a play, start moving to the holding area and be ready to help if requested on any play at 2b and 3b.
- Wait for the play to conclude before returning to the plate area.

#### B:

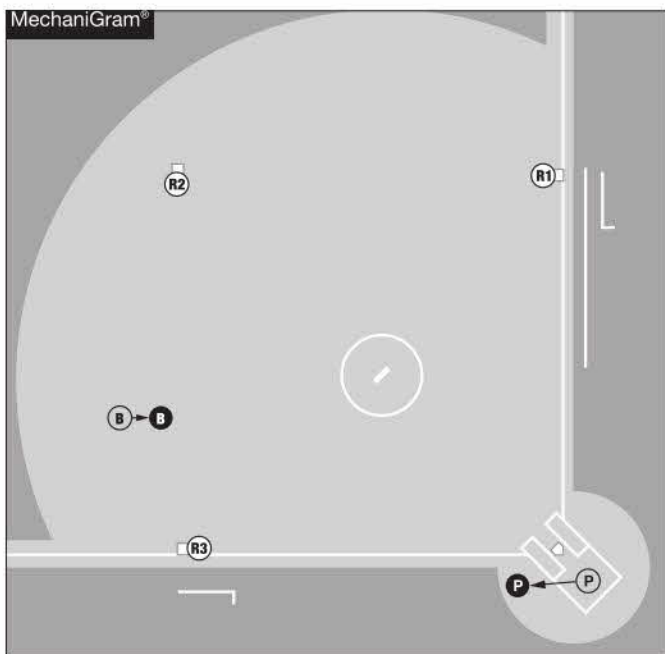
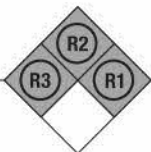
- Read and process where the ball is hit and the fielder(s) movement while staying outside.
- Watch the batter-runner approach, touch and round first, second and third base.
- Make any call on the batter-runner at first, second and third base.
- Watch any play on R2 or the batter-runner at home plate; be ready to give help if requested.
- Wait for the play to conclude before heading to the next starting position.





## Bases Loaded

### Working Between Pitches, Pickoff



#### P:

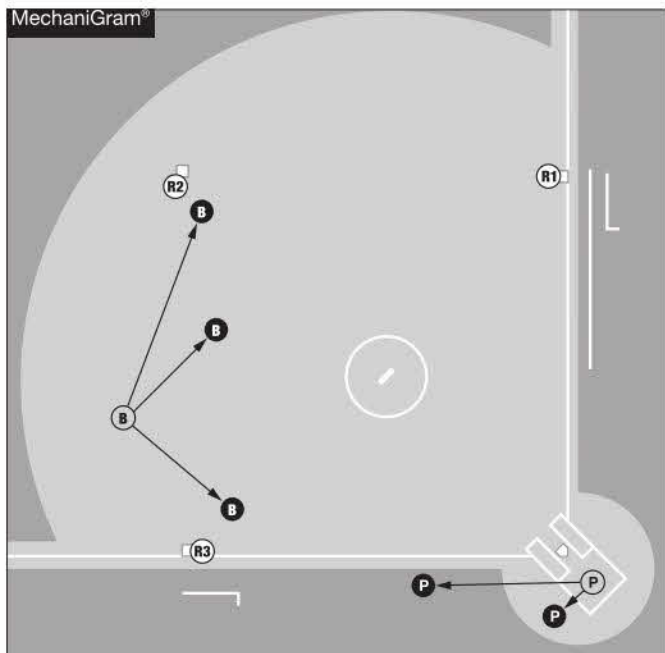
- Move out of stance when the pitch is over, completing verbal and/or signal.
- If there is a pickoff attempt watch the catcher's attempt to throw and look for batter interference.
  - After a throw, step out to the left clearing the catcher and batter to watch the play.
  - Be prepared to give help if requested, especially at first base.
  - Be ready for R3's attempt to advance to the plate.
- If the pitch is a passed ball, remain in the plate area avoiding any throwing lanes and the catcher.
  - Keep tracking the ball while watching R3 and the catcher.
  - Adjust to any play at home plate.
- Wait for the play to conclude before returning to the plate area.

