

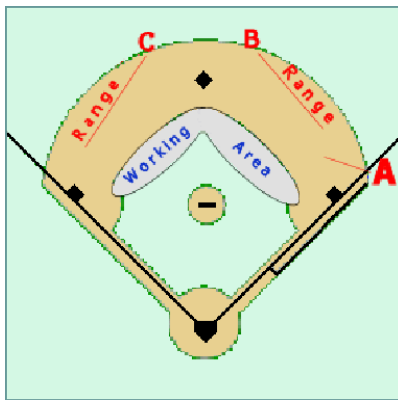
## Positioning and Mechanics (Basics for Two-Man System)

### Abbreviations

Home Plate Umpire = **U1**  
 Base Umpire = **U2**  
 Bases = **1B, 2B, 3B, Home**  
 Runner on 1B = **R1**  
 Runner on 2B = **R2**  
 Runner on 3B = **R3**  
 Batter-runner = **BR**

### Abbreviations

**F1** = Pitcher  
**F2** = Catcher  
**F3** = 1st Baseman  
**F4** = 2nd Baseman  
**F5** = 3rd Baseman  
**F6** = Shortstop  
**F7** = Left Fielder  
**F8** = Center Fielder  
**F9** = Right Fielder



The start positions for the Base Umpire are simple:

**No runners on base, Position A**

**With R1 only, Position B**

**In all other situations, Position C**

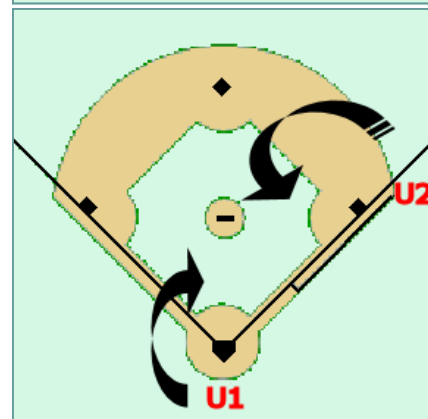
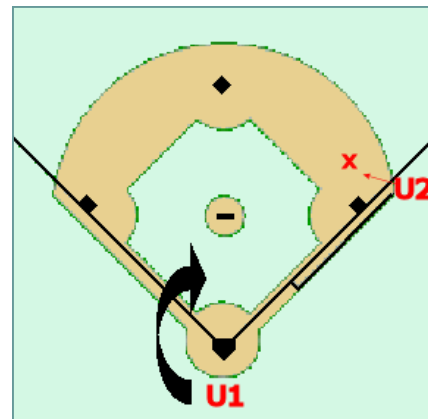
### NO RUNNERS ON BASE

#### Ball to the Infield

- **U2** starts in **A**. On hit, break to sweet spot for play at 1B
- On overthrows at 1B, watch for ball out of play
- If BR continues beyond 1B, break inside and stay with the BR
- Be sure to **see all base touches**—

#### Ball to the Outfield

- Break inside and pivot in the working area; pick up the ball but watch 1B for base touch
- You have ALL bases except home; stay with the BR if he advances beyond 1B.
- Your primary responsibility is BR, but from the corner of your eye **always know where the ball is**—this lets you *read the play* as it develops
- Take BR all the way to 3B, then release



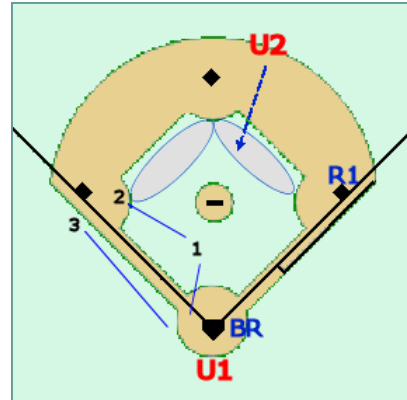
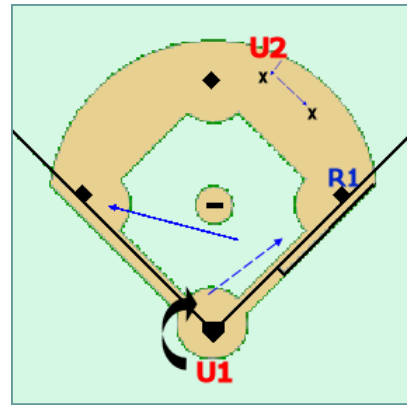
## RUNNER R1 (1st/3rd)

