

Northern California Officials Association

in Conjunction with

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Present

Three-Umpire Mechanics System

For the

60 ft & 90 ft Fields

3-Umpire Mechanics for the 60 & 90 ft Field:

Umpiring is a continual learning process. It takes many years to develop qualified umpires. The normal “learning curve” for developing umpires consists of: Unconscious Incompetence, Conscious Incompetence, spot positioning, Conscious Competence, textbook positioning, Unconscious competence and dynamic positioning.

- **Unconscious Incompetence:** You don't know you don't know anything – basically you just walked on the field and put on a mask! Aspiring umpires normally start here. It consists of umpires wondering around the field with little positioning purpose. They may move, but don't know where to move and are hindered by lack of knowledge and confidence. Try as they may, they just haven't developed their positioning knowledge enough to know where they should be in varying situations. They rely on their eyes and judgment skills to survive while ruling on plays.
- **Conscious Incompetence:** You know you don't know the rules or mechanics but are trying to learn. You begin to look for resources to improve your game with. That quest may take you down many dead end roads. Seeking greater learning is like a treasure hunt – there are many false leads and dead end paths, but when you find “treasurer” in the form of help material you become a richer person because of its insight or content.
- **“Spot” Positioning & Thinkers:** Umpiring is like a game of strategy. It is a situational occupation. Proper positioning starts with starting a play situation in a useful position based on play importance, probabilities and umpire responsibilities given where runner(s) occupy bases. A spot umpire generally sees plays they are responsible for from their starting positions. They don't have extensive positioning knowledge, confidence and experience to know where to move. They lack the ability to enhance their look at plays by simple, directed movements to improve angle and decrease distance while balancing many responsibilities simultaneously. “Spot” umpires tend to be overwhelmed by the countless permutations of situations that present themselves on the field. They tend to latch on to knowledge of their starting positions and stay in that safe area. Superior eyes and judgment abilities continue to aid the umpire out of difficult situations.
- **Conscious Competence:** You have a good grasp on the rules and mechanics ... but are still learning interpretations and still have to think about where you should be on some plays.
- **“Textbook” Positioning & Thinkers:** Starting positions shouldn't be finishing positions. The next logical learning stage is to move from starting positions in prescribed manners. Textbooks show simple positioning solutions for simple situations. Positioning consists of dictated responses drawn from mechanics manuals. Responses are pre-programmed without individual thought. Movement is done because a book “says” to do it. Responses are considered very “black & white” because pre-programmed movements aren't deviated from when circumstances dictate. It is often said that 95% of each game will call its self. Textbook umpires do well within that routine 95%. These umpires work and perform adequately when plays stay with the routine plays pulled out of mechanics manuals. But, when the play sequence moves to the crazy 5% of events that occur outside of textbook diagrams, “textbook” umpires struggle. They often won't listen to anything that isn't in writing.
- **Unconscious Competence:** You're at the peak of your game ... you react correctly without thinking ... you know the rules by paragraph and verse ... you've seen it all.
- **“Dynamic” Positioning & Thinkers:** The game of baseball is a dynamic game that needs dynamic thinking and positioning to cover and rule well. Dynamic positioning requires constant reading of actions and adjusting to changes to cover well. “Dynamic” umpires observe current actions on the field, look for consistency of data based on prior experience and game knowledge and then move and develop positioning according to “anticipated” future action. Plays are continually read as they develop. “Dynamic” umpires look for inconsistencies and variances of players' actions to tip them to different events evolving than they are anticipating. “Dynamic” umpires understand that optimal positioning and rules interpretations are achieved by applying concepts in well reasoned ways to individual situations. “Dynamic” umpires attempt to make mechanics systems and rules interpretations mold to play sequences. They are more flexible in covering and interpreting constantly changing and evolving plays.

An individual umpire maybe in various stages of his learning curve for various situations or rules interpretations ...

Humbling Game: Just when anyone thinks they have learned or seen it all, the game humbles you by revealing a slightly different look or play than you've seen before. It could be a play that evolves with a slight twist you've never seen before and challenge your ability to position well for it or a rules application which maybe difficult to handle without additional references.

Always remember the purpose of mechanics manuals: Textbooks and mechanics manuals present simple coverage scenarios and reveal simple solutions for presentation and education. The real challenge for every umpire is to take the material presented and put it into your game work without being too absolute and using it's concepts to guide you.

Common Problems for Umpires on the 60 ft. Field:**Field Layouts are Deceiving:**

- Ideal distances from plays are absolutes. Many umpires position for their plays by field layout. The 90 ft. field is quite spacious and generous when developing angle/distance positioning around the corners. The 60 ft. field, however, is quite confined. Umpires tend to use the outfield grass line as a guide for their positioning without really being aware of true distances.
- Space relationships are quite different between 60 & 90 ft. fields. For instance, on the 90 ft. diamond a BU seldom makes a ruling on BR at first base while on the outfield grass. The outfield grass line is nearly 30 ft. from 1st base – well within the 20-25 ft. away from a play needed to keep it from “exploding” on an umpire. On 60 ft. diamond, the distance between 1st base and the outfield grass line is a mere 10-12 feet away from 1st base.
- The base umpire must battle to stay back when establishing a starting or play position on the 60 ft. field. Otherwise, the tendency will be to float onto the dirt surface like is customary on the 90 ft. field and risk a developing play “explode” on the umpire. Set up a starting position at 1st base (starting position A) 20-25 feet away from 1st base in foul territory and adjacent to the foul line. This position will be deceiving on the 60 ft. field as BU will be well back into the outfield grass.

Problems with Starting Positions too Close to the Bases on the Corners:

- Players more talented today. They are more athletic, stronger and possess increased mechanical skills. The end result is they hit the ball harder and plays occur faster. BU will not have a good look at the fair/foul when a ball is blasted hard past the base at BU's feet. BU will need to move before the ball passes the bag in order to avoid being hit. Any increased distance gained between the base and BU allows BU more time to see the batted ball past the bag before needing to move and avoid the ball hitting him.
- If BU starts too close, the likelihood is BU will finish too close. Normal angle/distance theory calls for the umpire move toward the fielder in setting up for a play at his base. That equates to BU moving even closer to the base from his starting position. BU must fight and physically angle back and away from the bag to increase distance from developing plays.

Pre Game Preparations

Before leaving for the game:

- Check uniforms & equipment needs
- Check game site
- Plan travel time to game site
- Contact partners about arrival time & parking together

When arrive:

- Find partners
- Notify host site manager of arrival
- Get dressed discreetly

Before game:

- Discuss positioning & mechanics
- Discuss game management issues
- Inspect equipment
- Mgr & Coach pre game:
 - Keep game moving by hustling on & off the field
 - Keep equipment picked up & off the playing field
 - Keep helmets on runners until in the dugout
 - Remind players about sportsmanship (Don't throw equipment in anger or verbally object to judgment calls)
 - Keep comments positive & directed to your team (No trashing opponents or talking to spectators)
 - Report substitutes – Offensive when they come to bat – Defensive – Immediately after 3rd offensive out
 - On trapped or out of play balls – raise hands, allow umpire to inspect the ball. If defense plays on the ball, it will be considered alive & in play
 - Discuss “avoid contact” & “tournament re-entry” rules
- Player pre game:
 - Inspect shoes – look for metal posts from shoes
 - Check uniforms – look for jewelry, hat pins, etc.
 - Ask if any players are not wearing supporter or cup
- Prepare for introductions & national anthem

Plate meeting:

- Ask if all players are safely & properly equipped.
 - If not, then you will be held responsible & liable for injuries from improper equipment
- Accept line-up cards & inspect for obvious errors
- Discuss injured player procedures
- Discuss protocol – request time, get permission to leave dugout, go to proper ump, talk face-to-face & one-on-one in a reasonable tone. Don't prolong the argument
- Discuss ground rules

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Pre-game Outline

Confirm start time

Discussion topics

- Uniforms
- Pre-game check of bats & helmets
- Pre-game conference
 - Positioning
 - Ground Rules
 - Crew chief does all talking unless otherwise directed
 - National Anthem position
- Check swing responsibilities and mechanics
- Swipe tag and pulled foot mechanics
- Fair/foul Responsibilities
 - Up to bag
 - Over the bag
 - No double calls / eye contact / good timing
- Outfield coverage
 - With U1 and U3 on the lines (U1 determines coverage – U3 reads U1)
 - With U3 in the middle
 - With U1 in the middle
 - If any doubt, go out / communicate / if U3 errors on coverage, keep going
 - Better to have someone in the outfield even if it turns out to be routine instead of not being there if it becomes trouble.
- Non-verbal signals
 - Infield fly
 - Standard rotation
 - Reverse rotation
 - Umpire going out
 - Appeal
 - Time play
 - Trap / catch by catcher on 3rd strike
 - Outs & count
 - Eye contact
- Rotation Situations
 - No runners / U1 goes out / PU to 1st for throw back
 - Runner on 1st or 1st and 3rd / clean hit / PU to 3rd / u1 to plate
 - Runner(s) in scoring position / clean hit / U1 to infield / U3 to 3rd
 - Runner on 2nd or 1st and 2nd / Fly ball-tag up / PU to 3rd / U1 to plate if necessary
- Odd plays
 - Runner on 3rd only / fly ball to RF / U1 goes out / U3 across infield BR to 1st or 2nd
 - Runner on 3rd only / fly ball to LF / U3 goes out / U1 across infield R3 backdoor or BR to 1st or 2nd
- Reverse rotate or “slide”
 - R2 and R1 / base hit
 - R3, R2 and R1 / all
- If any BU reads fly ball from a standing set position, then treat him as going out for the rotation purposes
- If you go out, stay out
- “Trouble play” from inside into “wedge”
- With no runners on, U1 makes the decision of outfield coverage on the balls to CF

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Pre-game Outline (cont.)

- Base touches and tag ups
 - PU has home plate and can help at 1st or 3rd
 - U1 has 1st unless he goes out and helps on 2nd and 3rd if U3 goes out
 - U3 has 3rd and 2nd unless he goes out
 - Communicate if there is going to be an appeal
 - Position between innings
- Handling dugouts
 - Arguing balls and strikes
 - Bench jockeying
- Arguments
 - 1 on 1, face to face, reasonable tone and time frame
 - When to step in and when to leave them alone
- Fights
 - Try to stop players before the fight starts
 - If you can't stop them, step back and take numbers of participants
- Closing
 - Rule or mechanics questions
 - Hustle at all times
 - Communicate, communicate, communicate
 - Good eye contact
 - Good timing
 - Get plays right at all cost
 - Have fun and enjoy what you are doing

3 Umpire Mechanics - Eight Simplified Concepts - By: Gary Frieders

Introduction

The three man umpiring system provides better coverage for fly balls, double plays and other situations that make the two man system difficult. Players, coaches, fans and administrators feel that by putting three umpires out there the game will be better covered. We need to prove them right.

Coordinating the three man system can be difficult to do if an umpire does not have the seven basic concepts down and especially since he has been working the two man systems for several months.

However, understanding the two man concepts when the plate umpire covers third and when he stays home will make the rotations of the three man system easier. In all other situations the base umpires handle the calls on the bases.

Concept #1: Positioning

Position of base umpires at time of pitch with bases occupied and primary reason:

1st base umpire on line & 3rd base umpire inside:

Runner on 1st only:

- 1st base umpire at 1st - pick offs at 1st and double play coverage.
- 3rd base umpire in either deep "C" or deep "B" - steals and double play coverage.

Runner on 3rd only:

- 1st base umpire on line - plays at 1st.
- 3rd base umpire on line - pick offs at 3rd.

Both umpires on base hits and balls that stay in the infield if runner on third commits to home treat this like no runners on base.

If runner on 3rd does not commit to home 3rd base umpire must stay and cover any plays at 3rd while 1st base umpire will cover plays at 1st and 2nd.

Runners on 1st and 2nd:

- 1st base umpire on line - pick offs at 1st and double play coverage.
- 3rd base umpire in deep "C" position - double play coverage, picks offs at 2nd and steals. 3rd base umpire will cover double steal just like in the two man system.

Bases loaded:

- 1st base umpire on line - pick offs at 1st and double play coverage.
- 3rd base umpire in deep "C" position - double play coverage and pick offs at 2nd and 3rd.

1st base umpire inside & 3rd base umpire on the line:

Runner on 2nd only.

- 1st base umpire in deep "B" position - pick offs at 2nd.
- 3rd base umpire on line - steals.

Runners on 2nd and 3rd.

- 1st base umpire in deep "B" position - pick offs at 2nd.
- 3rd base umpire on line - pick offs at 3rd.

In these two situations with two outs the crew can keep the check swing in order. That is keep an umpire on line where he have a better angle on the check swing.

Example: Right handed batter keep 1st base umpire on line and 3rd base umpire inside. With left handed batter put 1st base umpire inside and 3rd base umpire on the line.

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3 Umpire Mechanics - Eight Simplified Concepts, Continued

Concept #2: Ball Stays in Infield

Just like two man system.

- Base umpires cover base or bases they are responsible for.
 - Plate umpire only comes up 1st base line with bases empty. All other situations stay home, watch the action, rule on 1st base runner path interference and be ready for plays at the plate.
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Concept #3: Fly Ball Coverage - Bases empty

One of the base umpires will go out and cover all fly balls. When an umpire goes out to cover the fly ball he will stay out and the other two umpires will revert to the two man system.

To cover fly balls base umpires will:

- Split outfield in half.
 - 1st base umpire will take fly balls center fielder to right field line. This includes center fielder going straight back or straight in. Pause, read and react. If you don't go out to cover fly ball take the batter-runner around the bases.
 - 3rd base umpire will take fly balls center fielder to left field line. If ball is hit to center field read what 1st base umpire is doing. If he goes out you come in and head towards 2nd taking the batter-runner into 2nd and 3rd. If 1st base ump doesn't go out you will go out.
 - Plate umpire: If 1st base umpire goes out you will head toward 1st base and make any calls at 1st. If batter-runner commits to 2nd base go back home and be ready for any calls at home.
 - If 3rd base umpire goes out 1st base umpire will take batter-runner around the bases and plate umpire will stay at home and be ready for calls at home.
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Concept #4: Fly Ball Coverage - Bases Occupied

We will use the 10/40/50 coverage. That is:

- Plate umpire has fly balls down the line that a base umpire is not at. This is the 10% coverage.
 - Umpire on the line has fly ball coverage from center fielder to your line. This is the 50% coverage. This includes the center fielder coming straight in and going straight back. You will go out!!! When an umpire goes out to cover the fly ball he will stay out and the other two umpires will revert to the two man system.
 - Umpire inside the diamond will take fly balls with the center fielder to the empty line unless the plate umpire calls you off. This is the 40% coverage. If you read a "trouble fly ball" work to get a good angle but don't exit the inside.
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Concept #5: Tag Up Coverage

Tag up coverage is similar to the two man system: That is:

- With runners on 1st and 2nd and the batter hits a fly ball with no umpires going out to cover it (fly ball in the 40% coverage area) and runner on 2nd is going to tag. The umpires will "rotate", like the two man system, the plate umpire will commit to 3rd base, 1st base umpire will head home and 3rd base umpire will move into "B" position.
 - In all other situations umpires will cover tags according to "line of sight" according to positions at time of pitch and location of fly ball.
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3 Umpire Mechanics - Eight Simplified Concepts, Continued

Concept #6: The Rotation

The rotation is done when base hits and the ball gets through the infield. This includes line drives in the gaps.

Rotation will depend on bases occupied at time of pitch and is based exactly on the two man system when the plate umpire must head to 3rd.

- Runner on 1st only at time of pitch.
- Runners on 1st and 3rd at time of pitch.

The rotation is:

- The plate umpire heading and committing to third, DO NOT come back home
 - The 1st base umpire will move to a position between home and 1st watching the batter-runner touch 1st. If the runner that just went to 2nd commits to 3rd you will head home. Key off this runner at 2nd. If he goes to 3rd you go home. If he stays at 2nd you will stay at 1st in a position between 1st and home to be ready for any throw backs at 1st.
 - The 3rd base umpire will also key of the runner at 2nd. If the runner heads to 3rd you will release him to the plate umpire and head toward 1st base taking the that runner back into 1st or if he goes to 2nd, into 2nd. This is very important. Don't stay in the "C" position area watching the runner go to 3rd. You must move into the "B" position to cover the runner on 1st better.
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Concept #7: The Slide

The slide is done when 1st base umpire is on the line and the 3rd base umpire is inside and a base hit and the ball gets through the infield. This includes line drives in the gaps.

The slide will depend on bases occupied at time of pitch and it is based exactly on the two man system when the plate umpire must stay home.

- Runner on 2nd only at time of pitch.
- Runners on 1st and 2nd at time of pitch.
- Runners on 2nd and 3rd at time of pitch.
- Bases loaded.

The slide is:

- The plate umpire stays at home to cover plays at home.
 - The 1st base umpire moves to the "B" position inside the diamond and takes the batter-runner at 1st and into 2nd.
 - The 3rd base umpire moves into the "C" position takes batter-runner into 3rd and releases him to the plate umpire once he commits to home and following runners but not batter-runner into 2nd, and all runners including batter-runner into 3rd.
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Concept #8: Staying Put

Umpires will stay put when the 1st base umpire is inside and a base hit and the ball gets through the infield. This includes line drives in the gaps.

Staying put is:

- The plate umpire staying at home to cover plays at home.
 - The 1st base umpire is inside the diamond he will take calls at 1st and 2nd.
 - The 3rd base umpire is on the line he will stay there and make calls at third base.
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Conclusion

Reading and understanding these concepts is only 1/3 of the battle. You must go out and umpire games using the three man system. You will stumble, end up in the wrong place at times, or other mistakes, but the key is to learn from those mistakes.

To minimize the mistakes communication among the crew is essential. That is communication before each and every situation and during the play. Communicating using signals and voice is important.

There are advanced three man mechanics. Before you can move onto to those you must have these eight concepts down cold.

3-Umpire Mechanics for the 60 & 90 ft Field:

Definitions of Terms

The following terms are used throughout the case studies that follow. Although many of the terms will seem self-explanatory, a brief review will insure complete understanding.

Acknowledge partner - When one umpire communicates that he is moving to cover a potential play ("I'm going out," "I'm going to 3^d," "I've got third if he comes," "I've got the ball," etc.) his partner(s) should acknowledge the communication. Specifics of an acknowledgment vary widely among crews, often according to the situation. Depending on the crew, the acknowledgment can be as simple as pointing in the general direction of a base or as concise as a specific verbal reply. How you will acknowledge your partner should be determined during your pre-game conference.

BR - The batter or batter-runner.

Before the play - An abbreviation for one of the following phrases: "before a fielder attempts to tag a runner," "before a fielder attempts a catch," or "before the runner arrives at the base." Ideally, an umpire will always assume a set position before the play.

Below the knee - The phrase is a catch-all to describe a difficult catch attempt, usually made in the outfield. A catch attempt that is made "below the knee" is one which requires the covering umpire to signal the successful catch and (at times) verbally confirm, "That's a catch!"; or, to signal "safe" and verbally confirm, "No catch! No catch!" Consider that a catch attempt is "below the knee" whenever the fielder: actually reaches down below his knee; dives to make the play; falls before or after the ball arrives; makes a catch with his back turned to the infield; collides with another fielder as or immediately after reaching the ball.

BU - The base umpire. PU is the plate umpire (also called UIC or the umpire in chief). When more than two umpires work together, U1 is the first base umpire and U3 is the third base umpire.

BU's outfield - That portion of the outfield in which the base umpire is responsible for determining whether a batted ball is caught in flight and, at times, whether a batted ball is fair or foul. (See U1's outfield, U3's outfield, etc.)

Chest to the ball - Each umpire wants to maintain a position with the ball within his field of view. By keeping your chest pointed toward the ball, you'll keep the play in front of you. Although exceptions exist, when in doubt turn your chest to the ball.

Clear the catcher - PU will clear the catcher whenever a play follows a pitch. To clear the catcher, step back with your back foot first (right foot with a right-handed batter, left foot with a left-handed batter). That will increase the distance between your body and the catcher. Next, step with your opposite foot and move to your left, back from or around the catcher. When properly executed, the movement prevents contact between PU and the catcher and allows PU to move to observe the developing play.

Clear the runner - At the conclusion of any play which requires one umpire to cover a runner's safe advance to a base, then to leave the area to assume his position for the ensuing play, another umpire must assume responsibility for that runner, thus releasing the original umpire. Before he can "clear the runner," the original umpire will wait for the second ump to take responsibility for the runner by saying, "Okay, I've got the runner" or something similar. At that time, the original umpire can release and move to his next position.

Cutout in the infield - On diamonds with grass infields, the area adjacent to each base includes a semi-circular area of dirt extending approximately 10 feet from the base. The area where that dirt infringes on the diamond-shaped grass infield is called a "cutout." An umpire who is at a cutout is approximately 9 on the 60ft and 13 feet on the 90 ft field from the associated base.

Dead-ball signal - To indicate that time is out and the ball is no longer in play, an umpire will raise both hands slightly above his head, arms extended, palms forward, and call, "Time!"

Fielders - The defensive players, routinely designated by their numerical scorekeeping identifying numbers: F1 is the pitcher, F2 is the catcher, F3 is the first baseman, etc.

First-base line extended - An imaginary line that extends the first-base fair/foul line into foul territory behind home plate an unlimited distance. The PU will assume a position on the first-base line extended in several instances including: to render fair/foul decisions on batted balls to the right of home plate; to observe action at first base as another runner scores; on selected tag plays at home plate; during a rundown on a base runner while PU is responsible for a potential play on a different runner attempting to score.

45-foot line - The 45-foot line, which is three feet long and drawn at a 90-degree angle to the first base line 45 feet from home plate, marks the beginning of the runner's lane. That's important for players; but the same line is *tremendously* important for umpires. It is a visible benchmark for several position adjustments, as is illustrated in the case studies that follow.

Glance at the runner - Although umpires are advised to "keep your eye everlastingly on the ball," you will find it necessary to glance at the runner on several occasions, including: as each runner tags up or touches each base, whenever a runner and fielder pass within close proximity (to observe obstruction or interference), and to monitor a runner's progress as a play develops.

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Go or Goes - Under a variety of circumstances, one of the base umpires may be required to "go," physically entering the outfield-grass area. *Hands-on-knees set* - See "set positions."

Mechanic - The structured coordination of the umpires' field coverage and responsibilities during a given play, situation or scenario.

Observe - Watch a play knowing that you are responsible for making a decision: out or safe, fair or foul, etc.

Observe the action - Watch a play closely, even though you are not responsible for a decision.

On the bases - An abbreviation for the phrase "first, second and third base." The term does not include home plate. It is used primarily to indicate that one umpire is responsible for plays that develop at the three bases indicated.

Open the gate - A basic movement which allows continued observation of a batted or thrown ball as the ball passes the umpire. To "open the gate," begin in an upright stance with your feet comfortably apart; keeping your chest to the ball, take an initial step backward while pointing your foot toward the ball's destination; as or just before the ball passes you, turn by stepping with your opposite foot and focus on the developing play.

Outfield coverage - The division of umpire responsibilities when a ball is hit to the outfield.

- "Split at F8" indicates that the umpires divide the outfield in half. One umpire is responsible for all plays on all balls hit directly at the center fielder, across the outfield to the dead-ball area adjacent to the umpire's foul line; another umpire is responsible for all balls hit to the opposite side of the center fielder, across the outfield to the dead-ball area adjacent to the other foul line.
- "Wedge" is about half of the V and is a factor only in three-man mechanics. It begins with batted balls hit to one side of the center fielder (the center fielder's left when U1 is inside, the center fielder's right when U3 is inside) and ends with batted balls hit directly at either the right fielder or the left fielder. In three-man coverage, the umpire positioned in the middle of the infield is responsible for batted balls in the wedge.

Pause, read and react - A three-step method which, when properly employed, will help you determine where you should go and what your responsibilities will be during a developing play. "Pause" - take a moment to observe the initial action; "Read" - determine what play is going to develop and what position adjustment you should make; "React" - move into position for the anticipated play and, as appropriate, communicate your intentions to your partner. "Pause, read and react" is particularly important in coordinating a crew's coverage. It insures that the umpires identically evaluate each developing play.

Pivot - The three-step movement used by U1 as he moves into the infield from position A. Although used less frequently by three- and four-man crews, U1 still must be able to pivot quickly and accurately. A proper pivot occurs on the infield grass, one or two steps from the edge of the first-base cutout; it includes planting the left foot, turning the body counter-clockwise to land on the right foot as the batter-runner reaches first base, and stepping briskly with the left foot toward second base as the batter-runner continues around first.

Play - The action that develops as a runner, the ball and a fielder come together at the same place at approximately the same time. As that occurs, the responsible umpire must read the throw, the runner and the fielder, and adjust his position to enhance his view of the developing play. A play usually occurs at or near a base and normally requires an umpire's decision.

Point fair - An umpire's signal. It consists of a firm, one-arm thrust perpendicular to the foul line toward fair territory. There is no verbalization when an umpire points fair.

Point foul - An umpire's signal. It consists of a firm, one-arm thrust perpendicular to the foul line toward foul territory, preceded by the dead-ball signal and accompanied by an often-strong verbal declaration: "Foul ball!"

R1 - A runner who begins a play on first base. R2 begins on second; R3 on third.

Read the throw - As a play develops, you must judge the quality of the throw. In general, if a throw is "good" you will maintain your initial position to observe the developing play; if the throw is "bad" you will have to adjust your position according to the throw.

Release runner to third - When the PU verbally informs a base umpire, "I've got third if he comes" or "I've got third if he tags," the base umpire will observe the touch or tag-up at second base, then release responsibility for that runner to PU and assume responsibility for plays made on any trailing runners.

Rotate or Rotation - The movement of umpires. In general, umpire crews "rotate" in a clockwise direction. In a two-man crew, clockwise rotation generally describes PU's movement toward third base; it also refers to BU's movement toward home plate after he "goes" to cover a batted ball to the outfield. Three-man crews rotate often, with PU moving to cover third and U1 rotating to cover a play at the plate. (See "slide.")

Runner's lane - The three-foot-wide lane, beginning at the 45-foot line and extending to first base. A batter-runner is innocent of *unintentional* interference with a fielder covering first base if he advances to first with both feet stepping on or inside the lines of the lane.

Runners - Players from the team at bat are identified by their locations on base at the beginning of a play or sequence of plays: R1 is the runner who starts a scenario at first base, R2 at second, R3 at third.

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Secondary play - Action that follows the defensive team's first attempt to retire a runner and is reasonably predictable. For example, when B1 hits a ground ball and the defense "holds" R3, the play at first base is the initial play; if R3 advances on the throw to first; the ensuing play at home is a secondary play. (See "subsequent play.")

Set or Set for the play - You must come to a complete stop before the critical moment of any play and remain stationary until you make your decision. Just like a camera taking a picture, your eyes must be stationary to produce a clear image. To keep your eyes stationary, your body must come to a complete stop as the tag or force play occurs.

Set positions - There are two used by base umpires.

- "Hands-on-knees set." With your feet slightly more than shoulder width apart, squat and lean forward slightly; place your hands on your knees. Keep your back straight and your head up, looking at the play. Your arms should lock firmly to keep your head still and allow you to see the play. Use the hands-on-knees set prior to each pitch when you are in position B or C, and at your discretion as plays develop.
- "Standing set." With your feet comfortably apart, keep your shoulders square to the play. Your knees should be slightly bent but your body remains upright with your hands at your sides. Do not use the standing set position prior to a pitch when you are in position B or C; use it at your discretion in position A and D and as plays develop.

