



POSITIONING MANUAL

Two-man System

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INTRODUCTION

This document was created to help you understand the concepts of the two-man umpiring positioning fundamentals. Used in conjunction with classroom instruction or as a field guide to positioning, this manual should be the reference that all umpires in Canada will strive to follow in an attempt to achieve consistency throughout the country.

Pre-game...

Let's make no mistake about it. Personal mechanics and clear signals are only half of the ingredients for a successfully officiated athletic contest. Teamwork is the other component that enhances the quality of the officiating process.

Getting to the game early is not only essential for individual game preparation, but also an outstanding opportunity to conference with your partner(s). This is the time when teamwork can be reviewed to prevent problems in key situations. Working in sync is the one item that can set apart a great crew from an average one. Umpires committed to teamwork consistently have less problems working games, are never out of work, and move up the ladder quickly to do key match-ups. Team players are respected in the baseball community.

Following is a checklist for a pre-game conference...

- ❑ If necessary, **introductions**.
- ❑ **Signals**...infield fly, normal rotation, staying home, time play, number of outs, count awareness, and the importance of eye contact. Review in verbalizing such things as “*I’m going out*”, “*I’ve got third*”, and “*I’ve got the ball*” is also essential.
- ❑ **Fair / foul coverage**...ie: plate man’s responsibility up to but not the bases.
- ❑ **Fly ball responsibilities**...there is no need to have more than one set of eyes on a fly ball. The other umpire(s) have other important items to attend to.
- ❑ **Tag-ups** and **touches** of bases.
- ❑ **Live ball / dead ball**...putting the ball back in play...ball hits batter in box.
- ❑ **Appeals** of check swings.
- ❑ Communication on brushing of the plate...ie — **avoiding unnecessary delays**.
- ❑ **Positioning**

It is important to keep the pre-game *positive* and *up-tempo* so that the crew goes into the game *confident* and *well prepared*. A good umpiring crew dresses well, moves athletically, and displays discipline at all times. They enter and exit the field as a team moving in unison and with the confidence that says, “**We are in control**”.

Please Note: In this document, the pronoun *he* is used with respect to both genders and is used for simplicity only.

THE STRAIGHT GOODS

Here are several points to ponder concerning **facts about two man umpiring fundamentals**. An understanding of these facts will enable you to do your job with confidence.

- ✓ **Authority**...all umpires have equal authority on the field (except in the event of a forfeit).
- ✓ **Responsibilities**...each umpire has singular responsibilities in each situation. There should never be a double call in any situation.
- ✓ **Plate umpire stays home**...with 2 outs and a runner on 2nd base.
- ✓ **Base umpire sets up on the foul line**... and is responsible for fair / foul calls at the bag and beyond.
- ✓ **The base umpire moves into the infield**...whenever there is a runner on base.
- ✓ **When the base umpire is in the infield**... he will never go out to make a catch / no catch call. Remember: **angle is primary to distance**. Go to the edge of the infield grass on a trouble ball to get the best angle but do not cross the baseline.
- ✓ **Being professional at all times as an individual will serve to give the umpiring fraternity as a group respect.**

BASIC POSITIONS

1. Principle:

- ✓ Always follow ball with eyes.
- ✓ Always keep chest 90 degrees to the ball.
- ✓ Always take best possible angle. **Angle has priority over distance.**
- ✓ Make every effort possible to get as close to 90 degrees to the ball on a force play and 90 degrees to the slide on a tag play.
- ✓ Without any runners on base, the base umpire must come to a set as the pitcher is preparing to deliver the ball to the batter.
- ✓ With a runner(s) on base, the base umpire must come to a set as soon as the pitcher stands on the rubber.
- ✓ The **Infield Working Area** is that area behind the mound which in many situations the base umpire moves into as his first movement.

2. Set position...

...must be taken by the base umpire with each delivery from the pitcher and before making most calls. This position consists of placing the hands on the knees and locking-in the elbows with the feet shoulder-width apart. The umpire will strive to settle into this position naturally, smoothly, and athletically.

3. Field Positions:

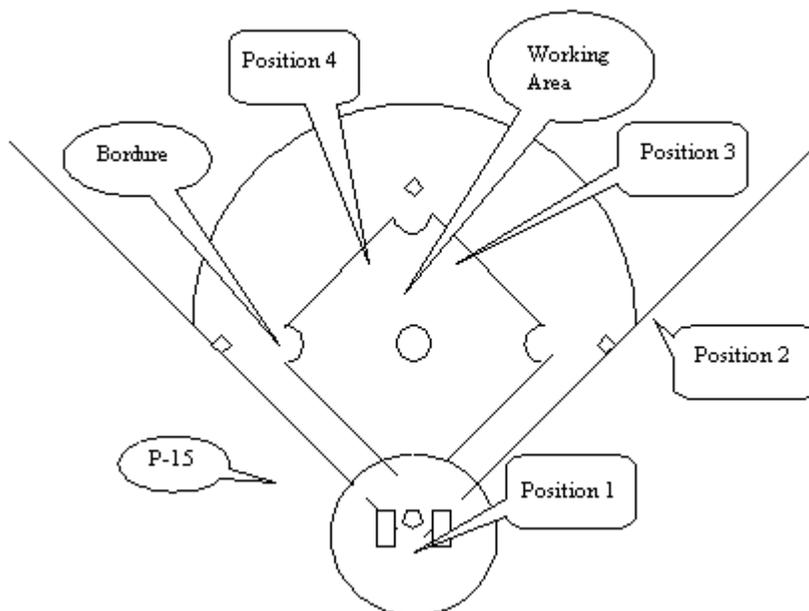
PU @ 1 – Always behind plate.

U1 @ 2 – with no runners on base.

U1 @ 3 – with a runner on 1st base only.

U1 @ 4 – with runner(s) on 2nd and / or 3rd base.

NOTE: The plate umpire has overthrows and base awards in each situation except when noted.



UMPIRE POSITIONING MANUAL
TWO MAN FUNDAMENTALS
NO RUNNERS ON BASE

Situation 2M--1

SITUATION: No Runners on Base

PLAY: Basic Positions

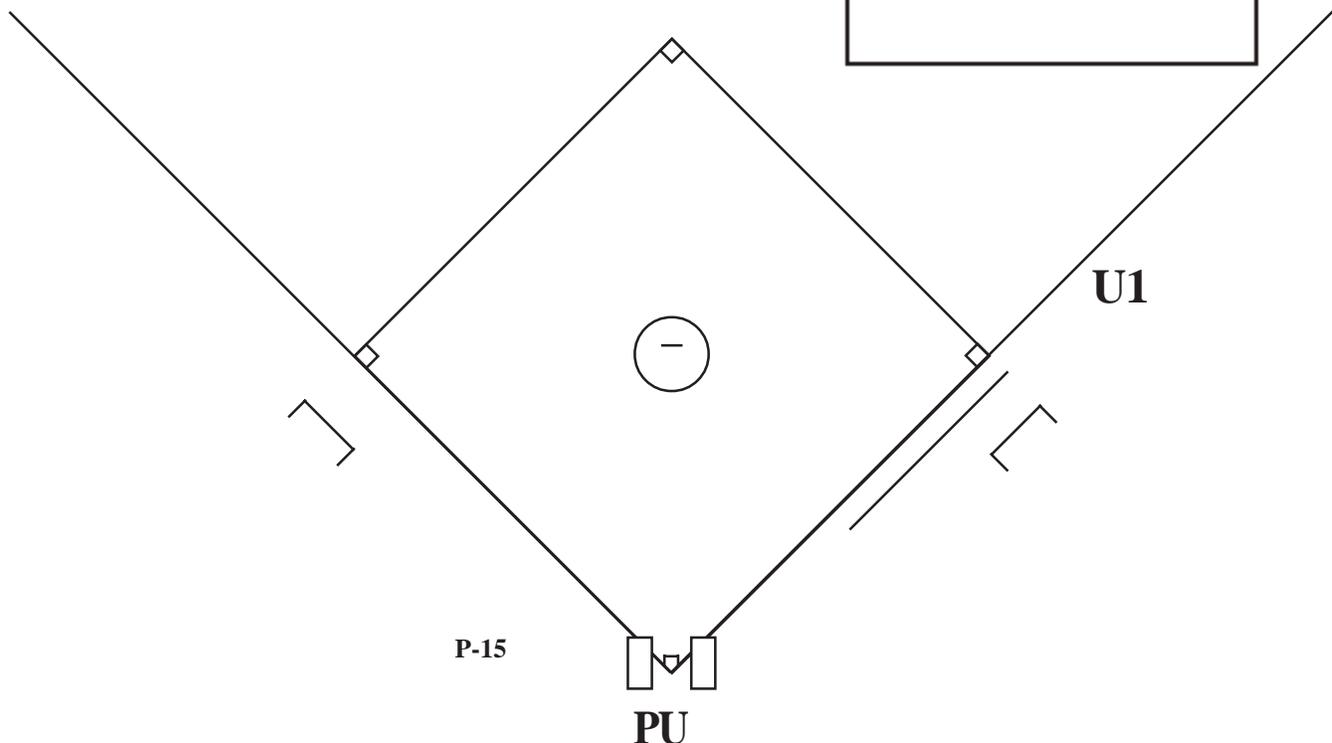
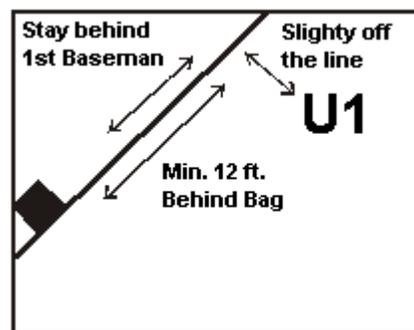
Plate Umpire...

...stands directly behind the catcher until the batter hits the ball. The **slot** as well as the **box** and the **scissors** stance are acceptable for calling balls and strikes. After a hit, he will usually move to **P-15**.

Base Umpire...

...starts every play standing approximately 12 to 15 feet behind the 1st baseman and not closer than 12 feet behind the bag if the 1st baseman is playing in. He must assume the **set position** prior to each pitch. He will develop a rhythm that gets him into the **set position** before the pitcher releases the ball. Preferably at the same time, the plate umpire assumes his locked-in position. Both umpires are focusing in and keying on the rhythm of the pitcher.

TIPS...



Situation 2M--2

SITUATION: No Runners on Base

PLAY: Ground Ball to the Infield

Plate Umpire...

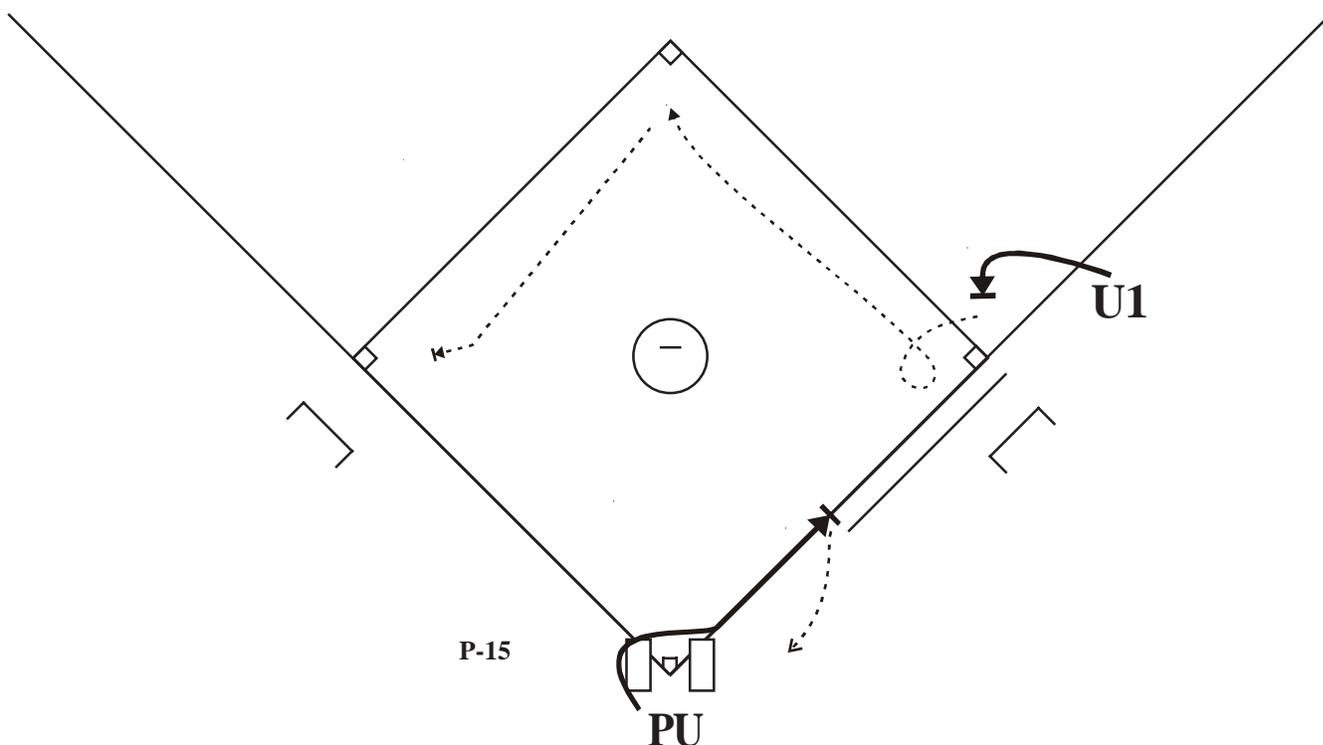
...exits left towards the 1st baseline, following the batter-runner to a point halfway between home plate and 1st base, straddling the foul line. His main responsibilities are to watch for **runner's lane interference** and an **overthrow** at 1st base. He takes all calls at home plate.

NOTE:

PU should react to an overthrow by moving towards the play.

Base Umpire...

...will **pause, read the play**, and then **react** on any ground ball to the infield. His reaction will be to get a 90 degree angle to the throw and settle in around 15 feet from 1st base. Before coming to the **set position**, he must make sure there will be a true throw. The base umpire should let the ball turn him into the play at 1st base. Be ready to take a **read step** (a step to obtain rhw optimum angle) on the swipe tag or pulled foot. He should always be in fair territory unless the ball is coming from foul territory between home and 1st or there is pressure from the 1st or 2nd baseman. If there is a passed ball or a wild throw, he will head into the infield between 1st and 2nd base, making his **pivot**. The base umpire is also responsible for the batter-runner touching 1st base and takes the runner to 2nd and 3rd base, if necessary.



Situation 2M--3

SITUATION: No Runners on Base

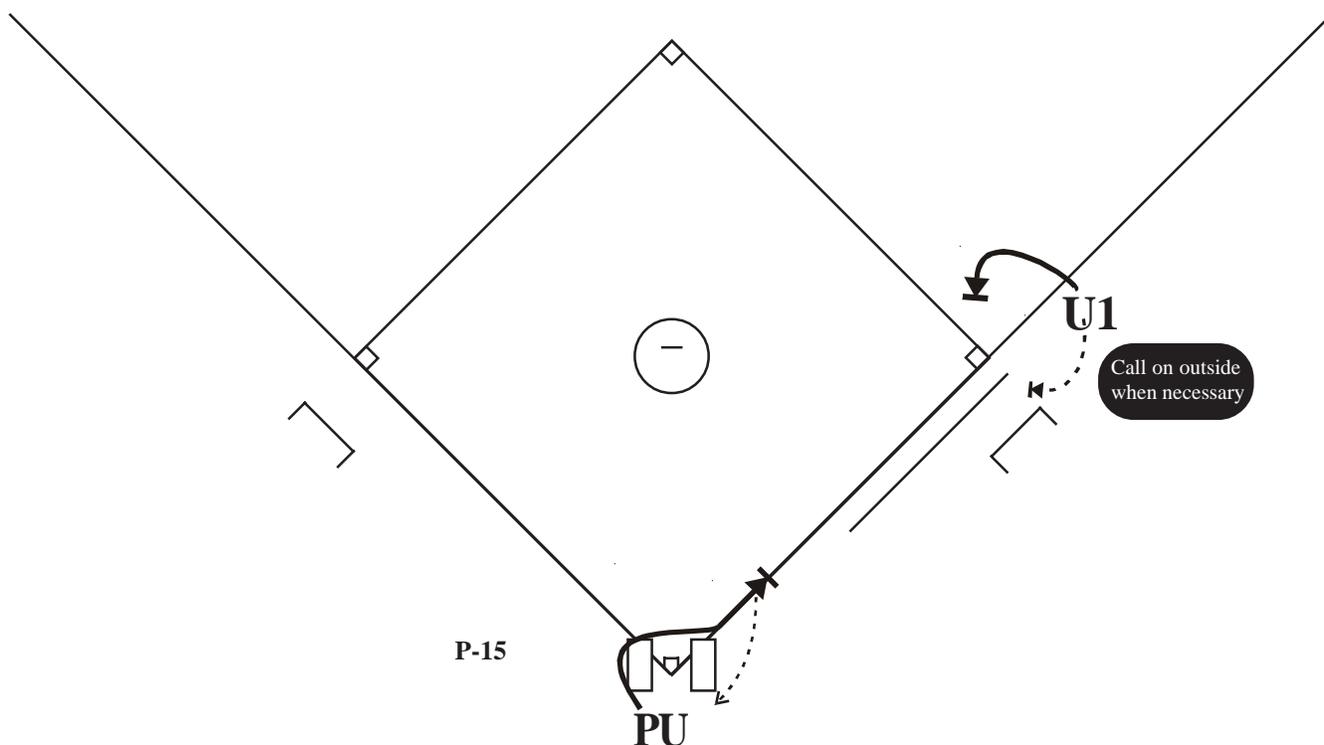
PLAY: Ground Ball or Bunt Down the 1st Baseline

Plate Umpire...