### Ball to the Outfield

- **U2** starts in **B**. On hit, slide in your range to sweet spot; the play could be at 1B or 2B, so read the play and be in position
- Be alert to the double play
- Be sure to see all base touches
- Watch for obstruction of the BR rounding 1B

### Ball to the Infield

- Break inside to the working area, pivot
- Pick up the ball and stay read the play as the ball returns to the infield. **Follow the ball to the play. Read and react.**
- If the ball is caught, look **immediately** at R1 to see tag-up if the runner advances.
- If R1 advances to 3B, **U1** covers 3B and Home (**U2** stays with BR).



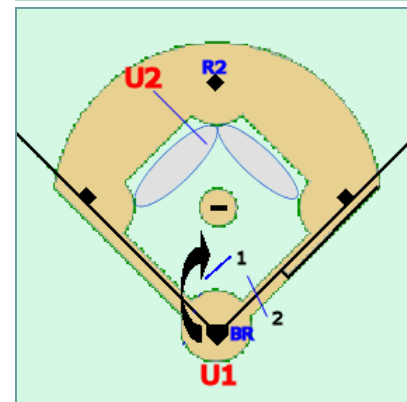
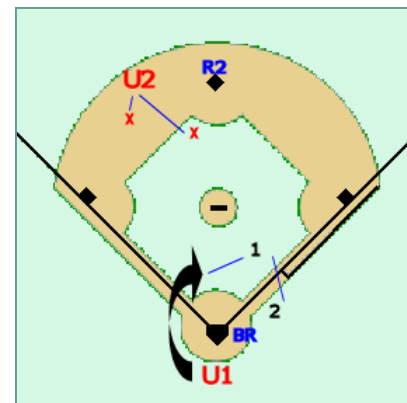
## RUNNER R2

### Ball to the Outfield

- **U2** starts in **C**. Read and react, follow ball to play
- If at 1B, take a few steps in and set for call
- If play is on R2 (either advancing, or returning to 2B), pick up ball and set for play. Watch for obstruction.
- If a caught line drive, look immediately at R2 for the pick-off play –**OR**, for tag-up if R2 advances

### Ball to the Infield

- Break inside, pivot, and pick up the ball
- If caught, look at R2 to ensure he tags up before advancing
- If not caught fly, **read and react**. Slide in your working area and stay with the ball as it returns to the infield.
- After R2 passes 3B, release R2 to U1 and pick up the BR



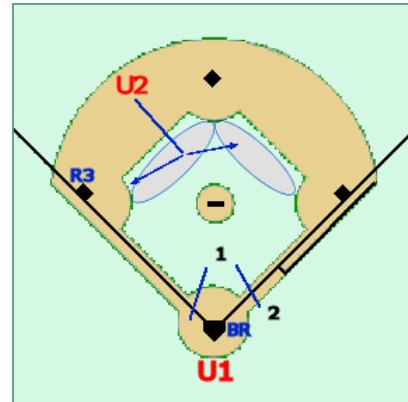
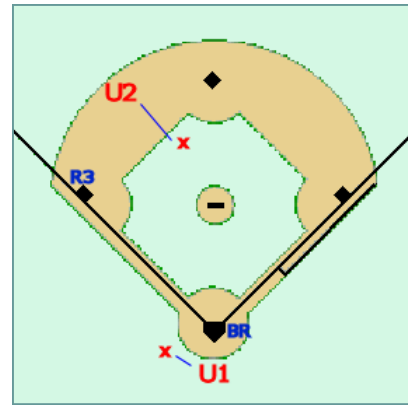
## RUNNER R3

### Ball to the Infield

- **U2** starts in **C**. Take steps toward 1B and set for call, AND, sneak a look at R3 to see if he is going.
- Follow ball to the play. If caught line drive, look immediately at R3 for tag up or pick off.
- If BR breaks for 2B trying to draw the throw, allowing R3 to steal home, stay with the ball and know where your runners are. Stay with BR and let U1 handle R3.

### Ball to the Outfield

- Break inside, pick up the ball; keep the ball in the corner of your eye, but focus on the runners.
- **See all base touches** and watch for obstruction
- On caught fly ball, look *immediately* at R3 to see the tag up.
- If not caught, release R3 and focus on the BR. You have the BR all the way to 3B.