#### B:

- Move out of the set position and read the runners and catcher.
- Movement should be forward in the direction of the intersection with the imaginary line between the primary position at 2b and 3b.
- React quickly if a play develops, getting the best angle and distance for the play.
- Be ready for a subsequent throw to other bases after the initial play.
- When the ball is in circle with the pitcher and all runners have returned to first base, return to starting position.



Hit to the Infield



**P:**

- When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line in foul territory.
- Move to the 1b line extended, backing up to force-play depth.
- If the first play is not to the plate, watch R3 score and be ready to help at any base if requested.
- Be ready to move to 3b for any subsequent play on R2 or R1.
- Wait for the play to conclude before returning to the plate area.

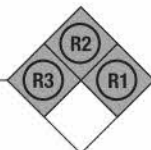
**B:**

- Read the fielder and be ready to move quickly toward the play she is making.
- If the initial play is to the plate, move aggressively toward 1b staying out of running lanes for the potential double-play attempt at 1b.
- If the initial play is to 1b, when that play is over turn toward a potential play at 2b and be ready to help the plate umpire on a play at 3b.
- Wait for the play to conclude before heading to the next starting position.

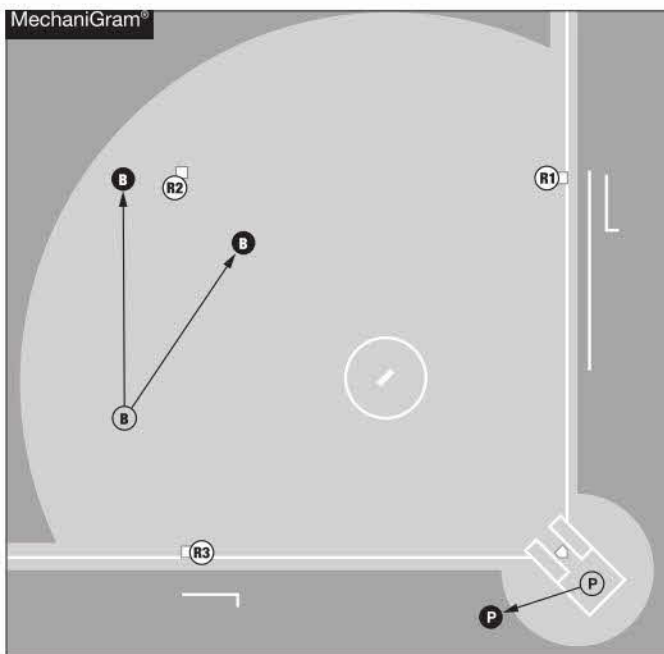




## Bases Loaded



### Fly ball/Line Drive to the Outfield - Ball is Caught



#### P:

- Move to obtain the best angle to watch the catch/no catch and the tag up at 3b.
- When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.
- After the catch, read R3:
  - If she stays at 3b commit to third base.
  - If she advances, read the play as it develops and adjust to the play.
- After R3 scores or is called out, be alert for other plays which may develop.
- Verbalize coverage at 3b as appropriate.
- Wait for the play to conclude before returning to the plate area.