...exits left towards the 1st baseline following the batter-runner to a point halfway between home plate and 1st base, straddling the foul line. His first responsibility is the **fair / foul** call up to but not including the bag. He is also responsible to watch for **runner's lane interference** and an **overthrow** at 1st base. He takes all calls at home plate.

Base Umpire...

...will **pause, read the play, and then react**. If the 1st baseman stays at 1st, the base umpire should get a 90 degree angle to the play. If the 1st baseman goes for the ball, the base umpire has the option to move into foul territory to make the call. This will leave room for the 2nd baseman to get to 1st base and will open up the view for the umpire. He will take the batter-runner to 2nd and 3rd base, if necessary.



Situation 2M--4

SITUATION: No Runners on Base

PLAY: Ground Ball or Bunt Down the 3rd Baseline

Plate Umpire...

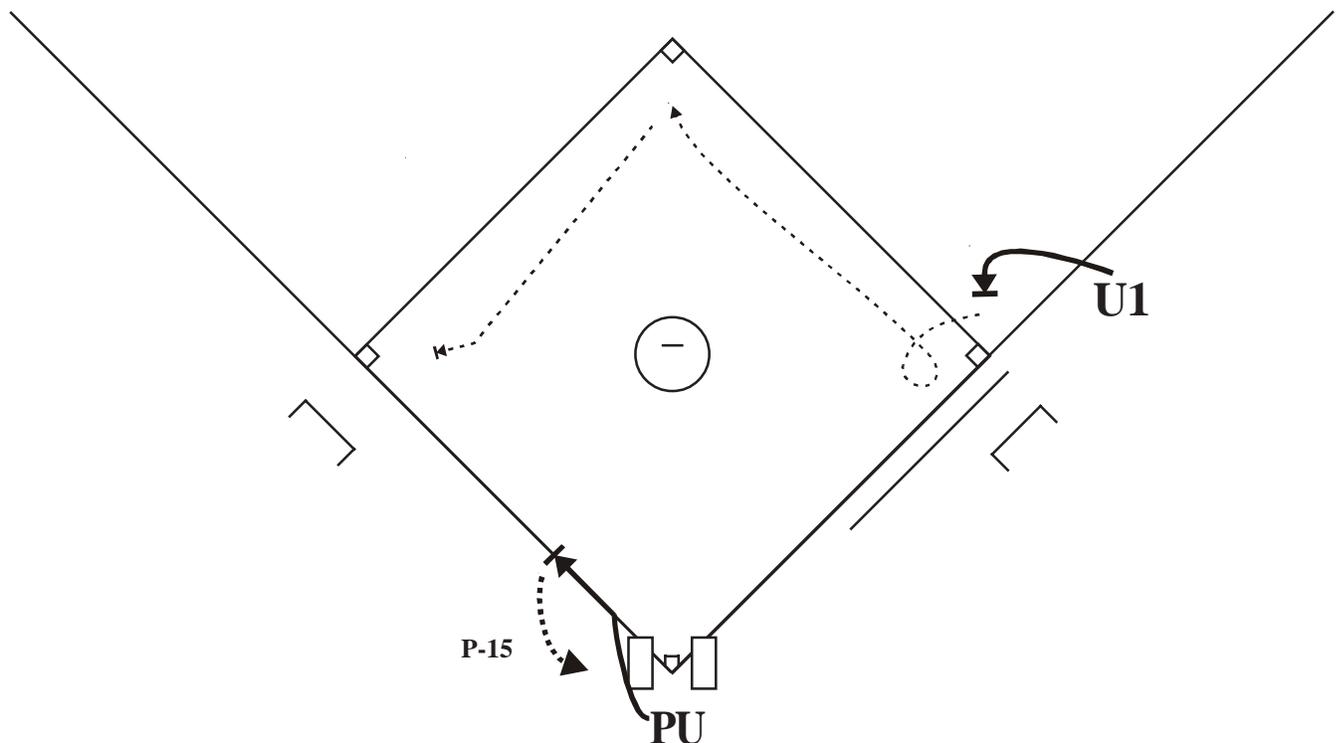
...exits left up the 3rd baseline. His first responsibility is the **fair / foul** call. He is also responsible to watch for **runner's lane interference** and an **overthrow** at 1st base. He takes all calls at home plate.

Base Umpire...

...will **pause, read the play, and then react**. He will set up to get a 90 degree angle to the throw, and will watch for the batter-runner's touch of 1st base. He will also take him to 2nd and 3rd base, if necessary.

NOTE:

On hard shots down the 3rd baseline, PU should slide to the right when the ball is hit in order to make the **fair/foul** call. Once the call has been made, PU can then exit left and assume his other responsibilities.



Situation 2M--5

SITUATION: No Runners on Base

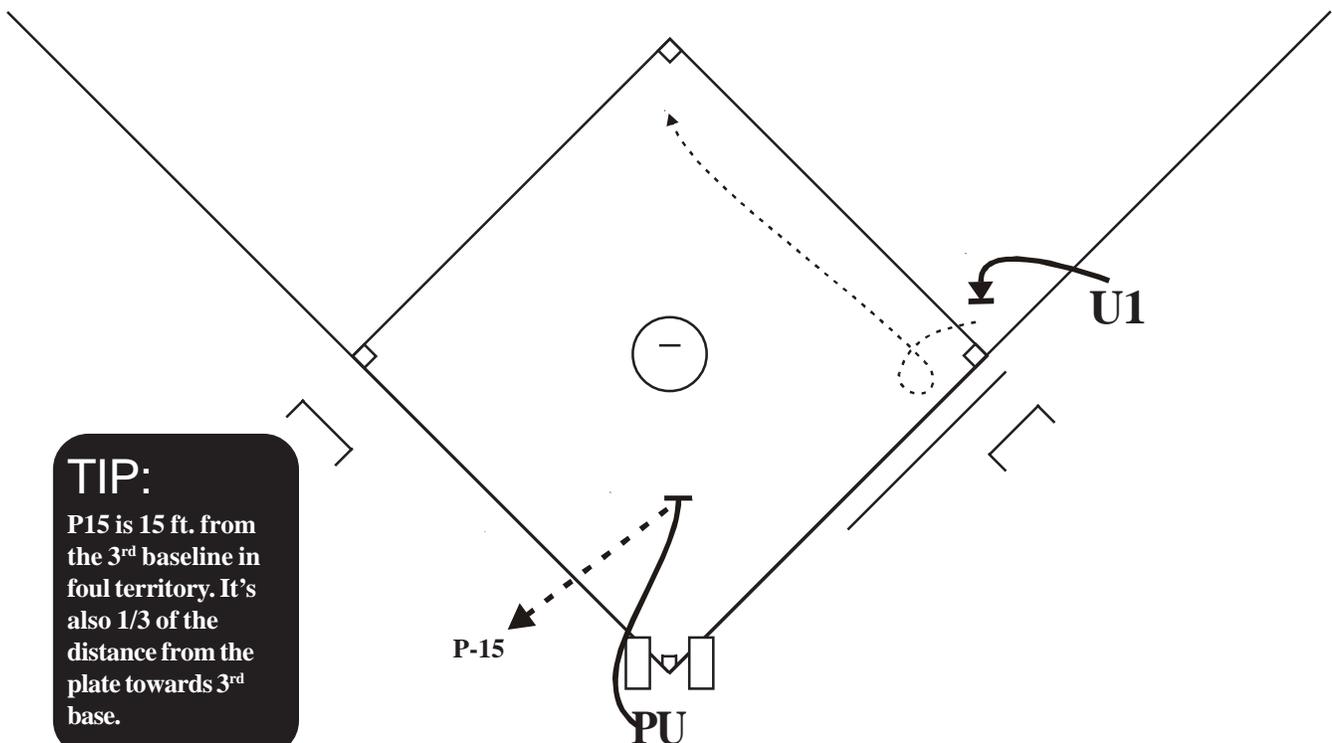
PLAY: Base Hit to the Outfield

Plate Umpire...

...exits left towards the midpoint between the mound and home plate. He will observe the overall play and be ready to assist the base umpire in the case of a run-down. Once the batter-runner reaches 2nd base, he retreats to **P-15** and is responsible for the call at the plate.

Base Umpire...

...heads inside the basepath between 1st and 2nd and makes his **pivot**. He is responsible for the batter-runner's touch of 1st base, and will also take the batter-runner to 2nd and 3rd base, if necessary.



TIP:

P15 is 15 ft. from the 3rd baseline in foul territory. It's also 1/3 of the distance from the plate towards 3rd base.

Situation 2M--6

SITUATION: No Runners on Base
PLAY: Responsibilities on a Fly Ball

Plate Umpire...

...is responsible for all fly balls hit to the right of the right fielder all the way to the left field foul line and into foul territory. These responsibilities include the **fair / foul** signal and **catch / no catch** verbalization, in that order.

Base Umpire...

...is responsible for any fly ball hit directly at the right fielder or to his right to the right field foul line and into foul territory. In the case of a "routine" fly ball, the base umpire has the option to go out to make the call. These responsibilities include the **fair / foul** signal and **catch / no catch** verbalization, in that order.

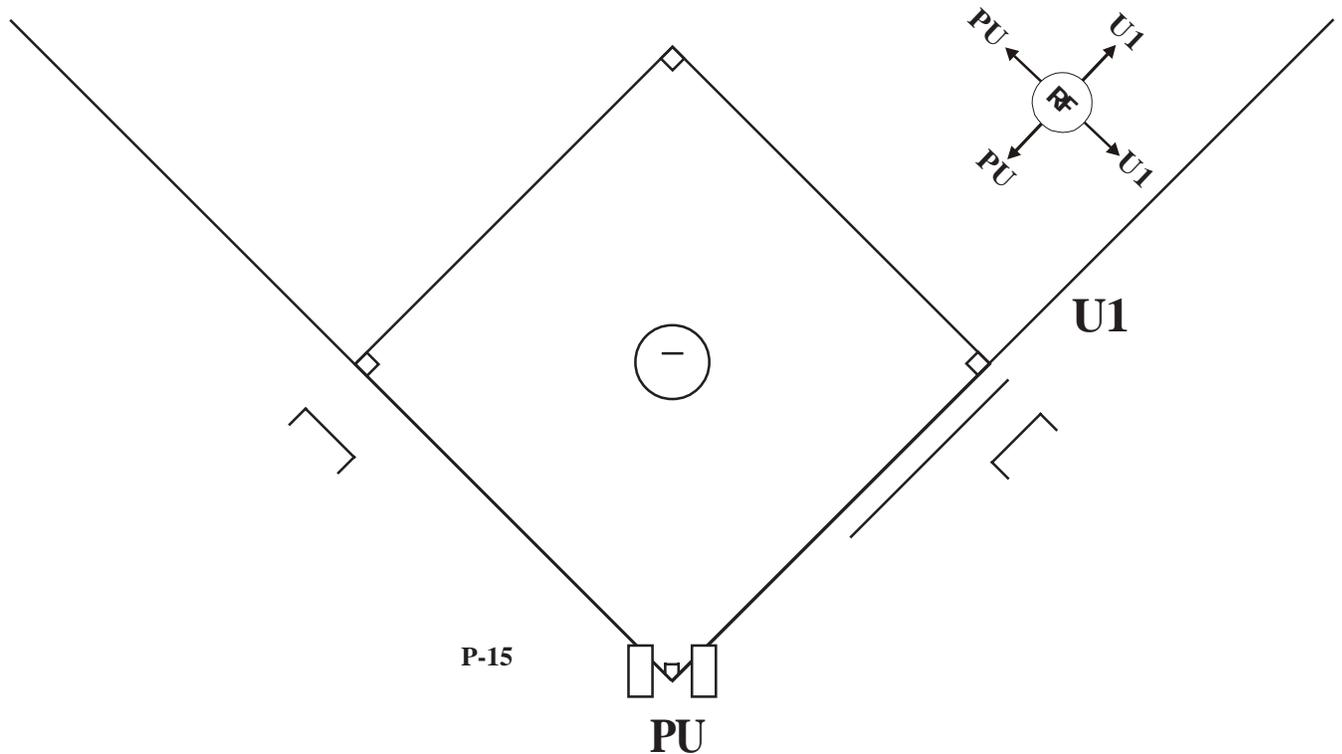
NOTE:

To avoid double calls on an infield line drive, the umpiring crew could before the game set up rules of thumb such as these...

PU -- Pitcher, Catcher, Shortstop, and 3rd baseman

U1 -- 1st and 2nd baseman

When an umpire does not have a good angle on a **catch/no catch** call, he should not hesitate to ask his partner for help.



Situation 2M--7

SITUATION: No Runners on Base

PLAY: Fly Ball Hit to Left of Centre Fielder

Plate Umpire...

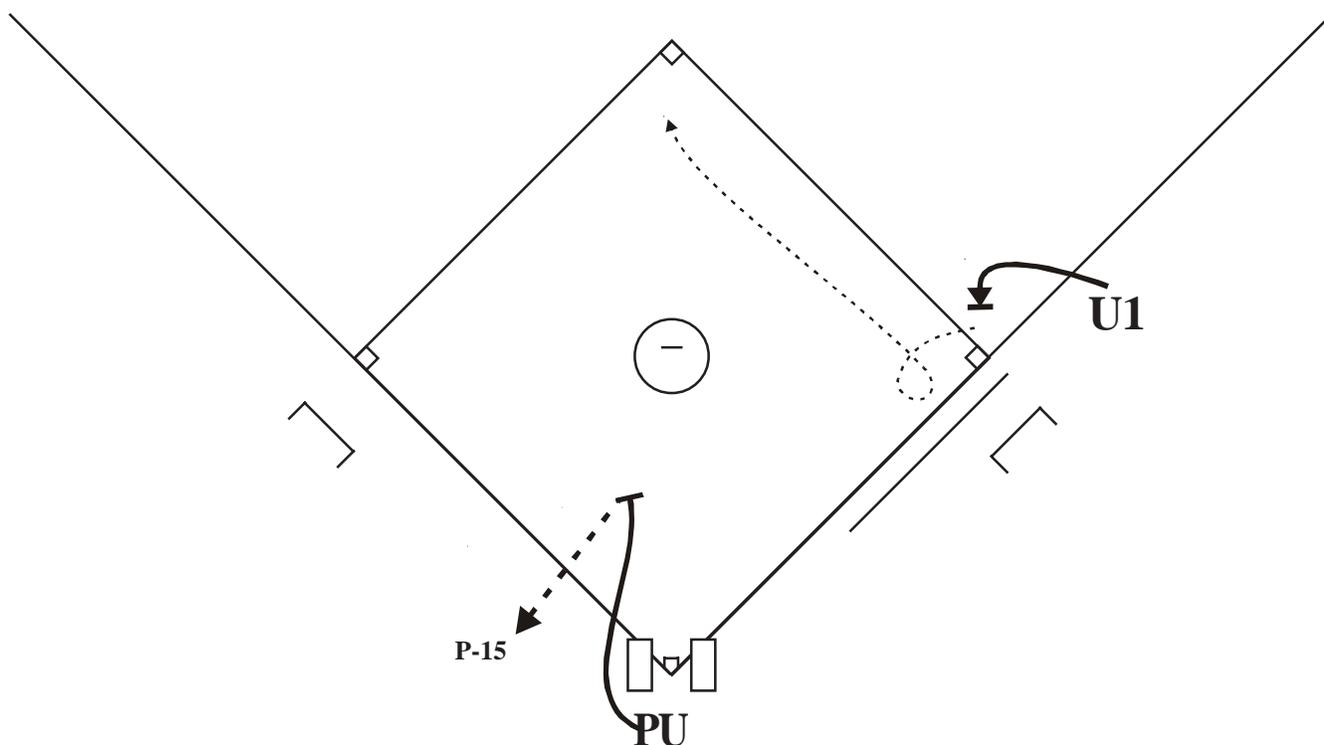
...exits left towards the 3rd base side of the mound. He is responsible for the **catch / no catch** call. If the ball is near the foul line, he will stop, take the **standing set position**, straddle the line, make the **fair / foul** call first, and verbalize the **catch / no catch** call. If the ball is in fair territory and is not caught, he must signal and voice "**no catch**". Once the batter-runner reaches 2nd base, he retreats to P-15 and is responsible for the call at the plate.

Base Umpire...

...heads inside the basepath between 1st and 2nd and makes his **pivot**. He is responsible for the batter-runner's touch of 1st base, and will also take the batter-runner to 2nd and 3rd base, if necessary.

NOTE:

The plate umpire should not forget to straddle the 1st or 3rd baseline in a **fair/foul** call situation.



Situation 2M--8

SITUATION: No Runners on Base

PLAY: Fly Ball Hit to the Right of Centre Fielder or Directly at Him

Plate Umpire...

