



# ISF FIELD MECHANICS

# 3 & 4 UMPIRE SYSTEM

(Including 5 and 6 Umpire Outfield Coverage)

Reissued by ISF Director of Umpires

January 2015 (v1 Final)

*Text changes are bolded and italicized. Graphic changes are tagged*

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# ISF MECHANICS FUNDAMENTALS

## Ready Position:

The ready position is the body position a base umpire takes immediately prior to the pitcher bringing his hands together for the pause and up until the pitch is released.

As the pitcher assumes the pause position, (hands together), the umpire should take the ready position by placing the feet at a comfortable distance apart, (normally shoulder width) staying relaxed but still. As the pitcher releases the pitch, soften the knees (slightly bend), adjust body weight to the balls of the feet and draw the hands in, close to the body at belt level.

If the ball is hit, push off the ball of the outer foot and move to the appropriate position for a possible play. If the ball is not hit, relax until the start of the next pitch but always be aware of pick off plays, passed balls, etc that may cause the umpire to move to a position to call a play.

## Set Position

This is the position an umpire should take, prior to making a call on a play. This position is very similar to the ready position.

On a force play, the umpire moves to a proper position to see the play; 4-5 metres (12-15 feet) back, 90 degrees to the throw; on plays at 1<sup>st</sup> base, do not go beyond 45 degrees to the base, and normally take three steps into fair territory which will give a 22.5 degree angle. Once at this position the umpire should go into the set position which mimics the ready position, feet spread apart (normally shoulder width) knees soften and slightly bent, and hands drawn into the body at belt level.

On a tag play, the umpire moves to a proper position to see the play, 3-4 meters (10-12 feet) back and not in line with the throw, 90 degrees to the runner's base path and just short of the leading edge of the base. Once at this position the umpire should go into the set position which mimics the ready position, feet spread apart (normally shoulder width) knees soften and slightly bent, and hands drawn into the body at belt level.

## Making the Call

While in the set position, the umpire should pick the ball up with the eyes and track the ball by turning the head with the ball. On force plays, just prior to the thrown ball reaching the receiver, change your focus to the ball, fielder and runner, watching the three come together. Once you have made your decision on the play, rise from the set position and signal and verbalize your call, using appropriate emphasis and voice. On tag plays, watch the thrown

ball into the fielder's glove and follow the ball and glove to the area of the tag, picking up the runner in your field of vision as the fielder begins to move towards the area where the tag will happen. With the Four Essential Elements in front of you judge whether the tag was made prior to the runner touching the base. Rise and make the signal and verbal call, using the appropriate emphasis and voice. If required you may adjust your position to best see all the Four Essential Elements.

## Fly Ball Coverage

On a fly ball to the outfield, one base umpire shall go out to determine whether the ball is fair or foul and whether a fielder has made a catch or there is no catch. If a catch, the umpire is to signal the out. In the 3-umpire system if, the responsible umpire is at the 2<sup>nd</sup> base position, then the plate umpire shall make the call fair or foul, catch or no catch from F7 or F9 to the fence.

## Rotations

Umpire infield rotations shall be clockwise. Exception: if required to backfill, trail a runner or return from a holding position.

## Holding Position

A position in foul territory, halfway between home plate and 3<sup>rd</sup> base or home plate and 1<sup>st</sup> base, 4-5 metres (12-15 feet) off the foul line. Umpires use the holding position, while watching the play develop to determine which base they are required to cover. U1 shall use the holding zone before rotating to home plate. If no immediate play at home and with U3 abandoning his position, move to home plate and push the PU up to 3<sup>rd</sup> base.

## Backfilling

This is when the play requires an umpire to counter-rotate to cover a position they left due to another umpire being required to cover a play situation elsewhere. An umpire must be ready to move to cover off a play when the responsible umpire cannot get in position to make the call.