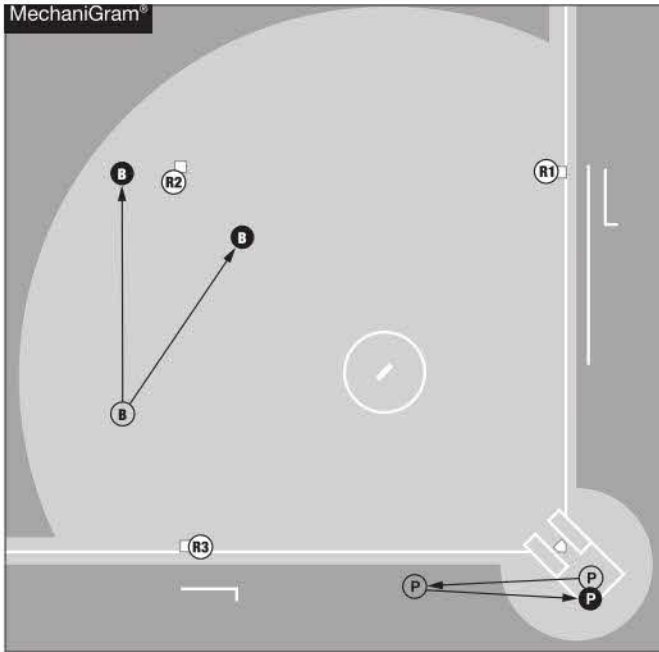
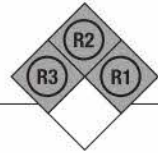
#### B:

- Immediately move to a position to allow you to see R1 and R2 tag up.
- After the catch, read the throw from the outfield and adjust positioning.
- Take any play at 1b or 2b, and be ready to take any play at third base until you hear the plate umpire verbalize coverage at 3b.
- Wait for the play to conclude before heading to the next starting position.



## Bases Loaded

### Single to the Outfield



**P:**

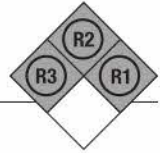
- Immediately move to the holding area in foul territory between home and third base
- If you read a possible play at third base on R2, watch R3 touch the plate then commit to third base.
  - Verbalize to the base umpire that you have third base.
- If R2 advances toward the plate without stopping, move back to the plate and adjust to the play.
- Be alert for other plays which may develop.
- Wait for the play to conclude before returning to the plate area.

**B:**

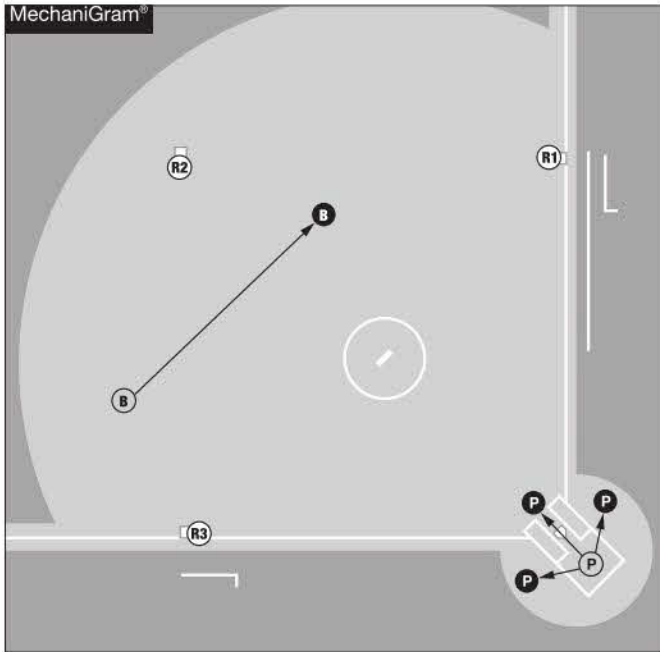
- Read and process where the ball is hit and the fielder(s) movement.
- Stay outside the diamond and be ready for a force play at first base or second base.
- Watch the batter-runner approach, touch and round first, second and third base.
- Make any call on the batter-runner at first, second and third base.
- Take all plays on R1 at 2b.
- If the batter-runner is not advancing to 2b, and you have not heard the plate umpire verbalize coverage at 3rd base, glance toward 3b and be ready to help if requested.
- Wait for the play to conclude before heading to the next starting position.