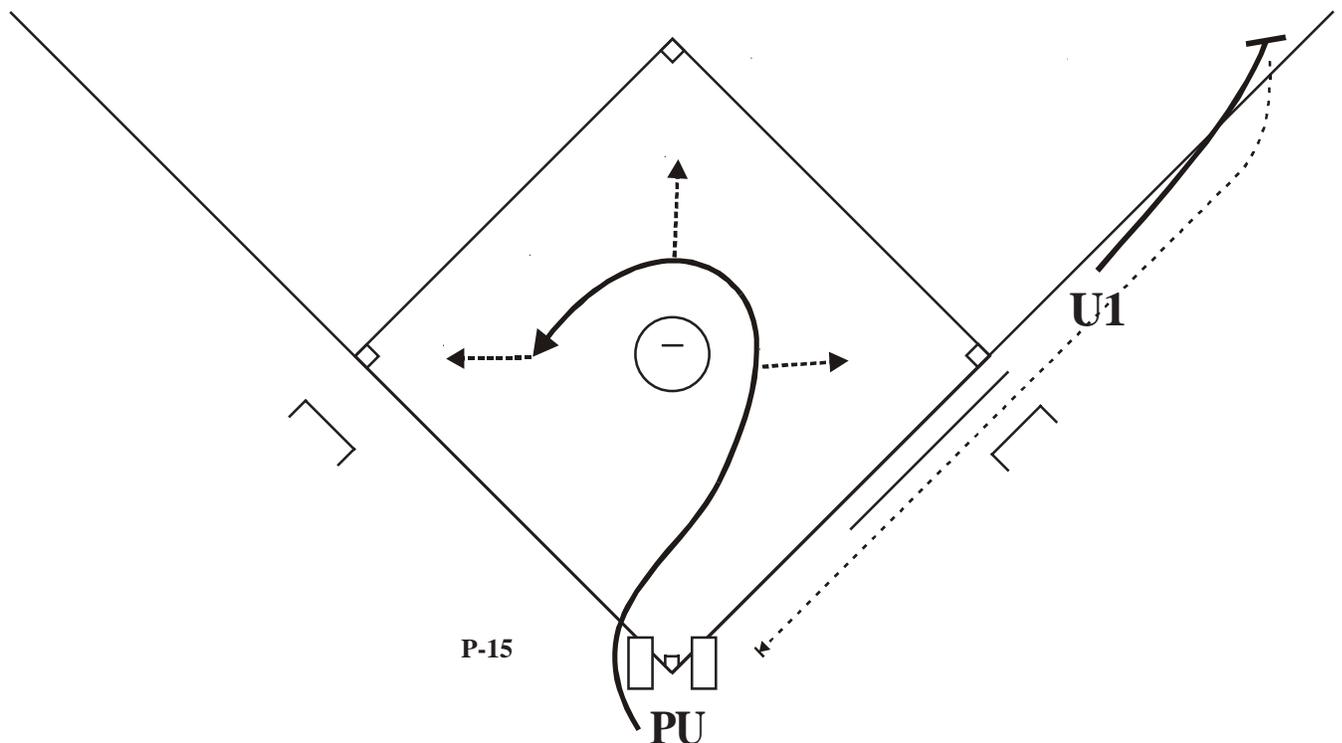
...exits left and moves up the 1st baseline between the mound and 1st base. He is responsible for the batter-runner touching 1st base, then he takes him all the way to 3rd base if necessary. He is responsible for the call at home plate unless the base umpire calls him off.

Base Umpire...

...lets his partner know his intention by verbalizing, **"I'm going out"**. He then heads out to right field to make the **catch / no catch** call, preferably running **parallel** to the ball for the best angle. If the ball is near the foul line, he must stop, take the **standing set position**, straddle the line, make the **fair / foul** call **first**, then signal and verbalize **"catch / no catch"**. If the ball is not caught and after the ball has been thrown to the infield, he must head towards home plate in **foul territory**. When he arrives approximately 15 feet from the plate, he advises his partner by verbalizing, **"I've got the plate"**.

NOTE:

Communication and working as a team is very important. Always be aware of where your partner is so that you will not be caught out of position.



Situation 2M--9

SITUATION: No Runners on Base

PLAY: Foul Fly Ball on the 1st Base Side

Plate Umpire...

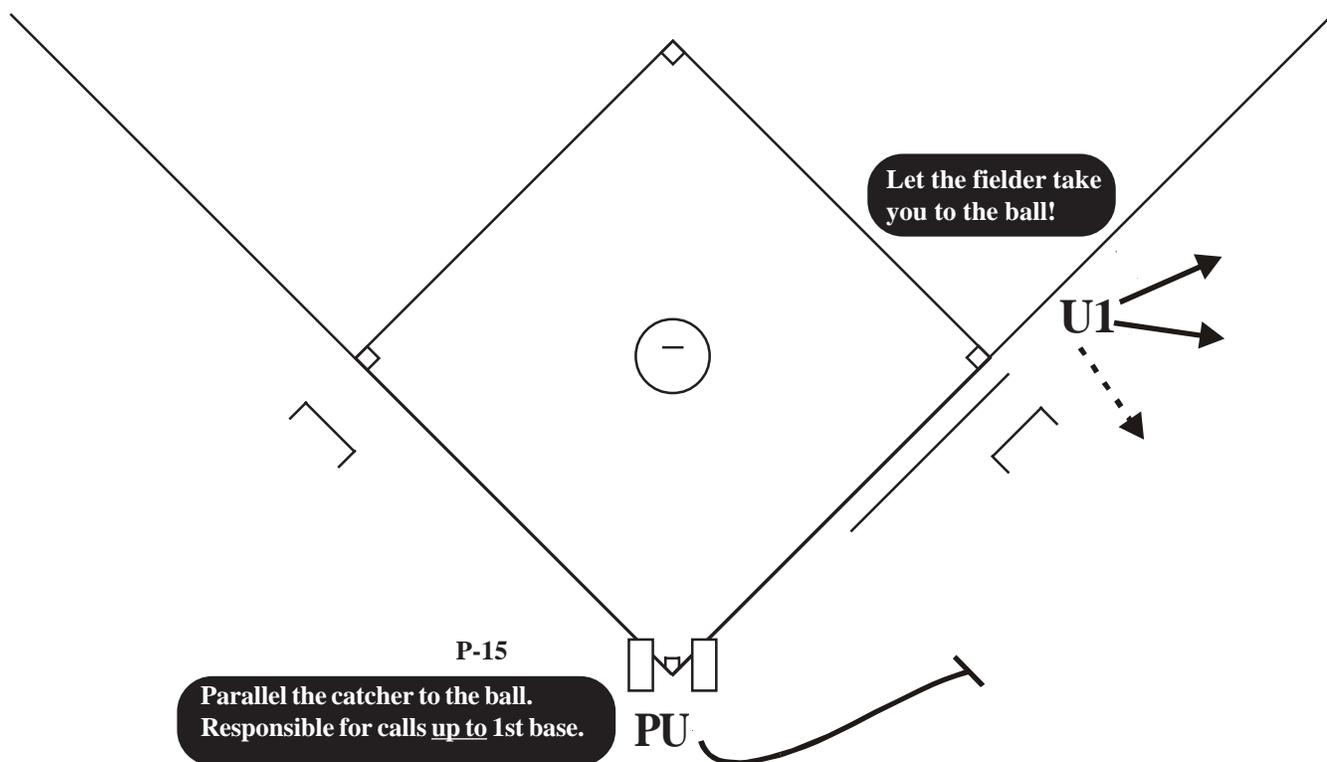
...parallels the catcher to the ball. He is responsible for the **fair / foul** signal and the **catch / no catch** verbalization, in that order. If the fly ball is near the line, the plate umpire will stop, take the **standing set position**, straddle the line, make the **fair / foul** signal, then the **catch / no catch** verbalization.

Base Umpire...

...will **pause, read the play, and then react**. If the ball travels beyond 1st base, he is responsible for the **fair / foul** signal and the **catch / no catch** verbalization. The base umpire shall watch the fielder and let the fielder take him to the ball.

NOTE:

The base umpire should be ready to assist on plays where the fielder is obstructing the view of the plate umpire.



Situation 2M--10

SITUATION: No Runners on Base

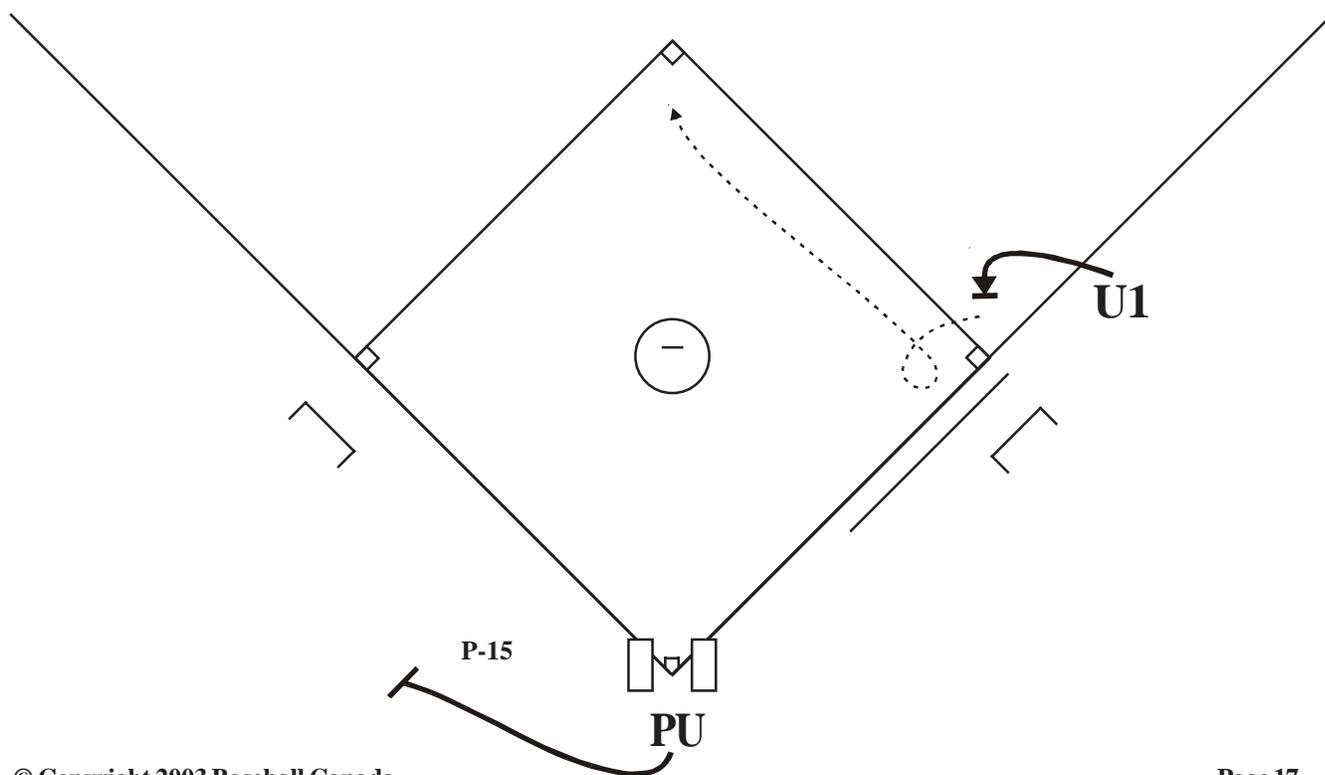
PLAY: Foul Fly Ball on the 3rd Base Side

Plate Umpire...

...parallels the catcher to the ball. He is responsible for the **fair / foul** signal and the **catch / no catch** verbalization, in that order. If the fly ball is near the line, the plate umpire will stop, take the **standing set position**, straddle the line, make the **fair / foul** signal, then the **catch / no catch** verbalization.

Base Umpire...

...heads inside the basepath between 1st and 2nd and makes his **pivot**. He is responsible for the batter-runner's touch of 1st base, and will also take the batter-runner to 2nd and 3rd base, if necessary.



UMPIRE POSITIONING MANUAL
TWO MAN FUNDAMENTALS
RUNNER ON FIRST BASE ONLY

Situation 2M--11

SITUATION: Runner on 1st Base

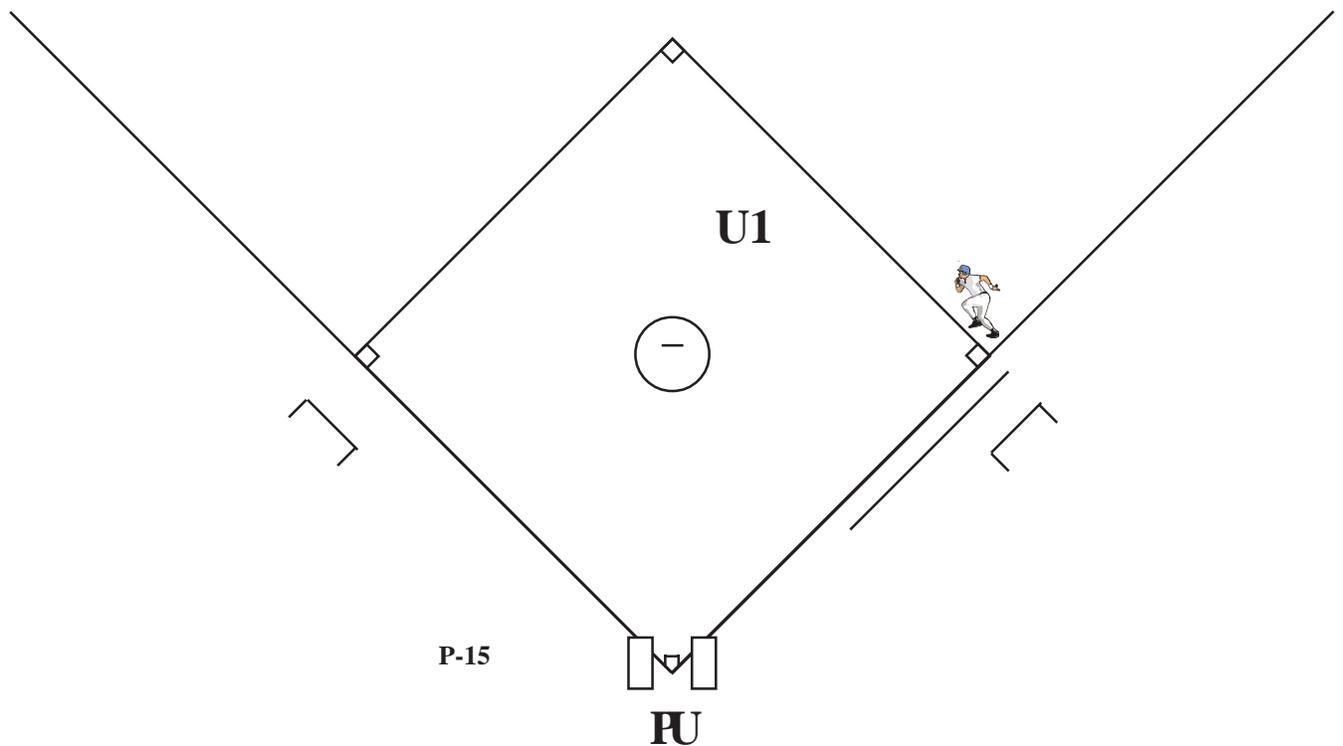
PLAY: Basic Positions

Plate Umpire...

...stands directly behind the catcher until the batter hits the ball. The **slot** as well as the **box** and the **scissors** stance are acceptable for calling balls and strikes. After a hit, he will usually move to **P-15**.

Base Umpire...

...stands between 1st and 2nd base, using a line from the plate past the 1st base edge of the mound and midway between the back of the mound and the 2nd base **cut-out** as his positioning guide.



Situation 2M--12

SITUATION: Runner on 1st Base

PLAY: Ground Ball or Bunt – Potential Double Play

Plate Umpire...

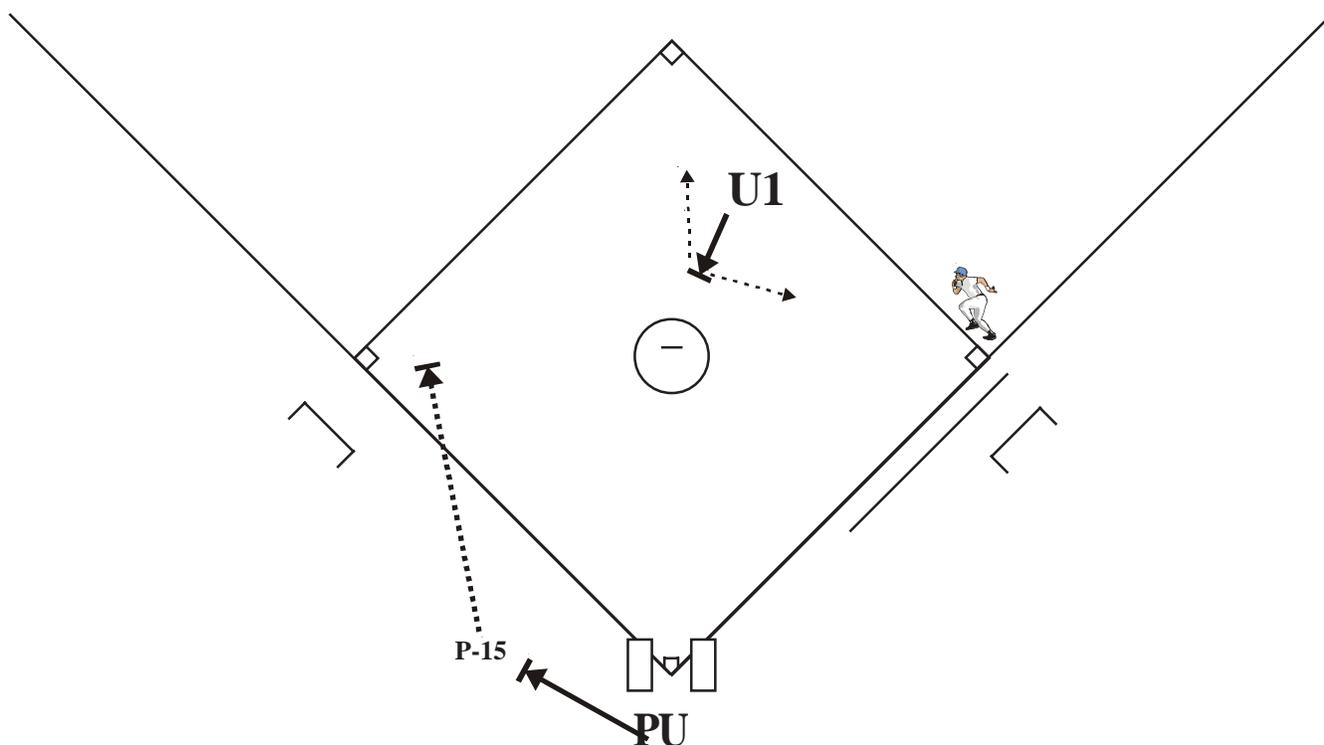
...exits left and goes to **P-15**, preparing to move towards the **cut-out** at 3rd base to take the call on R1, if necessary. He is also responsible for all calls at home plate. Once again, visual and verbal communication between umpires is critical.