Example: With a runner at 2<sup>nd</sup> or 3<sup>rd</sup> base or runners at 2<sup>nd</sup> and 3<sup>rd</sup> base and either U2 or U3 goes out to cover a fly ball to the outfield and the PU stays or moves back to home for a play. Depending on the development of the play, the BU at 2<sup>nd</sup> base may need to backfill to provide coverage at 3<sup>rd</sup> base. (Note: this rotation is not shown)

# Starting Positions – Base and Outfield Umpires

## Terminology

P	Plate Umpire	U1	1st Base Umpire
U2	2 <sup>nd</sup> Base Umpire	U3	3rd Base Umpire
ULF	Left Field Umpire	URF	Right Field Umpire

## 3 Umpire System

With no runners on, U1 and U3's preliminary starting position should be 6-7 metres (18-21 feet) behind the base, 15-30 cm (6-12 inches) off the line in foul territory (measured from the outside of the foot closest to the foul line).

With a runner on 1<sup>st</sup> base only, U3 moves to a position 4-5 metres (12-15 feet) back, on the 1<sup>st</sup> base side of 2<sup>nd</sup> base, just short of the leading edge. U1 moves forward to a position 4-5 metres (12-15 feet) behind 1<sup>st</sup> base.

With any runner on 2<sup>nd</sup> base, (or 1<sup>st</sup> and 3<sup>rd</sup> base), U1 moves to a position 4-5 metres (12-15 feet) back no closer than halfway but not more than 2/3<sup>rd</sup>s from 1<sup>st</sup> base, between 1<sup>st</sup> and 2<sup>nd</sup> bases. In both these cases, U1 should adjust his position prior to the pitch dependant on possible play back or steal situations, and the infielder's positions. U1 must not set-up in a position ahead of any infielder and must also be in a position to have clear vision to home plate.

With any runner on 2<sup>nd</sup> or 3<sup>rd</sup> base, U3 moves back to his original starting position but only 4-5 metres (12-15 feet) behind 3<sup>rd</sup> base. Exception: With any runner on 3<sup>rd</sup> base U3 should be 4-5 metres (12-15 feet) behind 3<sup>rd</sup> base in foul territory up to 2 metres (6 feet) off the line. U3 must not have his vision to home plate blocked by the runner so he is able to make calls on dead ball situations and judgements on check swings, enabling him to assist the plate umpire when requested.

With a runner on 3<sup>rd</sup> base only U1 moves back to the original starting position. On a ground ball to the outfield with no possible play at 3<sup>rd</sup> base, U3 rotates inside for any call at 2<sup>nd</sup> base.

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*On a pick off (throw back) at 1<sup>st</sup> base when U1's starting position is off the line in foul territory behind 1<sup>st</sup> base. U1 moves forward from the starting position to a position, 3-4 metres (10-12 feet) back and on a 45 degree line through 1<sup>st</sup> base in foul territory. On a pick off (throw back) at 3<sup>rd</sup> base, U3 moves forward from the starting position to a position, 3-4 metres (10-12 feet) back and on a 45 degree line through 3<sup>rd</sup> base in foul territory so that the ball, base, defensive player and returning runner player (the Four Essential Elements) are in front of the umpire.*

When either U1 or U3 goes out to cover a fly ball to the outfield the base umpire remaining shall stay with the Batter Runner for possible calls at 2<sup>nd</sup> and 3<sup>rd</sup> base. (Note: this rotation is not shown)

## 4 Umpire System

With no runners on, U1 and U3's preliminary starting position should be 6-7 metres (18-21 feet) behind the base, 15-30 cm (6-12 inches) off the line in foul territory (measured from the outside of the foot closest to the foul line); U2's preliminary starting position should be 6-7 metres (18-21 feet) back, on the 1<sup>st</sup> base side of 2<sup>nd</sup> base, just short of the leading edge.

With any runner on base, U1, U2 and U3 should be in their original starting position but only 4-5 metres (12-15 feet) behind the base. Exception: With any runner on 3<sup>rd</sup> base U3 should be 4-5 metres (12-15 feet) behind 3<sup>rd</sup> base in foul territory up to 2 metres (6 feet) off the line. U3 must not have his vision to home plate blocked by the runner so he is able to make calls on dead ball situations and judgements on check swings, enabling him to assist the plate umpire when requested.