Signal - An umpire's physical movement which provides a visual indication of a decision he has made.

Slide - The coordinated movement of two base umpires, designed to shift responsibility for plays at second base. A slide occurs when U3 begins inside. Initially, the inside umpire (U3) is responsible for plays at second and third; as he slides inside, U1 takes responsibility for plays at second (and keeps plays at first). (See "rotate.")

Split at F8 - See "outfield coverage."

Square to the bag - When set for a play at any base, your head, shoulders and feet should be in line and perpendicular to a line from your location to the base. By taking a position square to the bag, you will avoid a tendency to turn away from the play before it is complete.

Standing set - See "set positions."

Starting position - The on-field location occupied by an umpire as a play begins, determined for the base umpire by the runner configuration.

Stays home - PU stays home and covers only plays at the plate when a play begins with a runner(s) in scoring position.

Step up, turn and face the ball - A three-step movement used by an umpire from starting position B or C when the ball is hit. Using your foot nearest where the ball is hit, take one step in the direction of the F1's rubber; turn your chest to the ball; determine your next move or responsibility and execute.

Subsequent play - Action that follows the defensive team's first attempt to retire a runner but is not reasonably predictable. For example, when there is a squeeze bunt and collision at the plate, the tag play at home is the initial play; if after the play at home B1 advances toward second, the ensuing play at second is a subsequent play. (See "secondary play.")

Third-base line extended - An imaginary line that extends the third-base foul line into foul territory behind home plate an unlimited distance. The PU will assume a position on the third-base line extended in several instances including: to render fair/foul decisions on batted balls to the left of home plate; to observe a runner touching third base as another runner scores; on selected tag plays at home plate.

Trail BR - A plate umpire's activity. When no other responsibilities conflict, he will follow the batter-runner toward first base, pausing at or near the 45-foot line to observe the developing play at first base.

Trouble ball - A batted ball hit to the outfield that will present a problem for the fielder. Examples: A fly ball that forces the left or right fielder to charge toward the foul line; a fly ball that forces an outfielder to charge straight in; a fly ball toward which two or more fielders converge; any batted ball that will require a fair/foul decision in the outfield. When a trouble ball is identified in your area of responsibility, you must communicate with your partner, indicating which umpire will take the fair/foul and catch/no catch decisions. Use the "pause, read and react" to identify and respond to a trouble ball.

Trouble ball keys - For BU going out are – "C.O.I.L." plus ground rulings:

- **C**onverging - two (2) or three (3) fielders converge on the ball where one of them might catch the ball,
- **O**ut - outfielders turn their backs to the infield and runs towards the wall,
- **I**n - Outfielders charging in hard (possible dead run or diving catch),
- **L**ine - or the right fielder runs toward the right field line.

U1 - The first base umpire.

U1's outfield - That portion of the outfield in which U1 is responsible for determining whether a batted ball is caught in flight and, at times, whether a batted ball is fair or foul.

U3 - The third base umpire.

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U3's outfield - That portion of the outfield in which U3 is responsible for determining whether a batted ball is caught in flight and, at times, whether a batted ball is fair or foul.

PU (or UIC) - The Plate Umpire or Umpire in Chief. BU is the base umpire. When more than two umpires work together, U1 is the first base umpire, U2 is the second base umpire and U3 is the third base umpire.

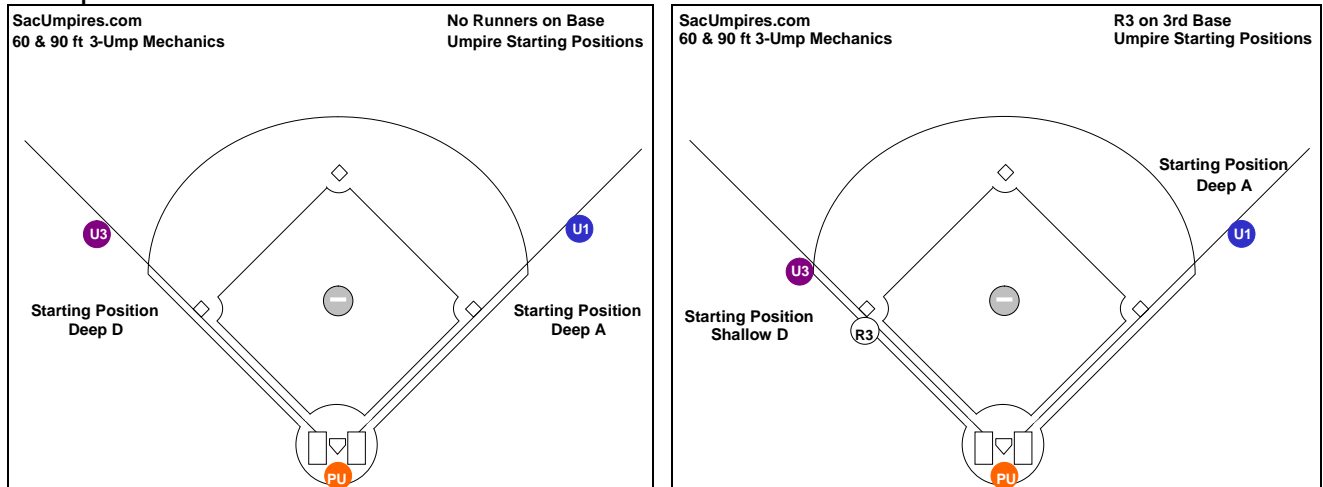
PU's outfield - That portion of the outfield in which the plate umpire is responsible for determining whether a batted ball is caught in flight and whether a batted ball is fair or foul. See "outfield coverage."

Verbal communication - Anything that an umpire might say.

Wedge - A narrow strip of outfield extending from the center fielder toward *either* the left or right fielder. Wedge coverage exists only in three man mechanics. The wedge begins with balls hit to the side of the center fielder and ends with ball hit directly at either the left or right fielder. An umpire positioned "inside" rules catch/no catch on balls hit in the wedge (CF to RF for U1, CF to LF for U3). (See "outfield coverage.")

Wing umpire - The first or third base umpire positioned on a foul line.

Your outfield - An abbreviation for the phrase "your portion of the outfield used in conjunction with one umpire's area of responsibility or mechanics."



Normal Starting Positions with No Runners on Base:

- U1: Starting Position Deep A (SP A), U3: Starting Position Deep D (SP D)

Starting Position with R3 only:

- U1: Position Deep A, U3: moves forward to Position Shallow D for improved pick-off coverage
 - U1's starting positioning is the same as with no runners on base.
 - U3's starting position, however, should be shortened up by reducing the "cushion" between himself and F5 in case a pick-off is initiated on R3. Usually this pick-off is started by F2 throwing behind R3. Although, F1 could conceivably throw quickly after a return throw from F2, this play doesn't normally occur.

Adjustments to Starting Positions:

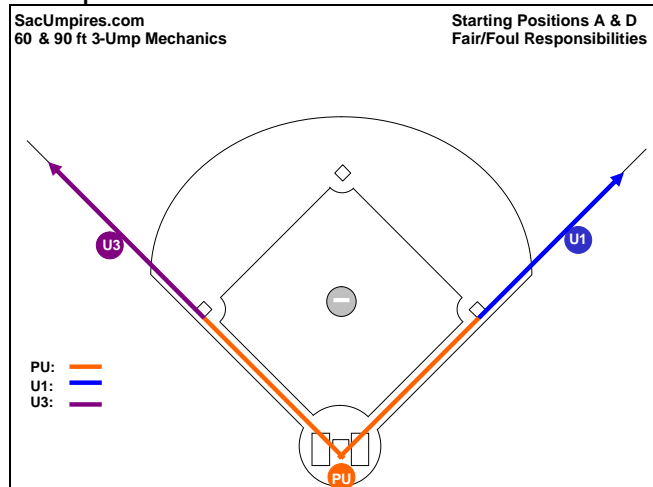
- The "starting positions" shown above do not take into account the adjustments needed for positioning below. Umpires need to position with deeper thinking, reasoning and purpose. Umpiring from "spots" is a learning stage to work through but not get stuck in. Establish your starting position based on several criteria:
 - Establish a cushion between the corner fielder and BU of approx. 10 ft. to prevent collisions as the corner man approaches. This will also allow BU to peek around the field for a look at a hard liner at the feet of the corner fielder for catch or short hop decisions if PU requires help.
 - If the corner fielder is playing in, maintain ability to judge fair/foul bounders streaking past the corner bag and stay approx. 15-20 ft. behind the bag.
 - If the corner man is deep, then squeeze the cushion down to a little more than 5 ft. and maintain your ability to get into the infield when necessary, but be alert for the corner man's movements at you.

Additional Notes:

- Players are more talented today – more athletic, stronger and possess better mechanical skills. The end result is they hit the ball harder and plays occur faster. BU may not have a good look at the fair/foul when a ball is blasted hard past the base at his feet because he may need to move before the ball passes the bag in order to avoid being hit. Any increased distance gained between the base and BU allows BU more time to see the batted ball past the bag before needing to move and avoid the ball hitting him.
- Many umpires position for plays by field layout location. The 60 ft. field is quite confined. Umpires tend to use the outfield grass line as a guide for their positioning without being aware of true distances.
- On 60 ft. diamond, the distance between 1st base and the outfield grass line is a mere 10-12 feet away from 1st base while on the foul line. Traditional "angle/distance" positioning theory at 1st base only requires a base umpire to be 10-12 feet away from a play. This distance is great for 90-95% of normal plays. Unfortunately, baseball is a dynamic sport and the tougher 5-10% of calls may require greater distance from F3 when he steps directly at U1 (play explodes) or steps toward home plate and attempts a high "swipe" tag on BR (tag is outside BU's normal field of vision). A distance of 18-20 ft. probably reduces these problems.
- If BU starts too close, the likelihood is BU will finish too close. Normal "angle/distance" theory calls for the umpire move toward the fielder in setting up for a play at his base. That equates to BU moving even closer to the base from his starting position. BU must fight and physically angle back and away from the bag to increase distance from developing plays.
- The BU must battle to stay back when establishing a starting or play position on the 60 ft. field. The tendency is to drift onto the dirt surface. Set up a starting position at 1st base (starting position A) 18-20 feet away from 1st base in foul territory and adjacent to the foul line.

Additional Notes:

- U3 needs to cautiously establish the "shallow" starting position D. Moving closer to 3rd base could result in hard bounding balls going over the bag and "exploding" on U3.

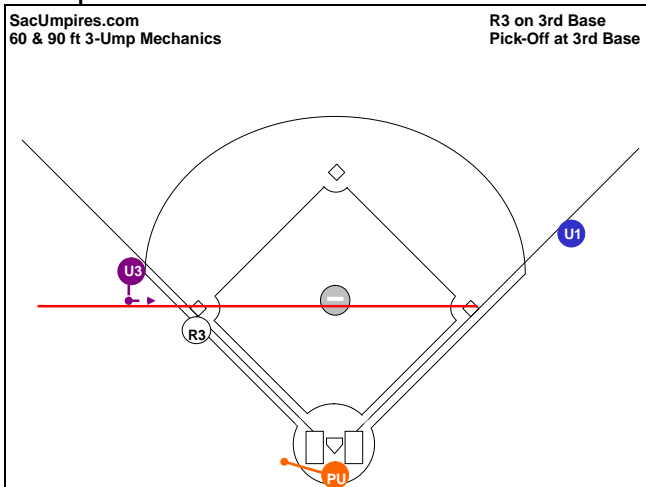
**Fair/Foul Responsibilities:**

- **PU:** Home plate up to the front edge of 1st & 3rd bases (Orange)
- **U1:** 1st base and beyond down RF line (B cubed – BU Base & Beyond) (Blue)
- **U3:** 3rd base and beyond down LF line (B cubed – BU Base & Beyond) (Purple)
 - With R3 only on base, U3 should be cautious not to move so forward as to reduce his ability to judge the hard bounding ball over the bag and at U3. Being slightly forward has consequences for other events, maintain a balanced approach to your positioning and umpiring.

Additional Notes:

- Anytime a batted ball has a chance to be a fair/foul ruling, the umpire with jurisdiction (responsibility) should be straddling the foul line (or foul line extended) to properly judge this impending play.
- PU should always anticipate a ball near the foul line will be a close fair/foul call. If an umpire waits and reacts once the ball rolls near a foul line, it may be too late to move and obtain proper positioning.
- On a batted ball in front of the plate, PU should “jump step” or “leap” aggressively to the foul line extended to quickly line up any close call. Use your crouched plate position as a compressed spring of stored energy to fling you hard beyond your feet angled toward the foul line extended. Bring your feet up under you when you are about to land. Once, you have your eyes properly positioned, then work to reduce distance by closing toward the batted ball when practical without over running the play or running into fielders playing on the ball. (Get angle first, then reduce distance when practical.)
- On pop foul balls near either foul line before the bases, box the ball between a PU and either BU. If the ball has a chance of drifting back to the foul line, one umpire should straddle the it for fair/foul calls.
- On batted balls fielded on the line near the edge of an umpire’s jurisdiction boundary, look at your partner and visually communicate who is taking the call. Don’t be stubborn about the call – work with your partners.

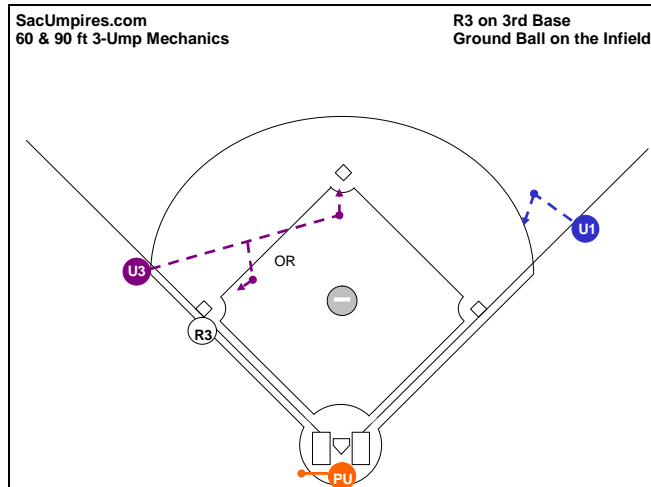
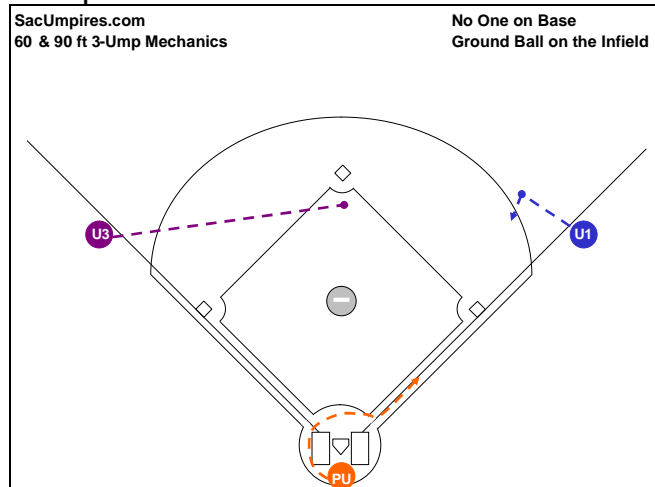
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60 & 90 ft 3-Ump MechanicsR3 on 3rd Base
Pick-Off at 3rd Base**Pick-Off at 3rd Base with R3 Only on Base:**

- U3 "crossover" steps into foul territory while angling away from 3rd base and positioning on an "imaginary" diagonal line from 1st extended through 3rd base (seen above in red).
- PU observes F2's throw and watches for batter's interference.
- Once the throw clears the batter, PU steps out from behind F2 and the batter to view it without visual obstruction.
- If the throw gets away and rolls near dead ball territory (DBT), PU should help keep an eye on this action.

Additional Notes:

- U3's movement effectively develops an angle versus moving directly at the play to reduce distance.
- Purposeful movement positions any umpires' eyes for better vision and ultimately judgment.
- Movement helps convince ("sell") teams, coaching staffs and spectators of your look and judgment on a play.
- If the throw gets away, rolls near dead ball territory (DBT) and R3 advances to score, then U3 could move to the dead ball area for observation of the ball going out of play.



Ground Ball on the Infield:

No Runners on Base:

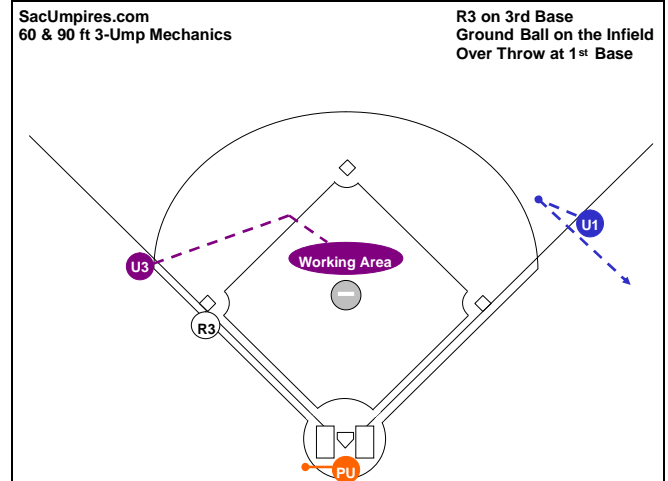
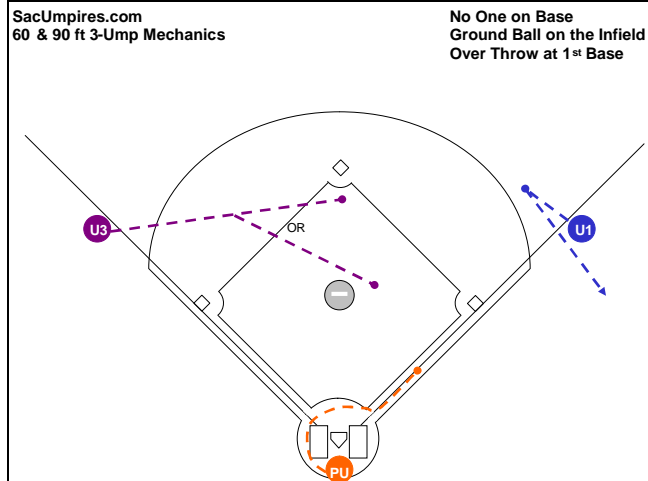
- U1 takes the play at 1st using normal “angle/distance” techniques.
 - U1 views primary responsibilities: swipe tag in the second half of the distance to 1st base and pulled foot at 1st base.
 - U1 views his secondary responsibilities (U1 helps with these only when asked by PU): swipe tag in the 1st half of the distance to 1st base, “run lane” violation & over throws near dead ball territory (DBT).
- If the ball is thrown from:
 - Left side of the field, then develop a right angle to the play.
 - Right side of the field without “pressure”, then go fair two (2) steps
 - Right side of the field with “pressure”, then go foul two (2) steps
- U3 shoots for the “cut out” at 2nd base – hustling towards the “cut out” at 2nd in case of overthrow and further advance by BR.
- PU moves up the 1st base foul line to the beginning of the runner’s lane. PU trails BR up the 1st baseline and takes the overthrow ball coverage for possible out of play awards (see information that follows).
 - PU views his primary responsibilities: swipe tag before the “run lane”, “run lane” violation & over throws near dead ball territory (DBT).
 - PU views secondary responsibilities (PU helps with these only when asked by U1): swipe tag in the second half of the distance to 1st base and pulled foot at 1st base.

R3 on 3rd:

- U1 uses normal angle/distance theory to position for the play on BR at 1st base.
 - U1 views primary responsibilities: swipe tag in the second half of the distance to 1st base and pulled foot at 1st base.
 - U1 views his secondary responsibilities (U1 helps with these only when asked by PU): swipe tag in the 1st half of the distance to 1st base, “run lane” violation & over throws near dead ball territory (DBT).
- If the ball is thrown from:
 - left side of the field, then develop a right angle to the play.
 - right side of the field, then go fair two (2) steps
 - right side of the field with “pressure”, then go foul two (2) steps
- As U3 moves across towards the 2nd base “cut out,” U3 reads the playing action as he moves.
- U3 is still responsible for a “backdoor” play at 3rd on R3 and any advance by BR to 2nd on an overthrow.
- PU steps out from behind the plate and moves 1st baseline extended to view the developing action.
 - PU views his primary responsibilities: swipe tag before the “run lane”, “run lane” violation & over throws near dead ball territory (DBT).
 - PU views secondary responsibilities (PU helps with these only when asked by U1): swipe tag in the second half of the distance to 1st base and pulled foot at 1st base.

Additional Notes:

- U1 will take BR to 2nd base on an overthrow unless called off by U3.
- If R3 gets caught off 3rd or in a rundown, U3 is responsible for any play at 3rd on R3.
- U3 needs to read the play while moving across the infield towards the 2nd base cut out. If a play develops on R3, then stop and develop an angle from the infield grass as the diagram shows.
- Demonstrate you ability. Build your crew’s confidence in your work and prepare for upcoming plays by arriving before the plays occur.
- Your positioning “communicates” visually to everyone (including your partners) that you know your coverage responsibility and you possess the ability to get there reasonably - don’t just do the minimum necessary to see a play – get all the way into the 2nd base “cut out” when the play dictates.



Ground ball on the infield with over throw at 1st base with no runners on base:

- U1 takes the play at 1st using normal "angle/distance" techniques.
 - Once the over throw occurs, U1 follows the ball and positions for it going into dead ball territory (DBT).
- U3 shoots for the "cut out" at 2nd base – get into the "cut out" at 2nd before the play occurs.
 - Once the over throw occurs, U3 reads BR's intentions.
 - If BR stops & returns to 1st, then U3 angles for a back door play at 1st base.
 - If BR continues to 2nd, then U3 continues to the 2nd base cut out for possible play at 2nd base.
- PU moves up the 1st base foul line to the beginning of the runner's lane while trailing BR up the 1st baseline
 - Once the over throw occurs, PU may position for overthrow coverage, but PU is still responsible for any play on BR at home plate.

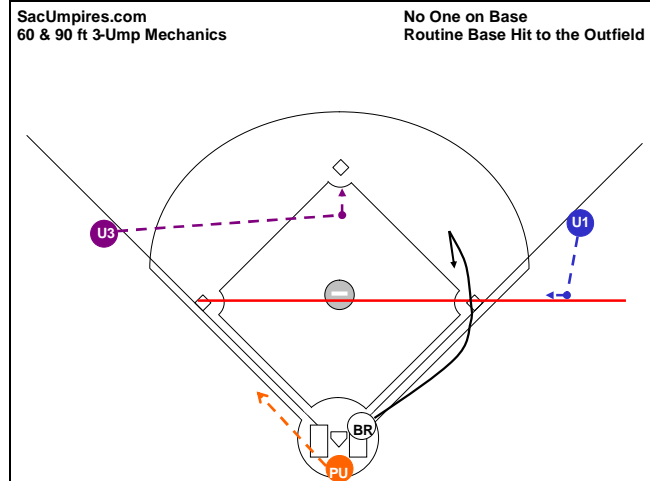
Ground Ball on the Infield and Over Throw with R3 on 3rd:

- U1 will move to position for the ball going out of play and make any necessary base awards.
 - Once the over throw occurs, U1 follows the ball and positions for it going into dead ball territory (DBT).
- U3 shoots for the "cut out" at 2nd base – get into the "cut out" at 2nd before the play occurs.
- U3 will streak across the infield and is responsible for a "backdoor" play at 1st base, advance of BR or the unlikely event R3 back into 3rd base.
 - Once the over throw occurs, U3 reads BR's intentions.
 - If BR stops & returns to 1st, then U3 angles for a back door play at 1st base.
 - If BR continues to 2nd, then U3 continues to the 2nd base cut out for possible play at 2nd base.
- PU moves up the 1st base foul line to the beginning of the runner's lane while trailing BR up the 1st baseline
 - Once the over throw occurs, PU may position for overthrow coverage, but PU is still responsible for any play on BR at home plate.

Additional Notes:

- An over throw coverage with the 3 man system is a challenging endeavor.
- PU will watch and U1 will move with any over throw rolling near "dead ball territory" (DBT).
- PU will not be able to completely move to the most desirable position to view the ball because of R3's advancement responsibility.

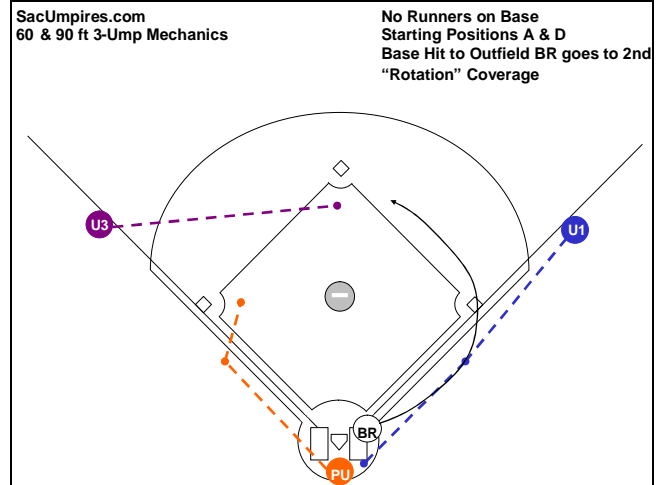
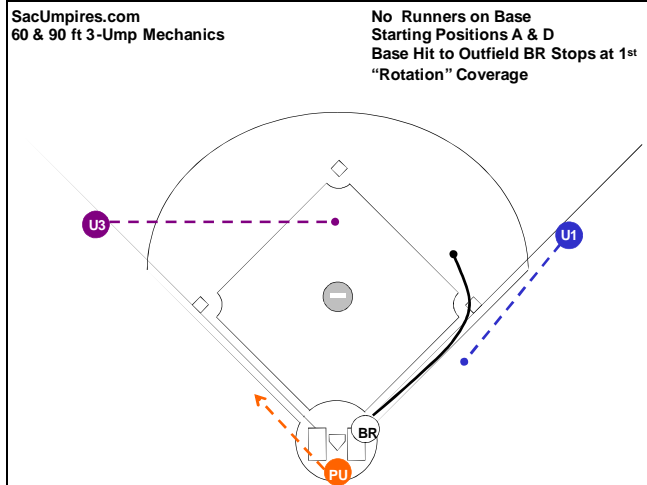
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**No Runners on Base:****Routine Base Hit to the Outfield:**

- U1 watches BR touch 1st from foul territory positioned on an imaginary diagonal line extended from 3rd through 1st base (red line on the diagram above).
- U3 shoots for the cutout at 2nd base.
- PU steps to the 3rd base side of the plate and opens a clear field of vision of the entire field around F2 and the advancing BR.

Additional Notes:

- The line from 3rd through 1st base line extended (red line on the diagram) is a good position for many of U1's needs.
 - Observe BR's base touch
 - Needs to watch for and be out of the way of F2's approach in preparation of a backdoor play.
 - View a back door play at 1st base.
 - Boxes BR on the back side while U3 boxes the front side from the 2nd base cut out.
- U3 is positioned ahead of BR to box him on the front side.
 - U3 moves approximately 90 feet to position for BR's 180 feet of BR's advancement to get to 2nd base.