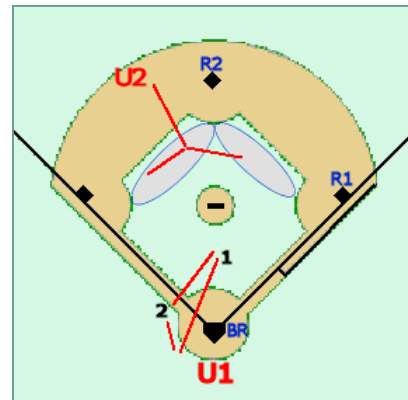
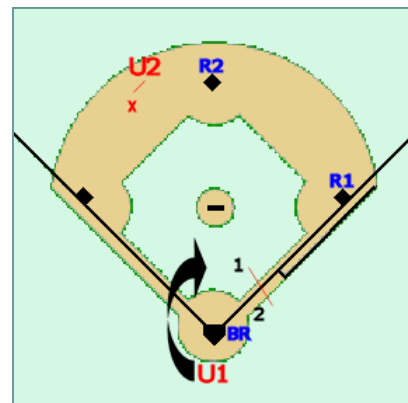
## RUNNERS R1, R2

### Ball to the Infield

- **U2** starts in **C**. You have forces at all bases, so read and react –and follow the ball to the play.
- Be alert for double play.
- On a caught line drive, look immediately at runners for tag-up and pick-off plays.
- Remember that with fewer than two outs, R1, R2 is an **infield fly situation**. If pop-up to infield, point and call "Infield fly...batter out."

### Ball to the Outfield

- Break inside, pivot, and pick up the ball so you can see runners and still know where the ball is.
- If caught fly ball, look *immediately* to see that runners tag up before advancing.
- If not caught, track the ball –read and react. **You have all runners at all bases.**



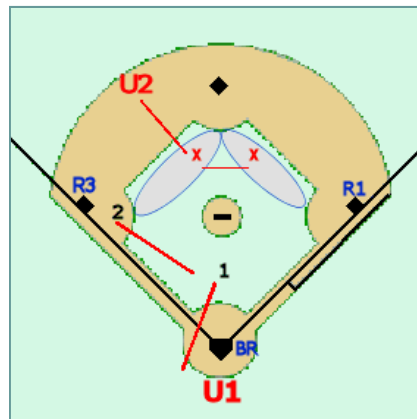
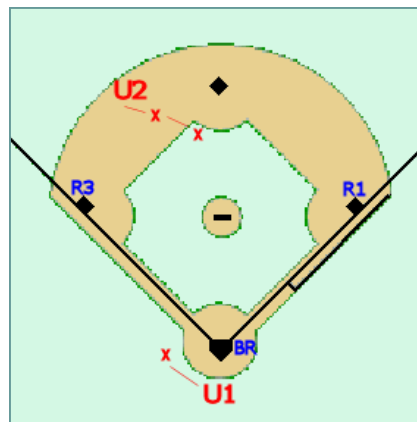
## RUNNERS R1, R3

### Ball to the Infield

- **U2** starts in **C**. Be flexible. Take a couple of steps and get set for the play at 1B. However, the play could just as easily go to 2B (on R1).
- Stay with the ball, then read and react and follow the ball from the first to the next play.
- If it's a caught line drive, immediately look at both runners to see a tag up or pick-off play. If you have agreed with your partner that U1 has the tag up at 3B, then focus on R1.

### Ball to the Outfield

- Break inside, pivot, pick up the ball; read and react.
- If a caught fly ball, look immediately at R1 to ensure he tags up before trying to advance to 2B. U1 has the tag-up on R3.
- If the ball to the outfield is not a caught fly ball, forget about R3. Pick up the ball, watch all runners (R1 and BR) touch bases, then read and react to the ball coming back to the infield.