## Bases Loaded



### Extra Base Hit to the Outfield



#### P:

- Immediately move to the holding area in foul territory between home and third base.
- Watch R3 approach and touch home plate.
- Take any play on R2 or R1 at the plate.
- As soon as you read that R2 will score without a play and there is a possible play on R1 at 3b, commit to 3b and adjust to the play; verbalize coverage at 3b.
- As soon as you read that R1 will advance to the plate, move back to the plate and adjust to the play.
- Wait for the play to conclude before returning to the plate area.

#### B:

- Read and process where the ball is hit and the fielder(s) movement while staying outside.
- Watch the batter-runner approach, touch and round first, second and third base.
- Make any call on the batter-runner at first, second and third base.
- Take any play at 1b or 2b, and be ready to take any play at third base until you hear the plate umpire verbalize coverage at 3b.
- If the batter-runner is not advancing to 2b, and you have not heard the plate umpire verbalize coverage at 3rd base, glance toward 3b and be ready to help if requested.
- Wait for the play to conclude before heading to the next starting position.



# Section

# 9

# Definitions

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## **90-Degree Angle — Tag**

The concept determines the umpire's location on tag plays. The path of the runner into a base or the application of the tag on a play not involving a base, together with the umpire's line of vision from a location 6-to-10 feet away, form a 90-degree angle.

## **90-Degree Angle — Throw**

The concept determines the umpire's location on force plays. The path of the thrown ball to a base together with the umpire's line of vision from a location 15-to-18 feet from the base, form a 90-degree angle.

## **Accurate Zone**

Interprets and calls a zone as defined in the NCAA rulebook.

## **Base Line**

The imaginary straight line between the bases

## **Base Path**

An imaginary straight line between the base and a base runner when a play is being made on her.

## **Calling Depth**

The preferred distance from a play that enables the umpire to see all the necessary elements of the play.

- A force play should be viewed from an approximate distance of 15-to-18 feet, allowing the umpire to see, without moving their head, all three elements of a force play: the ball in the fielder's glove, the base runner touching the base, and the fielder's foot on the base.
- A tag play should be viewed from an approximate distance of 6-to-10 feet, allowing the umpire to see the elements of a tag play: the application of the tag, or the application of the tag and the runner touching the base. There may be times when the need to see multiple, diverse angles or the position of the players' bodies, necessitates that the umpire move closer or even look over the top of the play to see the action clearly.

## **Chase**

The act of a base umpire who abandons their normal infield duties and assumes the responsibilities for a fly ball (catch/no catch, fair/foul, dead ball).

## **Counter-Rotated Starting Position**

The starting position of the base umpires with runners on:

- Second only
- First and second
- First and third
- Second and third
- First, second and third

The first-base umpire: Start in a set position, squared to home plate, between 15 feet from second base and the 15 feet from first base, no more the 15 feet from the baseline or behind F4.

The third base umpire: Start in a set position, squared to home plate, completely in foul territory, close to the line, 6-10 feet beyond third base.

## **Teamwork**

The unspoken awareness, understanding, and acknowledgment that umpires are a team. Umpires are continually aware of the movement and position of partners and responds/reacts appropriately. Umpires use proper verbal and non-verbal communication with each other. Umpires have eye contact with partners between hitters and during developing plays. Umpires are cooperative, supportive, and respectful of each other in all areas.

## **Elements of Plays**

One element play; a tag play that involves seeing a tag applied and does not involve a base.

Two element play; a tag play that involves seeing a runner touch a base and seeing a tag applied.

Three element play; a force play that involves seeing a fielder's foot on a base, a runner touch a base, and the ball into the fielder's glove.

## **Game management**

Establishing and maintaining an appropriate game pace and tone. The umpire's ability to listen and handle game issues in a professional manner. To be alert to possible problems and resolve conflict correctly and in a timely manner.

## **Holding Area/Holding Zone**

An area on the field where an umpire determines their next move it is never a calling position.

## **Judgment**

Rendering a decision based on what was seen when in the correct position.



### **Non-Slot Foot**

The umpire's right foot on a right-handed batter and the left foot on a left-handed batter.