No Runners on Base:

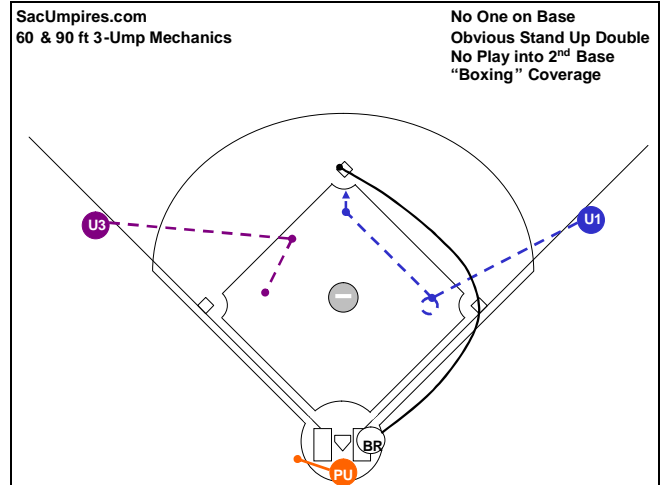
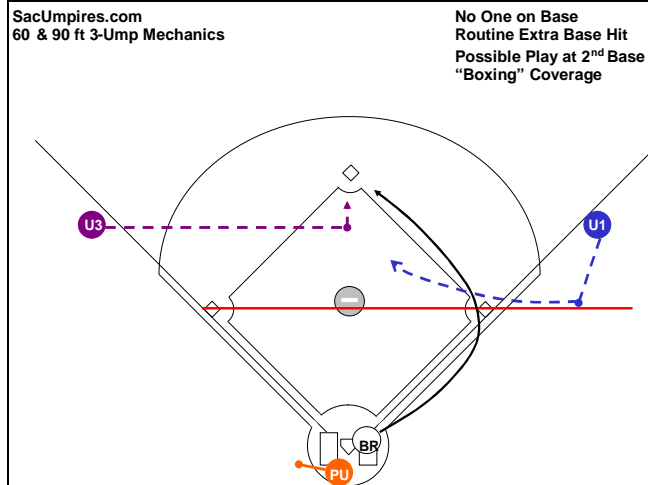
Routine Base Hit (or Extra Base Hit) to the Outfield - 3-Umpire Rotation Coverage:

- **As BR rounds 1st, commits and advances to 2nd base:**
 - PU watches the play development, moves into the 3rd base cutout and voices, "I've got 3rd".
 - This little bit of communication reassures U3 that 3rd base is covered without U3 turning around to look, losing sight of the ball and the developing play.
 - PU moves into the 3rd base cutout whether BR advances to 3rd or not.
 - U3 starts in position D and moves onto the infield grass in front of the 2nd base cutout and watches BR advance to 2nd base.
 - U3 uses the outside-in concept. Since the ball was hit outside (to the outfield), U3 moves inside the infield.
 - U1 moves to the front of the 1st base coaches box watching BR touch 1st base and reads BR's further advancement.
- **When BR advances to 3rd base:**
 - PU positions for any possible play at 3rd on BR
 - PU & U1 both key off of BR's advancement to 2nd base. BR's advance to 2nd triggers both umpires to move simultaneously and shift responsibilities.
 - U3 watches BR's advancement into 2nd
 - If BR is advancing to 2nd base, U3 waits near the 2nd base cutout and positions for any play at 2nd base.
 - If BR stops and returns to 1st, then U1 remains near 1st base for any backdoor play on BR at 1st base.
 - When U1 sees BR commit and advance to 2nd, U1 immediately moves near the edge of the dirt surface behind the point on the plate.

Additional Notes:

- The purpose of the "rotation" coverage is to keep an umpire ahead of advancing runners through ingenious use of the three (3) umpires on the field.
- The main key here is BR - Does BR advance to 2nd or does BR stay at 1st?
- It is an intricate coverage with many steps and conditions to go through.
- The 3-man "rotation" coverage is a rewarding and satisfying coverage when preformed correctly.
- U1 trails slowly behind BR's quick advance to prevent running into U3's call at 2nd, but moves that direction to develop positioning for events like a misplay by the outfielder that would allow BR to round 2nd hard with a "backdoor" attempt on him or even to attempt advance to 3rd base.
- Sometimes umpiring isn't exactly like the textbook. Be alert for the unexpected and be ready to react – plan, adjust and adapt to situations.

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**Routine Extra Base Hit (Stand Up Double) to the Outfield – "Boxing" Coverage:**

- U3 moves to the 2nd base cutout. If there is any chance for a play into the 2nd base bag on BR, U3 is responsible for the play into the bag on BR.
- U1 begins to shoot off BR's butt without using the normal "pivot" technique after BR touches 1st, rounds and advances into 2nd base.

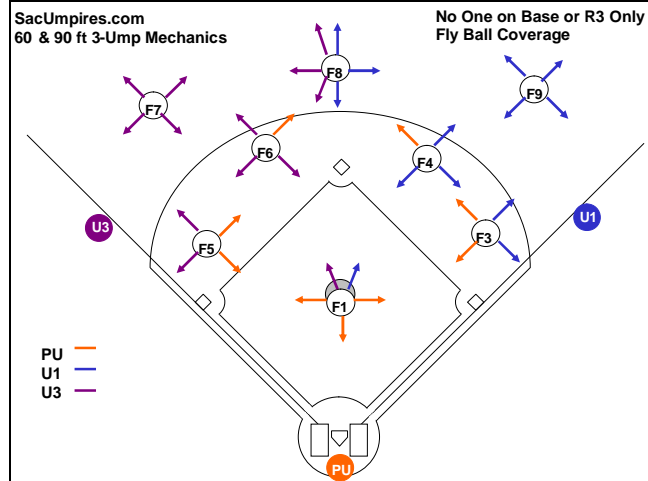
"Stand Up" Double Hit to the Outfield:

- Upon reading a definite "stand up" double or attempt to stretch a triple and U1 is following BR, U3 communicates he is returning to 3rd.
- U1 reads the ball, fielders and BR while following behind BR.
- When U3 communicates and retreats for 3rd, U1 will answer that he hears him affirming coverage of BR around 2nd and any "back door" there.
- PU steps out from behind the plate, clears his vision of players in front of him and watches the action.

Additional Notes:

- Proper coverage depends on U3's proper read, reaction and communication. It is a process of evaluating actions in front of you – location of the ball, runner and how the play is evolving.
- Draw on your past experience for these plays and learn from prior plays. Umpiring is full of miscues.
- If you don't risk being wrong, you will remain safe but never elevate your game.
- Unfortunately, this play is not often as clear cut as a diagram might indicate. These plays can often develop over nearly the entire sequence of any play.
- U3 and U1 need to continually read field action.
- Although a "gapper" is shown here, this mechanic should also be used as a result of a single getting by an outfielder and rolling toward the fence with BR's advancement.

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Fly Ball Coverage General Strategies: Fly ball coverage is generally guided by proximity and the probability of an umpire having his vision blocked by the fielder's body or glove facing towards or away from a given umpire.

Fly Ball Responsibilities to the Infield:

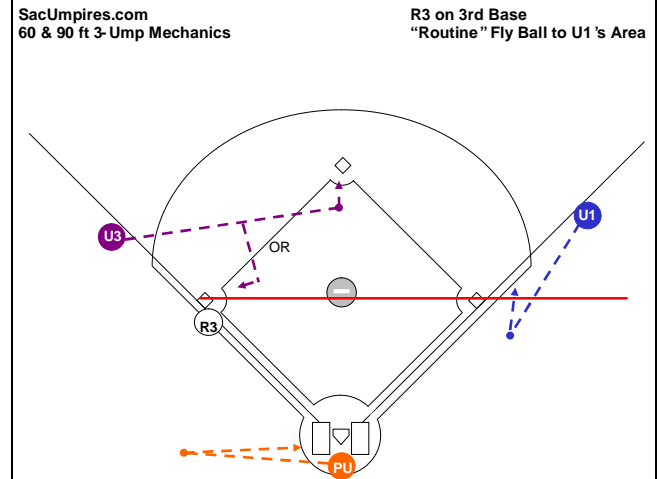
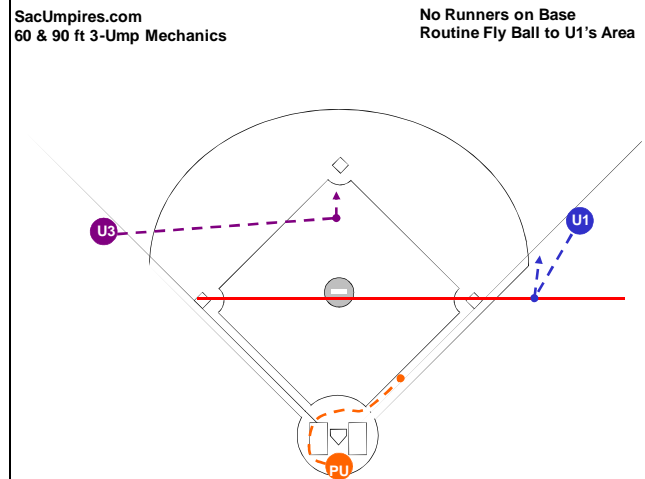
- PU: Has F1 forward of to his side, F3 & F4 away from U1 and F3 straight in. PU has F5 & F6 away from U3 and F5 straight in.
- U1: Has F3 on anything but straight in or away from him. Has F4 on anything except away from him.
- U3: Has F5 on anything but straight in or away from him. Has F6 on anything except away from him.

Fly Ball Responsibilities to the Outfield:

- U3 always reads U1 first before going out on a fly ball or line drive.
- U1: F8 straight in or turning towards RF line (51%)
- U3: F8 toward LF line (49%).

Additional Notes:

- The "starting positions" shown above do not take into account the adjustments needed for positioning below. Umpires need to position with deeper thinking, reasoning and purpose. Umpiring from "spots" is a learning stage to work through but not get stuck in. Establish your starting position based on several criteria:
 - Establish a cushion between the corner fielder and BU of approx. 10 ft. to prevent collisions as the corner man approaches. This will also allow BU to peek around the field for a look at a hard liner at the feet of the corner fielder for catch or short hop decisions if PU requires help.
 - If the corner fielder is playing in, maintain ability to judge fair/foul bounders streaking past the corner bag and stay approx. 15-20 ft. behind the bag.
 - If the corner man is deep, then squeeze the cushion down to a little more than 5 ft. and maintain your ability to get into the infield when necessary, but be alert of the corner man's movements at you.
- U3's depth covering a possible R3 has no impact on his fly ball coverage. U3 starting position mostly keys off F5 unless he is playing on the infield grass. (There won't be a play on R3 without F5 moving to cover the 3rd base bag).
- All umpires must guard against being blocked out by fielder moving into their line of vision – prevent "tunnel" vision. Be aware of what's going on around you. "Feel" the visual pressure in your peripheral vision and move away from it before the obstacle blocks you at a critical point in time.



"Routine" Fly Ball to U1's Outfield Area:

No One on Base:

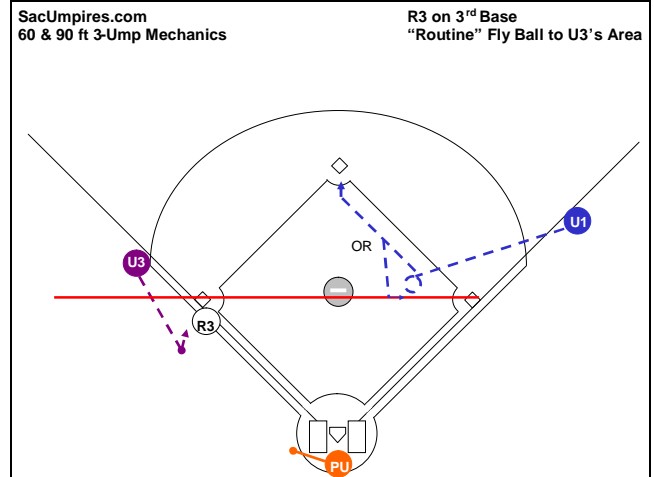
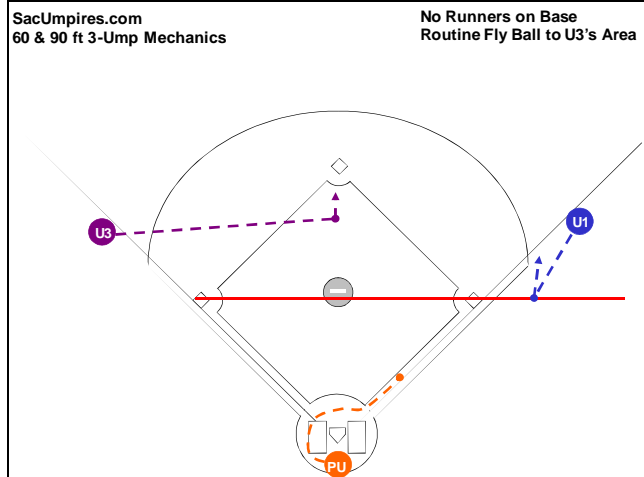
- U1 "holds up" (extends arm with palm facing PU) PU from taking any "backdoor" play on BR.
- PU continues to watch for BR's touch at 1st.
- U3 shoots for the cutout at 2nd base.

R3 on 3rd:

- U1 will "hold up" his partners and takes the fly ball coverage.
 - Since PU positions for R3's retouch, U1 moves further toward home plate in foul territory focusing on the catch/no catch priority while positioning with 1st base roughly between himself and the fielder catching the fly ball.
 - U1 watches BR's base touch of 1st base as he rounds the bag in his peripheral vision.
- U3 will shoot to the 2nd base cut out, while continuing responsibility for a "backdoor" play on R3 at 3rd.
- PU lines up R3's tag (retouch) at 3rd and positions for R3's advancement to the plate.

Additional Notes:

- A "routine" fly ball is often characterized as a "can of corn" – something that is caught easily.
- A "routine" fly ball is a fly ball that is **NOT** a "trouble" ball.
- A "routine" fly ball **DOES NOT** include the following:
 - Fair/foul rulings,
 - Catch vs. trap ball ruling, or
 - Ground rulings (such as home runs, batted balls off the wall or balls to dead ball territory).
- "Trouble ball" keys for going out would not be "routine" fly balls:
 - Outfielders charging in hard (possible dead run or diving catch),
 - Outfielders turn their backs to the infield and runs towards the wall,
 - Two (2) or three (3) fielders converge on the ball where one of them might catch the ball, or
 - The right fielder runs toward the right field line.
- Notice the difference between PU's movements with no runners on base and R3 on 3rd base. With no runners on base, PU starts up the 1st base line in case U1 goes out on a late developing "trouble" ball. With R3 on 3rd, PU moves to line up R3's retouch at 3rd base and U1 is left to cover BR's base touch as he rounds 1st base.



"Routine" Fly Ball to U3's Outfield Area:

With no one on base:

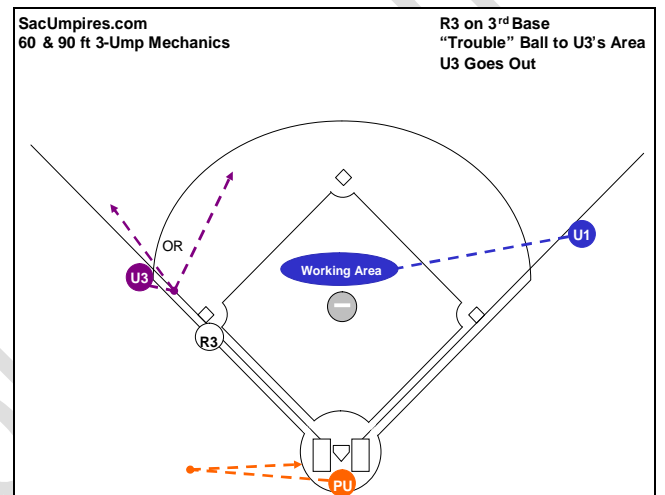
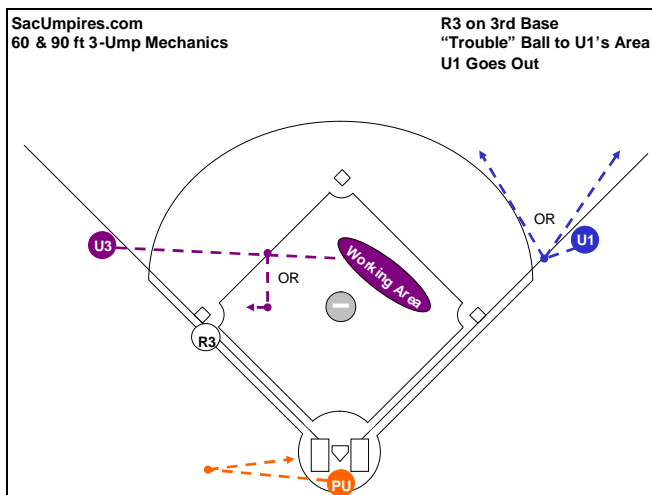
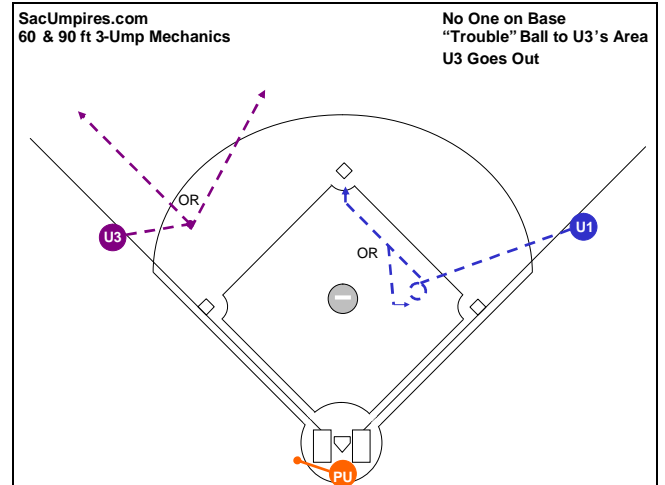
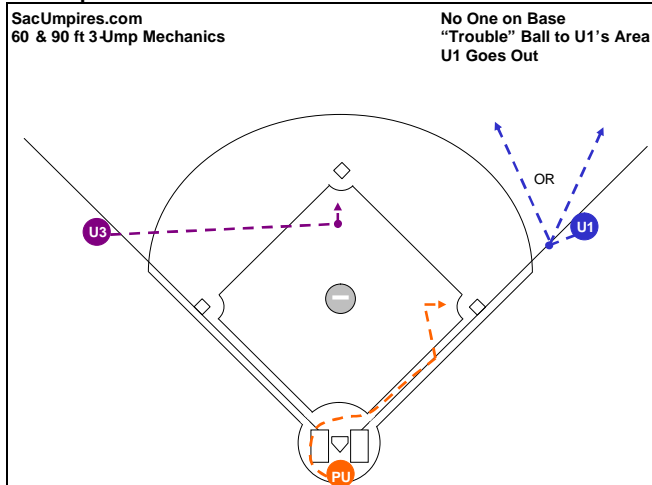
- U3 starts across towards the cutout at 2nd while reading the fly ball and fielders. U3 makes his decision whether to go out as he is moving across to the 2nd base cutout. When U3 reads the ball and is convinced it is a "routine" fly ball, then U3 "holds up" U1 as he watches the fly ball, catch & voluntary release while moving towards the 2nd base cutout.
- U1 moves the "imaginary" extended diagonal line running from 3rd through 1st base while reading U3 in case of a late developing "trouble ball". U1 must be attentive and ready to shoot into the infield for coverage if U3 goes out late.
- PU steps out from behind the plate clearing any players obstructing his vision and watches the action – particularly the fly ball for catch/voluntary release or bobble/no catch. An extra set of eyes on this action can be useful if U3 gets blocked out as he moves across the infield.

With R3 on third – If the fly is in U3's area (49%):

- U3 lines up the catch through the 3rd base bag, watching the catch & voluntary release and seeing R3 leave in his peripheral vision. (U3's priority is the catch/voluntary release ruling over R3's actual retouch timing.)
- U1 pivots into the infield and covers BR (similar to 2-man coverage).
- PU stays home for R3's advance to the plate.

Additional Notes:

- A "routine" fly ball is often characterized as a "can of corn" – something that is caught easily.
- A "routine" fly ball is a fly ball that is **NOT** a "trouble" ball.
- A "routine" fly ball **DOES NOT** include the following:
 - Fair/foul rulings,
 - Catch vs. trap ball ruling, or
 - Ground rulings (such as home runs, batted balls off the wall or balls to dead ball territory).
- "Trouble ball" keys for going out would not be "routine" fly balls:
 - Outfielders charging in hard (possible dead run or diving catch),
 - Outfielders turn their backs to the infield and runs towards the wall,
 - Two (2) or three (3) fielders converge on the ball where one of them might catch the ball, or
 - The right fielder runs toward the right field line.
- Notice the difference between PU's movements with no runners on base and R3 on 3rd base. With no runners on base, PU starts up the 1st base line in case U1 goes out on a late developing "trouble" ball. With R3 on 3rd, PU moves to line up R3's retouch at 3rd base and U1 is left to cover BR's base touch as he rounds 1st base.



"Trouble" Fly Ball to the Outfield Area:

With No One on Base – "Trouble" Ball to U1's coverage area (51%):

- U1 will step up, turn & face the ball. Then, pause and read the fly ball and the fielders. If it is judged a "trouble" ball, then U1 will go out.
- PU moves to the 1st base cut out from behind the plate and is responsible for the base touch and any play on BR at 1st base as well as any play on BR at the plate.
- U3 shoots for the cutout at 2nd base and covers plays on BR at 2nd or 3rd.

With No One on Base – "Trouble" Ball to U3's coverage area (49%):

- U3 starts across towards the cutout at 2nd while reading the fly ball and fielders. U3 makes his decision whether to go out as he is moving across to the 2nd base cutout. When U3 reads the ball and determines it to be a possible "trouble" ball, then U3 will go out.
- U1 pivots into the infield like in the 2-man system (*revert to 2-man mechanics*) and will cover any play on BR through 3rd base.
- PU steps out from behind the plate, clears any players in the immediate area and watches the action – PU particularly keeps an ever lasting eye on the fly ball for catch/voluntary release in the event U3 gets blocked out or can't see the catch/release.

With R3 on 3rd base – "Trouble" Ball to U1's coverage area (51%):

- U1 will go out to cover the "trouble" ball.
- U3 streaks straight across the infield toward 1st base. U3 has any play on R3 back into 3rd base and BR through 3rd base (including difficult "backdoors" on R3 at 3rd or BR at 1st base).
- PU watches R3 retouch (tag-up) and positions for any play at home on R3's advancement.

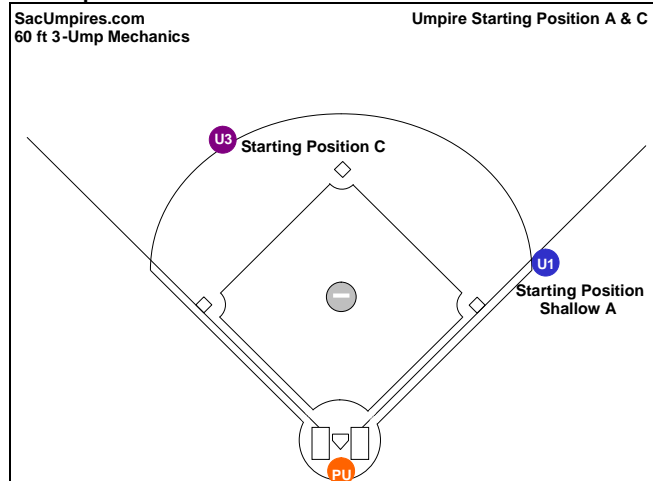
With R3 on 3rd base – "Trouble" Ball to U3's coverage area (49%):

- U3 will go out.
- U1 streaks across the infield and is responsible for any play on BR through 3rd base in addition to a "backdoor" on R3 at 3rd.
- PU lines up R3 tagging at 3rd and then positions for R3's possible advance to the plate and any subsequent plays at home.

“Trouble” Fly Ball to the Outfield Area – No One on Base:

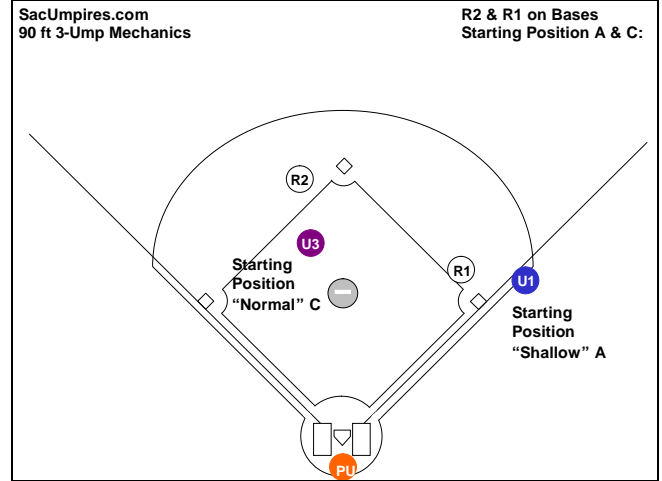
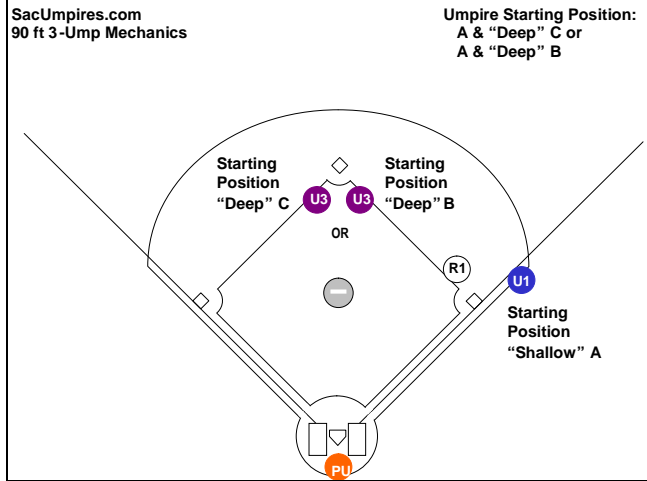
Additional Notes:

- Remember - A “routine” fly ball is a fly ball that is **NOT** a “trouble” ball.
- Trouble ball definition:
 - Fair/foul rulings,
 - Catch vs. trap ball ruling, or
 - Ground rulings (such as home runs, batted balls off the wall or balls to dead ball territory).
- BU’s “trouble ball” keys for going out – “C.O.I.L.”:
 - **C**onverging - Two (2) or more fielders converge on the ball where one of them might catch the ball, or
 - **O**ut - Outfielders turn their backs to the infield and runs towards the wall,
 - **I**n - Outfielders charging in hard (possible dead run or diving catch),
 - **L**ine - The right fielder runs toward the right field line.
- Be patient and read the developing play to your area like a novel. Wait for it to reveal itself without putting yourself in jeopardy of being behind runners or not being out in time to cover a difficult play to see. 3 Umpire system allows more time to read developing plays.
- Umpires going out need to be careful of not running at the play. Always develop angle that enhances angle and vision of what you need to see. Use your movement in an efficient and productive way. Don’t just move to move – move to get a better look at game action.
 - Maybe move directly toward the foul pole to open angle and expose catch/voluntary release to your vision if:
 - The ball is a potential fair/foul down the line
 - The ball turns F7 or F9 toward the foul line and takes him back toward the fence
 - The ball brings the outfielder in hard for a possible diving catch
 - Maybe move parallel to the baseline between 1st and 2nd or 2nd and 3rd bases if:
 - The ball is lined towards the “gap”, prevent the F7 or F9 from catching the ball with his back to you by moving in this manner. Key: Be able to see the catch/voluntary release.
 - Maybe move toward the “gap” if:
 - The ball brings F8 straight in and a possible short hop or shoe string dive may develop. This develops a better look at actions needed to judge the play.