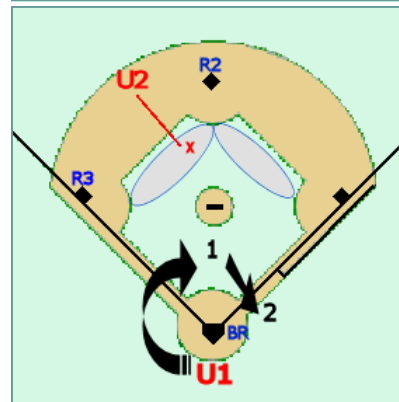
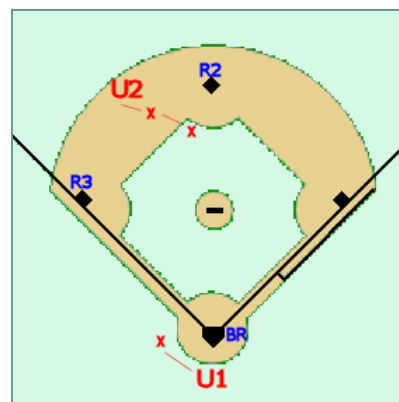
## RUNNERS R2, R3

### Ball to the Infield

- **U2** starts in **C**. No force, so your first move should be toward 1B. However, watch for snap throws on R2 and R3 if they have moved off their bases.
- If play does go to 1B, expect R2 and R3 to advance, so follow the ball to the next play.
- If a caught line drive, look at R2 to see a tag up. With R2/R3, you have the tag up on R2 while U1 has the tag up on R3.

### Ball to the Outfield

- Break inside and pivot. Pick up the ball and read the play as you follow the ball back to the infield.
- If ball is caught, look at R2 for the tag-up. U1 has the tag-up at 3B.
- If ball is not caught, release R3 to U1 and concentrate on R2 and BR. Be sure to see all base touches.



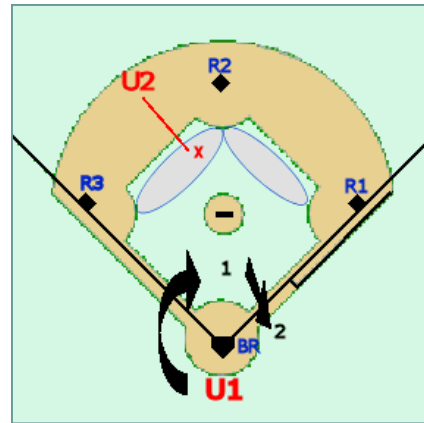
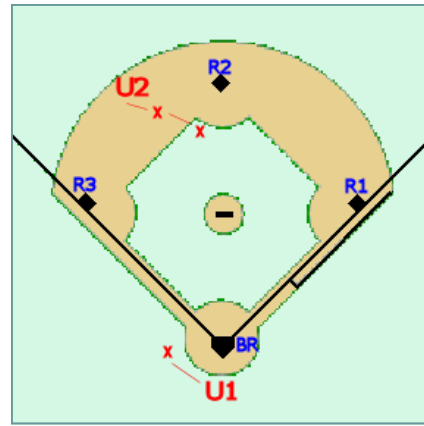
## RUNNERS R1, R2, R3—Infield Hit

### Ball to the Infield

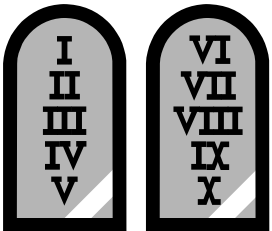
- **U2** starts in **C**. Pick up the ball immediately and follow it to the play. We have forces at all bases, so the ball could go anywhere
- Be alert for double play. Stay with the ball and stay out of the way
- If a caught line drive, look immediately for the snap throw on R1 or R2
- If ball is mishandled and gets through the infield, come inside and pivot.

### Ball to the Outfield

- Break inside and pivot. Pick up the ball and move to a spot to you see R1 and R2 for tag-ups if the fly ball is caught.
- If no catch, pick up the ball coming back to the infield. **Stay with the ball**, and stay out of the way.
- See all base-touches. This is **very** important. With bases loaded, everyone is forced.



## The Ten Commandments of Umpiring



**I** – Keep your eye on the ball.

**II** – Keep all personalities out of your work. Forget and forgive.

**III** – Avoid sarcasm. Don't insist on the last word.

**IV** – Never charge a player and above all no pointing your finger and yelling.

**V** – Hear only the things you should hear – be deaf to others.

**VI** - Keep your temper. A decision made in anger is never sound.

**VII** – Watch your language.

**VIII** – Take pride in your work at all times. Remember, respect for an umpire is created off the field as well as on.

**IX** – Review your work. You will find, if you are honest, that 90% of the trouble is traceable to loafing.

**X** – No matter what your opinion of another umpire, never made an adverse comment regarding him.