Base Umpire...

...moves into the **working area**, pivoting with his chest towards the ball. He is responsible for all calls at 1st and 2nd base. On a double play situation, the base umpire should not get too close to 2nd base to ensure that he gets a good position for the call at 1st base.

NOTE:

The base umpire should be ready to cover 3rd base if PU reacts to an overthrow. PU should react to an overthrow by moving towards the play. Verbal communication is important in this situation.



Situation 2M--13

SITUATION: Runner on 1st Base

PLAY: Ground Ball or Bunt Down the 1st Baseline

Plate Umpire...

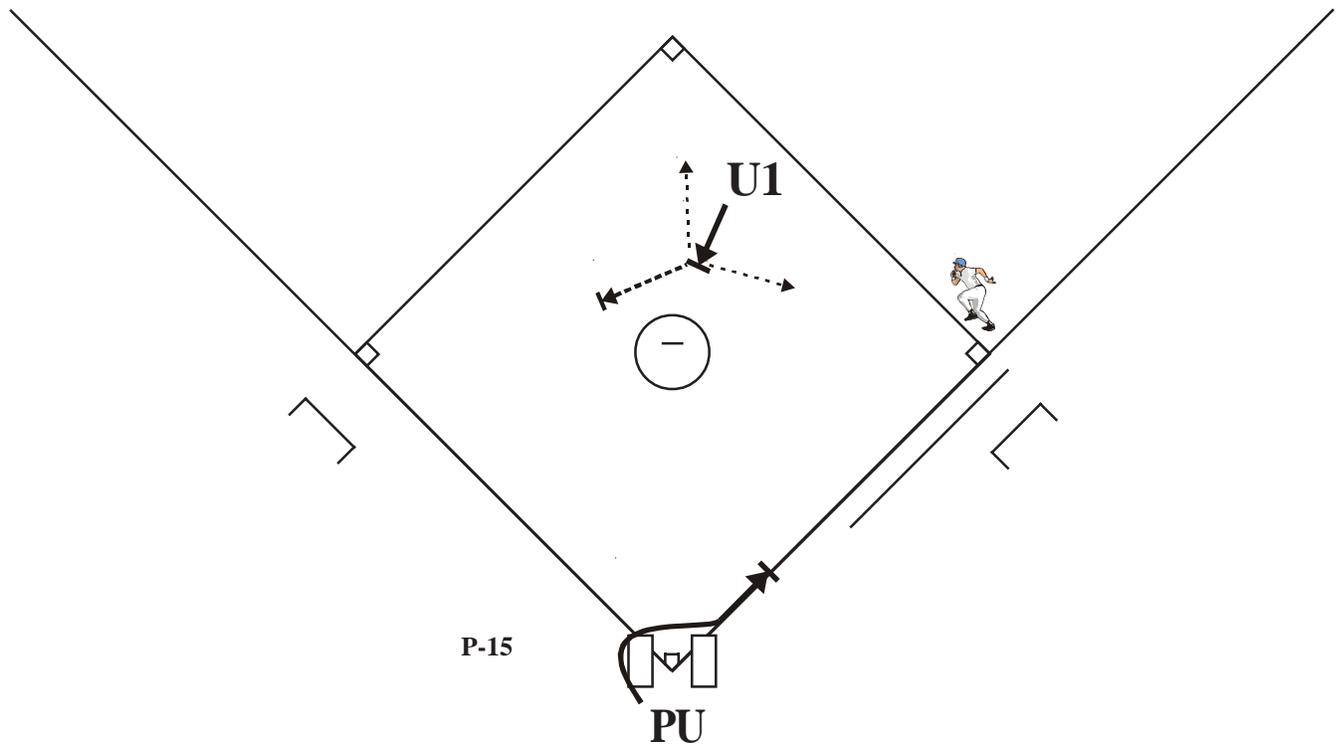
...moves up the 1st baseline to make the **fair/foul** call. From here he can take care of **runner's lane interference** and prepare to take all calls at home plate. Once again, visual and verbal communication between umpires is critical.

Base Umpire...

...moves into the **working area**, pivoting with his chest towards the ball. He is responsible for all calls at 1st, 2nd and 3rd base. On a double play situation, the base umpire should not get too close to 2nd base to ensure that he gets a good position for the call at 1st base.

NOTE:

PU should react to an overthrow by moving towards the play.



Situation 2M--14

SITUATION: Runner on 1st Base

PLAY: Ground Ball or Bunt Down the 3rd Baseline

Plate Umpire...

...will stay with the ball and make the definitive **fair / foul** decision. He must be ready for R 1 coming to 3rd, and takes all calls at home plate. Once again, visual and verbal communication between umpires is critical.

Base Umpire...

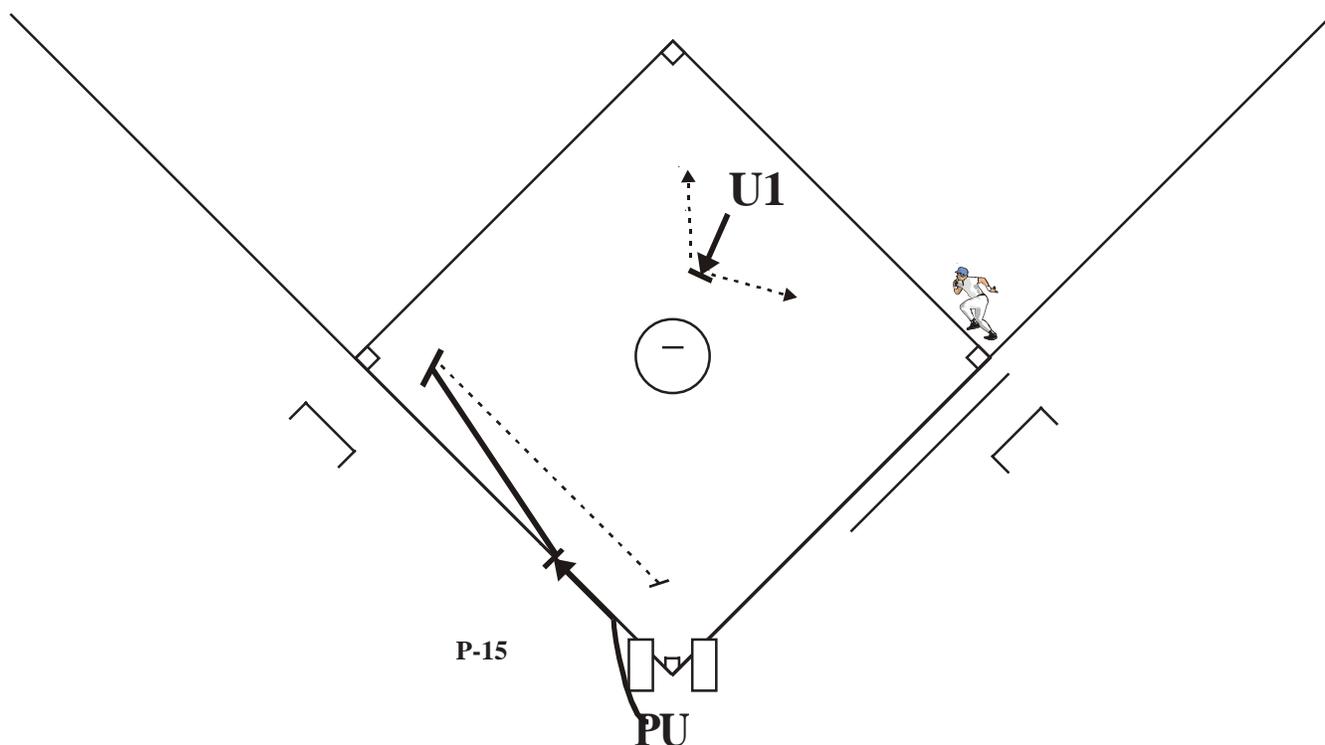
...moves into the **working area**, pivoting with his chest towards the ball. He is responsible for all calls at 1st and 2nd base and, on the batter-runner, at 3rd. On a double play situation, the base umpire should not get too close to 2nd base to ensure that he gets a good position for the call at 1st base.

NOTE:

The base umpire should be ready to cover 3rd base if PU reacts to an overthrow. PU should react to an overthrow by moving towards the play. Verbal communication is important in this situation.

NOTE:

On hard shots down the 3rd baseline, PU should slide to the right when the ball is hit in order to make the **fair/foul** call. Once the call has been made, PU can then exit left and assume his other responsibilities.



Situation 2M--15

SITUATION: Runner on 1st Base

PLAY: Single – Runner Goes to 3rd

Plate Umpire...

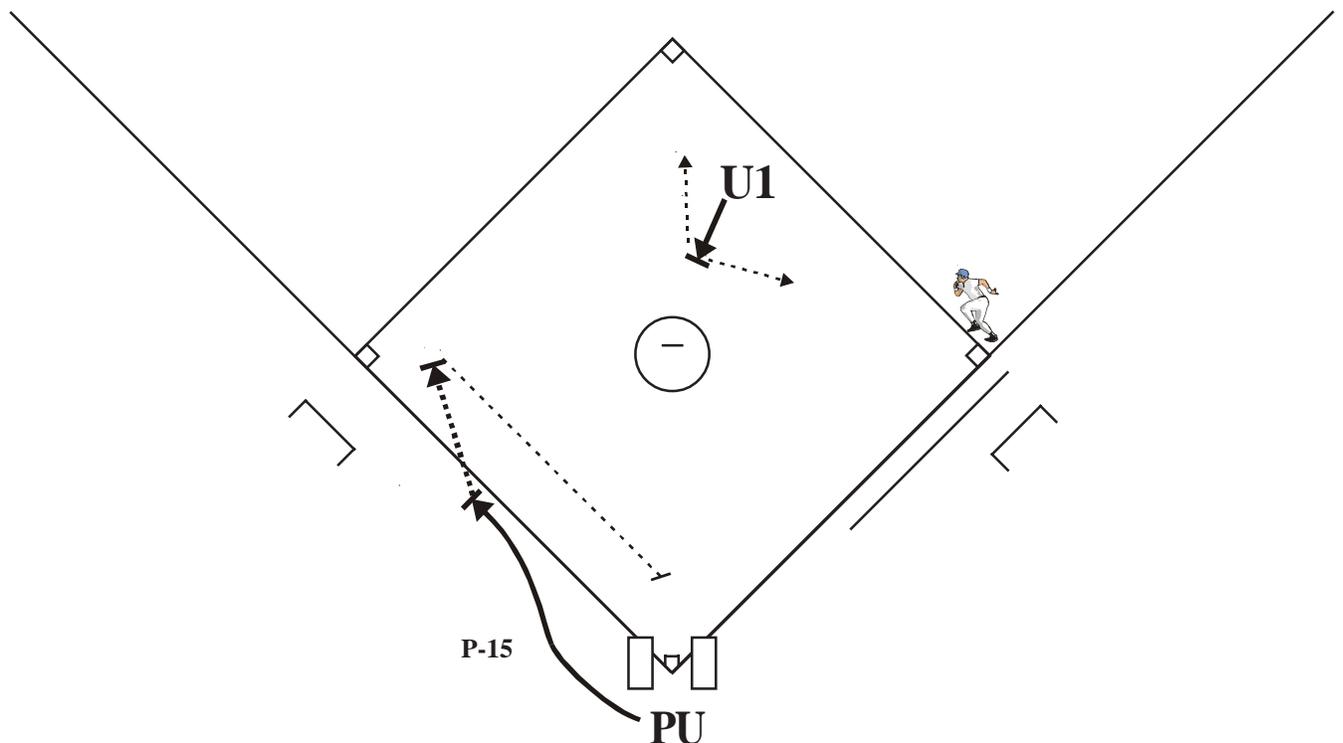
...makes any **fair / foul** call if necessary, then heads to 3rd base. He is responsible for the first play at 3rd base, communicating with his partner by verbalizing **"I've got third"**. The call at 3rd will be made from the **cut-out**. He is also responsible for all calls at home plate.

Base Umpire...

...moves into the **working area**, pivoting with his chest towards the ball. He is responsible for all calls at 1st and 2nd base, and on the batter-runner at 3rd.

NOTE:

On hard shots down the 3rd baseline, PU should slide to the right when the ball is hit in order to make the **fair/foul** call. Once the call has been made, PU can then exit left and assume his other responsibilities.



Situation 2M--16

SITUATION: Runner on 1st Base

PLAY: Extra Base Hit – Runner Scoring

Plate Umpire...

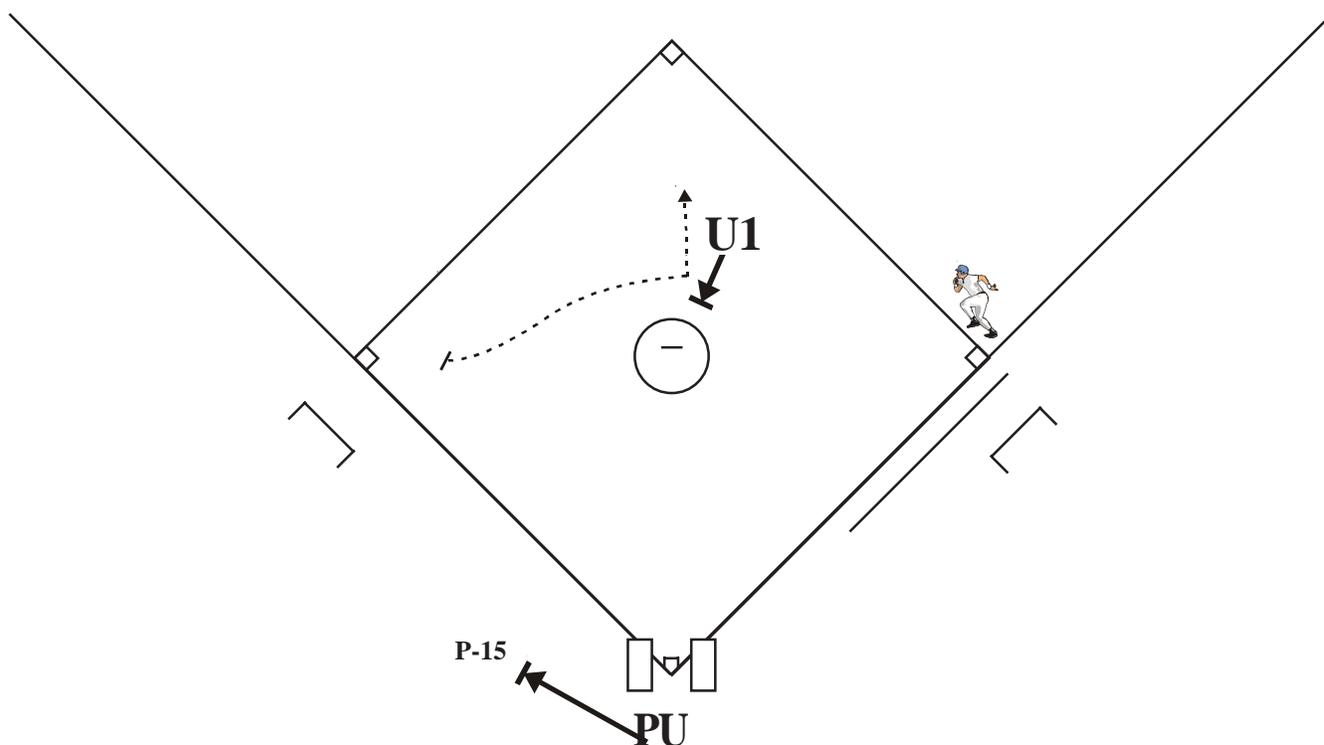
...makes any **fair / foul** call if necessary, then goes to **P-15**. He watches R1 touch 3rd base and then slides towards home plate to make the call.

Base Umpire...

...moves into the **working area** and turns his head to watch R1 touch 2nd, then the batter-runner touch 1st. He is responsible for all calls at 1st, 2nd and, on the batter-runner, at 3rd base.

NOTE:

On hard shots down the 3rd baseline, PU should slide to the right when the ball is hit in order to make the **fair/foul** call. Once the call has been made, PU can then exit left and assume his other responsibilities.