60 ft Diamond 3-Ump Mechanics – Starting Position:

- U1: Shallow Position A, U3: Position C
 - R1
 - R3, R1
 - R2, R1
 - R3, R2, R1
- **Starting Position A and Adjustments:** Establish your starting position based on several criteria:
 - Position near the first-base line, standing with both feet in foul territory
 - Establish a cushion between F3 and U1 of approx. 10 ft. to prevent collisions as the corner man approaches. This will also allow U1 to peek around the field for a look at a hard liner at the feet of the corner fielder for catch or short hop decisions if PU requires help.
 - If F3 is playing “in”, maintain ability to judge fair/foul bouncers streaking past the corner bag and stay approx. 15 ft. behind the bag
 - If F3 is playing “deep”, then squeeze the cushion down to a little more than 5 ft. and maintain your ability to pivot into the infield in front of BR when necessary, but be alert to his movements at you.
 - When the defense is holding a runner on 1st base and U1 is in starting position A, U1 adjusts forward to observe a potential pickoff play.
 - When the pitcher takes his stance on the U1 should be in a “hands-on-knees” set, shoulders square and chest facing directly to home plate.
- **Starting Position C and Adjustments:** Establish your starting position based on several criteria:
 - Position to the 3rd base side and behind F6 if he is playing normally. Establish a clear line of sight between F1 & F2 so you can see any possible check swing clearly. This will also help you position well for a steal at 3rd base.
 - Establish a cushion between F6 and U3 of approx. 10 ft. to prevent collisions as F6 turns and approaches when covering a short outfield fly ball. This will also allow U3 to peek around the field for a look at a hard liner at the feet of F6 for catch or short hop decisions if PU requires help.
 - If F6 is playing “in”, stay out of the baseline and far enough back to maintain angles for plays at both 2nd & 3rd bases.
 - If F6 is playing “deep”, then squeeze the cushion down to a little more than 5 ft. and maintain your ability to pivot into the infield in front any runners advancing to 3rd base.
 - When the pitcher takes his stance on the U3 should be in a “hands-on-knees” set, shoulders square and chest facing directly to home plate.



90 ft Diamond 3-Man Mechanics – Starting Position:

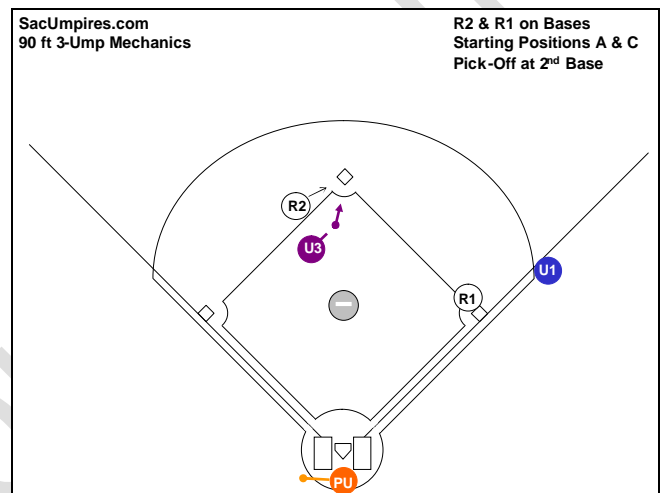
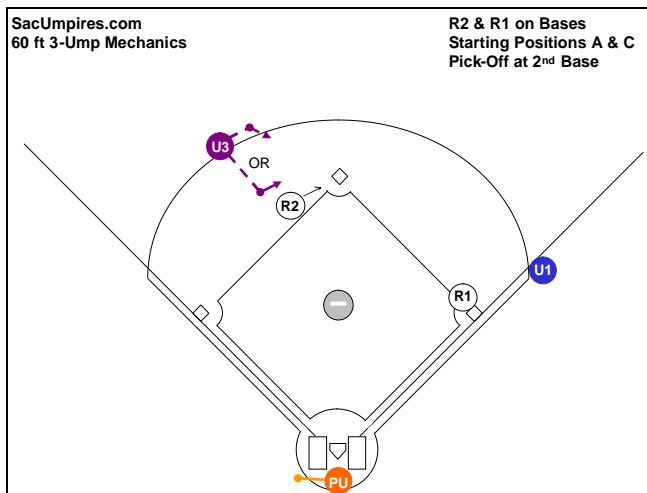
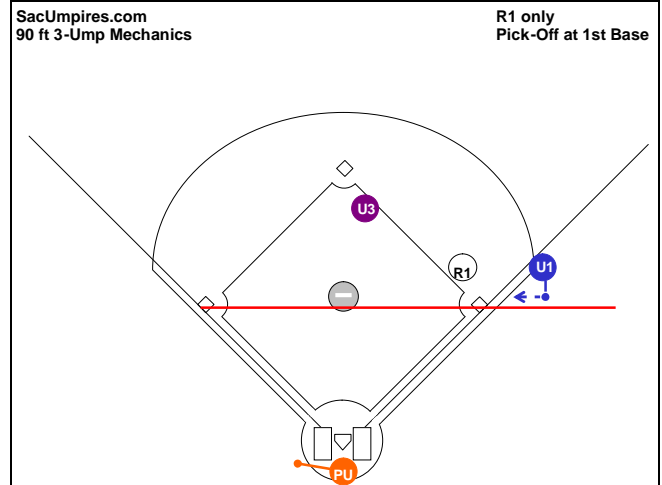
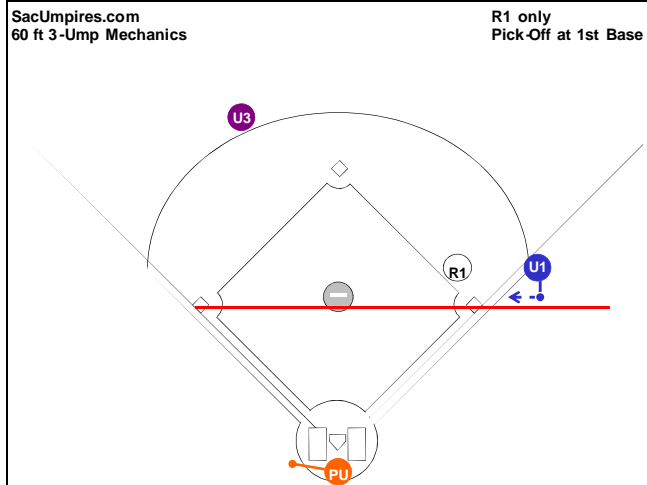
- **R1 only:** U1: Short Position A, U3: Deep Position C (or Deep Position B)
- **R3, R1:** U1: Short Position A, U3: Normal Position C
- **R2, R1:** U1: Short Position A, U3: Normal Position C
- **R3, R2, R1:** U1: Short Position A, U3: Normal Position C

- **Starting Position A:**
 - U1's position at the start of each inning and whenever a play begins with no runners on base or with a runner at third only.
 - It is near the first-base line, standing with both feet in foul territory, at least 15 feet beyond 1st base and at least two steps behind the first baseman.
 - On a three-man crew, when the defense is holding a runner on first base and U1 is in position A, U1 adjusts forward to observe a potential pickoff play.

- **Starting Position "Deep" B:**
 - U3's position near the 2nd base "cutout" closest to 1st base.
 - U3's feet should be parallel to the edge of the infield grass.
 - When F1 takes his stance on the mound, U3 should be in a "hands-on-knees" set.

- **Starting Position "Deep" C:**
 - U3's position near the 2nd base "cutout" closest to 3rd base.
 - U3's feet should be parallel to the edge of the infield grass.
 - When F1 takes his stance on the mound, U3 should be in a "hands-on-knees" set.

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**F2 Pick-Off Coverage:****1st Base with R1 Only on Base:**

- U1 "crossover" steps into foul territory while angling away from 1st base and positions on an "imaginary" diagonal line from 3rd base extended through 1st base (seen above in red).
- PU observes F2's throw and watches for batter's interference.
- Once the throw clears the batter, PU steps out from behind F2 and the batter to view it without visual obstruction.
- If the throw gets away and rolls near dead ball territory (DBT), PU should help keep an eye on this action.

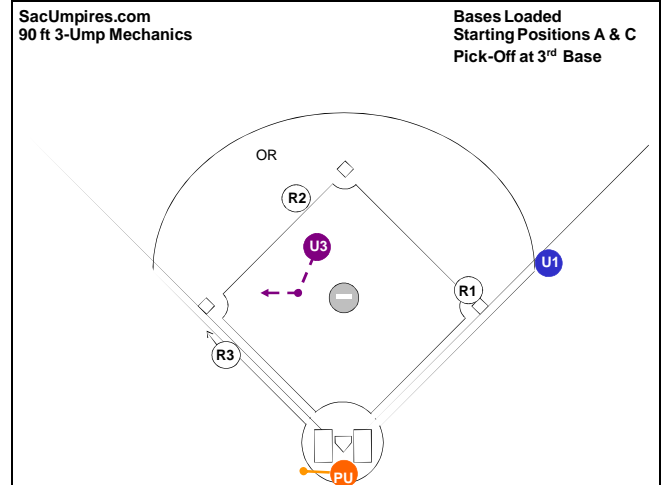
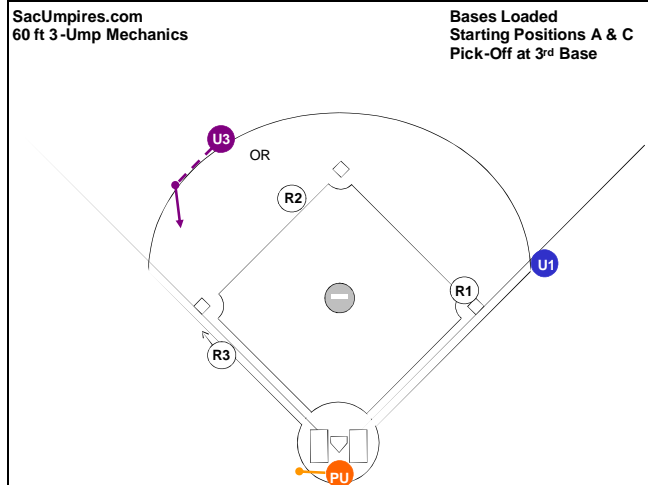
2nd or 1st Bases with R2 & R1 on Bases:

U3: Pick offs at 2nd (& 3rd if applicable) U1: Pick off at 1st base only.

- On the 60 ft field, U3 "crossover" steps either parallel or perpendicular to the 2nd to 3rd baseline depending how the throw & play develop
- On the 90 ft field, U3 "crossover" steps and angles toward RC field. U3 will cut off the back side of the ball and near the diagonal line from home plate through 2nd base.
- PU observes F2's throw and watches for batter's interference.
- Once the throw clears the batter, PU steps out from behind F2 and the batter to view it without visual obstruction.
- If the throw gets away from 2nd, PU should help keep an eye on this action and U3 should move inside the infield and prepare to position for R2's advancement.

Additional Notes:

- U3's movement effectively develops an angle versus moving directly at the play to reduce distance.
- Purposeful movement positions any umpires' eyes for better vision and ultimately judgment.
- Movement helps convince ("sell") teams, coaching staffs and spectators of your look and judgment on a play.
- When the ball remains within the infield, U3 observes the "inside-out" rule and covers his responsibilities and plays from "outside" the infield.



Pick-Off Coverage –3rd or 1st Bases with the Bases Loaded:

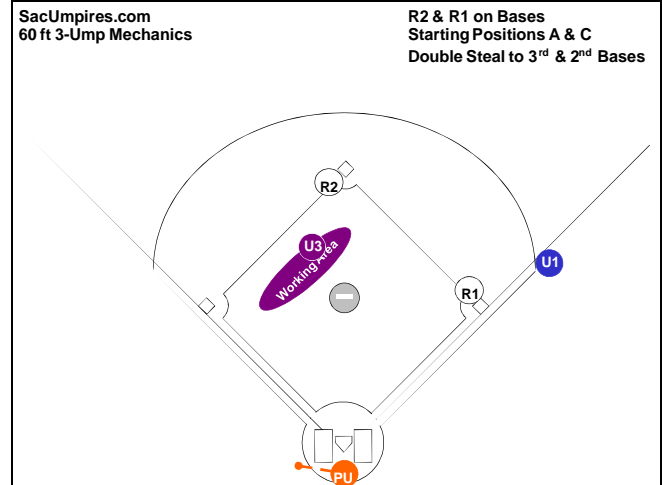
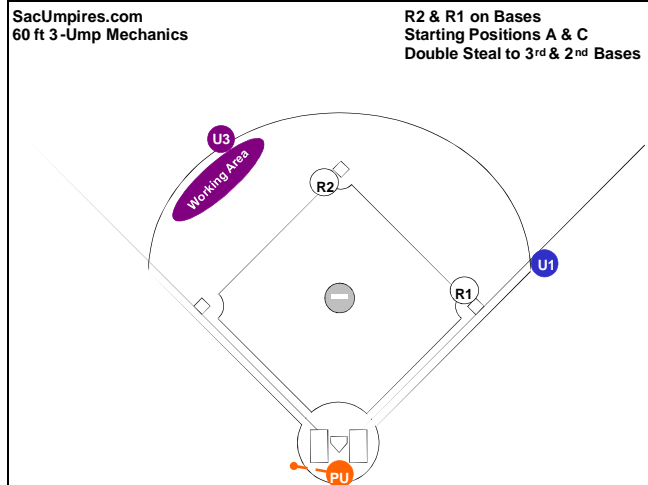
U3: Pick offs at 2nd (& 3rd if applicable) U1: Pick off at 1st base only.

F2 Pick-Off at 3rd Base with the Bases Loaded (R3, R2 & R1 on Bases):

- U3 “crossover” steps parallel to the 2nd to 3rd baseline and perpendicular to the 3rd base/LF foul line.
- PU observes F2’s throw and watches for batter’s interference.
- Once the throw clears the batter, PU steps out from behind F2 and the batter to view it without visual obstruction.
- If the throw gets away from 3rd, PU should help keep an eye on this action and U3 should move inside the infield and prepare to position for any plays at 2nd or 3rd bases.

Additional Notes:

- U3’s movement effectively develops an angle versus moving directly at the play to reduce distance.
- Purposeful movement positions any umpires’ eyes for better vision and ultimately judgment.
- Movement helps convince (“sell”) teams, coaching staffs and spectators of your look and judgment on a play.
- When the ball remains within the infield, U3 observes the “inside-out” rule and covers his responsibilities and plays from “outside” the infield.
- Advantages:
 - Keeps all action and the play elements – ball and runners – in front of U3
 - Prevents U3 from being struck by a thrown ball

**Steal Coverage:**

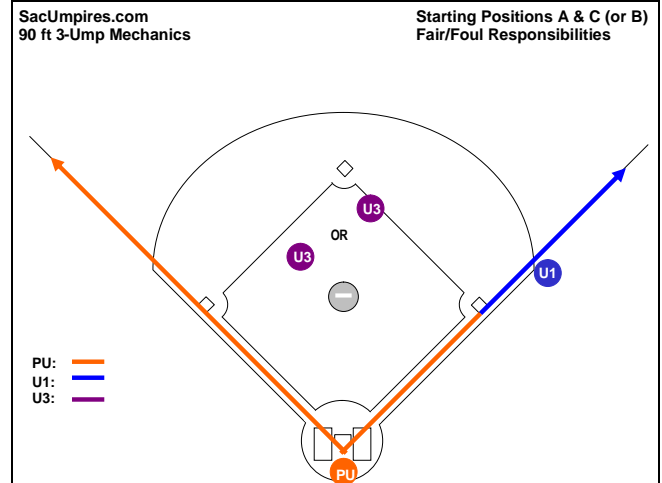
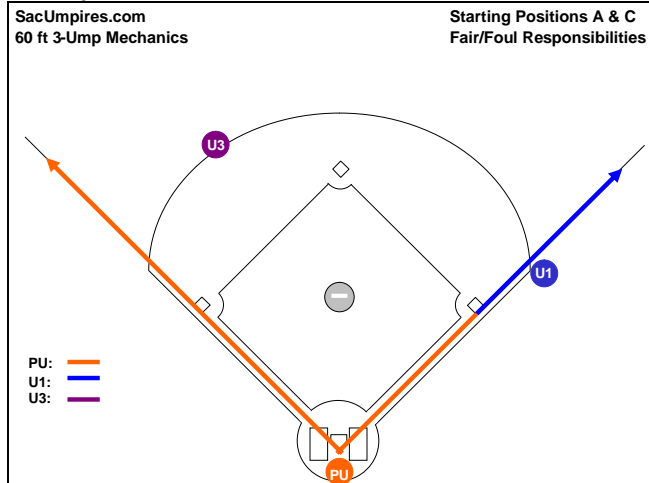
U3: responsible for steals at 2nd or 3rd, U1: none,

Double Steal Coverage with R2 & R1 on Bases:

- U3: On the 60ft field, U3 observes the "inside-out" concept and covers plays at 2nd or 3rd from outside when R2 and R1 steal 3rd or 2nd bases respectively. U3 will stay "outside" the infield and develop an outside "working area" for the steal play coverage.
- U3: On the 90ft field, U3 uses 2-Umpire mechanics techniques to cover the double steal.
- U1: positions for any play back into 1st base using normal angle/distance techniques on R1.
- PU: After F2 throws, PU moves to 3rd base line extended and clears his line of sight around the batter and F2 to observe the action

Additional Notes:

- On the 60 ft field when the ball remains within the infield, U3 observes the "inside-out" rule. When the ball stays inside the infield, U3 covers his responsibilities and plays from outside the infield.
 - Keep the play elements in front of U3 – ball, fielders and runners
 - Prevents U3 from being struck by a thrown ball
 - Keeps U3 from getting straight lined and looking up the butt on plays into bases while improperly crossing the baseline and moving from outside to inside the infield
- PU has primary responsibility for batter interference calls around the plate area.
- U3 must position carefully to develop angle while not moving into the baseline.
 - If the throw is to 3rd base on a steal, U3's movement directly at the 3rd baseline – perpendicular to it. U3 will open an angle at 2nd base for the play occurring there, yet also open an angle for any play into 3rd base on R2.
 - With R2 & R1 on base, if U3 moves into the baseline between 2nd & 3rd bases, it will hurt his look at 3rd if a play is made on R2 going into 3rd base. U3 will be straight lined from the back side – looking up the butt end of the play.

**60 ft field Fair/Foul Responsibilities:**

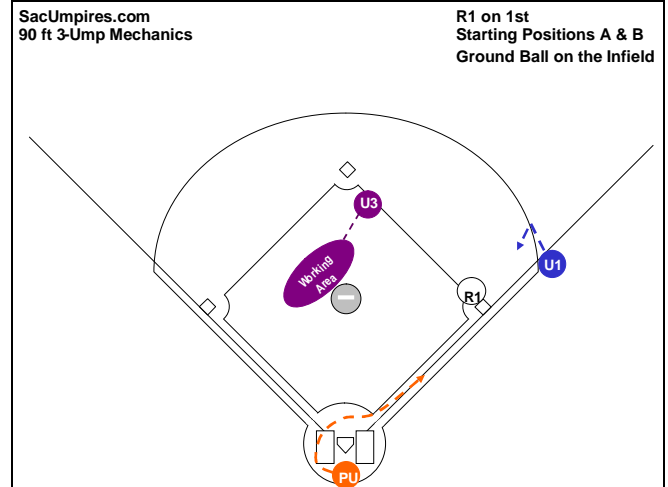
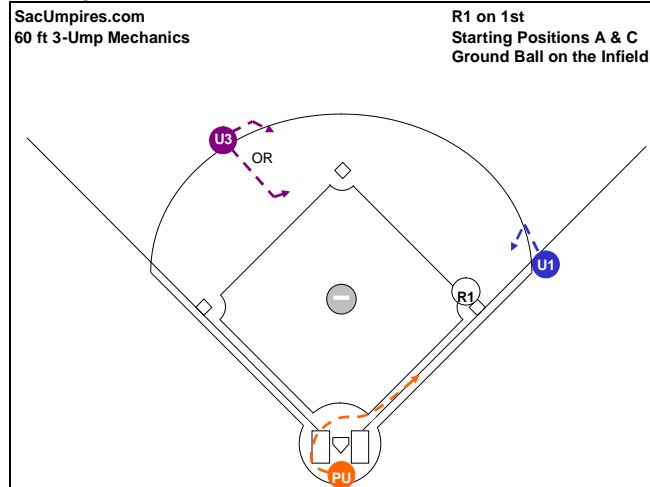
- PU: Home plate up to 1st & all 3rd base and left field foul lines (Orange)
- U1: 1st base and beyond down RF line when in Starting Position A (Blue)
- U3: none from Starting Position C

90 ft field Fair/foul responsibilities:

- PU: Home plate up to 1st & all 3rd base and left field foul lines (Orange)
- U1: 1st base and beyond down RF line when in Starting Position A (Blue)
- U3: none from Starting Position B or C

Additional Notes:

- When a BU is not on the corner (in this case U3 is in starting position B or C), PU has all fair/foul responsibilities (in this situation from home plate to beyond the left field foul pole).
- U1 and PU still split the fair/foul as before.
- Remember, U1 keys and adjusts his starting position from F3's positioning by developing some cushion as discussed previously. If F3 is playing in, then U1 will key off the 1st base bag to keep enough distance to judge fair/foul "screamers" over the bag.
- U1 may go out on "trouble" balls for fair/foul judgments down the RF line.



Ground Ball on Infield with R1 on 1st Base:

60 ft Field:

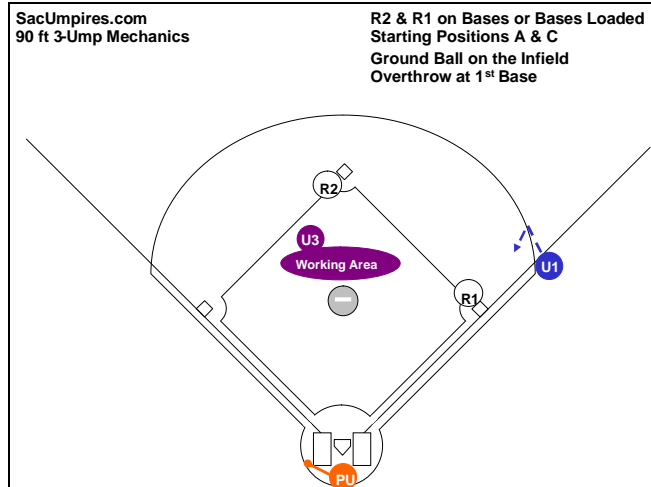
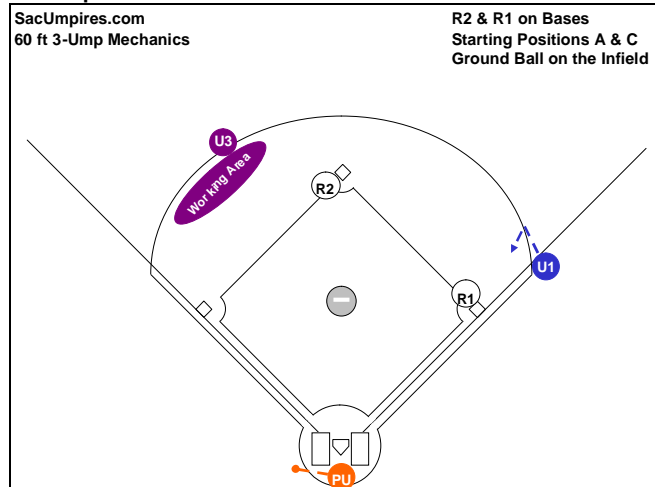
- U3: Observes the “inside-out” concept and covers plays at 2nd or 3rd from outside when the ball stays in the infield (inside).
 - U3 may move toward the base line from 2nd to 3rd when the ball is hit to right side
 - U3 may move toward the RF gap when the ball is hit to the left side
 - The key is to move to enhance your look at R1 coming into 2nd base, the ball being gloved and the fielders foot on the bag.
- U1: positions for the play on BR at 1st base using normal angle/distance techniques.
- PU: moves to the left of the plate and up the 1st base

90 ft Field:

- U3: “steps up, turns and faces the ball” covering plays at 2nd or 3rd. Be careful to stay out of any potential throwing lane as plays develop.
- U1: positions for the play on BR at 1st base using normal angle/distance techniques.
- Concept: divide a potential double play between both base umpires.
- With R1 (or R3 & R1), do not rotate unless the ball gets through or outside the infield.

Additional Notes:

- These starting positions allow a division of responsibilities for a potential double play between both base umpires – U3 rules on R1 at 2nd base and U1 rules on BR at 1st base. Splitting these runner responsibilities allows U1 to concentrate on the closer play on BR at 1st base exclusively.
- On the 60 ft field when the ball remains within the infield, U3 observes the “inside-out” rule and covers his responsibilities and plays from “outside” the infield.
 - Advantages:
 - Keeps all action and the play elements – ball and runners – in front of U3
 - Prevents U3 from being struck by a thrown ball
- With R1 (or R3 & R1), do not rotate unless the ball gets through or outside the infield.
- On the 60 ft. field, U1 needs to battle to stay back away from 1st base. A common tendency is to drift closer to 1st base. This may not be a problem on 95% of the plays. But when a play breaks down (i.e. F3 steps directly at you), it will explode. Develop positioning for difficult plays instead of routine plays. There is a saying, 95% of plays will call themselves – we need to umpire for the other 5%.



Ground Ball on Infield with R2 & R1 or Bases Loaded:

60 ft Field:

- U3: Observes the "inside-out" concept and covers plays at 2nd or 3rd from outside when the ball stays in the infield (inside).
- U1: positions for the play on BR at 1st base using normal angle/distance techniques.
- PU: Moves to 3rd base line extended and looks up the 1st base line for primary & secondary responsibilities

90 ft Field:

- U3 "steps up, turns and faces the ball" behind pitcher's mound and will cover plays at 2nd or 3rd
- U1 stays with the over throw again treating it as a "trouble ball".
- PU: Moves to 3rd base line extended and looks up the 1st base line for primary & secondary responsibilities

Additional Notes:

- These starting positions again divide the responsibilities for a potential double play between both base umpires – U3 rules on R2 at 3rd base or R1 at 2nd base and U1 rules on BR at 1st base. Splitting these runner responsibilities allows U1 to concentrate on the closer play on BR at 1st base exclusively on a potential double play.
- On the 60 ft field when the ball remains within the infield, U3 observes the "inside-out" rule. When the ball stays inside the infield, U3 covers his responsibilities and plays from outside the infield.
 - It will keep the play elements in front of U3 – ball and runners
 - It will prevent U3 from being struck by a thrown ball
 - It will keep U3 from getting straight lined and looking up the "butt" on plays into bases while improperly moving from outside to inside
- PU has primary responsibility for run-lane interference calls (U1 has secondary responsibility).
- U1 has primary responsibility for swipe tags near 1st base and pulled foot off the bag - (PU secondary responsibility and only gives help if asked by U1.)
- U3 must position carefully to develop angle while not moving into the baseline.
 - If the batted ball is hit to the right side (*the 1st base side*), U3's movement directly at the 3rd baseline (*that is perpendicular to it*), U3 will open an angle at 2nd base for the play occurring there and also open an angle for any play into 3rd base on R2.
 - Unlike the R1 only situation, with R2 & R1 on base, if U3 moves into the baseline between 2nd & 3rd bases, it will hurt his look at 3rd if a play is made on R2 going into 3rd base. U3 will be "straight lined" from the back side (*looking up the "butt" end of the play*).
 - If the batted ball is hit to the left side of the infield, then slight movement toward the RC gap will open angle for the fielder receiving the thrown ball.
 - Too strong of movement will position U3 near the 1st & 2nd base line extended – virtually straight lining U3's eyes as R1 comes into 2nd base. Actions have consequences – too much or little put U3 in inferior positions to perceive play actions.