*On a pick off (throw back) at 1<sup>st</sup> base U1 moves forward from the starting position to a position, 3-4 metres (10-12 feet) back and on a 45 degree line through 1<sup>st</sup> base in foul territory.*

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## 3 and 4 Umpire Systems

Alternative mechanics shown on page 30 are not the ISF preferred mechanic and are recommended only to be used when the developing play dictates. An umpire in using the alternative mechanic must judge that he will be in a better position to have the Four Essential Elements in front.

## 5 and 6 Umpire Systems

ULF and URF preliminary starting position should be in front of the outfielder half way between the outfielder and the base umpire; up to one metre off the line in fair territory so as to have clear vision to home plate.

Umpires to run parallel to the flight path of the ball until they get an angle on the play. When tracking a ball leaving the field of play close to the foul pole stay well back from the foul pole and on the foul line.

# Live Ball Play from Infield – No runners on base:

## 3 Umpire System

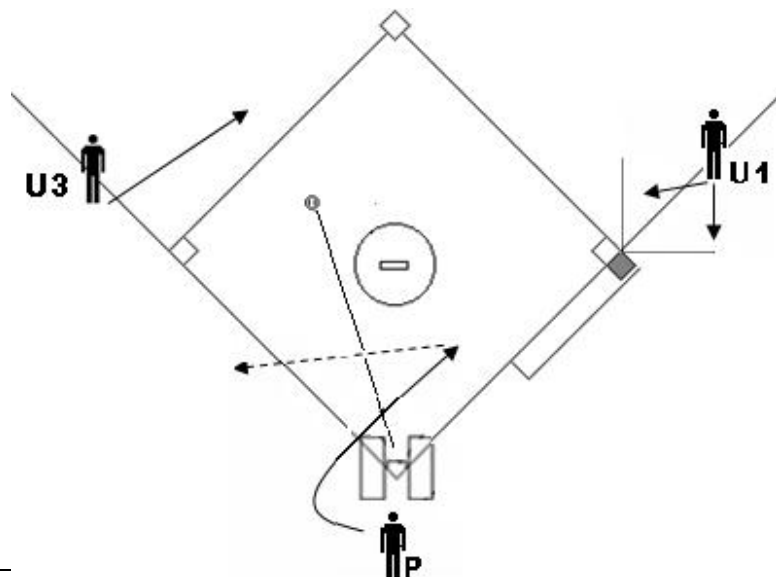
P - Trails the Batter-Runner for the swipe tag, watch for interference by Batter-Runner or to assist at 1<sup>st</sup> base if required; responsible for fair/foul call. Moves to holding zone between home and 3<sup>rd</sup> base when Batter-Runner reaches 1<sup>st</sup>.

U1 - Ball thrown from fair territory – Move into fair ground but no further than a line at 45 degrees through 1<sup>st</sup> base.

Ball thrown from foul territory – Move into foul ground but no further than a line at 45 degrees through 1<sup>st</sup> base.

If the Batter-Runner advances safely to 2<sup>nd</sup> base, move to the holding zone and be prepared to move to home for possible call.

U3 - Rotate inside for any call at 2<sup>nd</sup> base.



## 4 Umpire System

P - Trails the Batter-Runner for the swipe tag, watch for interference by Batter-Runner or to assist at 1<sup>st</sup> base if required; responsible for fair/foul call. Moves back to home when Batter-Runner reaches 1<sup>st</sup>.