### **Off-field Conduct**

Umpires conduct themselves and dress in a manner that reflects positively on themselves, fellow umpires and the NCAA. Uses good judgment to remove themselves from any potentially compromising situations and has the respect of fellow umpires

### **Onfield conduct**

Umpires are respectful of all softball constituents. An umpire does not encourage, initiate or invite non-job related conversations with coaches or players. An umpire is respectfully when approached by a coach.

### **Pivot**

The efficient movement used by an umpire to get from one point to another or to open to the impending play. The pivot entails planting one foot, turning the body on this foot and ending in a shoulder width stance with the ability to move to the right or to the left.

### **Pivot: 10 X 10**

When U1 pivots inside the diamond from a starting position on the line, U1 should strive for a position 10 feet beyond the base line and 10 feet from the first base fair/foul line.

### **Primary Position**

The initial location used by an umpire to rule on a play as the base runner approaches a base or as a play develops. Primary positions are determined by the prospect of a traditional play. The umpire's line of vision forms a 90-degree angle perpendicular to:

- The path of the base runner on a tag play into a base
- The application of the tag on a tag play not involving a base
- The path of the flight of the ball on force plays

### **Rotated Starting Position**

The starting position of base umpires with a runner on first base only. U1 is on the first-base line in foul territory at calling depth for a tag play. U3 is on an imaginary line straight out from second base toward right-center field at calling depth or slightly deeper for a tag play.

### **Secondary Position**

The next primary position assumed by the umpire after the initial play during continuous action.





**Set: Bases**

Body position of a base umpire prior to a pitch who is positioned off the line or has runner leaving before the pitch is released responsibilities, or U3 with runners on base, or any umpire prior to a play. The body is stopped, not moving, the feet are more than shoulder width apart and parallel to each other. The hands are drawn into or placed on the body in a locked position. The head may jut forward to achieve more focus. Set refers to either a ready set or hands-on-knees set position.

**Set: Hands-on-Knees**

Body position of a base umpire prior to a pitch who is positioned off the line or has runner leaving before the pitch is released responsibilities, or U3 with runners on base, or any umpire prior to a play. The body is stopped, not moving, the feet are comfortably wider than shoulder width apart and parallel to each other. The hands, with thumbs on the inside of the leg, are grasping the knees. The umpire is bent at the knees in a sitting position.

**Set: Plate**

From the stance, a plate umpire drops into the set position just prior to the release of the pitch. The amount of drop necessary is determined by the width of the feet in the stance. The umpire's head is ideally just above the catcher's head. The umpire's chin is on a line with the top of the catcher's head. The umpire's chin may be slightly lower than the top of the catcher's head, but the top of the umpire's head should never be even with or below the top of the catcher's head. The umpire must be able to see the outside edge of the plate and the batter's knees. Some torso lean may be needed to achieve proper height. Hands/arms should be in close to the body. Their placement provides balance and assists in locking-in (not moving) during the pitch. A good lock-in relies on bone structure, not muscles. The umpire must be completely set when the pitch is released and remain motionless as the pitch is delivered. The same position should be mirrored on both sides of the plate. The set position must be balanced and comfortable, but it is not a relaxed position.

**Slot**

The area between the catchers's inside shoulder and the batter when the batter is in their natural batting stance, and the catcher is in her normal catching position behind the plate. To achieve a slot position in all stances except the scissors, place the non-slot foot; right foot on right-handed batters, about midway between the catcher's feet. Spread the other foot; the slot foot slightly more than shoulder width, which brings the nose between the catchers's inside shoulder and the batter's body. To check the slot position, look at the outside corner and the batter's knees. The umpire must be able to see both clearly. The slot affords the umpire an excellent line of sight for seeing the zone, checked swings, hit batters, batter hit with batted ball, and catch/no-catch by the catcher.





### **Slot Foot**

The umpire's left foot on a right-handed batter and the right foot on a left-handed batter.