60 ft 3-Ump Mechanics – R1 to 3rd after Reverting to 2-Ump Coverage

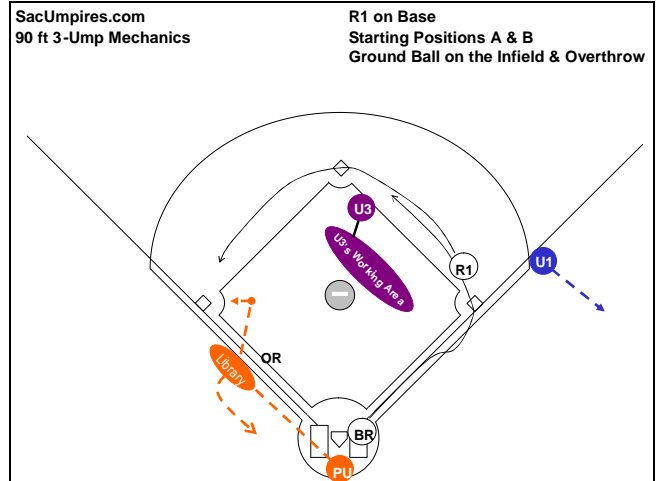
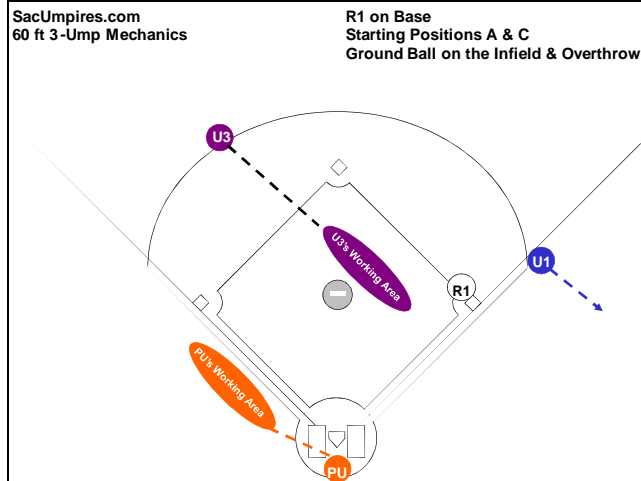
Keys to R1 to 3rd Plays:

- Both R1 and the throw must go *into* 3rd base.
- Communication & Hustle are critical to make the system work.

R1 to 3rd Coverage:

- **PU reads the play** development, moves toward 3rd and voices, "I'm going to 3rd".
 - This little bit of communication helps U3 determine how PU reacts to the play without turning around to look, losing sight of the ball and the developing play.
 - PU advances in foul territory when possible
 - PU proceeds at least halfway towards 3rd base, even though no play is apparent at 3rd.
 - Watch out for F1 as he goes to back up 3rd. (Telling F1 you're right behind him will help avoid a collision.)
 - PU stops in the "library" to read the developing play. (The "library" is that area approximately one-half to three-quarters the way to 3rd base. PU "reads" the developing play from this area.)
- **If there is no play on R1 into 3rd base** (the throw gets cut off, thrown elsewhere or R1 rounds 3rd) ...
 - PU communicates, "I'm going home".
 - PU retreats back to the plate from the "library" in case R1 attempts to score.
 - PU watches for over throws to dead ball territory (DBT).
 - Responsibility for R1 will revert to U3 as R1 will likely come into 3rd standing up and round the bag. (Generally, when the ball doesn't go to 3rd base, R1 will be standing as he comes into or rounds the base. If PU commits to covering 3rd too early, R1 could blow right by him while attempting to score).
 - U3 will cover any "back door" play at 3rd (an angle is already established by U3's position).
- **If the runner & ball both go into 3rd**, then PU moves inside the diamond in fair territory or stays fair (angling to the grass cut out) to set up his angle for the play at 3rd.
 - As PU moves into the diamond for the play at 3rd, he communicates, "I've got 3rd!"
 - PU will stay with R1 until the play concludes, isolating one runner to one umpire.
 - Once inside the infield and in fair territory, PU stays in fair territory - PU doesn't cross back into foul territory because of possible collision with R1 if he attempts to score.
- **On a routine play**, PU makes the call and ...
 - If R1 is out, then PU retreats back to the plate area in foul territory, or
 - If R1 is safe, then PU stays in fair territory & is ready for: another play at 3rd, a loose ball, an overthrow or a play on R1 at the plate.
 - PU stays in fair territory, calls overthrows & subsequent plays from inside the diamond.
 - PU starts a measured return to home plate after ruling R1 safe at 3rd. "Stay ahead" of and keep your eyes on R1 in case he breaks for home.

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**Ground Ball on Infield (with Overthrow):****60 ft Field:**

- Base touches:
 - PU watches all runner(s) at 3rd except BR, and all runners at home,
 - U3 watches all runners at 1st & 2nd and BR touching 3rd base.
- With R1 (or R3 & R1) and an overthrow at 1st base, the ball is outside the infield – “outside-in” concept.
 - U1 stays with the over throw and covers the ball possibly entering into dead ball territory (DBT).
 - U3 moves inside the infield according to the “outside-in” concept and establishes a “working area”.
 - U3 & PU revert to 2-man coverage. (See - R1 to 3rd base with a 2-man rotation)

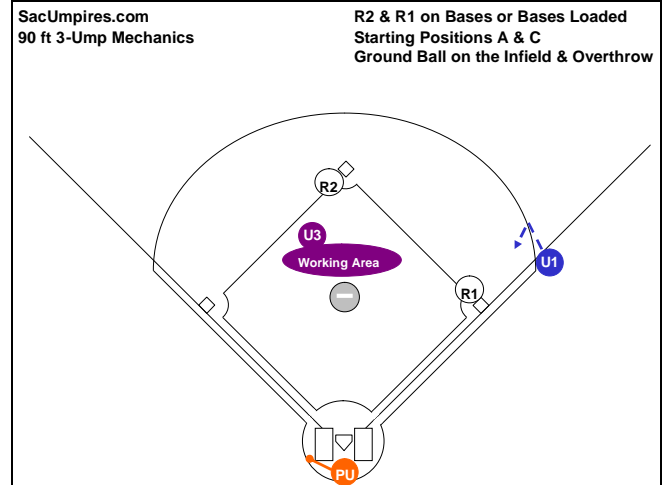
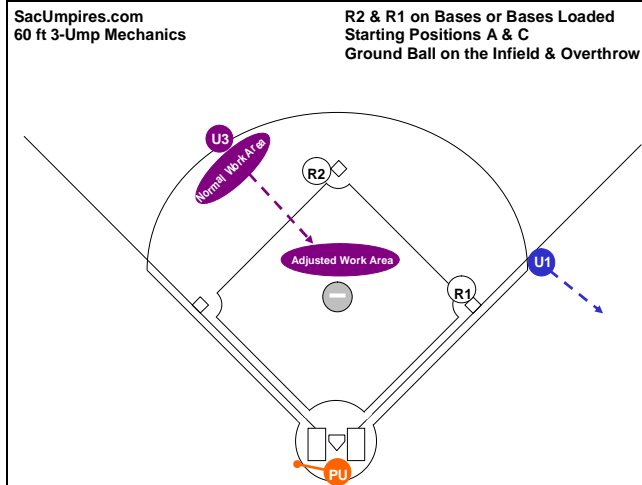
90 ft Field:

- Base Touches:
 - PU watches all runner(s) advancing to 3rd except BR, and all runner(s) advancing home.
 - U3 covers all runner(s) at 1st & 2nd and BR touching 3rd base.
- With R1 (or R3 & R1) and an overthrow at 1st base, the ball is outside the infield – U3 moves inside the infield according to the “outside-in” concept. This play is treated like a “trouble” ball. U1 stays with the over throw and covers the ball possibly entering into dead ball territory. U3 & PU revert to 2-man coverage. (See - R1 to 3rd base with a 2-man rotation)

Additional Notes:

- This play is treated like a “trouble” ball – U1 goes to cover the over throw near dead ball territory (DBT)
- When U1 “goes out” on the “trouble” ball, the remainder of the crew reverts to 2-man coverage
- PU & U3 prepare for a 2-man system R1 to 3rd coverage (See - R1 to 3rd base with a 2-man rotation)
- If PU establishes positioning in fair territory (most likely because of time constraints and movement up the 1st base line), then PU stays in fair territory and does not cross the foul line to go into foul territory.
 - If you attempt to go foul, eventually you will collide with R1 attempting to score from 3rd on an overthrow.
- U3 has responsibility for BR through 3rd base and R1 on 3rd when PU goes home and R1’s responsibility reverts back to him.

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Ground Ball on the Infield with Runners on R2 & R1 on Bases (or Bases Loaded) and an Over Throw Occurs:

60 ft Field:

- U1 goes "out" with the overthrown ball for possible dead ball territory (DBT) coverage – treating this like a "trouble" ball.
- U3 moves into his "normal working area" for plays at 2nd or 3rd bases. After the over throw occurs and U1 goes "out" with the ball, U3 moves inside the infield according to the "outside-in" concept, develops an "adjusted working area" and becomes responsible for all plays on all bases.
- PU stays home and is responsible for any plays at the plate.

90 ft Field:

- U1 stays with the over throw again treating it as a "trouble ball".
- U3 steps up, turns and faces the ball behind pitcher's mound and will revert to 2-man coverage for all plays on the bases
- PU stays home and is responsible for any plays at the plate

Additional Notes:

- Since there are runners in scoring position, PU must stay home in case any runners attempt to score.
- Once the over throw occurs, U1 is usually behind BR and has difficulty covering BR's advance to 2nd. U1 instead covers the over throw near dead ball territory (DBT).
- On the 60 ft field since the ball went outside the infield, U3 moves "inside", develops a working area behind pitcher's mound and covers any plays on the bases.

60 ft 3-Ump Mechanics – R1 to 3rd with 3-Ump Rotation Coverage

Keys to R1 to 3rd 3-Ump Rotation Plays:

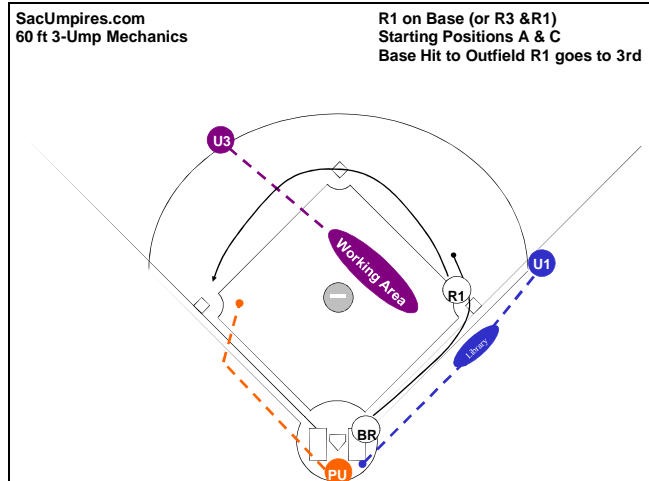
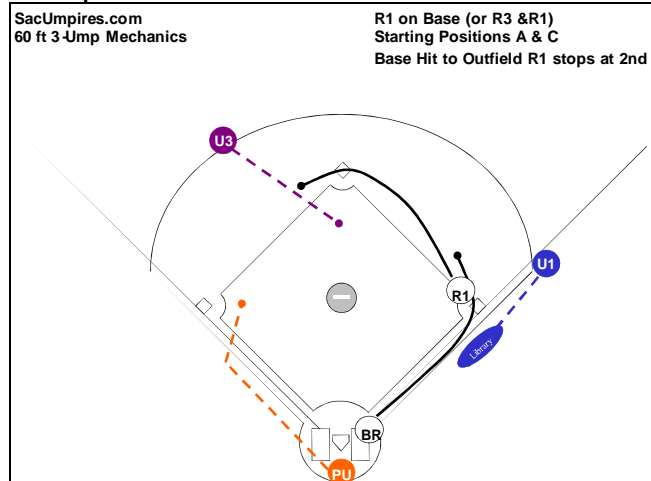
- U3 and U1 actions and responsibilities key off R1's advancement to 3rd or return to 2nd.
- Communication & Hustle are critical to make the system work.

R1 to 3rd Coverage:

- **As R1 Approaches 2nd Base:**
 - PU watches the play development, moves into the 3rd base cutout and voices, "I've got 3rd".
 - This little bit of communication reassures U3 that 3rd base is covered without U3 turning around to look, losing sight of the ball and the developing play.
 - PU moves into the 3rd base cutout whether R1 advances to 3rd or not.
 - Watch out for F1 as he goes to back up 3rd. Telling F1 you're right behind him will help avoid a collision and a messy problem.
 - U3 starts in starting position C and moves onto the infield grass in front of the 2nd base cutout and watches R1 touch 2nd base.
 - U3 uses the "outside-in" concept. Since the ball was hit "outside" (to the outfield), U3 moves "inside" the infield.
 - U3 is responsible for any play on R1 into 2nd or backdoor play on R1 returning to 2nd base.
 - U1 moves to the front of the 1st base coaches box and reads R1's advancement while watching BR touch 1st base.
- **If R1 Rounds and Returns to 2nd Base:**
 - PU stays in the cutout at 3rd base no matter what the subsequent action will be.
 - U3 retains responsibility for R1's return to 2nd base.
 - U1 reads the action (from like a 1st base side "library") and watches for any backdoor play on BR at first.
- **If R1 Advances to 3rd Base:**
 - PU positions for the play at 3rd on R1
 - U3 & U1 both key off of R1's advancement to 3rd base. R1's advance to 3rd triggers both umpires to move simultaneously and shift responsibilities.
 - U3 looks to see if BR is also advancing to 2nd
 - If BR is advancing to 2nd base, U3 waits near the 2nd base cutout and positions for any play at 2nd base.
 - If BR stops and returns to 1st, then U3 "opens the gate" to the beginning of the runner's lane and cross steps hard to open angle on any backdoor play at 1st base.
 - When U1 sees R1 advance to 3rd, U1 immediately moves to the plate area. Specifically, U1 positions near the edge of the dirt surface behind the point on the plate.

Additional Notes:

- The purpose of R1 to 3rd coverage is to keep an umpire ahead of advancing runners through ingenious use of the three (3) umpires.
- The main key is R1 - Does R1 advance to 3rd or does R1 stay at 2nd?
- It is an intricate coverage with many steps and conditions to progress through.
- The 3-man R1 to 3rd coverage is a rewarding and satisfying coverage when preformed correctly.



Routine Base Hit (or Extra Base Hit) to the Outfield:

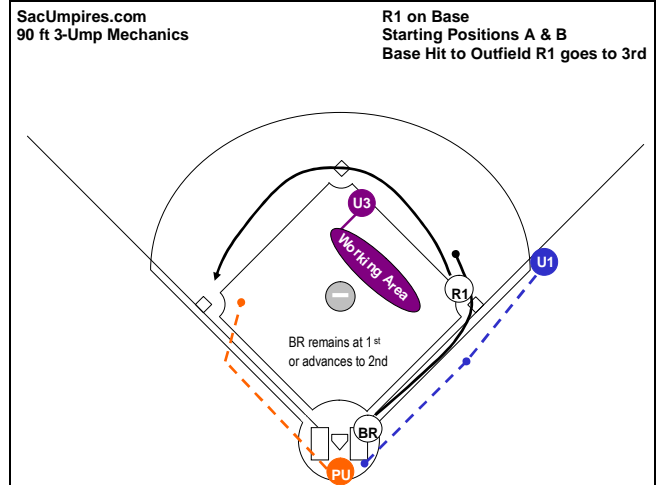
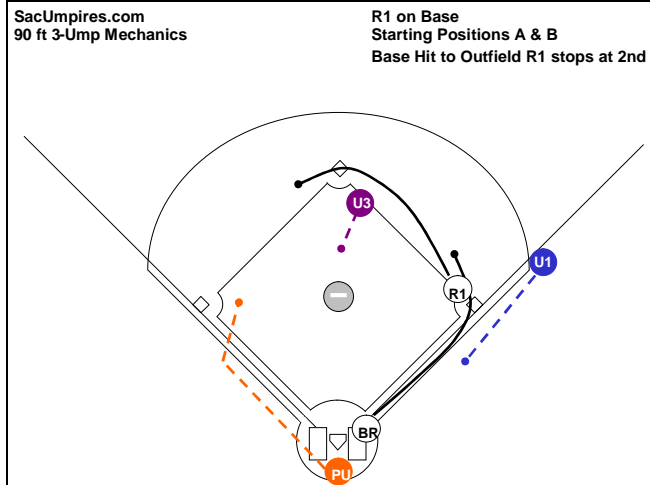
- R1 (or R3 & R1) with a 3-man rotation:
 - **As R1 Approaches 2nd Base:**
 - PU watches the play development, moves into the 3rd base cutout and voices, "I've got 3rd".
 - This little bit of communication reassures U3 that 3rd base is covered without U3 turning around to look, losing sight of the ball and the developing play.
 - PU moves into the 3rd base cutout whether R1 advances to 3rd or not.
 - Watch out for F1 as he goes to back up 3rd. Telling F1 you're right behind him will help avoid a collision, a messy problem and possible injury.
 - If R3 was on 3rd, PU should move about half way down the 3rd base line, glance back toward the plate and watch R3 touch the plate while still moving in the direction of 3rd base.
 - U3 starts in Starting Position C and moves onto the infield grass in front of the 2nd base cutout and watches R1 touch 2nd base.
 - U3 uses the outside-in concept. Since the ball was hit outside (to the outfield), U3 moves inside the infield.
 - U3 is responsible for any play on R1 into 2nd or backdoor play on R1 returning to 2nd base.
 - U1 moves to the front of the 1st base coaches box and reads R1's advancement while watching BR touch 1st base.
 - **When R1 Rounds and Returns to 2nd Base:**
 - PU stays in the cutout at 3rd base no matter what the subsequent action will be.
 - U3 retains responsibility for R1's return to 2nd base.
 - U1 reads the action (from an area similar to a 1st base side "library") and watches for any backdoor play on BR at first.

R1 to 3rd 3-Man Rotation Coverage:

- **When R1 Advances to 3rd Base:**
 - PU positions for the play at 3rd on R1
 - U3 & U1 both key off of R1's advancement to 3rd base. R1's advance to 3rd triggers both umpires to move simultaneously and shift responsibilities.
 - U3 looks to see if BR is also advancing to 2nd
 - If BR is advancing to 2nd base, U3 waits near the 2nd base cutout and positions for any play at 2nd base.
 - If BR stops and returns to 1st, then U3 "opens the gate" to the beginning of the runner's lane and cross steps hard to open angle on any backdoor play at 1st base.
 - When U1 sees R1 advance to 3rd, U1 immediately moves near the edge of the dirt surface behind the point on the plate.

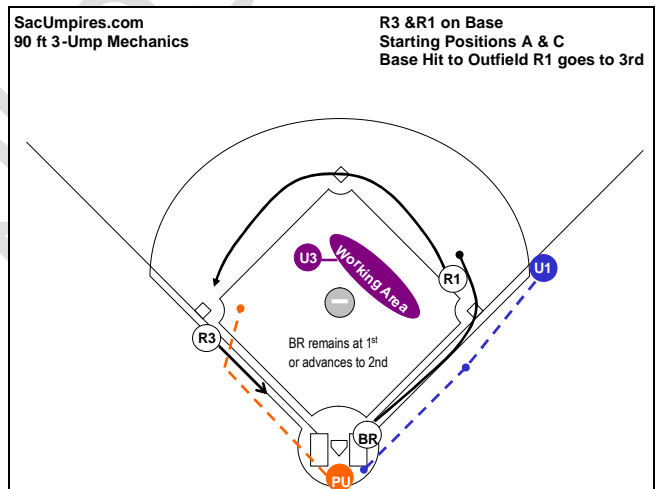
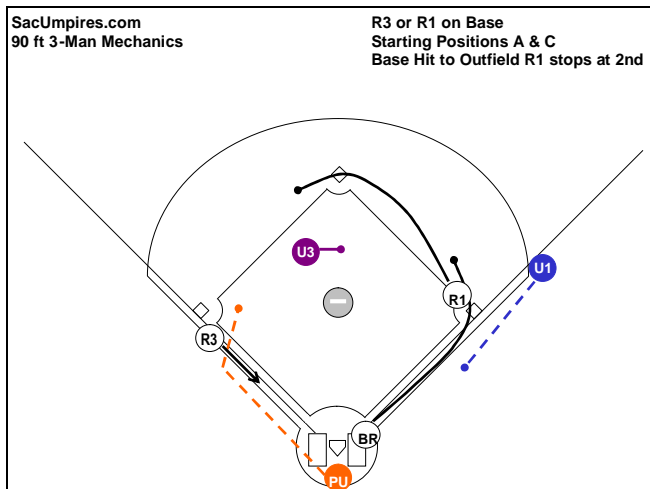
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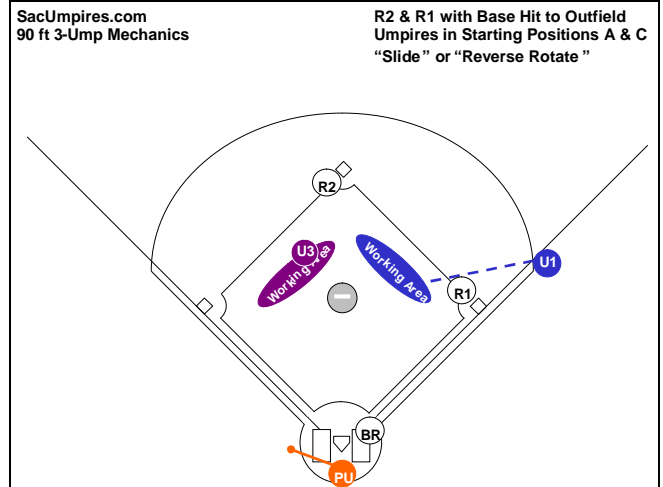
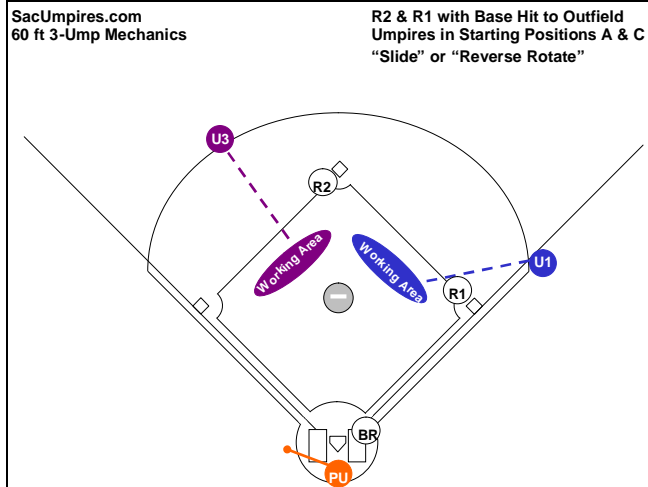
- PU always goes into the cutout at 3rd base in a R1 to 3rd situation
- U3 & U1's movements are triggered by R1's advance and commitment to 3rd base. In this case, R1 stops at 2nd base.
- **NOTE:** This sequence shows the proper preliminary work for the R1 to 3rd coverage. Notice where all umpires are set up to view and read R1's actions. Inferior read positioning or improper keying off R1's actions often cause poor rotations when they do develop.
- The purpose of R1 to 3rd coverage is to keep an umpire ahead of advancing runners through ingenious use of the three (3) umpires on the field.
- The main key is R1 - Does R1 advance to 3rd or does R1 stay at 2nd?
- It is an intricate coverage with many steps and conditions to go through.
- The 3-man R1 to 3rd coverage is a rewarding and satisfying coverage when preformed correctly.