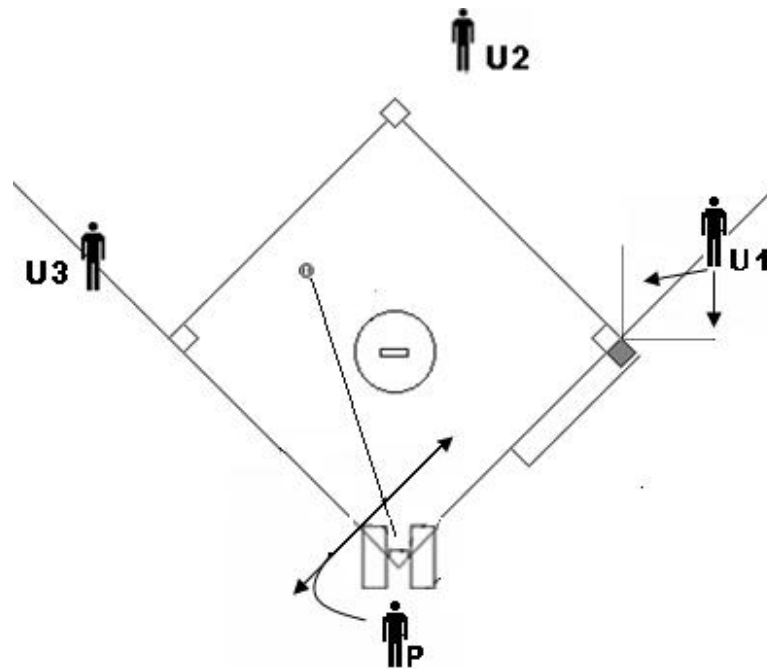
U1 - Ball thrown from fair territory –

Move into fair ground but no further than a line at 45 degrees through 1<sup>st</sup> base.

Ball thrown from foul territory –

Move into foul ground but no further than a line at 45 degrees through 1<sup>st</sup> base.

U2 & U3 - Need not leave their starting position unless the Batter-Runner continues from 1<sup>st</sup> base.



# Ground Ball to Outfield – No runners on base:

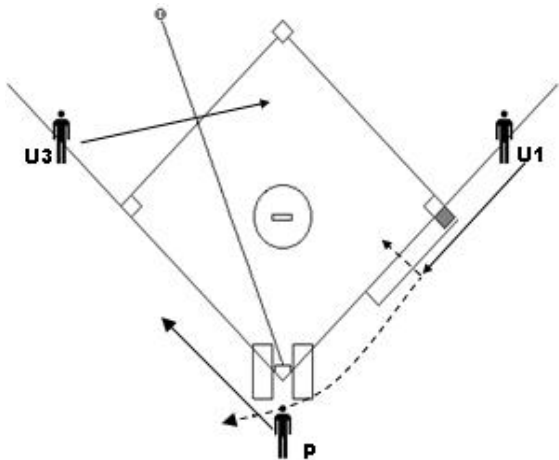
## 3 Umpire System

- No base umpire goes out any ground ball to the outfield -

P - Move into holding position; be prepared to bounce inside for the call at 3<sup>rd</sup> base on the Batter-Runner.

U1 - Move down the foul line and be prepared to bounce inside for a possible call at 1<sup>st</sup> base. Rotate to the plate, only if the Batter-Runner progresses from 2<sup>nd</sup> to 3<sup>rd</sup> base, for a possible call at Home.

U3 - Rotate inside for any call at 2<sup>nd</sup> base.



## 4 Umpire System

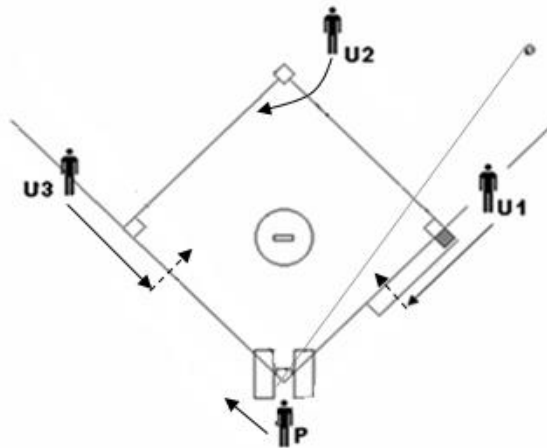
*Hit to RF* - No base umpire goes out -

P - Move to the left of the plate, watch for interference by the Batter-Runner or to assist at 1<sup>st</sup> base if required; responsible for fair/foul call.