Situation 2M--17

SITUATION: Runner on 1st Base

PLAY: Responsibilities on a Fly Ball

Plate Umpire...

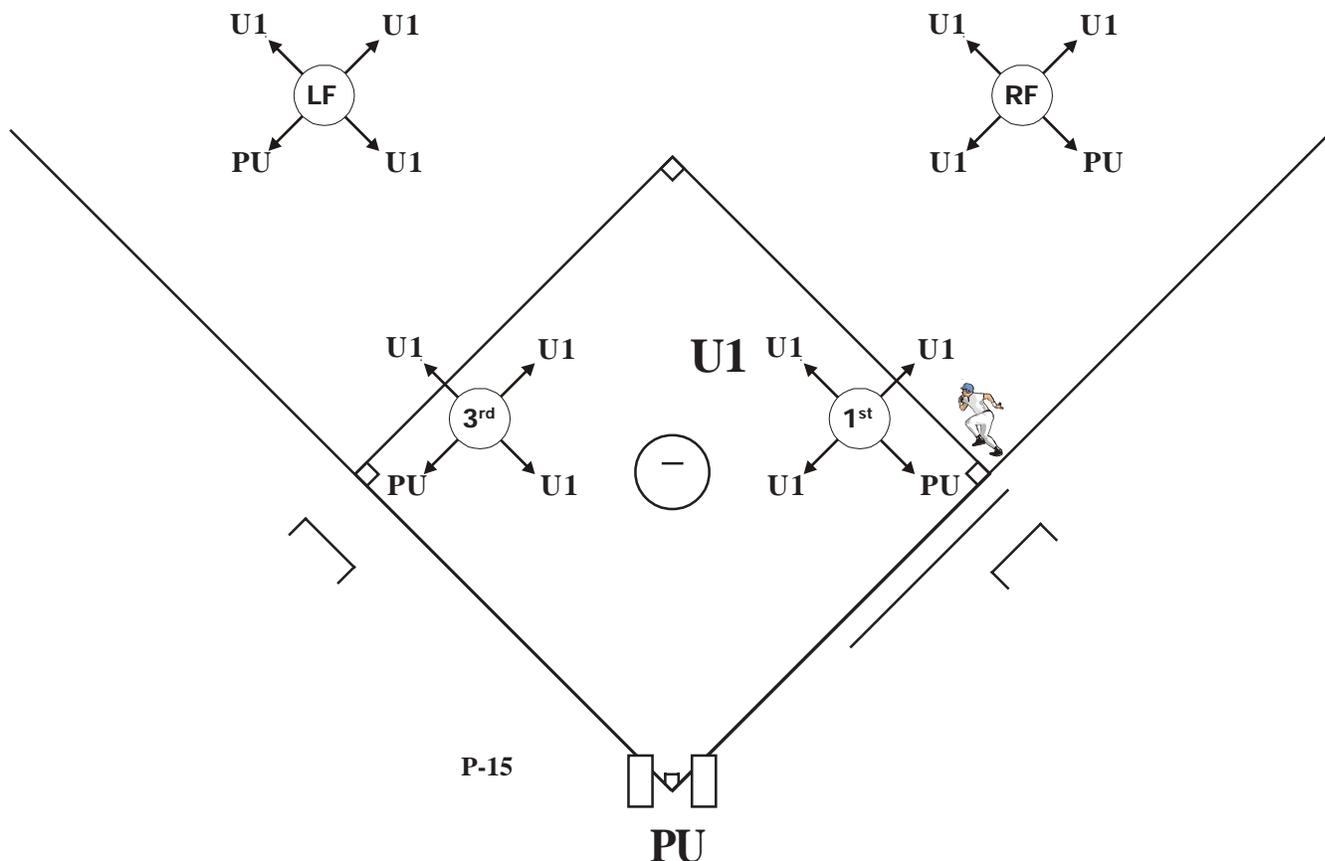
...is responsible for fly balls hit from the left fielder to the left field foul line and into foul territory, as well as from the right fielder to the right field foul line and into foul territory. These responsibilities include **fair / foul** and **catch / no catch** on both foul lines. The plate umpire has **catch / no catch** responsibility for all fly balls handled by the pitcher and the catcher, as well as fly balls and line drives which take the 1st and 3rd basemen toward their respective lines.

Base Umpire...

...is responsible for any fly ball hit directly at any outfielder and all balls hit between the left and right fielders. He will have to **shoulder-check** to pick up the tag-up at 1st base. On fly balls and line drives hit to the infield, he will be responsible for **catch / no catch** on all balls hit directly at the 1st and 3rd basemen and everything between them.

NOTE:

Verbal communication between partners is extremely important in this situation. This is an essential item to discuss in the pre-game conference.



Situation 2M--18

SITUATION: Runner on 1st Base

PLAY: Fly Ball to the Outfield Directly at or Between the Left & Right Fielders

Plate Umpire...

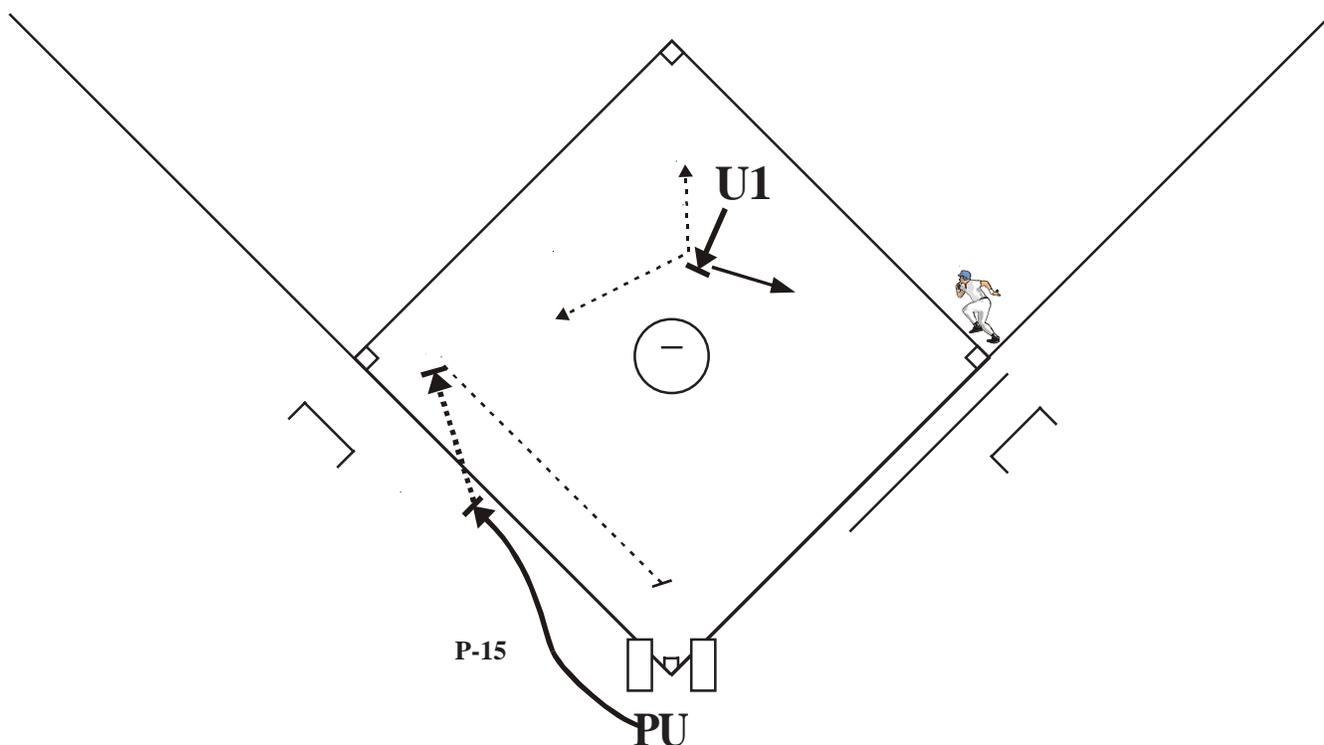
...exits left towards 3rd base in foul territory and takes the call on R1 at 3rd base from the **cut-out**. He is also responsible for all calls at home plate.

Base Umpire...

...looking at the ball, he will move into the **working area** near the mound, turn and face the outfielder for the **catch / no catch** call. He will verbalize **"I've got the ball"**. He is also responsible for all calls at 1st, 2nd and, on the batter-runner, at 3rd base. He should be aware that he will be picking up the batter-runner's touch of 1st base, however, the **catch / no catch** call is top priority.

NOTE:

U1 is also responsible for the tag-up at 1st base. However, the plate umpire should be ready to assist if needed.



Situation 2M--19

SITUATION: Runner on 1st Base

PLAY: Fly Ball to Left of Left Fielder or to Right of Right Fielder

Plate Umpire...

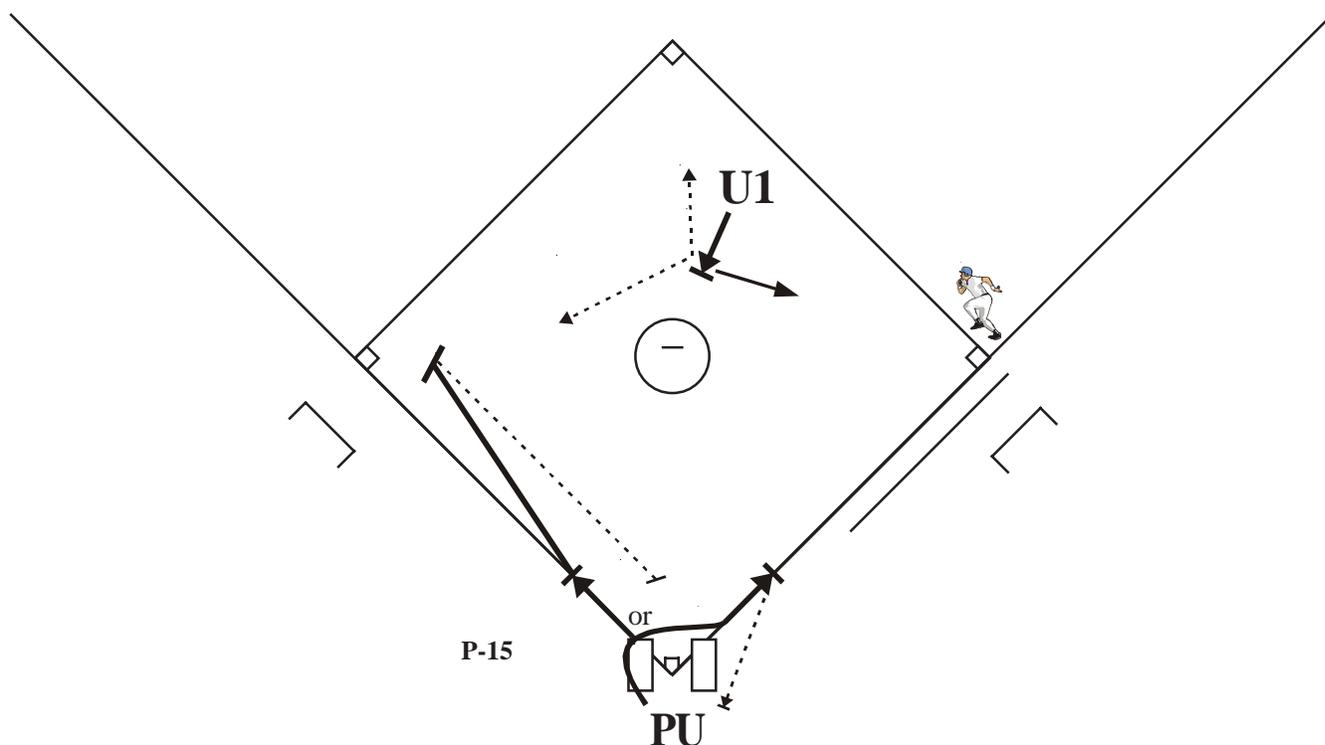
...on fly balls hit down the right field line, communicates "**I've got the ball.**" This tells the base umpire that the plate umpire has the **fair/foul** call, **catch/no catch** call, the tag-up at 1st base, and that he will not be covering 3rd base.

...on fly balls hit down the left field line, communicates "**I've got the ball.**" This tells the base umpire that the plate umpire has the **fair/foul** call, **catch/no catch** call, and that he will take R1 at 3rd base.

PU is also responsible for all calls at home plate.

Base Umpire...

...moves into the **working area** near the mound. He is responsible for the tag-up of the runner on a fly ball caught in the left field area and for all calls on the runners at 1st and 2nd base, the batter-runner at 3rd base, and on R1 at 3rd base if PU is held back on the 1st baseline.



Situation 2M--20

SITUATION: Runner on 1st Base

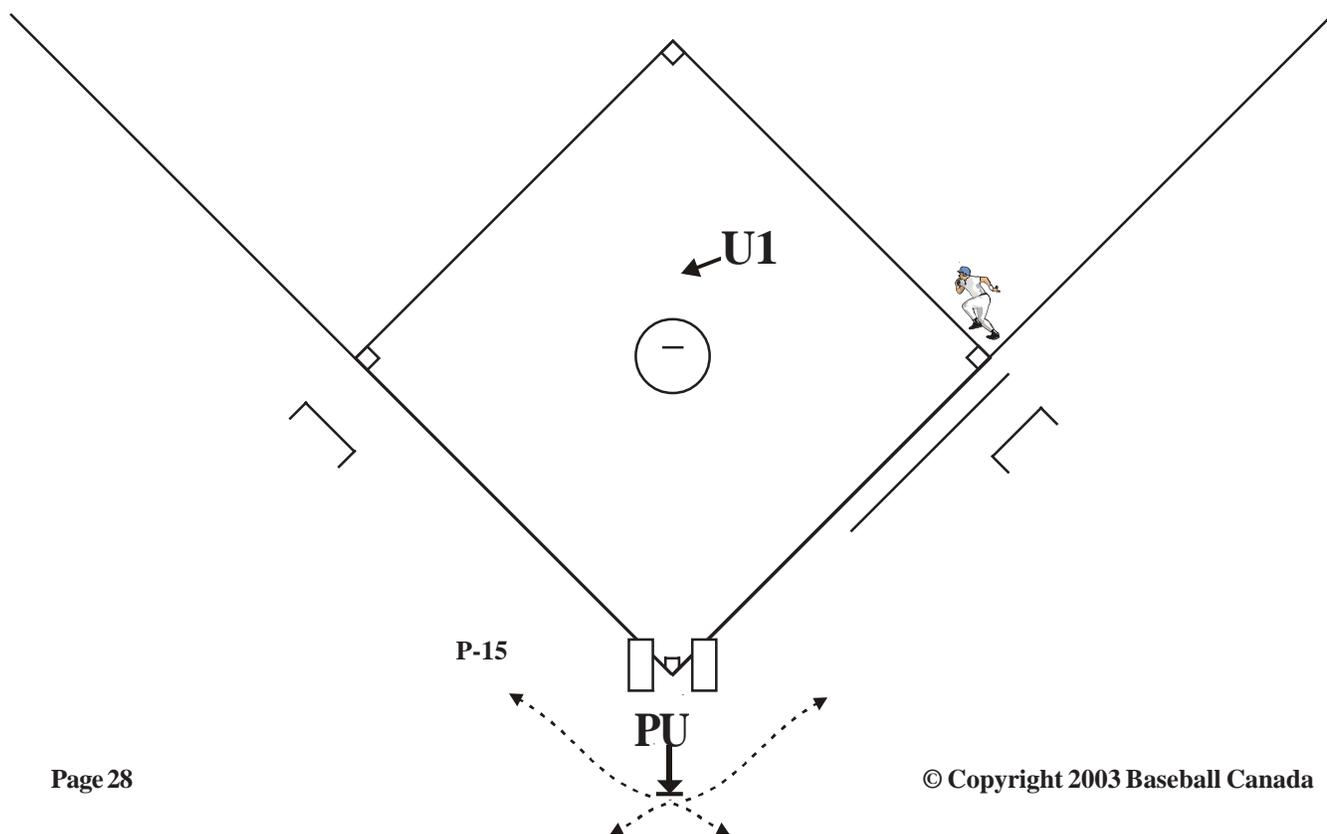
PLAY: Foul Fly Ball – 1st or 3rd Base Side

Plate Umpire...

...clears the catcher and gets into position to signal **fair/foul** and make the **catch / no catch** call. If the ball is close to dead ball territory, he must move **parallel** to the play to make the call. He must also be aware of **spectator interference**.

Base Umpire...

...moves into the **working area** and turns his head to watch R1's tag-up at 1st base. He is responsible to take the runner to 2nd and 3rd after the catch.