Routine base hit (or extra base hit) – outfield:

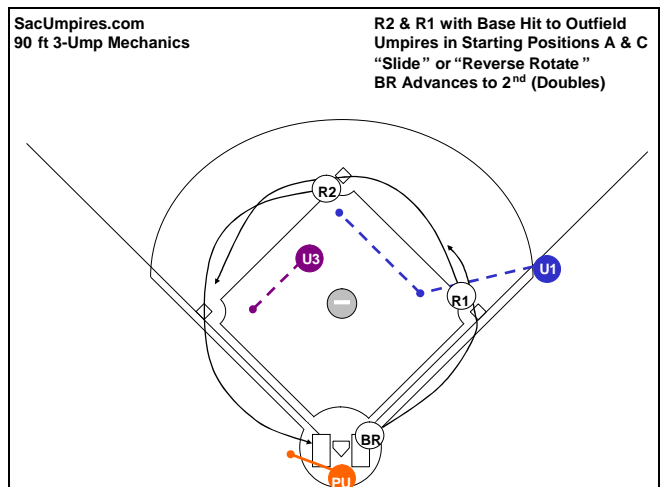
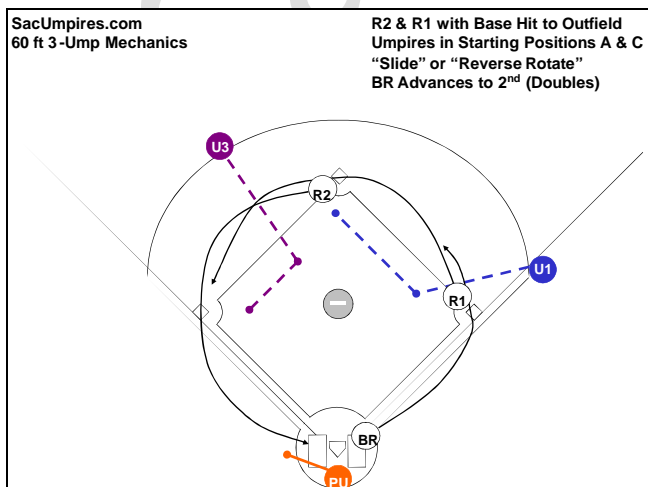
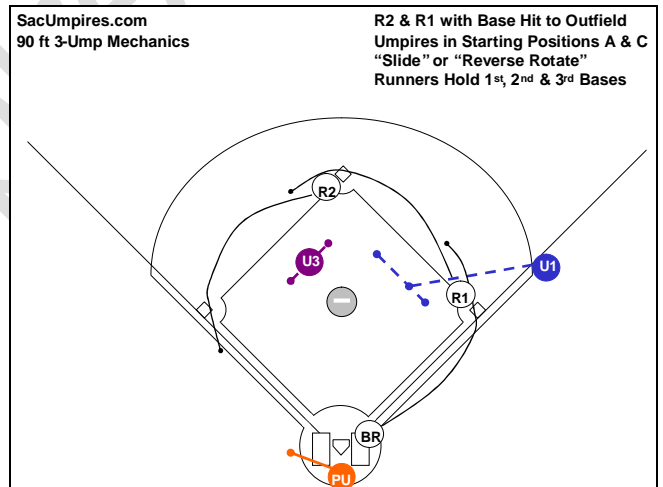
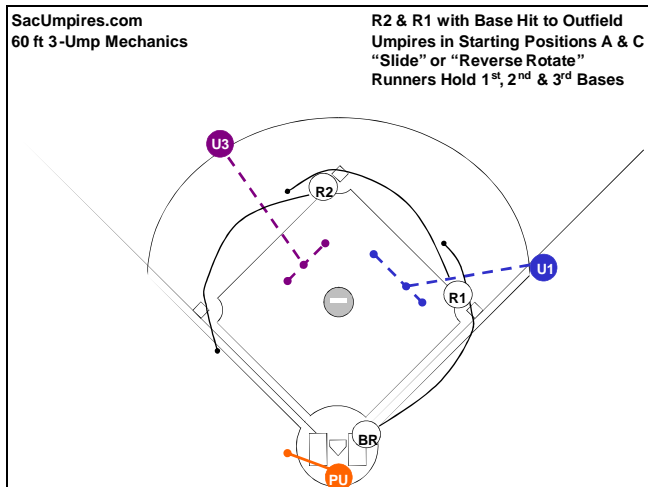
- With R1 (or R3 & R1):
 - PU always goes into the cutout at 3rd base in a R1 to 3rd situation
 - U3 & U1's movements are triggered by R1's advance to 3rd. In this case, R1 stops at 2nd base.
 - **NOTE:** This sequence shows the proper preliminary work for the R1 to 3rd coverage. Notice where all umpires are set up to view and read R1's actions. Inferior read positioning or improper keying off R1's actions often cause poor rotations when they do develop.
 - (See Concepts – R1 to 3rd base 3-man rotation play)



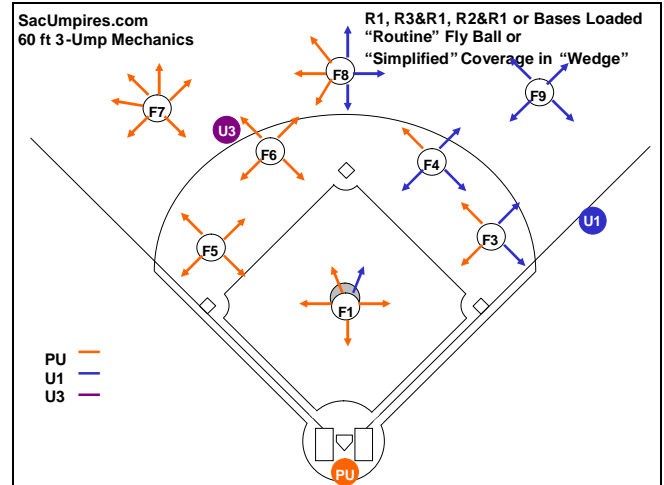
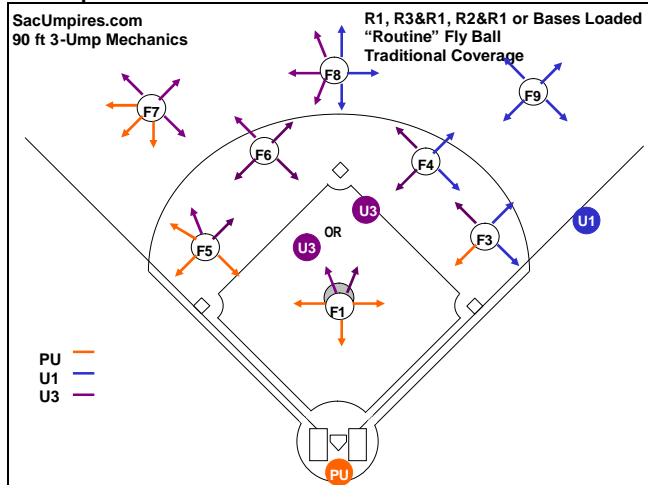


Base Hit to the Outfield with R2 & R1 or Bases Loaded:

- R2 & R1 with a "clean" base hit or "trouble" ball deep in the outfield or anytime with the **bases loaded** ("slide" or "reverse rotate" technique):
 - PU stays home & watches R2 touch 3rd base
 - U3 watches R1 touch 2nd and slides with R1 to 3rd or returns to 2nd with R1 (position for any play on R2 at 3rd if applicable).
 - U1 watches BR touch 1st & slides with BR either advancing to 2nd or returning to 1st base.
- The "slide" or "reverse rotate" coverage allows:
 - PU to stay home and keep the plate covered.
 - U3 & U1 are divided one runner to one umpire.
- There are two different coverage techniques with R2 & R1:
 - With a base hit or a "trouble" fly ball, the base umpires "slide" or "reverse rotate" as described above.
 - With a "routine" fly ball to the outfield, a 3-man rotation will be used for coverage (discussed later).



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90 ft Field Fly ball Responsibilities:

- On routine fly or "trouble" balls: U1: 51% (half), U3: 40% (wedge), PU: 9% (line)
- If "trouble" ball U1 or U3 will go out (U3 will go out from inside the infield – if necessary)

Routine fly ball – outfield:

- On routine fly or "trouble" balls: U1: 51% (half), U3: 40% (wedge), PU: 9% (line)
- With R1, (R3 & R1):
 - PU lines up R3 tagging at 3rd and positions for all advancements to the plate.
 - U1 turns to face the fly ball, reads it as a routine catch and "holds up" his partners. This tells the crew U1 will stay with the catch/no catch and the crew will cover the runner(s) with 2-man mechanics behind him.
 - U3 moves toward the beginning of the run lane and lines up R1 retouching at 1st and slides with his advancement to 2nd.
- R2 & R1 (3-man rotation): (See Concepts – R2 & R1 routine fly 3-man rotation play)
 - Exception to fly ball responsibilities – routine fly ball catch/no catch coverage to F8 or F9 maybe passed to U3 to promote better movement by U1 on rotation or slide plays – U1 tells U3 that he has the fly ball.
- With bases loaded (slide or reverse rotate), PU stays home, U3 will slide with R2 to 3rd or back to 2nd base, while U1 "slides" with R1 to 2nd or back to 1st base.
 - U3 & U1's movements are triggered by R1's advance to 3rd.

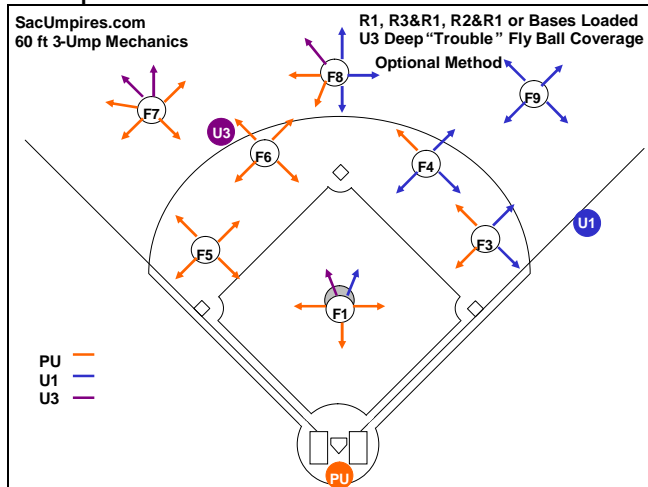
60 ft Field Fly Ball Responsibilities on "Routine" Fly Balls or "Simplified" Coverage in the "Wedge":

- On "routine" fly balls: U1: 51% (half), U3: none, PU: 49% (half)
 - "Outside-in" concept – U3 moves inside and has no fly ball coverage
 - The "wedge" (40%) fly ball coverage reverts to PU

Additional Notes:

- Beginning in a starting position from outside the field – B or C – creates problems unlike the 90 ft. field where these starting positions are inside.
- On "routine" fly balls to the "wedge" (40% area) formed by F7 straight in and F8 to his right, U3 will always allow the fly ball coverage to revert to PU and move inside according to the "outside-in" concept.
 - This allows U3 to move inside quickly without a "pause, read & react" technique.
 - If U3 "pauses, reads & reacts", it can consume enough time to prevent U3 from getting inside without hindering fielders or runners. It may also hurt efforts to cover runner responsibilities on retouches or "back door" plays to the ball.
 - The 60 ft. field allows for easy observation of most fly balls to or in front of the outfielders.
 - Many mechanics systems require PU to take all fair/foul and fly ball responsibilities. Our alternate coverage system only has PU taking 49% when any BU is in starting position B or C.
 - Requiring any umpire in starting position B or C to move inside the infield "clogs" the infield with a base umpire.
 - Many times the "wing man" and the umpire in starting position B or C will go out on the same fly ball leaving PU to cover all runners and plays at every base. "Clogging" the center if the infield prevents this.
 - The umpire in starting position B or C has more time to smoothly move inside the infield around runners and fielders.
 - PU coverage quality is diminished since he can only move a little.

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**“Trouble” Ball – Outfield Coverage:**

- If “trouble” ball and U1 or U3 go out: U1: 51% (half), U3: 40% (wedge), PU: 9% (F7 toward the line)
 - U3 only goes out on batted balls taking F7 or F8 back in the 40% (wedge)
 - The 40% (wedge) reverts to PU on “trouble” fly ball coverage with F7 or F8 coming in or together
 - PU: 9% (F7 toward the line)
 - U1: 51% (half)

Definition of “trouble” balls:

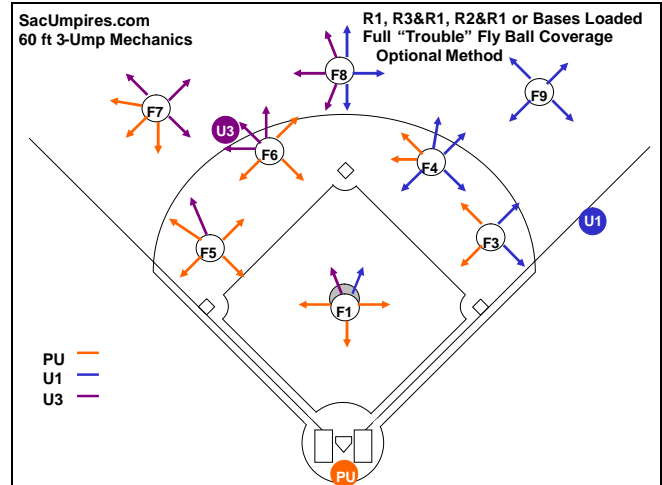
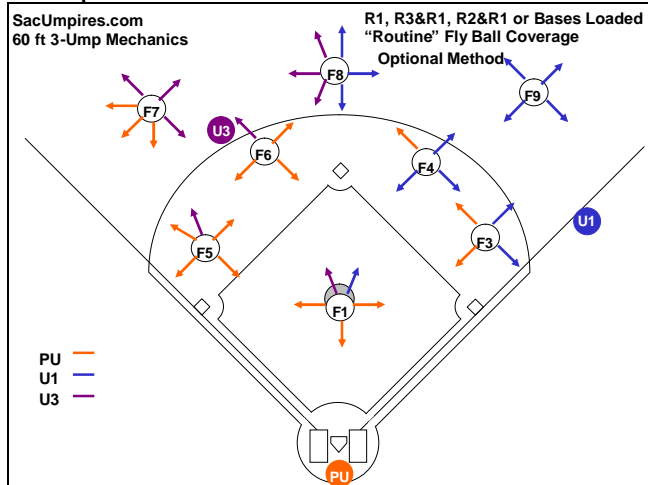
- Fair/foul rulings,
- Catch vs. trap ball ruling, or
- Ground rulings (such as home runs, batted balls off the wall or balls to dead ball territory).

“Trouble Ball” Keys for Going Out – “C.O.I.L.”:

- Converging – Two (2) or more fielders converge on the ball where one of them might catch the ball,
- Out - Outfielders turn their backs to the infield and runs towards the wall,
- In - Outfielders charging in hard (possible dead run or diving catch), or
- Line - The right fielder runs toward the right field line.

Additional Notes:

- Beginning in a starting position from outside the field – B or C – can creates problems.
- On “routine” fly or “trouble” balls to the “wedge” (40% area) formed by F7 straight in and F8 to his right, U3 will always allow the fly ball coverage to revert to PU and move inside according to the “outside-in” concept.
 - This allows U3 to move inside quickly without a “pause, read & react” technique.
 - The 60 ft. field allows for easy observation of most fly balls to or in front of the outfielders.
 - Many mechanics systems require PU to take all fair/foul and fly ball responsibilities. Our alternate coverage system only has PU taking 49% when any BU is in starting position B or C and with F7 or F8 coming in or together.
 - Requiring any umpire in starting position B or C to move inside the infield “clogs” the infield with a base umpire.
- Possible weaknesses with this system reveal themselves in the following situation - a hard line shot to a diving F8 backward toward the fence.
 - U3 starts on the outside and must turn his back to the infield and partners as he turns with the ball and “pause, read & reacts” to the ball.
 - U1 is on the corner and theoretically should be read by U3 for coverage priority
 - Almost impossible to do with U1 behind U3
 - Since the field is quite small, there is little time for U3 to look back and read U1
 - If U1 goes out, U3 must move inside for runner coverage on retouches
 - If U3 goes out, U1 must streak behind the mound for runner coverage on retouches
 - If both go out because of not reading each other, then PU has the whole infield by himself



Fly Ball Responsibilities on "Routine" Fly Balls – Optional Method:

- On "routine" fly balls: U1: 51% (half), U3: 40% (the "wedge"), PU: 9% (the "line")
 - "Outside-in" concept – U3 moves inside but maintains fly ball coverage
- R2 & R1 and less than two (2) outs: (See Concepts – R2 & R1 routine fly ball coverage 3-man rotation play)
- With bases loaded ("slide" or "reverse rotate"), PU stays home, U3 will slide with R1, while U1 slides with BR.
- Fly ball coverage exception: Routine fly ball catch/no catch coverage to F8 or F9 may be passed to U3 to promote proper movement by PU and U1 on rotation or slide plays – U1 tells U3 to take the fly ball.

Additional Notes:

- On "routine" fly balls to the "wedge" (40% area) formed by F7 straight in and F8 to his right, U3 will maintain fly ball coverage even though moving inside ("outside-in" concept) from Starting Position C.
 - This is an easy judgment on 95% of the plays because the ball is normally caught on "routine" fly ball. However, if the other 5% of plays occur - the fielder gloves and then drops the ball or is pulling it out and drops it, then it becomes almost impossible to judge properly watching this play on the move.
 - Beginning in a starting position from outside the field – B or C – creates problems unlike the 90 ft. field where these starting positions are inside.

Fly Ball Responsibilities on "Trouble" Fly Balls – Optional Method:

- On "trouble" fly balls: U1: 51% (half), U3: 40% (the "wedge"), PU: 9% (the "line")

Definition of "Trouble" Balls:

- Fair/foul rulings,
- Catch vs. trap ball ruling, or
- Ground rulings (such as home runs, batted balls off the wall or balls to dead ball territory).

"Trouble Ball" Keys for Going Out – "C.O.I.L.":

- C**onverging – Two (2) or more fielders converge on the ball where one of them might catch the ball,
- O**ut - Outfielders turn their backs to the infield and runs towards the wall,
- I**n - Outfielders charging in hard (possible dead run or diving catch), or
- L**ine - The right fielder runs toward the right field line.
- R2 & R1 and less than two (2) outs: (See Concepts – R2 & R1 routine fly ball coverage 2-man rotation play)
- With bases loaded: Revert to 2 man coverage

Additional Notes:

- Possible weaknesses with this system reveal themselves in the following situation - a hard line shot to a diving F8 coming nearly straight forward.
 - U3 starts on the outside and must turn his back to the infield and partners as he turns with the ball and "pause, read & reacts" to the ball.
 - U1 is on the corner and theoretically should be read by U3 for coverage priority
 - Almost impossible to do with U1 behind U3
 - Since the field is quite small, there is little time for U3 to look back and read U1
 - If U1 goes out, U3 must move inside for runner coverage on retouches
 - If U3 goes out, U1 must streak behind the mound for runner coverage on retouches
 - If both go out because of not reading each other properly, then PU has the whole infield by himself

3-Man Mechanics – R2 & R1 with “Routine” Fly Ball to the Outfield – 3-Umpire Rotation Coverage:**Keys to R2 & R1 with “Routine” Fly Ball to the Outfield – 3-Umpire Rotation Coverage:**

- U3 and U1 actions and responsibilities key off R1’s advancement to 3rd or return to 2nd.
- Communication & Hustle are critical to make the system work.

R2 & R1 with “Routine” Fly Ball to the Outfield Coverage:

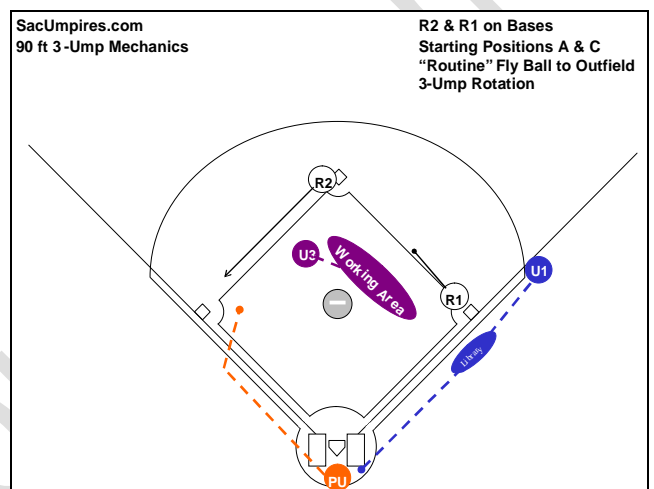
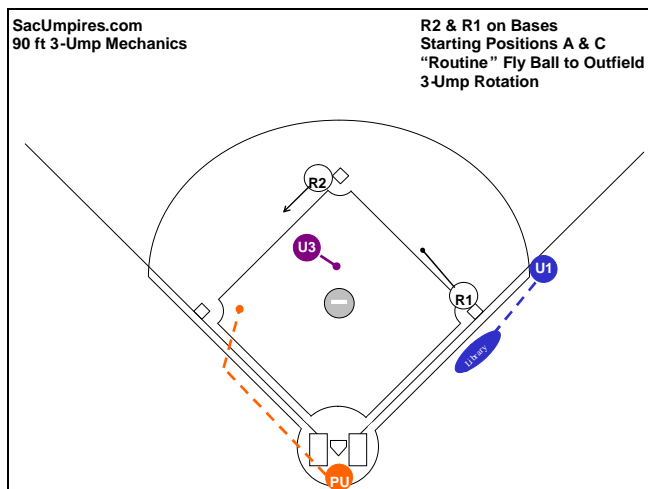
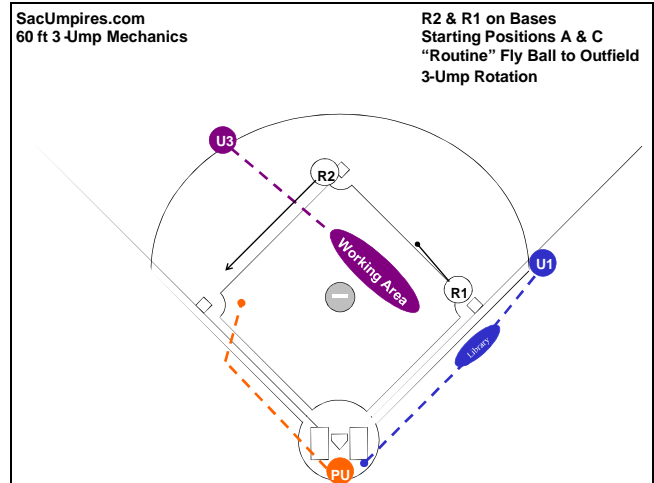
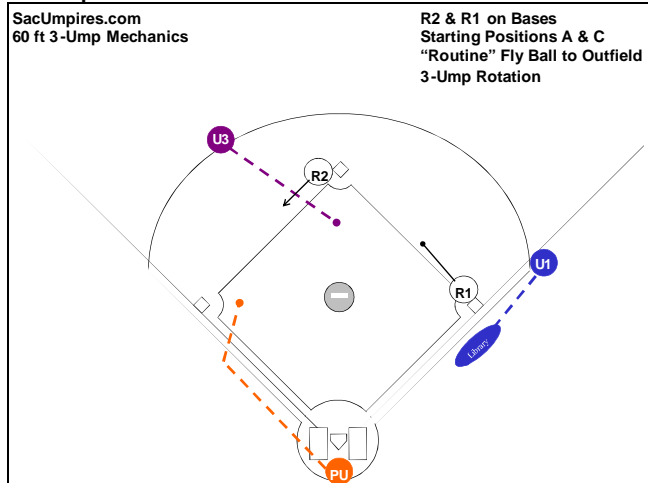
- **As R2 Tags at 2nd base:**
 - PU watches the play development, moves into the 3rd base cutout and voices, “I’ve got 3rd.”
 - This little bit of communication reassures U3 that 3rd base is covered without U3 turning around to look, losing sight of the ball and the developing play.
 - PU moves into the 3rd base cutout if the “routine” fly ball is caught.
 - Watch out for F1 as he goes to back up 3rd. Telling F1 you’re right behind him will help avoid a collision and a messy problem.
 - U3 starts in position C and moves to line up R2’s tag at 2nd base.
 - On the 60 ft field, U3 uses the outside-in concept. Since the ball was hit outside (to the outfield), U3 moves inside the infield.
 - U3 is responsible for any backdoor play on R2 returning to 2nd base or play on R1 advancing to 2nd.
 - U1 moves to the front of the 1st base coaches box and reads R2’s advancement while watching R1 retouch 1st base.
- **If R2 tags, buffs and returns to 2nd base:**
 - PU stays in the cutout at 3rd base no matter what the subsequent action will be if the “routine” fly ball is caught.
 - U3 retains responsibility for R2’s return to 2nd base.
 - U1 reads the action (from like a 1st base side “library”) and watches for any backdoor play on R1 at first.
- **If R2 advances to 3rd base:**
 - PU positions for the play at 3rd on R2
 - U3 & U1 both key off of R2’s advancement to 3rd base. R2’s advance to 3rd triggers both umpires to move simultaneously and shift responsibilities.
 - U3 looks to see if R1 is also advancing to 2nd
 - If R1 is advancing to 2nd base, U3 waits near the 2nd base cutout and positions for any play at 2nd base.
 - If R1 stops and returns to 1st, then U3 “opens the gate” to the beginning of the runner’s lane and cross steps hard to open angle on any backdoor play at 1st base.
 - When U1 sees R2 advance to 3rd, U1 immediately moves near the edge of the dirt surface behind the point on the plate.

Additional Notes:

- The purpose of R2 & R1 “routine” fly ball & R2 tagging and advancing to 3rd coverage is to keep an umpire ahead of advancing runners through ingenious use of the three (3) umpires on the field.
- The main key is R2 - Does R2 advance to 3rd or does R2 stay at 2nd?
- It is an intricate coverage with many steps and conditions to go through.
- The 3- R2 & R1 “routine” fly ball & R2 tagging and advancing to 3rd coverage is a rewarding and satisfying coverage when preformed correctly.

Additional Notes:

- PU always goes into the cutout at 3rd base in a R2 & R1 tag situation with a “routine” fly ball to the outfield
- U3 & U1’s movements are triggered by R2’s advance and commitment to 3rd base. In the first case, R2 “buffs”, stops and returns to 2nd base.
- **NOTE:** This sequence shows the proper preliminary work for a R2 & R1 tag situation with a “routine” fly ball to the outfield coverage. Notice where all umpires are set up to view and read R2’s actions. Inferior read positioning or improper keying off R2’s actions often cause poor rotations when they do develop.
- The purpose of a R2 & R1 tag situation with a “routine” fly ball to the outfield coverage is to keep an umpire ahead of advancing runners through ingenious use of the three (3) umpires on the field.
- The main key is R2 - Does R2 advance to 3rd or does R2 stay at 2nd?
- It is an intricate coverage with many steps and conditions to go through.
- The 3-man R2 & R1 tag situation with a “routine” fly ball to the outfield coverage is a rewarding and satisfying coverage when preformed correctly.



Keys to R2 & R1 with R2 Tagging & Advancing to 3rd using a 3-Umpire Rotation Coverage on a "Routine" Fly Ball (No Umpires Go Out):

- The crew keys off R2's advancement to 3rd for triggering the 3-Umpire rotation.
- **As R2 Tags at 2nd Base:**
 - PU watches the play development, moves into the 3rd base cutout and voices, "I'm going to 3rd".
 - Communication helps U3 know 3rd base is covered without turning around to look, losing sight of the ball and the developing play.
 - PU moves into the 3rd base cutout whether R2 advances to 3rd or not on a caught "routine" fly ball.
 - PU should watch out for F1 as F1 goes to back up 3rd. Telling F1 you're right behind him will help avoid a collision.
 - U3 starts in Starting Position C and moves into the infield grass in front of the 2nd base cutout and watches R2 tag at 2nd base.
 - On the 60 ft field, U3 uses the "outside-in" concept. Since the ball was hit "outside" (to the outfield), U3 moves "inside" the infield.
 - U3 is responsible for any play on R2 at 2nd.
 - If R2 tags and commits to 3rd, U3 will become responsible for any additional play on R1 at 1st or 2nd bases.
 - U1 moves to the front of the 1st base coaches box and reads R2's advancement while watching R1 retouch 1st base.
- **When R2 "Bufs" Advancement and Returns to 2nd Base:**
 - PU stays in the cutout at 3rd base no matter what the subsequent action will be if the "routine" fly ball is caught.
 - U3 retains responsibility for R2's return to 2nd base.
 - U1 reads the action (from an area similar to a 1st base side "library") and watches for any backdoor play on R1 at first.