U1 - Move down the foul line and be prepared to bounce inside for a possible call at 1<sup>st</sup> base

U2 - Buttonhook inside for any call at 2<sup>nd</sup> base

U3 - Move down foul territory, bounce into the infield for any play at 3<sup>rd</sup> base. (Refer page 30 for alternate mechanic)



## 4 Umpire System

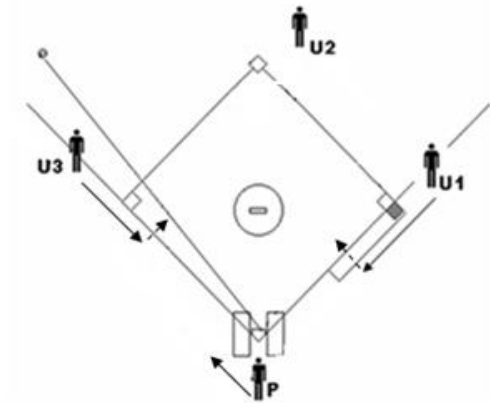
*Hit to CF/LF* - No base umpire goes out -

P - Move to the left of the plate, watch for interference by the Batter-Runner or to assist at 1<sup>st</sup> base if required; responsible for fair/foul call.

U1 - Move down the foul line and be prepared to bounce inside for a possible call at 1<sup>st</sup> base

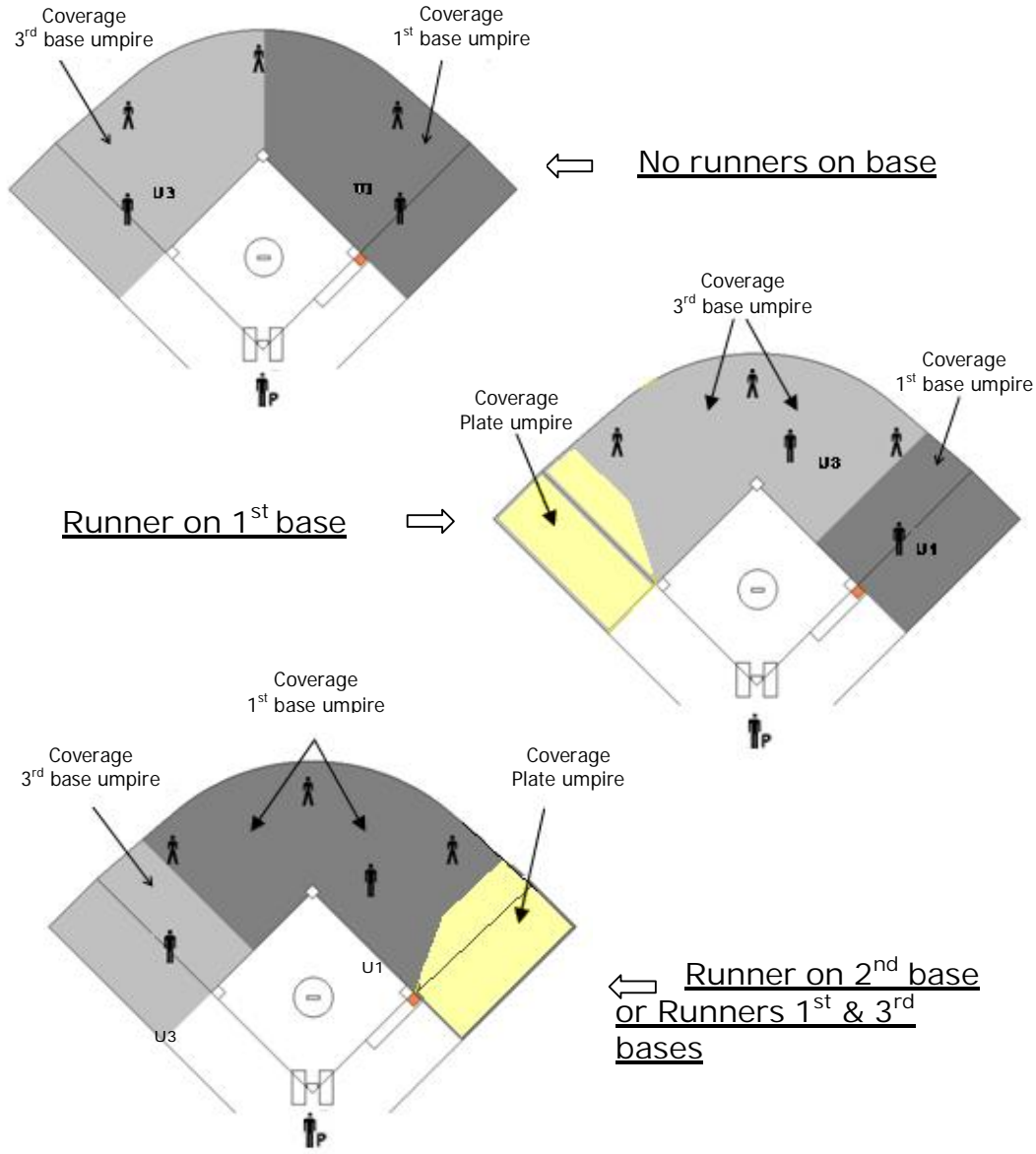
U2 - Stay out for an acute angle on the throw from LF for any call at 2<sup>nd</sup> base.