### **Stance: Plate**

The position and foot placement the plate umpire establishes behind the catcher prior to dropping set. The stance must allow the umpire to drop to a rock solid set position and remain motionless while the pitch is delivered. The stance must be in the slot and, after dropping set, afford the umpire an unobstructed view of the entire zone. The stance used for right-handed batters must be mirrored for left-handed batters

## **Stances: Approved**

### **Box Stance**

The legs/feet are slightly wider than shoulder width. The non-slot foot is placed on the ground about a foot behind the catcher approximately in line with the center of her back when she is directly behind the plate. The slot foot is parallel to and in line or even with the non-slot foot at a distance that places the head in the slot. Both feet are pointing at the pitcher. Drop set by bending the knees. Drop only far enough so your chin remains above the catcher's helmet.

### **Gerry Davis Stance**

The feet/legs are wider than shoulder width, feet approximately parallel to and generally even with each other, hands gripping thighs just above the knees. Upper body weight rests on the knees with the elbows straight providing consistent head height. Adjust head height with the width of feet. Begin about an arm's length behind the catcher with your nose in the slot. As the pitcher commits to deliver, drop the butt slightly, two to three inches to bring the line of sight parallel to the ground and to eliminate neck strain.

### **Heel/toe Stance**

The legs/feet are wider than shoulder width. The shoulders and body are somewhat square to the plate where a line drawn down from the umpire's navel would bisect the plate. The slot foot should be in the slot pointing directly at the pitching plate and in line with or slightly in front of an imaginary line drawn from the catcher's heels to the toe of the slot foot. The non-slot foot is behind the catcher in line with an imaginary line extending from the heel of the slot foot to the toe of the non-slot foot. The non-slot foot is angled no more than 45-degrees. You should not be deeper behind the catcher than a closed fist between your non-slot knee and the catcher's back when dropped set. Drop set by bending the knees.



### **Standard Starting Position**

The starting position of base umpires with no runners on base or a runner on third base only. U1 is 18-to-20 feet down the first-base line completely in foul territory. U3 is either 18-to-20 feet down the third-base line completely in foul territory or, with a runner on third, in a set position 6-to-10 feet down the third-base line completely in foul territory.

### **Starting Depth**

- With no runner on base: 18-to-20 feet, on the line in foul territory.
- With a runner(s) on base: 6-to-10 feet from the base if on the line or 6-to-10 feet from the base line, if possible, when off the line.

### **Starting Position**

The location of the umpires as the ball is readied for play prior to the next pitch. There are three Starting Positions:

- Standard
- Rotated
- Counter-Rotated

### **Third Dimension**

The need to see simultaneous angles in order to see the play, move in and look over the top of the play.

### **Tracking: Plate**

See the release of the pitch, follow it in to just in front of the plate, switch focus to the batter's zone, and then see the ball into the catcher's glove. Observe the entire flight of a pitch with only slight head movement. Slight head movement will occur as the ball is followed in.

### **Walk the Line**

Walking the line is a method base umpire use to coordinate pre pitch to post pitch responsibilities. Coordinate the walk with the responsibilities. For a two step, step to a set walk or a two step end on push foot walk, as the pitcher starts her windup keep your eyes on her feet as you begin your first step. When she releases the ball your first step is ended, and you begin your second step as you shift your eyes to the plate. Finish your second step just prior to the ball arriving at the plate. If the ball is batted then respond. If it is not batted then let your eyes continue on to the batter and catcher while remaining in a ready-set or on the push foot. For the one step, step to push foot, watch the pitcher's feet, then on the release of the pitch, take one step forward with the push foot.

### **Wedge**

The area within the imaginary lines drawn from the plate to the right fielder and the plate to the center fielder. This is a chase area for U1 when counter-rotated.



### **Working Between Pitches**

Movement of the umpire toward a possible play after a pitch is not hit. If there is no immediate play to a base by the catcher on a pitch not hit, the umpire should move toward a position for a possible delayed play on a base runner for which they are responsible.