Situation 2M--21

SITUATION: Runner on 1st Base

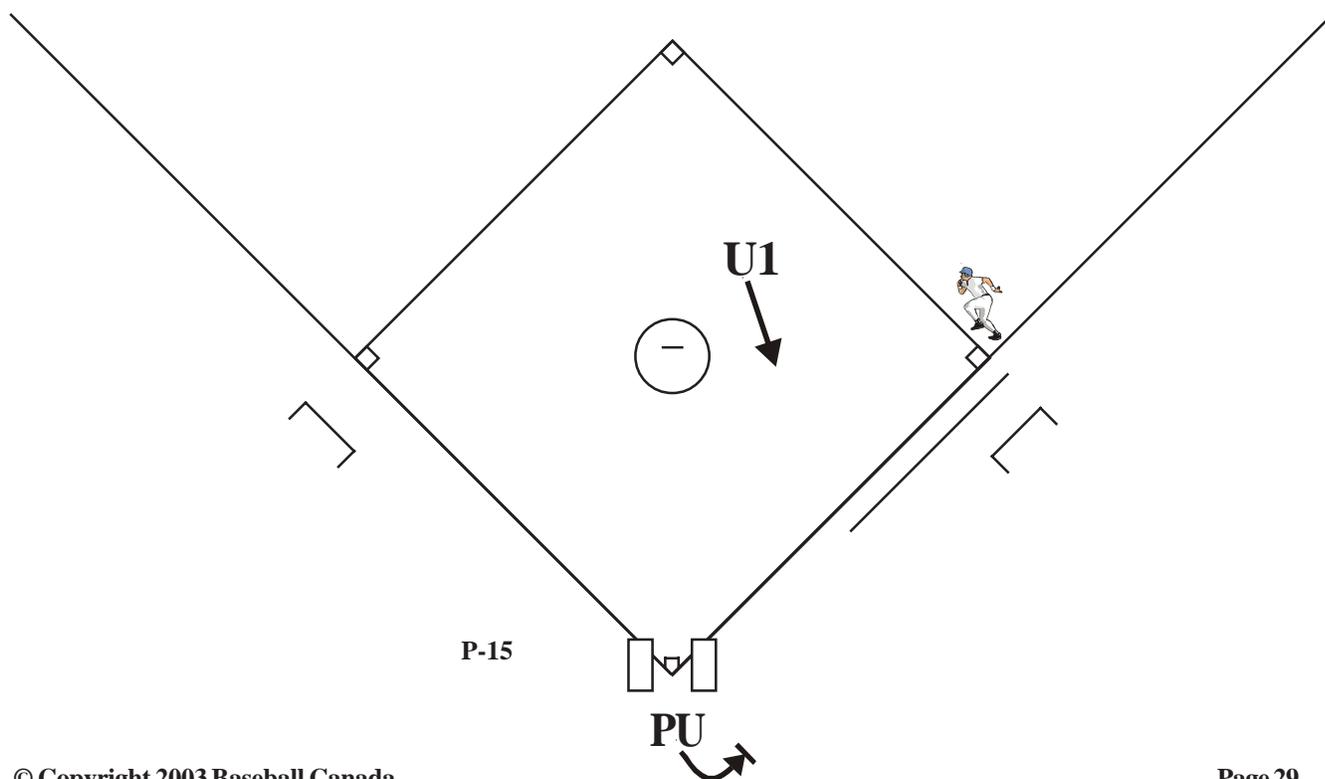
PLAY: Pick-Off Attempt

Plate Umpire...

...is simply responsible for **overthrows**. The best mechanic in this situation is to take a step toward the 1st base dugout, keeping **chest to ball**. In the event of an overthrow, he will get as close as the play will allow him to get, and he stays with it. When the pick-off throw comes from the catcher, the same thing applies, except he should **drop step** to clear the catcher and he must be aware of **possible batter interference**. He will take all calls at home plate.

Base Umpire...

...takes a step with his left foot towards the beginning of the 45-foot 1st base running lane and **pivots** into a **set position** before making the call. He is responsible for the runner at all bases.



Situation 2M--22

SITUATION: Runner on 1st Base

PLAY: Steal of 2nd Base

Plate Umpire...

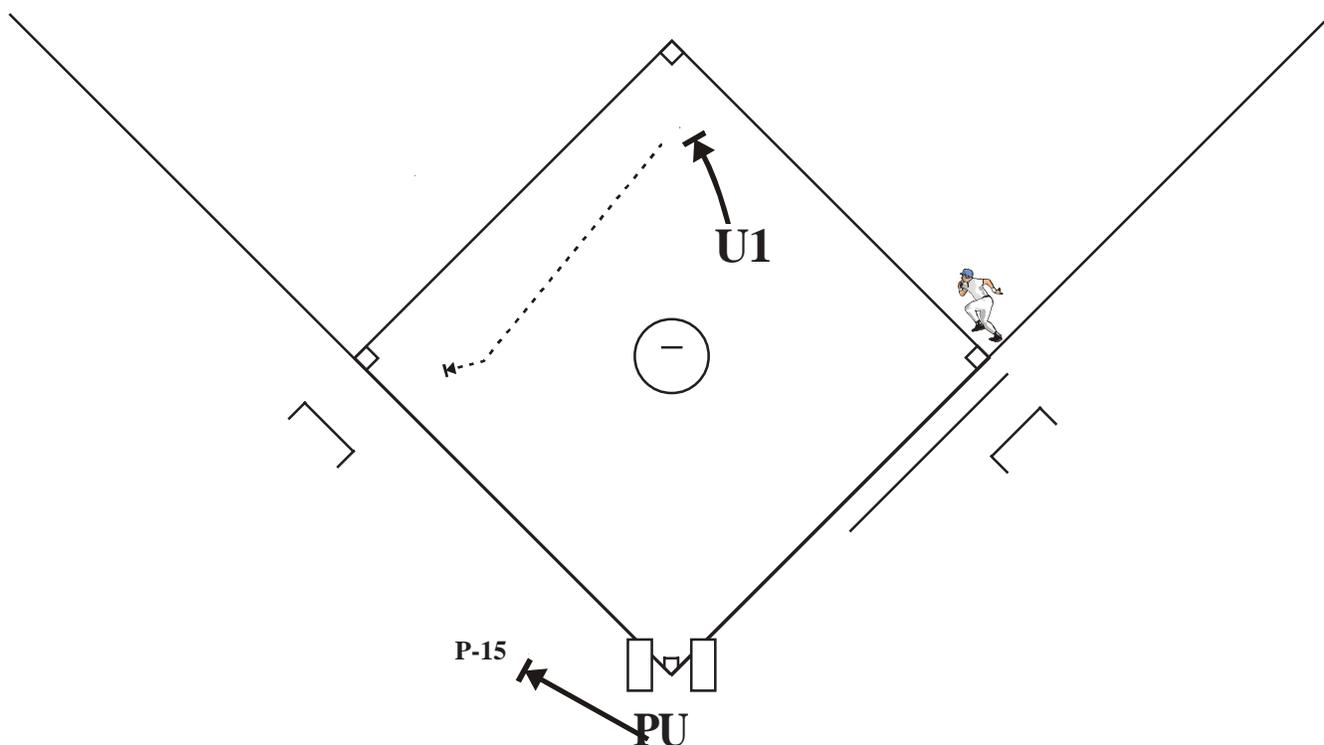
...will not forget to call the pitch when the runner steals and he will watch for possible **batter interference**. He shall remember to stay with his rhythm, step back and relax after calling the pitch, then move to **P-15**. If the runner continues on to 3rd base, the plate umpire should go to the **cut-out** area from **P-15**, and verbally advise his partner that he will take care of a call at that end. He is responsible for all calls at home plate.

Base Umpire...

...should make sure the runner is going by **shoulder-checking** over his left shoulder. If the runner goes, he will **drop step** and move in a direct line toward 2nd base. He will follow the throw with his eyes, and when the ball passes close to him, he will **pivot** with his chest to the ball. When it passes, he settles in and gets **set** for the call. The ball will take him to the play. If the runner continues on to 3rd base, he is responsible for the call.

NOTE:

The plate umpire would be responsible for the 1st base or 3rd base end of a run-down.



Situation 2M--23

SITUATION: Runner on 1st Base

PLAY: Run-Down Between 1st and 2nd Base

Plate Umpire...

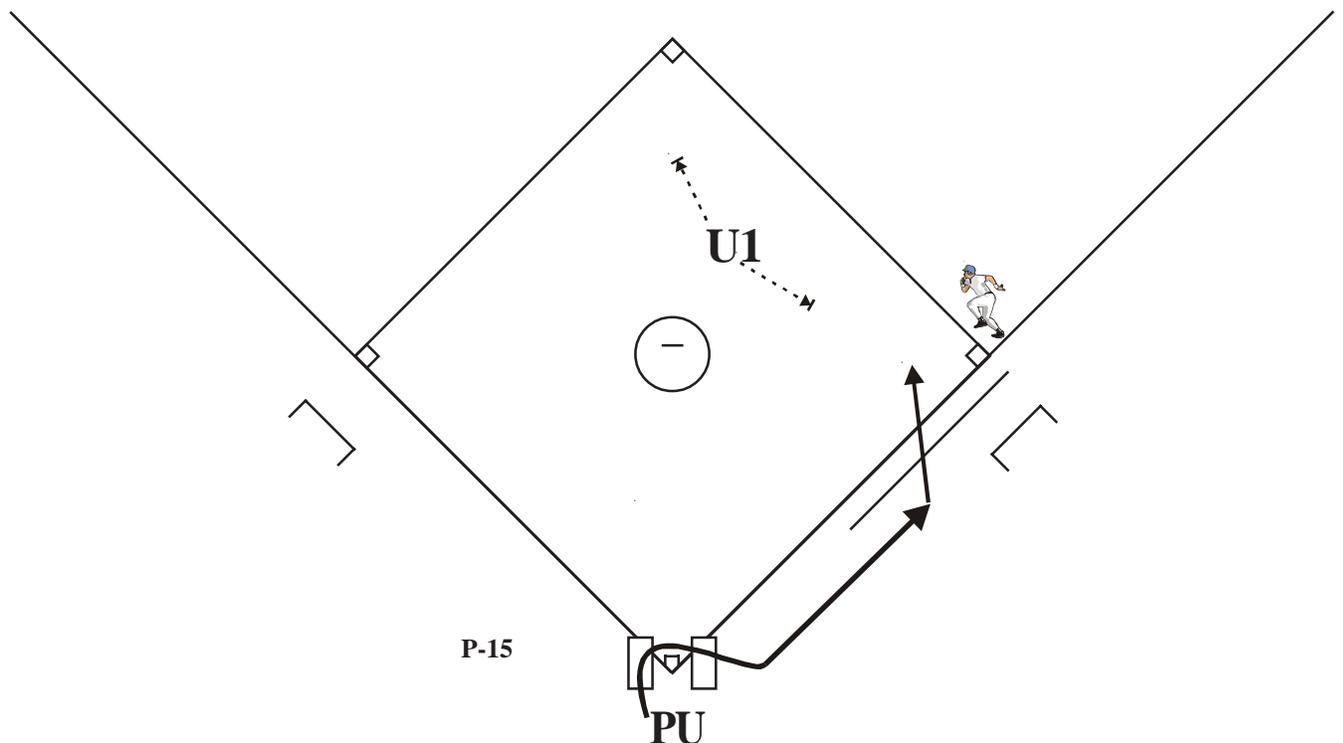
...exits left and heads 3/4 of the way down the 1st baseline in foul territory. He will hustle into his position and communicate to his partner by verbalizing **"I've got this end"**. A good pre-game conference with your partner should include how to communicate the gray area in this situation. This will be done verbally by someone stepping up and telling the other that he has the call (for example, umpires may decide that when the runner is coming toward him, that might be the cue that it is his call). The proper communication is (before making the call), **"I've got it"**, while tapping yourself on the chest. The plate umpire is also responsible for all calls at home plate.

Base Umpire...

...will have the entire play until the plate umpire gives notification that he has the other end. Remember to stay on the infield side of the runner; do not cross the runner's path. The base umpire is also responsible for all calls at 3rd base.

NOTE:

The same principle would be applied to a situation with a run-down between 2nd and 3rd. In this case, PU would cover the 3rd base end.



UMPIRE POSITIONING MANUAL

TWO MAN FUNDAMENTALS RUNNER(S) ON ANY OTHER BASE(S)

Situation 2M--24

SITUATION: Runner(s) in Scoring Position

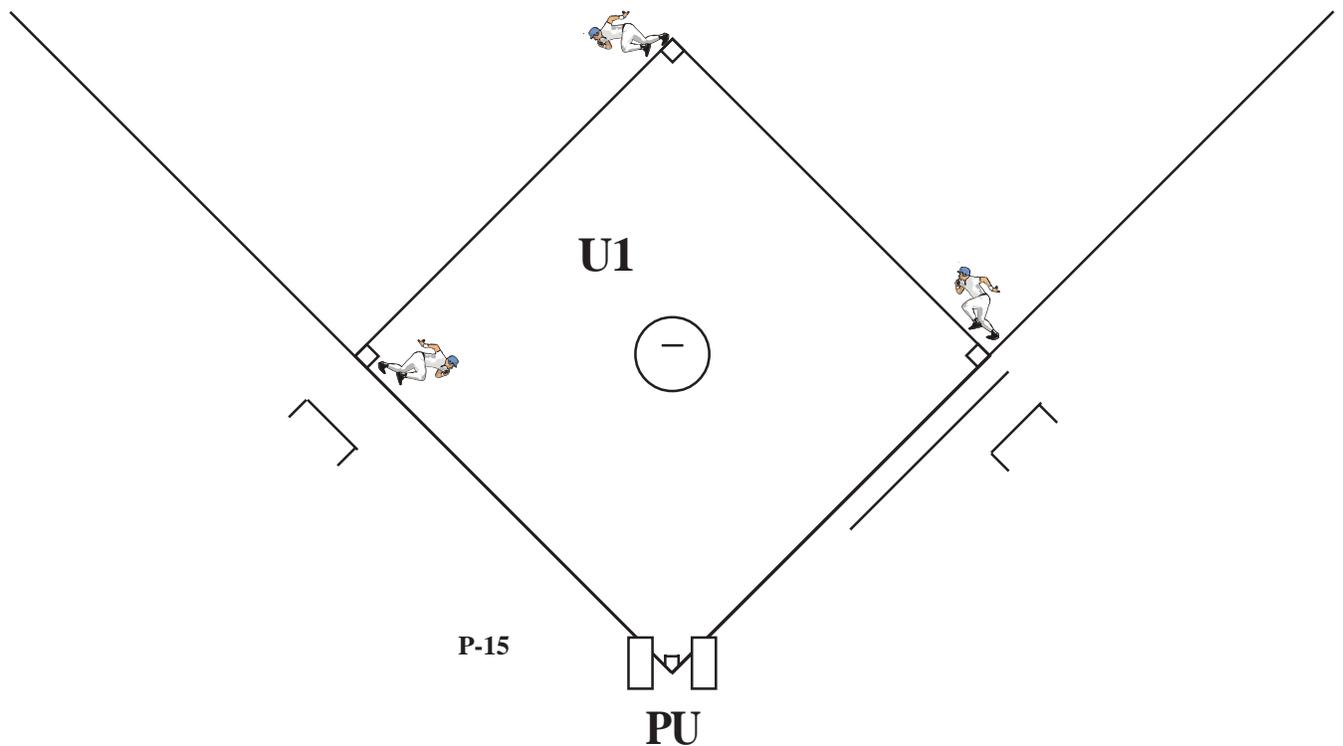
PLAY: Basic Positions

Plate Umpire...

...stands directly behind the catcher until the batter hits the ball. The **slot** as well as the **box** and the **scissors** stance are acceptable for calling balls and strikes. After a hit he will usually move to **P-15**.

Base Umpire...

...stands between 2nd and 3rd base, midway between the back of the mound and the 2nd base **cut-out**, using a line from the plate past the 3rd base edge of the mound as his positioning guide.



Situation 2M--25

SITUATION: Runners on 1st & 2nd or Bases Loaded
PLAY: Ground Ball or Bunt – Potential Double Play

Plate Umpire...

...makes all **fair / foul** calls, then sets up at **P-15**. He is responsible for all touches at 3rd base and takes all calls at home plate.

Base Umpire...

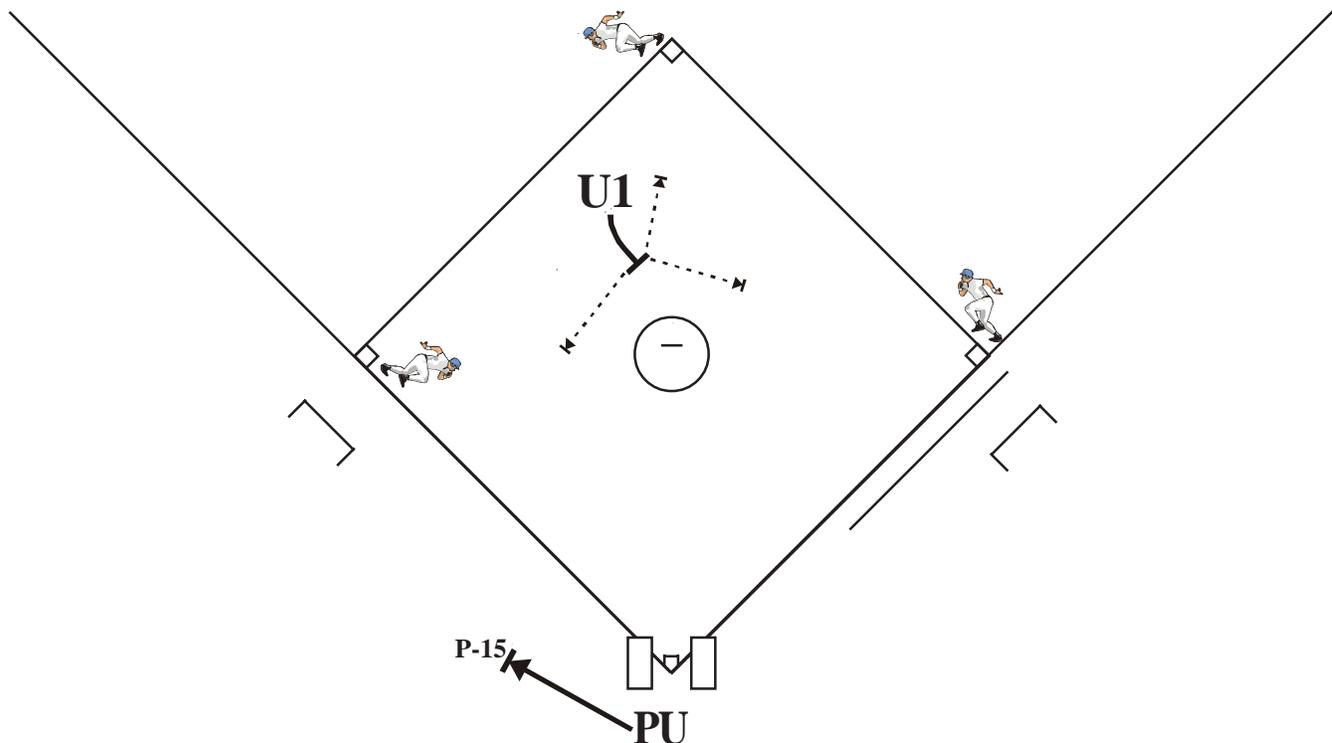
...moves into the **working area**, pivoting with his chest towards the ball. He is responsible for all calls on the bases and the touches at 1st and 2nd base.