U3 - Move down foul territory, bounce into the infield for any play at 3<sup>rd</sup> base.



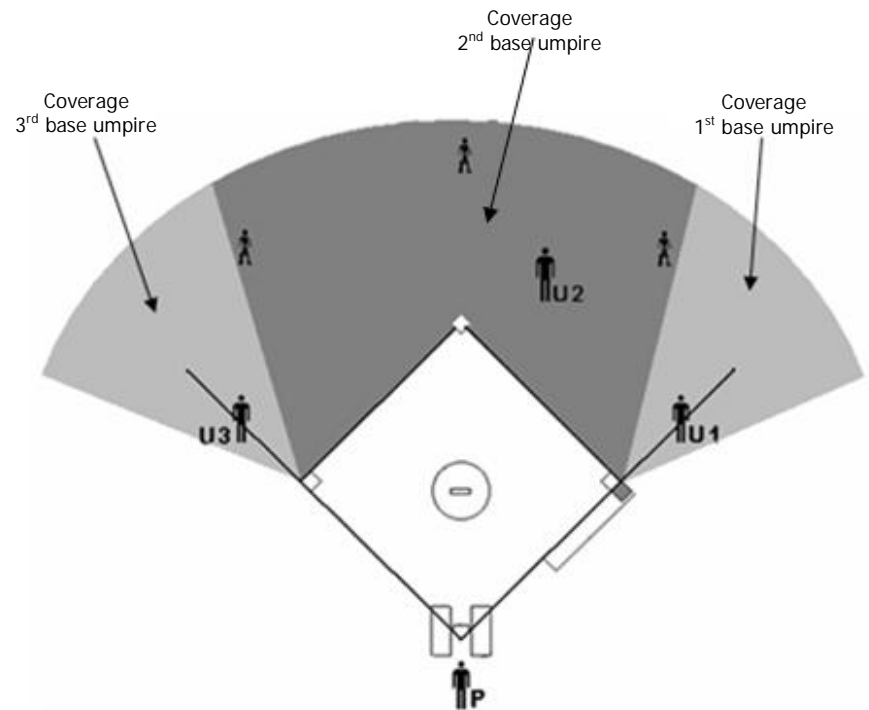
# Fly-Ball Coverage

## 3 Umpire System



## 4 Umpire System

Fly-ball coverage responsibilities do not change with runners on base:



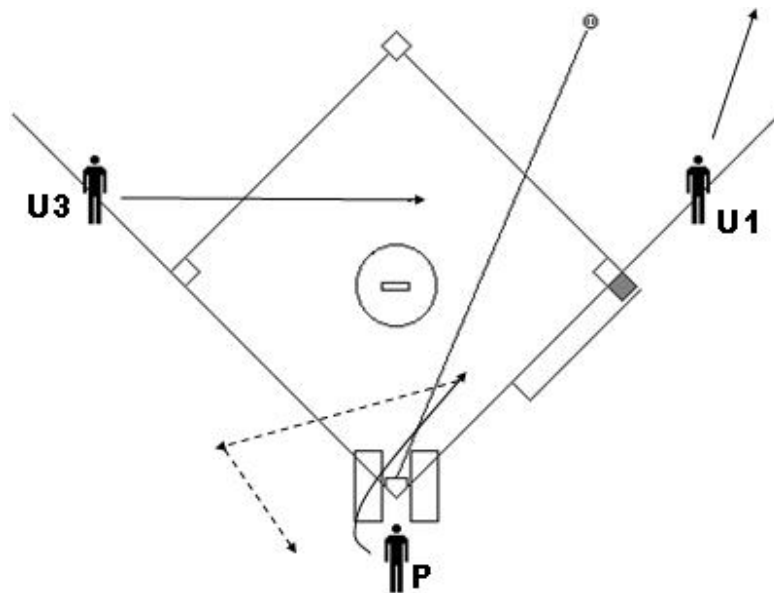
# No runners on base – Fly-ball down 1<sup>st</sup> base line (right field):

## 3 Umpire System

1<sup>st</sup> base umpire [U1] goes out

P - Move toward the ball no farther than the 8-foot circle and make primary call at 1<sup>st</sup> base on throw from RF if no catch; watch the catch.- Move into holding position after release of 1<sup>st</sup> base to U3. Retreat to the plate for a possible call at home, as U3 brings the Batter-Runner into 3<sup>rd</sup> base.

U3 - Moves inside for any calls at 2<sup>nd</sup> base, responsible for any calls at 1<sup>st</sup> and 2<sup>nd</sup> base once the Batter-Runner passes 1<sup>st</sup> base.



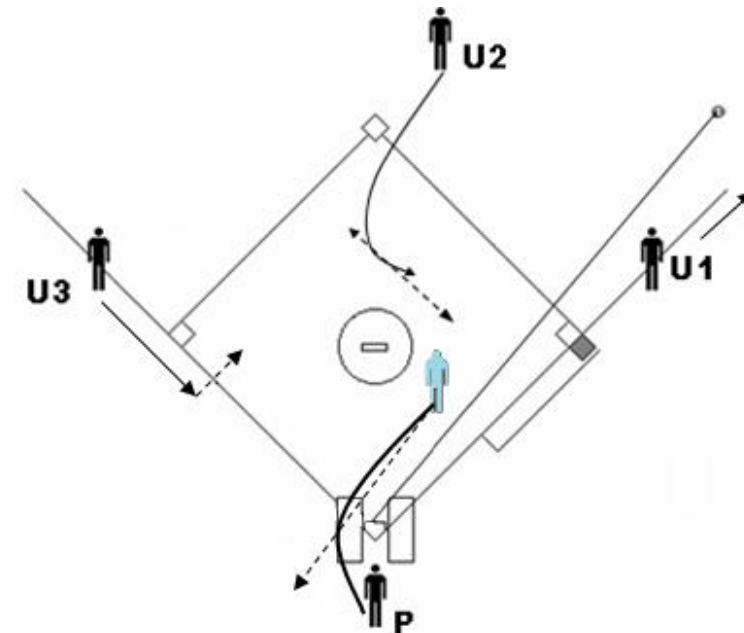
## 4 Umpire System

1<sup>st</sup> base umpire [U1] goes out

P - Trail the Batter-Runner. Watch the catch and assist with call at 1<sup>st</sup> base if requested. Move back to the plate for a possible call at home.

U2 - Buttonhook inside, responsible for any calls at 1<sup>st</sup> and 2<sup>nd</sup>.