R2 & R1 with R2 Tagging & Advancing to 3rd using a 3-Umpire Rotation Coverage:

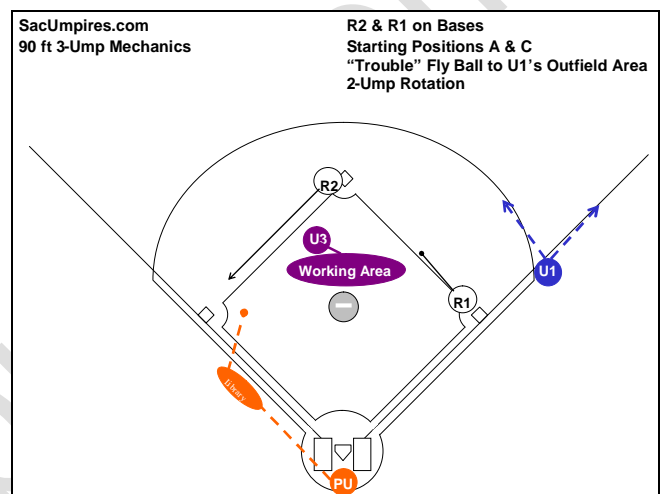
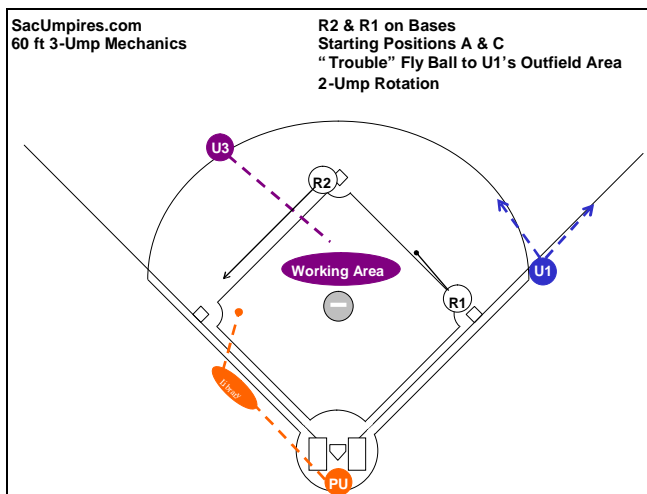
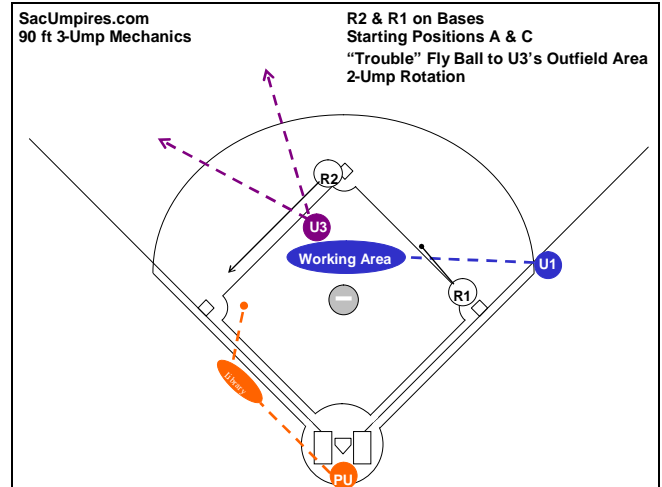
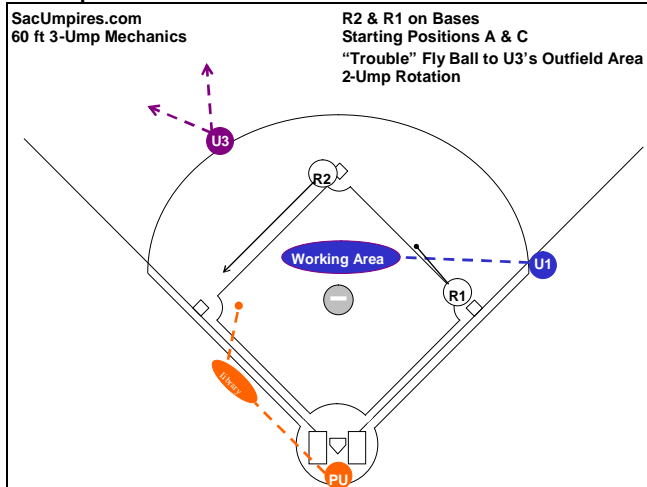
- **When R2 Advances to 3rd Base:**
 - PU positions for the play at 3rd on R2
 - U3 & U1 both key off of R2's advancement to 3rd base. R2's advance to 3rd triggers both umpires to move simultaneously and shift responsibilities.
 - U3 looks to see if R1 is also tagging and advancing to 2nd
 - If R1 is advancing to 2nd base, U3 waits near the 2nd base cutout and positions for any play at 2nd base.
 - If R1 stops and returns to 1st, then U3 "opens the gate" to the beginning of the runner's lane and cross steps hard to open angle on any backdoor play at 1st base.
 - When U1 sees R2 advance to 3rd, U1 immediately moves near the edge of the dirt surface behind the point on the plate.

3-Man Mechanics – R2 & R1 with “Trouble” Fly Ball to the Outfield – 2-Umpire Rotation Coverage:**Keys to R2 to 3rd Plays:**

- Both R2 and the throw must go into 3rd base for PU to take the play into 3rd base.
- Communication & Hustle are critical to make the system work.

R2 & R1 with “Trouble” Fly Ball to the Outfield Coverage:

- **PU reads the play** development, moves toward 3rd and voices, “I’m going to 3rd”.
 - This little bit of communication helps U3 determine how PU reacts to the play without turning around to look, losing sight of the ball and the developing play.
 - PU advances up the 3rd base line in foul territory if enough time permits.
 - PU proceeds at least halfway towards 3rd base, even though no play is apparent at 3rd the area called the “library”.
 - Watch out for F1 as he goes to back up 3rd. Telling F1 you’re right behind him will help avoid a collision.
 - PU stops in the “library” to read the developing play. (The “library” is that area approximately one-half to three-quarters the way to 3rd base. PU reads the developing play from this area.)
- **If there is no play on R2 into 3rd base** (the throw gets cut off, thrown elsewhere or R2 tags and “buffs” to 3rd), then PU communicates, “I’m going home”.
 - PU retreats back to the plate from the “library”.
 - PU watches for over throws to dead ball territory (DBT).
 - Responsibility for R2 will remain with the lone remaining BU as R2 will likely come into 3rd standing up and round the bag. (Generally, when the ball doesn’t go to 3rd base, R2 will be standing as he comes into or rounds the base. If PU commits to covering 3rd too early, R2 could blow right by him while attempting to score).
 - The lone remaining BU will cover any “back door” play at 3rd or any play on R1 elsewhere on the bases.
- **If the runner & ball both go into 3rd**, then PU either goes inside the diamond in fair territory or stays fair (angling to the grass cut out) to set up his angle for the play at 3rd.
 - As PU moves into the diamond for the play at 3rd, he communicates, “I’ve got 3rd!”
 - PU will stay with R2 until the play concludes, isolating one runner to one umpire.
 - Once inside the infield and in fair territory, PU stays in fair territory - PU doesn’t cross back into foul territory because of possible collision with R1 if he attempts to score.
- **On a routine play**, PU makes the call and:
 - If R2 is out, then PU retreats back to the plate area in foul territory, or
 - If R2 is safe, then PU stays in fair territory & is ready for: another play at 3rd, a loose ball, an overthrow or a play on R2 at the plate.
 - PU stays in fair territory & calls overthrows & subsequent plays from inside the diamond.
 - PU starts a measured return to home plate after ruling R2 safe at 3rd. “Stay ahead” of and keep your eyes on R2 in case he breaks for home.



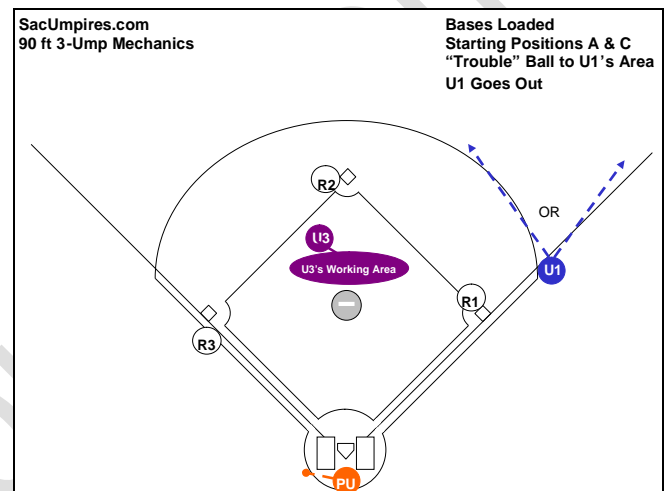
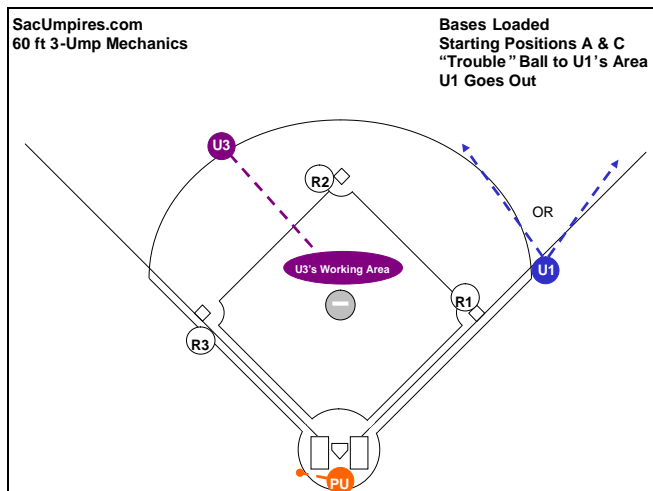
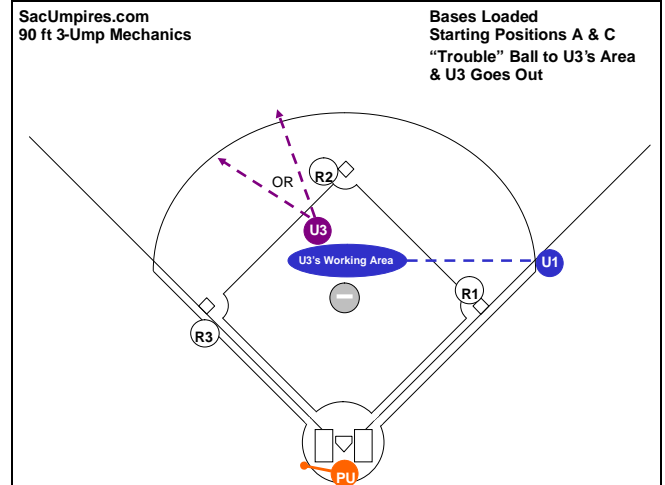
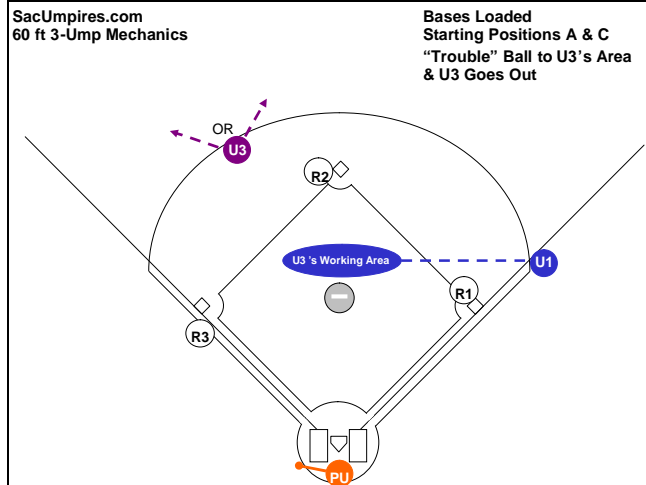
Keys to R2 & R1 with R2 Tagging & Advancing to 3rd using a 2-Umpire Rotation Coverage when U3 or U1 go out on a "Trouble" Ball:

- Both R2 and the throw must go into 3rd base.

R2 & R1 with R2 Tagging & Advancing to 3rd Coverage:

- **PU reads the play** development, moves toward 3rd and voices, "I'm going to 3rd".
 - Communication helps U3 know PU covers the play without turning around to look, losing sight of the ball and the developing play.
 - PU advances in foul territory at least halfway towards 3rd base, even though no play is apparent at 3rd.
 - Watch out for F1 as he goes to back up 3rd. Telling F1 you're right behind him will help avoid a collision.
 - PU stops in the "library" to read the developing play. (The "library" is that area approximately one-half to three-quarters the way to 3rd base. PU reads the developing play from this area.)
- **If there is no play on R2 into 3rd base** (the throw gets cut off, thrown elsewhere or R1 rounds 3rd), then PU communicates, "I'm going home".
 - PU retreats back to the plate from the "library" in case R1 attempts to score.
 - PU watches for over throws to dead ball territory (DBT).
 - Responsibility for R2 will revert to U3 as R2 will likely come into 3rd standing up and round the bag. (Generally, when the ball doesn't go to 3rd base, R2 will be standing as he comes into or rounds the base. If PU commits to covering 3rd too early, R2 could blow right by him while attempting to score).
 - U3 will cover any "back door" play at 3rd (an angle is established by U3's position).
- **If the runner & ball both go into 3rd**, then PU either goes inside the diamond in fair territory or stays fair (angling to the grass cut out) to set up his angle for the play at 3rd.
 - As PU moves into the diamond for the play at 3rd, he communicates, "I've got 3rd".
 - PU will stay with R2 until the play concludes, isolating one runner to one umpire.
 - Once inside the infield and in fair territory, PU stays in fair territory - PU doesn't cross back into foul territory because of possible collision with R2 if he attempts to score.
- **On a routine play**, PU makes the call and:
 - If R2 is out, then PU retreats back to the plate area in foul territory, or
 - If R2 is safe, then PU stays in fair territory & is ready for: another play at 3rd, a loose ball, an overthrow or a play on R2 at the plate.
 - PU stays in fair territory & calls overthrows & subsequent plays from inside the diamond.
 - PU starts a return to home plate after ruling R2 safe at 3rd. "Stay ahead" of and keep your eyes on R2 in case he breaks for home.

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**"Trouble" Ball – Outfield Coverage:**

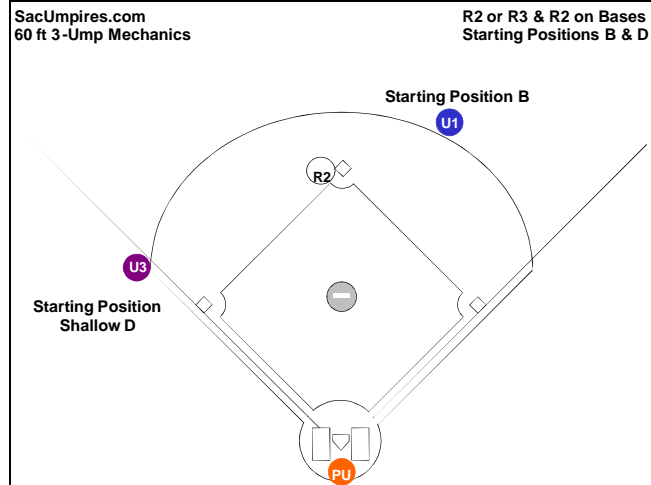
- If a "trouble" ball and U1 or U3 go out: U1: 51% (half), U3: 40% (wedge), PU: 9% (line)
- Describe 2-man system coverage:
 - If U1 goes out (51% coverage area) – then revert to standard 2-man rotation.
 - Base retouch: PU lines up R3 at 3rd (if applicable) U3 lines up R2 at 2nd, R1 at 1st (if applicable)
 - If the fly ball is caught, PU lines up R3's retouch at 3rd base and positions for plays on all runners at the plate. U3 positions for all plays on all runners on 1st, 2nd or 3rd bases.
 - If the fly ball is not caught, PU positions for plays on all runners at the plate. U3 covers all plays on all runners on 1st, 2nd or 3rd bases.
 - If U3 goes out (40% coverage area) – then revert to standard 2-man rotation.
 - Base retouch: PU watches R3 at 3rd (if applicable) U1 watches R2 at 2nd, R1 at 1st (if applicable)
 - If the fly ball is caught, PU watches R3 retouch at 3rd base and positions for plays on all runners at the plate. U1 watches R2 & R1 retouch and covers all plays on all runners on 1st, 2nd or 3rd bases.
 - If the fly ball is not caught, PU positions for plays on all runners at the plate. U1 positions for all plays on all runners on 1st, 2nd or 3rd bases.

Additional Notes:**Definition of "Trouble" Balls:**

- Fair/foul rulings,
- Catch vs. trap ball ruling, or
- Ground rulings (such as home runs, batted balls off the wall or balls to dead ball territory).

"Trouble Ball" Keys for Going Out – "C.O.I.L.":

- Converging – Two (2) or more fielders converge on the ball where one of them might catch the ball,
- Out – Outfielders turn their backs to the infield and runs towards the wall,
- In – Outfielders charging in hard (possible dead run or diving catch), or
- Line – The right fielder runs toward the right field line.

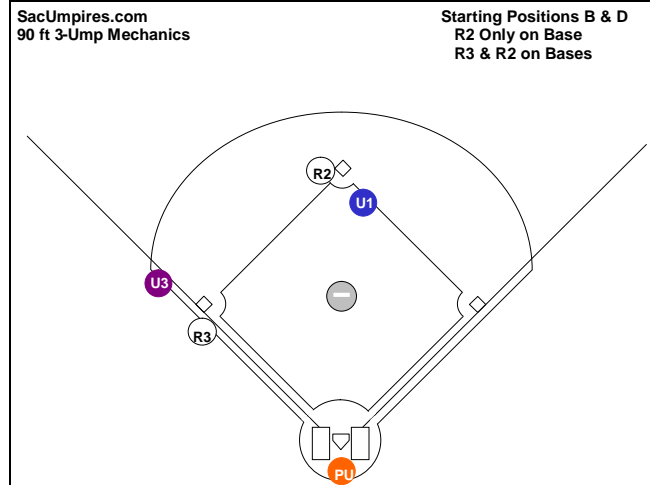
**Initial Position:**

- U1: Position B, U3: Shallow Position D
 - R2
 - R3, R2

Additional Notes:

- **Starting Position B and Adjustments:** Establish your starting position based on several criteria:
 - Position to the 2nd base side and behind F4 if he is playing normally. Establish a clear line of sight between F1 & F2 so you can see any possible check swing clearly. This will also help you position well for a steal at 2nd base.
 - Establish a cushion between F4 and U1 of approx. 10 ft. to prevent collisions as F4 turns and approaches when covering a short outfield fly ball. This will also allow U1 to peek around the field for a look at a hard liner at the feet of F4 for catch or short hop decisions if PU requires help.
 - If F4 is playing "in", stay out of the baseline and far enough back to maintain angles for plays at both 1st & 2nd bases.
 - If F4 is playing "deep", then squeeze the cushion down to a little more than 5 ft. and maintain your ability to pivot into the infield.
 - When the pitcher takes his stance on the mound the base umpire should be in a "hands-on-knees" set, shoulders square and chest facing directly to home plate.
- **Starting Position D and Adjustments:** Establish your starting position based on several criteria:
 - Position near the 3rd base line, standing with both feet in foul territory
 - Establish a cushion between F5 and U3 of approx. 10 ft. to prevent collisions as the corner man approaches. This will also allow U3 to peek around the field for a look at a hard liner at the feet of F5 for catch or short hop decisions if PU requires help.
 - If F5 is playing "in", maintain ability to judge fair/foul bounders streaking past the corner bag and stay approx. 15 ft. behind the bag
 - If F5 is playing "deep", then squeeze the cushion down to a little more than 5 ft. and maintain your ability to position in the infield if needed.
 - When the pitcher takes his stance on the mound the base umpire should be in a "hands-on-knees" set, shoulders square and chest facing directly to home plate.

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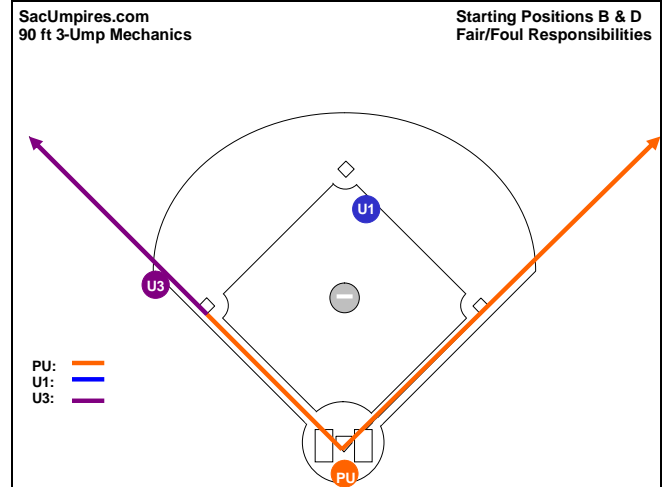
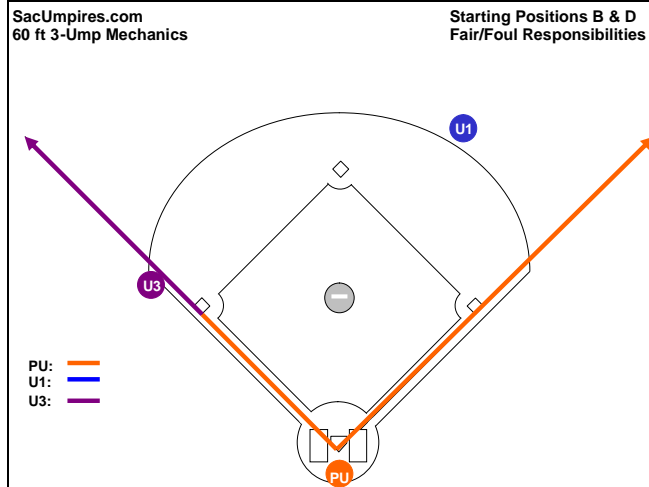
90 ft Diamond 3-Man Mechanics:

Starting Position:

- **R2 only:** U1: Deep Position B, U3: Short Position D
- **R3, R2:** U1: Deep Position B, U3: Short Position D

- **Starting Position "Deep" B:**
 - U1's position near the 2nd base "cutout" closest to 1st base.
 - U1's feet should be parallel to the edge of the infield grass.
 - When F1 takes his stance on the mound, U1 should be in a "hands-on-knees" set.

- **Starting Position D:**
 - U3's position at the start of each inning and whenever a play begins with no runners on base or with a runner at third only.
 - It is near the 3rd base line, standing with both feet in foul territory, at least 15 feet beyond 3rd base and at least two steps behind F5.

**Fair/Foul Responsibilities:**

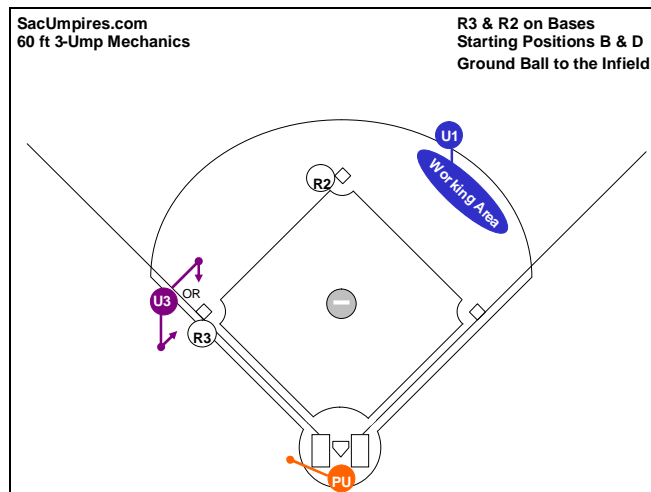
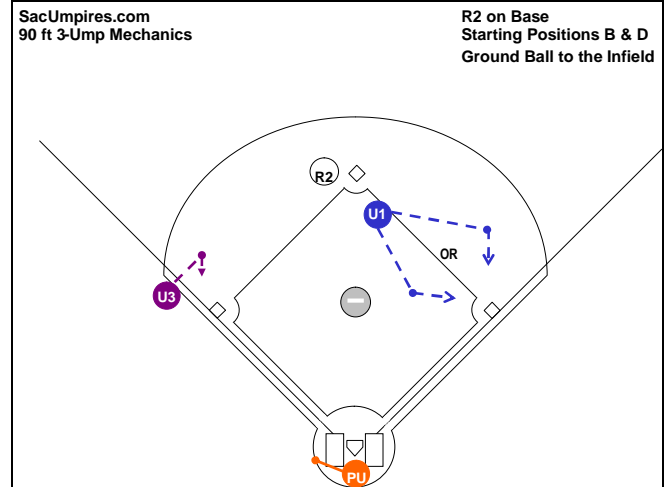
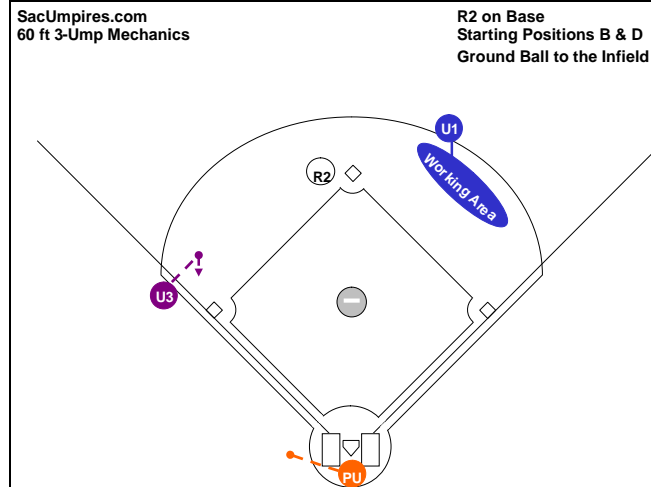
PU: Home plate up to 3rd & all 1st base and RF foul lines (Orange)

U1: none from Position B, **U3:** 3rd base and beyond down LF line from Position D (Purple)

Additional Notes:

- When a BU is not on the corner (in this case U1 is in Starting Position B), PU has all fair/foul responsibilities (in this situation from home plate to beyond the right field foul pole).
- U3 and PU still split the fair/foul as before.
- Remember, U3 keys and adjusts his starting position from F5's positioning by developing some cushion as discussed previously. If F5 is playing in, then U3 will key off the 3rd base bag to keep enough distance to judge fair/foul "screamers" over the bag.
- U3 may go out on "trouble" balls for fair/foul judgments down the LF line.

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**Ground Ball on Infield:****60 ft Field:**

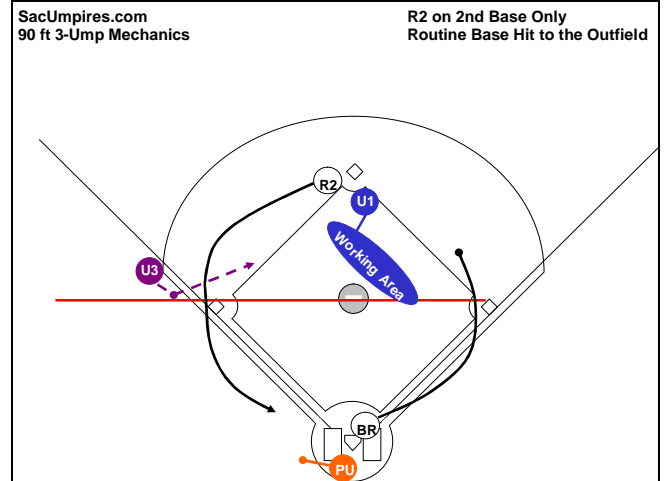
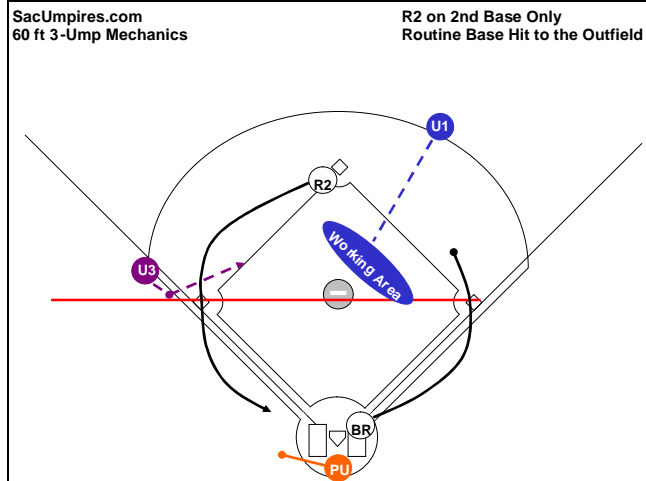
- "Inside-out" concept – U1 stays outside
- U1 positions for plays into 1st or 2nd.
- U3 positions for any play into 3rd.
- PU positions for plays at the plate

90 ft Field:

- U1 positions for plays into 1st or 2nd. (If the ground ball is hit to U1's right, then U1 moves out into the dirt surface to position for the play at 1st base. If the grounder is hit to U1's left, then U1 moves toward the 45 ft mark to develop an angle for the play at 1st).
- U3 positions for any play into 3rd.
- PU positions for plays at the plate.