Overthrows & Base Awards:

The plate umpire is responsible for any overthrows and will make the appropriate base awards. If the overthrow occurred at the plate area, the base umpire should be ready to assist him in positioning the runners.

NOTE:

On hard shots down the 3rd baseline, PU should slide to the right when the ball is hit in order to make the **fair/foul** call. Once the call has been made, PU can then exit left and assume his other responsibilities.



Situation 2M--26

SITUATION: Runner(s) in Scoring Position

PLAY: Base Hit to the Outfield

Plate Umpire...

... makes any **fair/foul** call if necessary, then heads to **P-15**. He is responsible for all touches at 3rd base and for all calls at home plate.

NOTE:

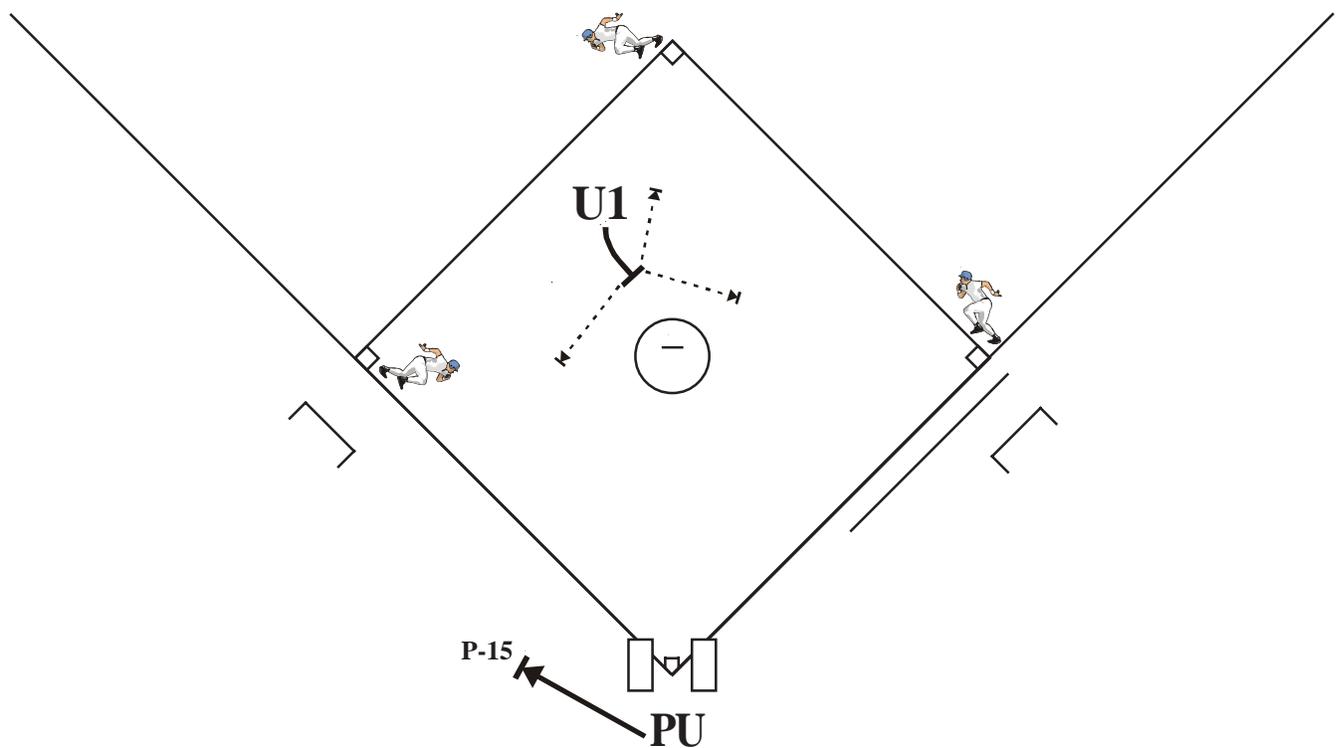
On hard shots down the 3rd baseline, PU should slide to the right when the ball is hit in order to make the **fair/foul** call. Once the call has been made, PU can then exit left and assume his other responsibilities.

Base Umpire...

...moves into the **working area** and watches for the touches of 1st and 2nd base. He is responsible for all calls at 1st, 2nd and 3rd base.

NOTE:

With a runner at 2nd base and two outs, PU could signal with his fellow umpire that there is a **time play** possibility.



Situation 2M--27

SITUATION: Runner(s) in Scoring Position

PLAY: Responsibilities on a Fly Ball

Plate Umpire...

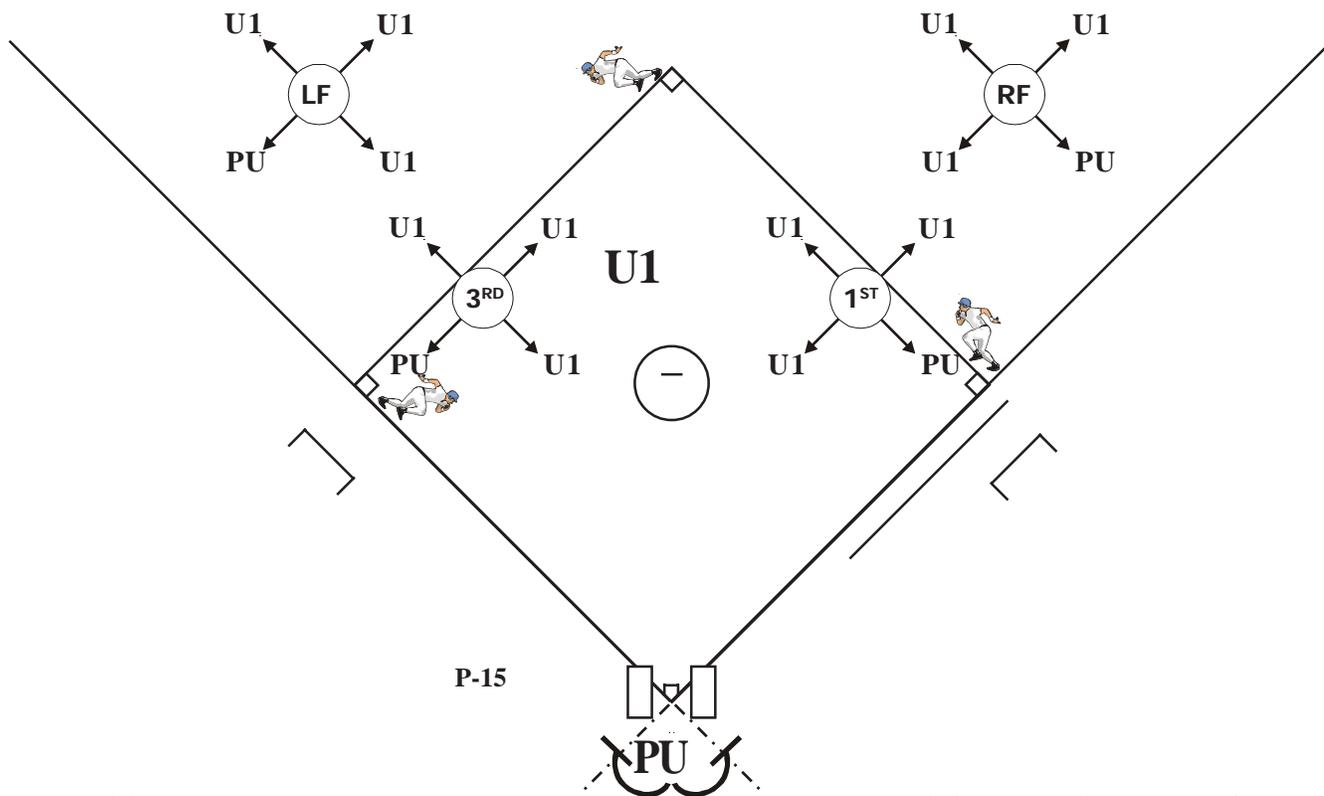
...is responsible for fly balls hit from the left fielder to the left field foul line and into foul territory as well as from the right fielder to the right field foul line and into foul territory. These responsibilities include **fair / foul** and **catch / no catch** on both foul lines all the way. A good spot to be situated is **3rd baseline extended** for fly balls to left field, and **1st baseline extended** for fly balls to right field. He is responsible for the tag-up at 3rd base. The plate umpire also has **catch / no catch** responsibility for all fly balls handled by the pitcher and the catcher, as well as fly balls and line drives which take the 1st and 3rd basemen toward their respective lines.

Base Umpire...

...is responsible for any fly ball hit directly at any outfielder and all balls hit between the left and right fielders. He is also responsible for tag-ups at 1st and 2nd base. On fly balls and line drives hit to the infield, he will be responsible for **catch / no catch** on all balls hit directly at the 1st and 3rd basemen and everything between them.

NOTE:

Verbal communication between partners is extremely important in this situation. This is an essential item to discuss in the pre-game conference.



Situation 2M--28

SITUATION: Runner(s) in Scoring Position

PLAY: Fly Ball to Outfield Directly at or Between the Left & Right Fielders

Plate Umpire...

...exits left and tries to line up the runner with the catch. He is responsible for the tag-up at 3rd base, and for all calls at home plate. Calls at the plate will be made from either the **1st baseline extended** or the **3rd baseline extended**.

Base Umpire...

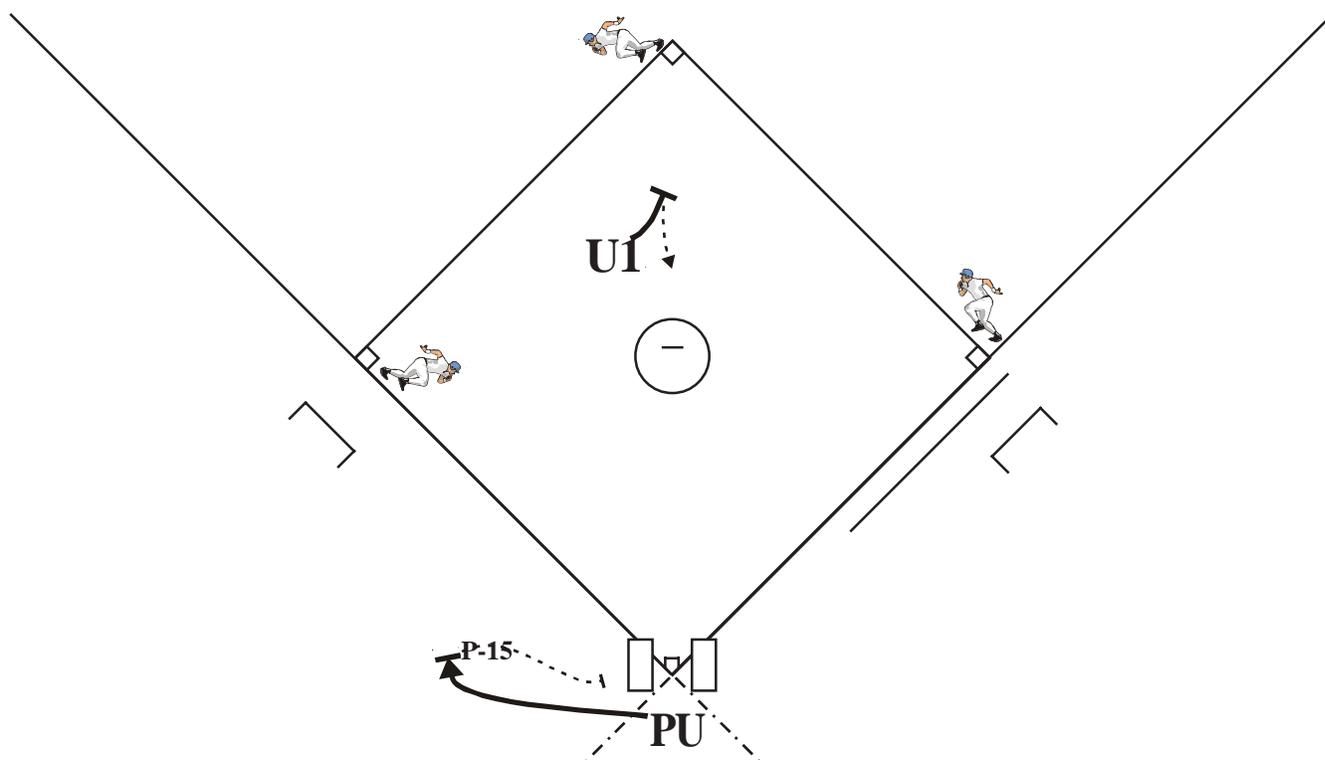
...lines up 2nd base with the fielder making the catch, and watches for tag-up at 2nd base. He will have to **shoulder-check** to pick up the tag-up at 1st base. He is responsible for the calls at 1st, 2nd and 3rd base.

NOTE:

If there less than two out and there are runners on 1st and 2nd base, or 2nd base only, the plate umpire is responsible for the call at 3rd base on a tag-up situation.

NOTE:

Whoever is making the **catch / no catch** call on the fly ball must ensure that both the signal and verbal are clear. This is another example of strong umpire communication, resulting in little or no confusion.



Situation 2M--29

SITUATION: Runner(s) in Scoring Position

PLAY: Fly Ball to the Left of Left Fielder

Plate Umpire...

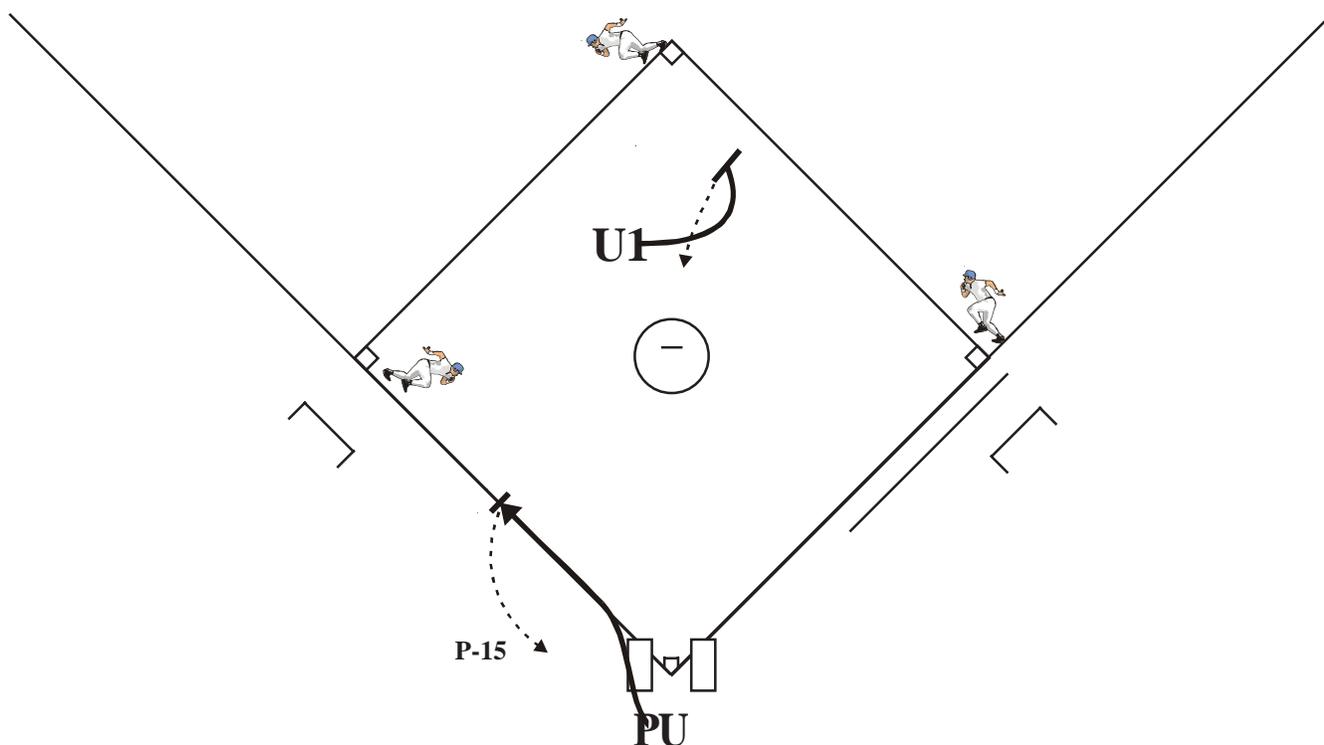
...exits left, straddles the 3rd baseline and prepares to make the **fair / foul** call (if the ball is near the line), then the **catch / no catch** call. He must verbalize to his partner, **"I've got the ball"** to establish location and responsibility awareness. If there is a runner on 3rd base, he will be responsible for the tag-up at 3rd and all calls at home plate.

Base Umpire...

...lines up 2nd base with the fielder making the catch, and watches for tag-up at 2nd base. He will have to **shoulder-check** to pick up the tag-up at 1st base. He is responsible for the calls at 1st, 2nd and 3rd base.

NOTE:

If there are less than two outs and runners on 1st and 2nd base, or 2nd base only, the plate umpire is responsible for the call at 3rd on a tag-up situation.



Situation 2M--30

SITUATION: Runner(s) in Scoring Position

PLAY: Fly Ball to the Right of Right Fielder

Plate Umpire...

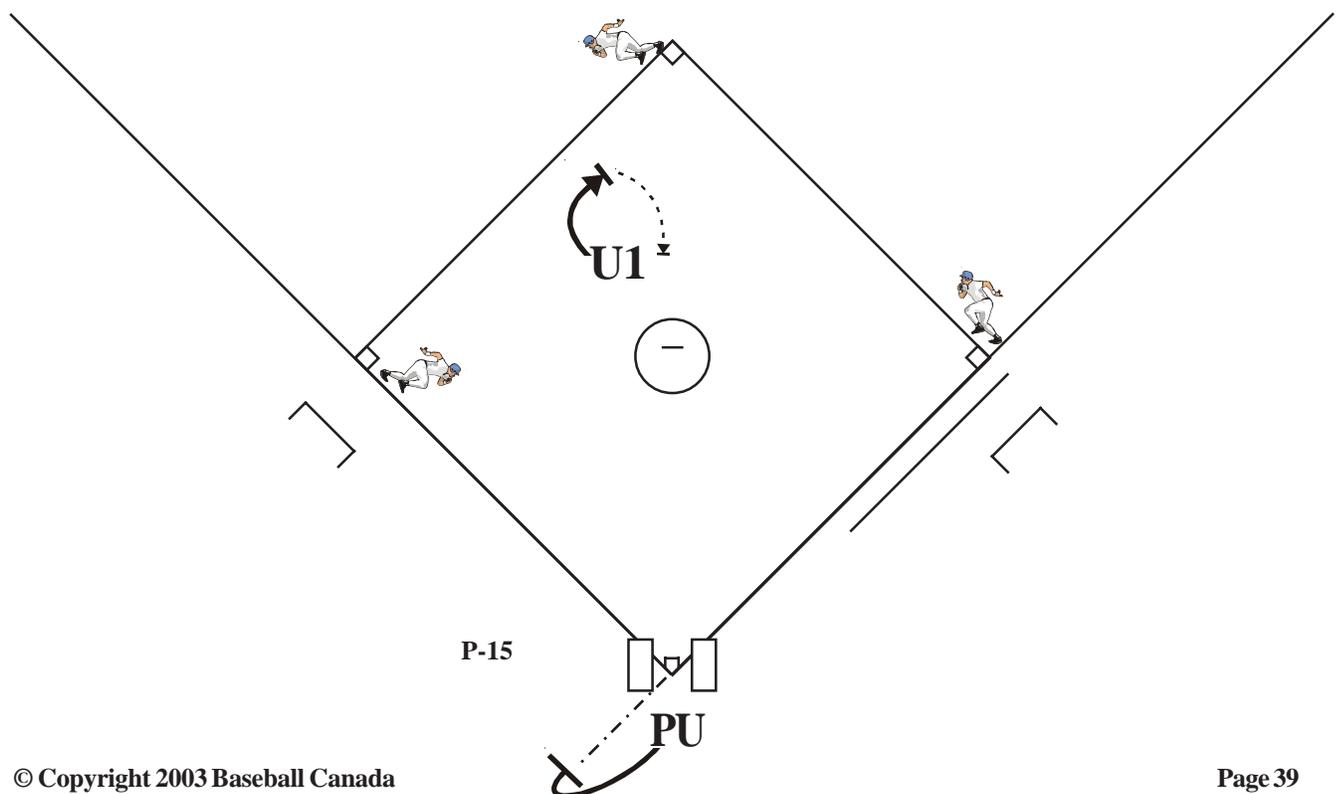
...exits left, sets up on **1st baseline extended** and prepares to make the **fair / foul** call (if the ball is near the line), then the **catch / no catch** call. He must verbalize to his partner, **"I've got the ball"** to establish location and responsibility awareness. If there is a runner on 3rd base, he will be responsible for the tag-up at 3rd and all calls at home plate.

Base Umpire...

...lines up 2nd base with the fielder making the catch, and watches for tag-up at 2nd base. He will have to **shoulder-check** to pick up the tag-up at 1st base. He is responsible for the calls at 1st, 2nd and 3rd base.

NOTE:

If there are less than two outs and runners on 1st and 2nd base, or 2nd base only, the **base umpire** is responsible for the call at 3rd on a tag-up situation.



Situation 2M--31

SITUATION: Runners on 1st & 2nd or Bases Loaded

PLAY: Infield Fly

Plate Umpire...

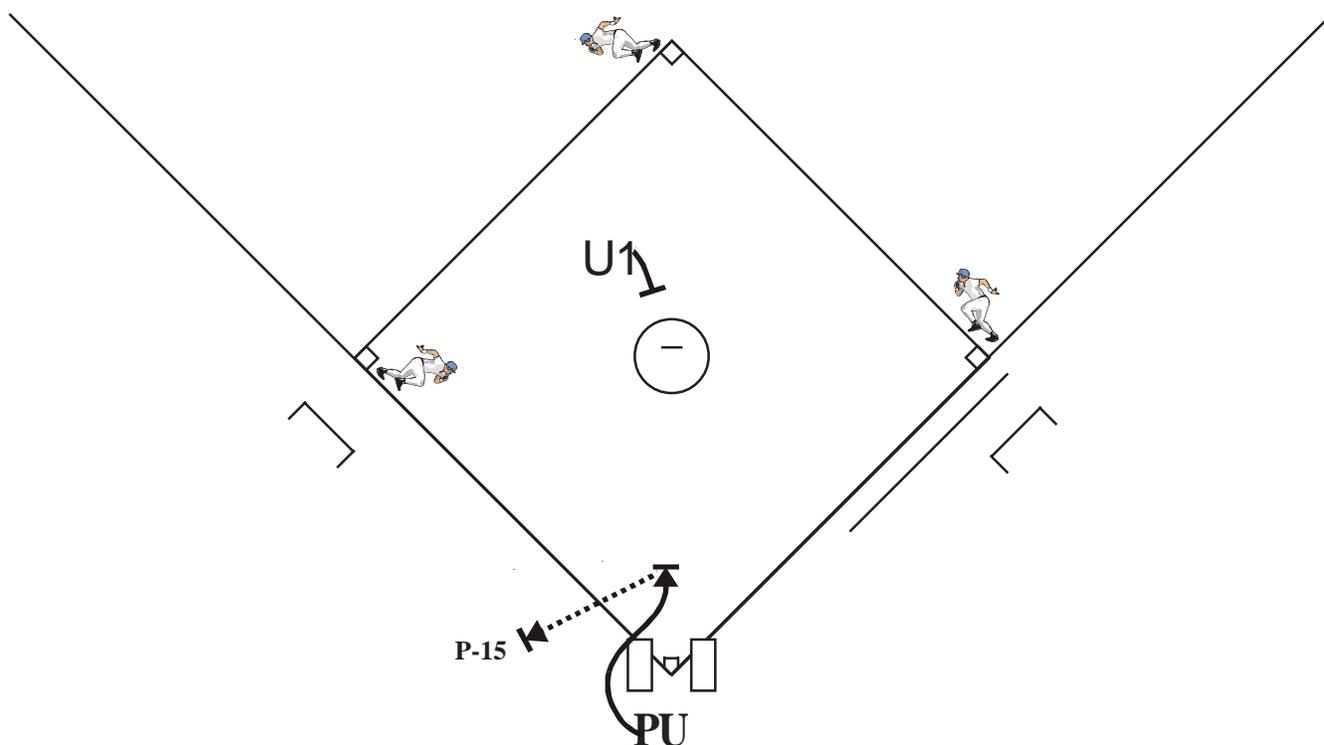
...has all **fair / foul** decisions. He exits left and heads to a point in front of home plate. He will signal while announcing, “**Infield fly, Batter’s out.**” Make sure on possible infield fly / foul ball situations to communicate that “**Infield fly, if fair – the batter’s out**”. If the ball is not caught, signal **fair or foul**, and if fair, retreat to **P-15**. The plate umpire is also responsible for the tag-up at 3rd base and all calls at home plate.

Base Umpire...

...moves into the **working area** and is equally responsible for the signal of “infield fly”. He is responsible for all the calls on the bases, as well as the tag-ups at 1st and 2nd base.

NOTE:

The infield fly situation and how it is to be handled, especially in the gray areas, is another fine example of what should be discussed in the pre-game conference between umpires. The Infield Fly call can be called by either umpire and should be echoed by his partner.



Situation 2M--32

SITUATION: Runner(s) in Scoring Position

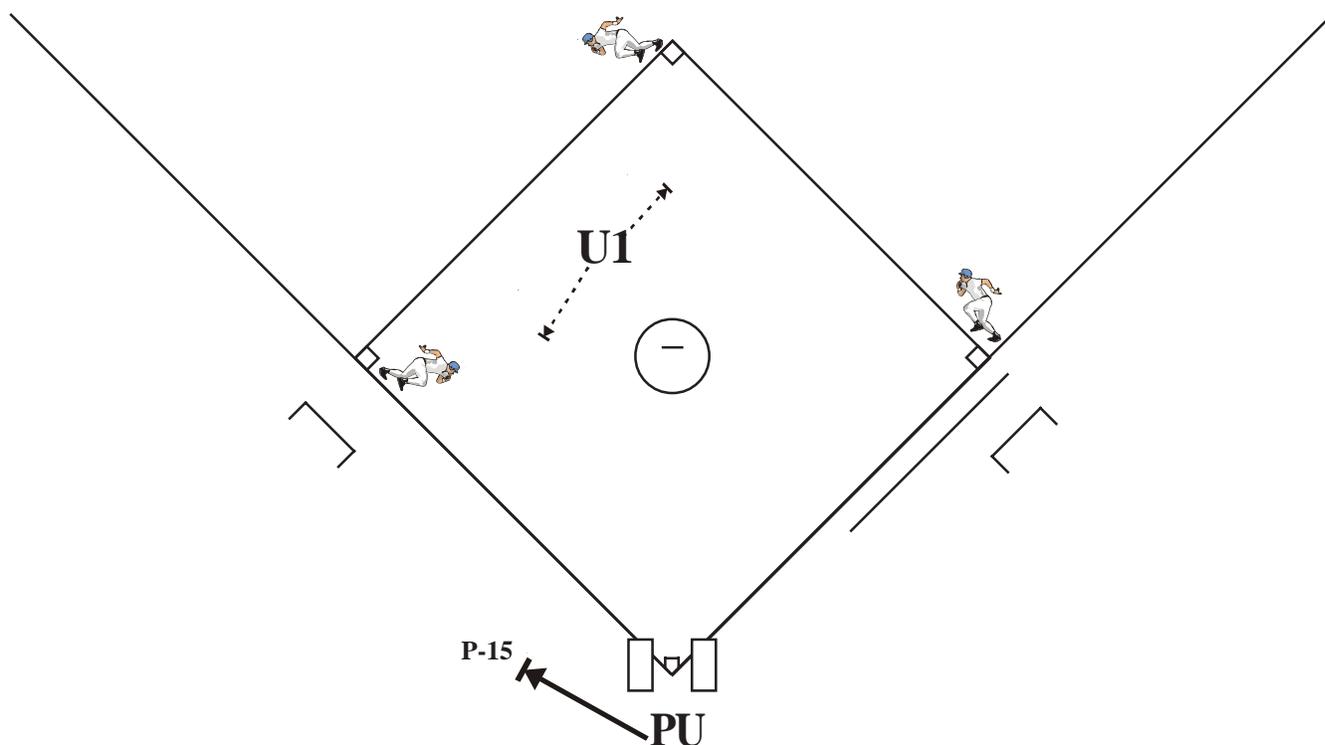
PLAY: Pick-Off at 2nd or 3rd Base

Plate Umpire...

...should move towards **P-15**. In the event of an overthrow, he will get as close as the play will allow him to get. When the pick-off throw comes from the catcher, the same thing applies, except he should **drop step** to clear the catcher and be aware of **possible batter interference**. He is also responsible for any calls at home should the runner(s) proceed.

Base Umpire...

...**pivots** into a **set position** before making the call. He is responsible for all runners on the bases.



Situation 2M--33

SITUATION: Runners on 1st & 2nd Base

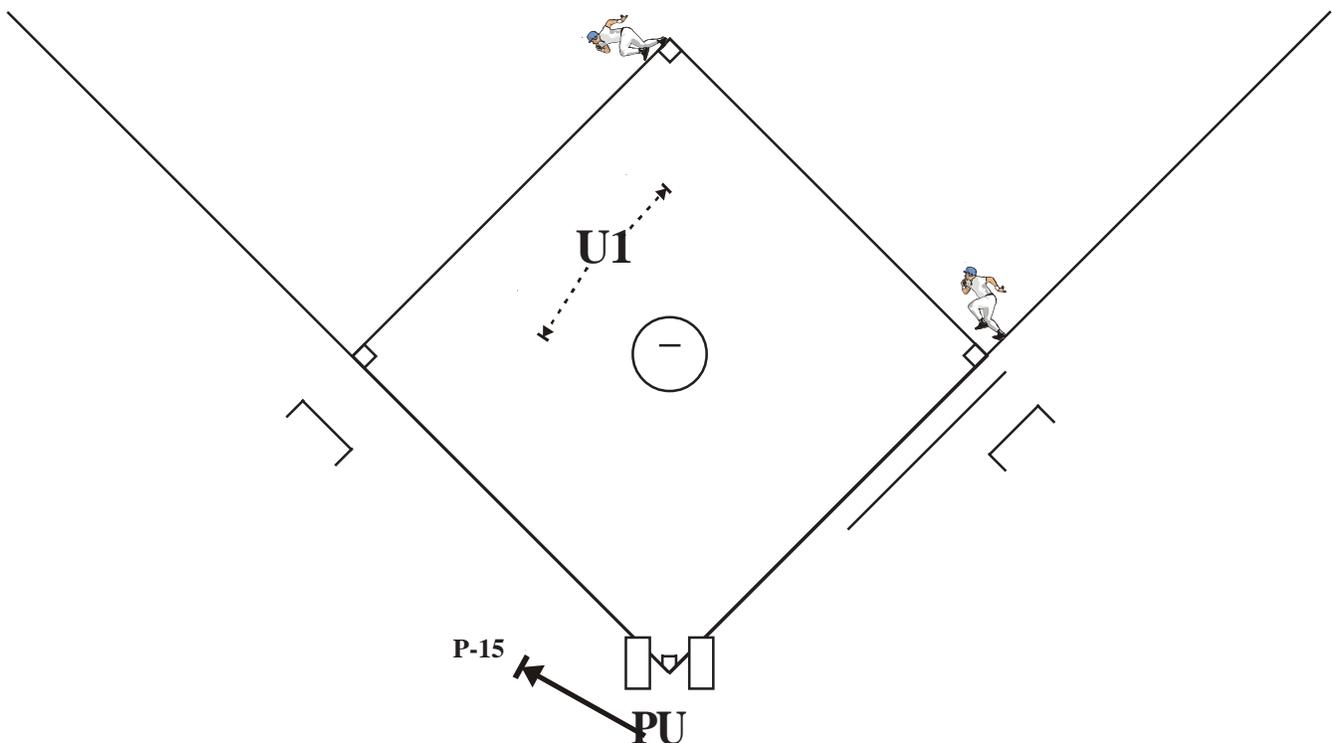
PLAY: Steal of 3rd Base or Double Steal

Plate Umpire...

.....will not forget to call the pitch when the runner steals and he will watch for possible **batter interference**. He shall remember to stay with his rhythm, step back and relax after calling the pitch, then move to **P-15**. He is responsible for all **overthrows and base awards** and all calls at home plate.

Base Umpire...

...should make sure the runner is going by **shoulder-checking** over his right shoulder. If the runner goes, read the catcher's throw, move to the play, get a 90 degree angle to the slide, get **set** and make the call. Do not get too close or cheat on this play or you will be out of position. React to the appropriate base.



Situation 2M--34

SITUATION: Runner(s) in Scoring Position

PLAY: Run-Down Between 2nd & 3rd Base

Plate Umpire...

...exits left and heads $\frac{3}{4}$ down the 3rd baseline in foul territory. He will hustle into his position and communicate to his partner by verbalizing **"I've got this end"**. A good pre-game conference with your partner should include how to communicate the grey area in this situation. This will be done verbally by someone stepping up and telling the other that he has the call (for example, umpires may decide that when the runner is coming toward him, that might be the cue that it is his call). The proper communication is (before making the call), **"I've got it"**, while tapping yourself on the chest. The plate umpire also has all calls at home plate.

Base Umpire...

...will have the entire play until the plate umpire gives notification that he has the other end. Remember to stay on the infield side of the runner; do not cross the runner's path.