Additional Notes:

- 60 ft field:
 - When the ball remains within the infield, U1 observes the "inside-out" rule and covers his responsibilities and plays from "outside" the infield.
 - Advantages:
 - Keeps all action and the play elements – ball and runners – in front of U1
 - Prevents U1 from being struck by a thrown ball
 - U3 needs to battle to stay back away from 3rd base. A common tendency is to drift closer to 3rd base. This may not be a problem on 95% of the plays. But when a play breaks down, it will explode. Develop positioning for difficult plays instead of routine plays. There is a saying, 95% of plays will call themselves – we need to umpire for the other 5%.



Routine Base Hit (or Extra Base Hit) – Outfield:

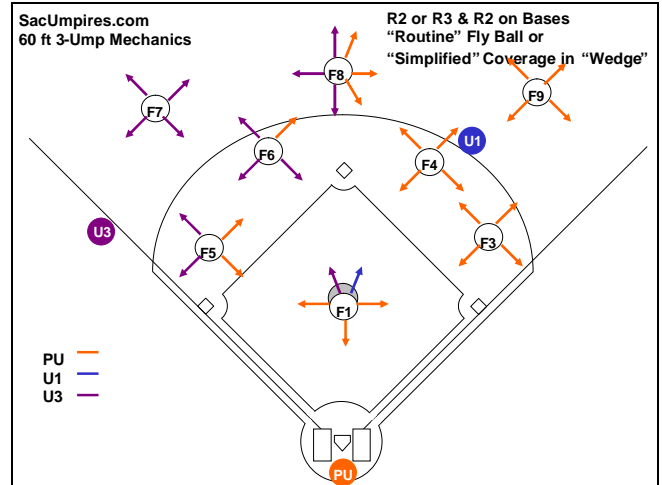
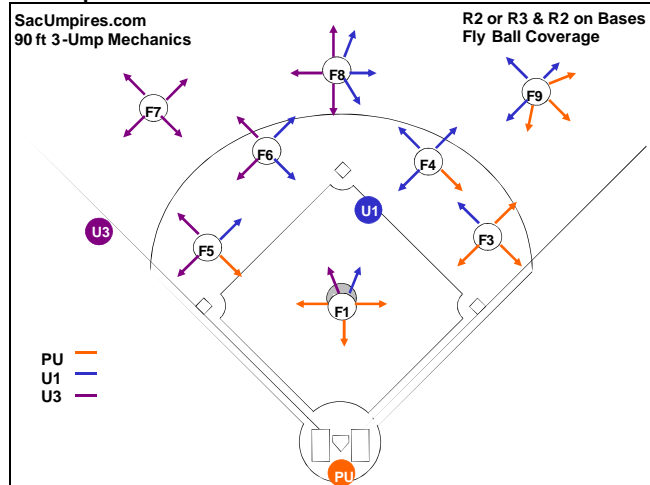
60 ft Field:

- “Outside-in” concept – U1 moves inside
- U1 moves into the working area and positions for plays into 1st or 2nd.
- U3 lines up for any base touch at 3rd and positions for back door plays at 3rd base.
 - If R2 advances to score, U3 may bounce toward the 2nd base cut out to help with U1’s BR coverage by boxing BR’s advance.
- PU steps out from behind and clears any players obstructing his vision and watches action developing on the field. PU then positions for plays developing at the plate.

90 ft Field:

- U1 moves into the working area and positions for plays into 1st or 2nd.
- U3 lines up for any base touch at 3rd and positions for back door plays at 3rd base.
 - If R2 advances to score, U3 may bounce toward the 2nd base cut out to help with U1’s BR coverage by boxing BR’s advance.
- PU steps out from behind and clears any players obstructing his vision and watches action developing on the field. PU then positions for plays developing at the plate.
- On extra base hits: U1 covers plays into 1st or 2nd. U3 covers any play into 3rd. PU positions for plays at the plate.

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**90 ft Field Fly ball Responsibilities:**

- On routine fly or "trouble" balls: U3: 51% (half), U1: 40% (wedge), PU: 9% (line)
- If "trouble" ball U1 or U3 will go out (U1 will go out from inside the infield – if necessary)

90 ft Field Additional Notes:**Definition of "trouble" balls:**

- Fair/foul rulings,
- Catch vs. trap ball ruling, or
- Ground rulings (such as home runs, batted balls off the wall or balls to dead ball territory).

"Trouble Ball" Keys for Going Out – "C.O.I.L.":

- **C**onverging – Two (2) or more fielders converge on the ball where one of them might catch the ball,
- **O**ut - Outfielders turn their backs to the infield and runs towards the wall,
- **I**n - Outfielders charging in hard (possible dead run or diving catch), or
- **L**ine - The right fielder runs toward the right field line.

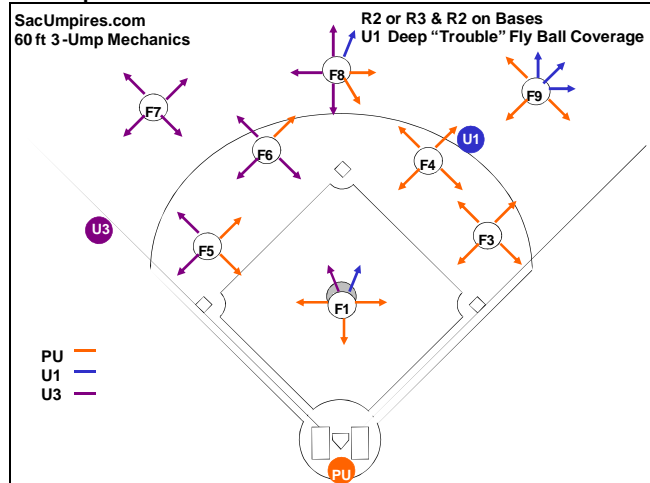
60 ft Field Fly Ball Responsibilities on "Routine" Fly Balls (Optional Coverage Method):

- On routine fly balls: U3: 51% (half), U1: none, PU: 49% (half)
- "Outside-in" concept – U1 moves inside – fly ball coverage in 40% reverts to PU
- U1 watches base retouches at 2nd base and also takes plays into 2nd (if applicable). U3 lines the tag up on R3 at 3rd base (if applicable) and takes any play into 3rd. PU watches for catch/no catch and then positions for plays at the plate.

60 ft Field Additional Notes:

- Beginning in a starting position from outside the field – B or C – creates problems unlike the 90 ft. field where these starting positions are inside.
- On "routine" fly balls to the "wedge" (40% area) formed by F7 straight in and F8 to his right, U3 will always allow the fly ball coverage to revert to PU and move inside according to the "outside-in" concept.
 - This allows U3 to move inside quickly without a "pause, read & react" technique.
 - If U3 "pauses, reads & reacts", it can consume enough time to prevent U3 from getting inside without hindering fielders or runners. It may also hurt efforts to cover runner responsibilities on retouches or "back door" plays to the ball.
 - The 60 ft. field allows for easy observation of most fly balls to or in front of the outfielders.
 - Many mechanics systems require PU to take all fair/foul and fly ball responsibilities. Our alternate coverage system only has PU taking 49% when any BU is in starting position B or C.
 - Requiring any umpire in starting position B or C to move inside the infield "clogs" the infield with a base umpire.
 - Many times the "wing man" and the umpire in starting position B or C will go out on the same fly ball leaving PU to cover all runners and plays at every base. "Clogging" the center if the infield prevents this.
 - The umpire in starting position B or C has more time to smoothly move inside the infield around runners and fielders.
 - PU coverage quality is diminished since he can only move a little.

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**"Trouble" Ball – Outfield Coverage:**

- If "trouble" ball and U1 or U3 go out: U3: 51% (half), U1: 40% (wedge), PU: 9% (F7 toward the line)
 - U1 only goes out on batted balls taking F9 or F8 back in the 40% (wedge)
 - The 40% (wedge) reverts to PU on "trouble" fly ball coverage with F9 or F8 coming in or together
 - PU: 9% (F7 toward the line)
 - U3: 51% (half)

Definition of "trouble" balls:

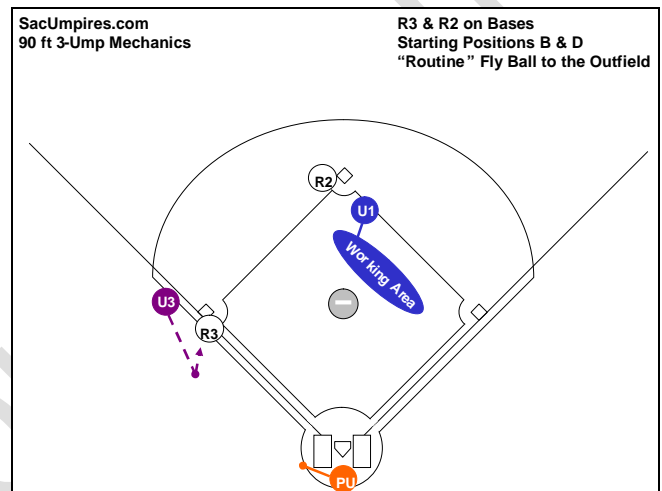
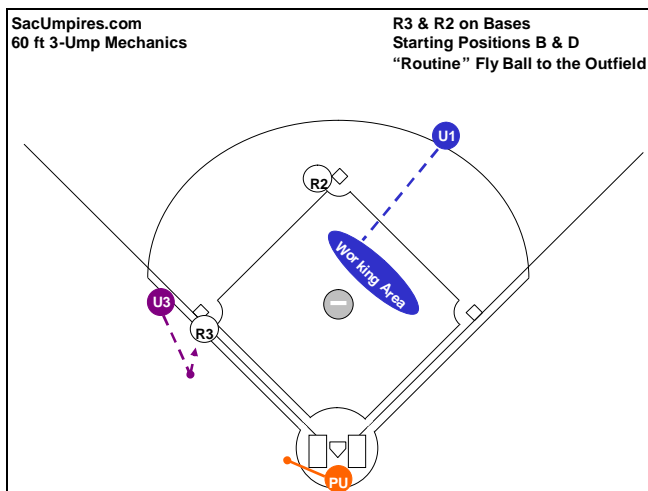
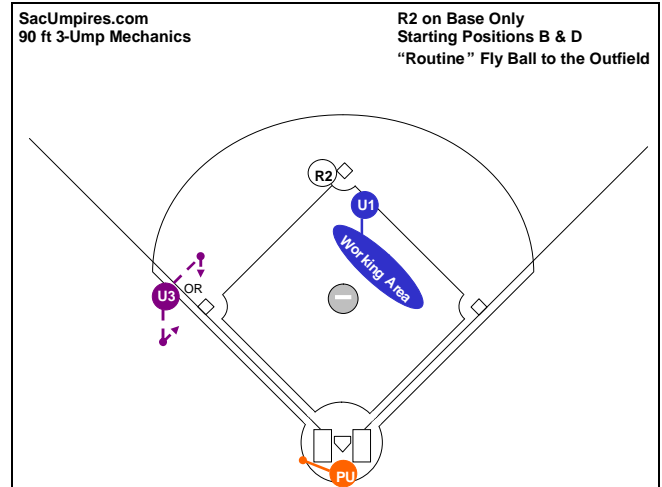
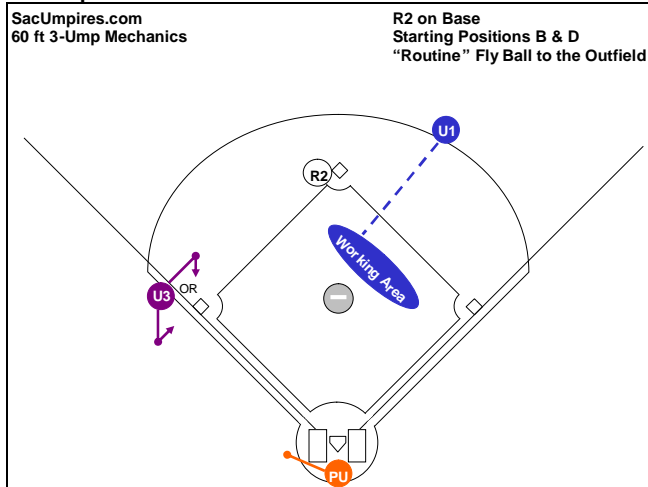
- Fair/foul rulings,
- Catch vs. trap ball ruling, or
- Ground rulings (such as home runs, batted balls off the wall or balls to dead ball territory).

"Trouble Ball" Keys for Going Out – "C.O.I.L.":

- **C**onverging – Two (2) or more fielders converge on the ball where one of them might catch the ball,
- **O**ut - Outfielders turn their backs to the infield and runs towards the wall,
- **I**n - Outfielders charging in hard (possible dead run or diving catch), or
- **L**ine - The right fielder runs toward the right field line.

Additional Notes:

- Beginning in a starting position from outside the field – B or C – can create problems.
- On "routine" fly or "trouble" balls to the "wedge" (40% area) formed by F9 straight in and F8 to his right, U1 will always allow the fly ball coverage to revert to PU and move inside according to the "outside-in" concept.
 - This allows U1 to move inside quickly without a "pause, read & react" technique.
 - The 60 ft. field allows for easy observation of most fly balls to or in front of the outfielders.
 - Many mechanics systems require PU to take all fair/foul and fly ball responsibilities. Our alternate coverage system only has PU taking 49% when any BU is in starting position B or C and with F9 or F8 coming in or together.
 - Requiring any umpire in starting position B or C to move inside the infield "clogs" the infield with a base umpire.
- Possible weaknesses with this system reveal themselves in the following situation - a hard line shot to a diving F8 backward toward the fence.
 - U1 starts on the outside and must turn his back to the infield and partners as he turns with the ball and "pause, read & reacts" to the ball.
 - U3 is on the corner and theoretically should be read by U1 for coverage priority
 - Almost impossible to do with U3 behind U1
 - Since the field is quite small, there is little time for U1 to look back and read U3
 - If U3 goes out, U1 must move inside for runner coverage on retouches
 - If U1 goes out, U3 must streak behind the mound for runner coverage on retouches
 - If both go out because of not reading each other, then PU has the whole infield by himself



"Routine" Fly Ball Responsibilities with R2 only or R3 & R2 on Bases:

60 ft Field "Routine" Fly Balls (Optional Coverage Method):

- On "routine" fly balls: U3: 51% (half), U1: none, PU: 49% (half)
 - "Outside-in" concept – U1 moves inside and has no fly ball coverage
 - The "wedge" (40%) fly ball coverage reverts to PU

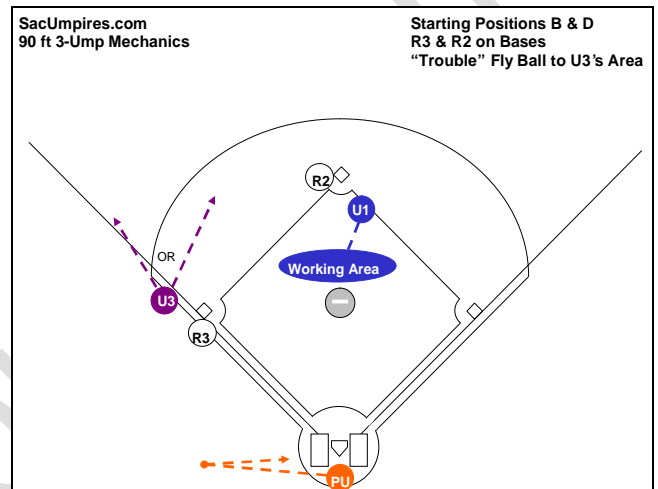
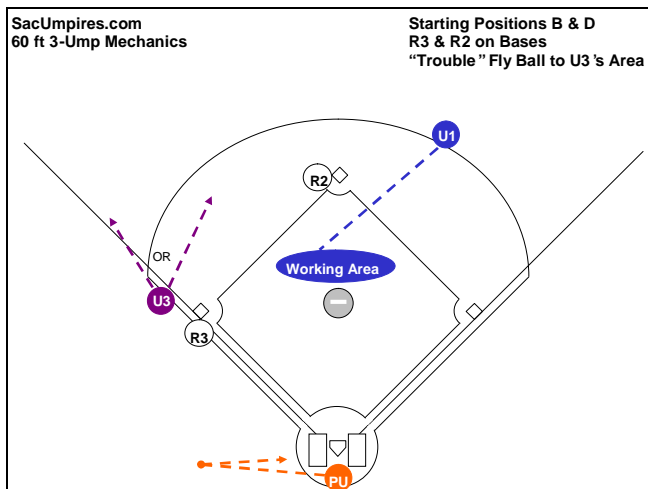
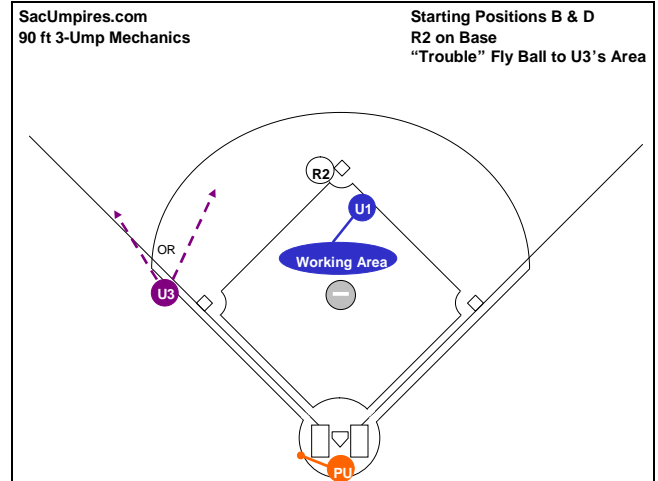
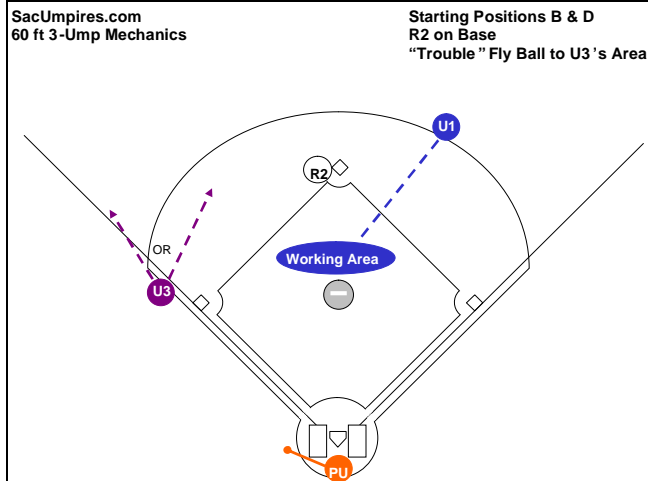
90 ft Field "Routine" Fly Balls:

- U1 watches base touches/retouches at 1st & 2nd base and takes plays into 1st or 2nd. U1 develops a deeper working area when lining up the catch and R2 tagging at 2nd base. This will open the field up with greater field of vision for viewing BR if the ball falls uncaught.
- U3 lines the tag up at 3rd base (if applicable) and takes any play into 3rd base.
- PU clears the plate and stays at home for plays there.

Additional Notes:

- Starting positions outside the infield – B or C – creates problems unlike the 90 ft. field where these starting positions are inside.
- On "routine" fly balls to the "wedge" (40% area) formed by F9 straight in and F8 to his right, U1 will always allow the fly ball coverage to revert to PU and move inside according to the "outside-in" concept.
 - This allows U1 to move inside quickly without a "pause, read & react" technique.
 - If U1 "pauses, reads & reacts", it can consume enough time to prevent U1 from getting inside without hindering fielders or runners. It may also hurt efforts to cover runner responsibilities on retouches or "back door" plays to the ball.
 - The 60 ft. field allows for easy observation of most fly balls to or in front of the outfielders.
 - Many mechanics systems require PU to take all fair/foul and fly ball responsibilities. Our alternate coverage system only has PU taking 49% when any BU is in starting position B or C.
 - Requiring any umpire in starting position B or C to move inside the infield "clogs" the infield with a base umpire.
 - Many times the "wing man" and the umpire in starting position B or C will go out on the same fly ball leaving PU to cover all runners and plays at every base. "Clogging" the center if the infield prevents this.
 - The umpire in starting position B or C has more time to smoothly move inside the infield around runners and fielders.
 - PU coverage quality is diminished since he can only move a little.

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"Trouble" Fly Ball Responsibilities with R2 only or R3 & R2 on Bases:

"Trouble" Fly Ball to U3's Area

- If a base umpire goes out on a "trouble" ball, revert to 2-man mechanics.
- U1 must read U3 carefully in case he goes out on a trouble ball. If U3 goes out, then U1 must sprint behind pitcher's mound.
- Describe 2-man system coverage:
 - If U3 goes out (51% coverage area) – revert to standard 2-man rotation.
 - Base touch/retouch: PU lines up R3 (retouch), U1 watches tag at other all bases
 - If the fly ball is caught:
 - R2: PU positions for plays on all runners at the plate. U1 is responsible for R2 through 3rd base.
 - R3 & R2: PU lines up R3's retouch and positions for plays on all runners at the plate. U1 covers retouches at 2nd and all plays on all runners on 1st, 2nd or 3rd bases.
 - If the fly ball is not caught:
 - PU positions for plays on all runners at the plate. U1 covers all plays on all runners on 1st, 2nd or 3rd bases.

Additional Notes:

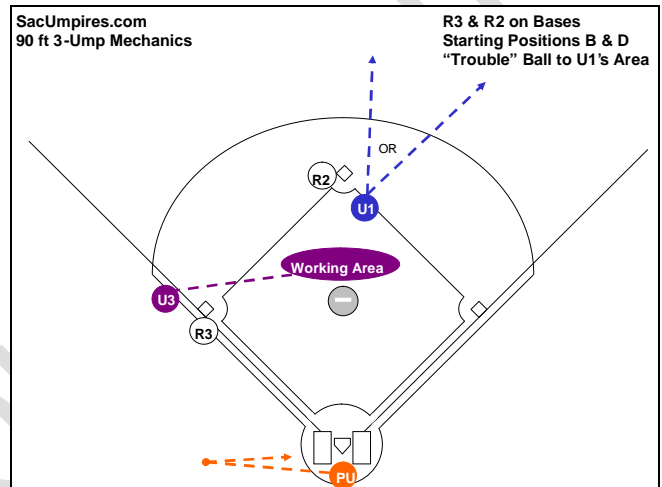
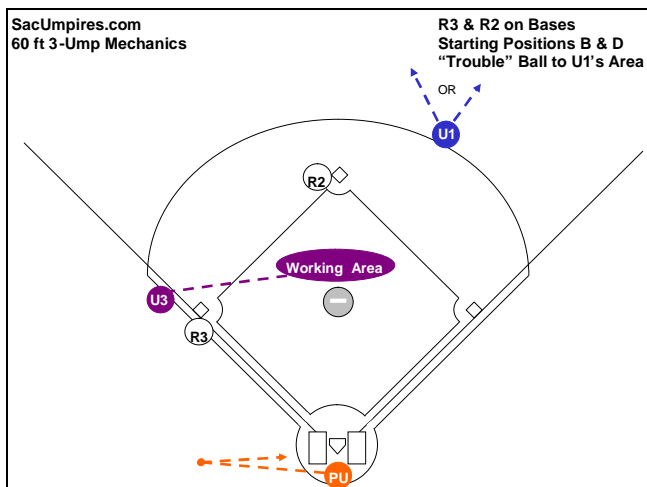
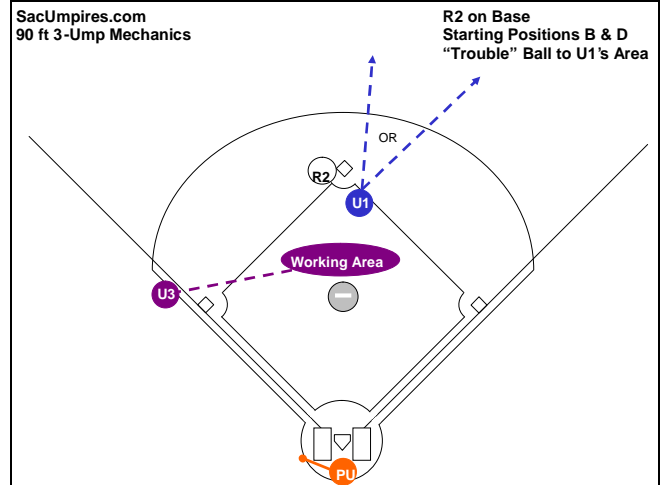
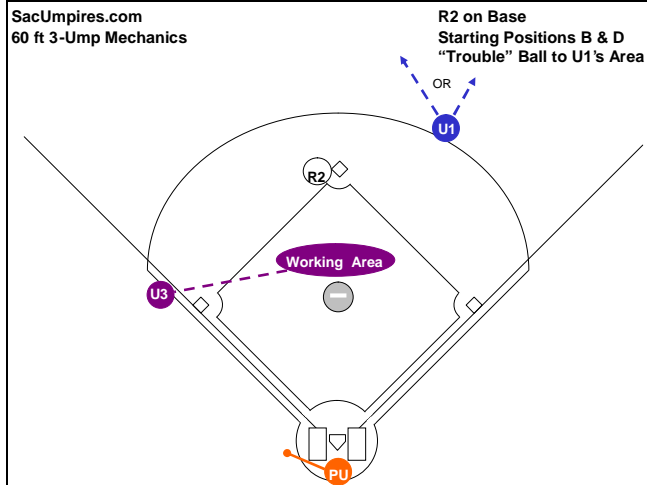
Definition of "trouble" balls:

- Fair/foul rulings,
- Catch vs. trap ball ruling, or
- Ground rulings (such as home runs, batted balls off the wall or balls to dead ball territory).

"Trouble Ball" Keys for Going Out – "C.O.I.L.":

- Converging – Two (2) or more fielders converge on the ball where one of them might catch the ball,
- Out - Outfielders turn their backs to the infield and runs towards the wall,
- In - Outfielders charging in hard (possible dead run or diving catch), or
- Line - The right fielder runs toward the right field line.

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"Trouble" Fly Ball Responsibilities with R2 only or R3 & R2 on Bases:

"Trouble" Fly Ball to U1's Area:

- If U1 goes out (40% coverage area) – then revert to standard 2-man rotation.
 - Base retouch: PU lines up R3 retouching at 3rd (if applicable) U3 lines up R2 at 2nd.
 - If the fly ball is caught:
 - R2: PU positions for plays on all runners at the plate. U3 covers all plays on all runners on 1st, 2nd or 3rd bases.
 - R3 & R2: PU lines up R3's retouch and positions for all plays at the plate. U3 is responsible for backdoor plays on R3 at 3rd, all plays on R2 through 3rd base.
 - If the fly ball is not caught:
 - PU positions for all plays on all runners at the plate. U3 covers all plays on all runners on 1st, 2nd or 3rd bases.

Additional Notes:

Definition of "trouble" balls:

- Fair/foul rulings,
- Catch vs. trap ball ruling, or
- Ground rulings (such as home runs, batted balls off the wall or balls to dead ball territory).

"Trouble Ball" Keys for Going Out – "C.O.I.L.":

- Converging – Two (2) or more fielders converge on the ball where one of them might catch the ball,
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- Line - The right fielder runs toward the right field line.