U3 - Move down foul territory, bounce into the infield for any play at 3<sup>rd</sup> base. (Refer page 30 for alternative mechanic)





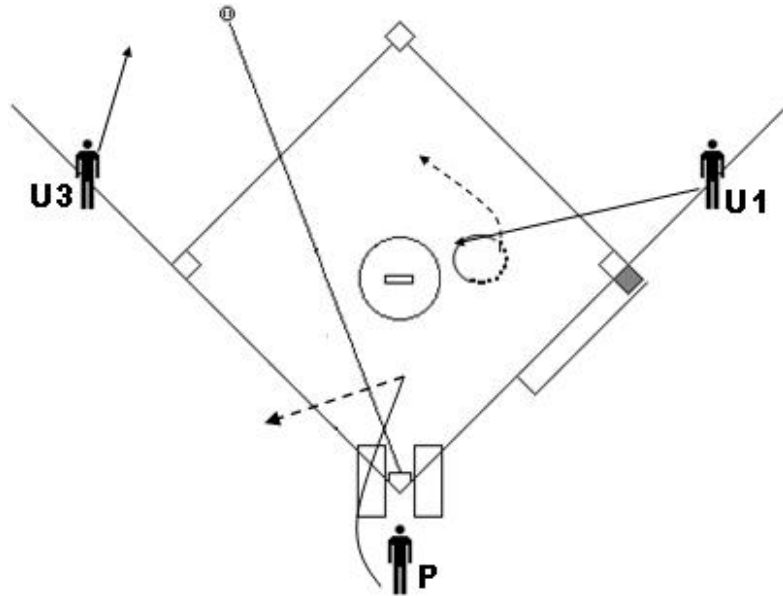
# No runners on base – Fly-ball between left and right fields:

## 3 Umpire System

- 3<sup>rd</sup> base umpire [U3] goes out -

P - Move out in front no farther than the 8-foot circle to watch the catch; then move to the holding position. Retreat to the plate for a possible call at home, as U1 brings the Batter-Runner into 3<sup>rd</sup> base.

U1 - Buttonhook inside for possible call at 1<sup>st</sup> base.



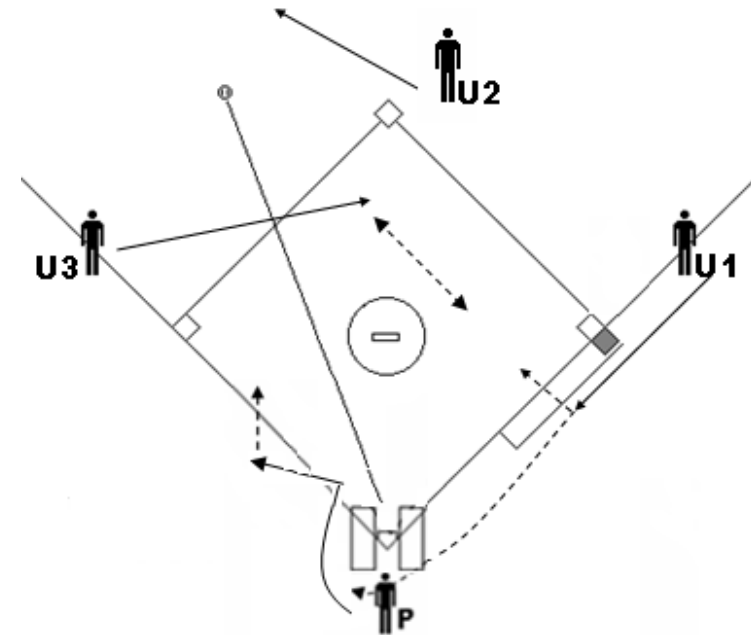
## 4 Umpire System

- 2<sup>nd</sup> base umpire [U2] goes out -

P - Move to the holding position; be prepared to bounce inside for possible call at 3<sup>rd</sup> base.

U1 - Move down the foul line; be prepared to bounce inside for a possible call at 1<sup>st</sup> base. Rotate to the plate only if the Lead Runner progresses from 2<sup>nd</sup> to 3<sup>rd</sup> base, for a possible call at home.

U3 - Rotate inside for any call at 2<sup>nd</sup> base; responsible for the Batter-Runner at 1<sup>st</sup> base after the release by U1.



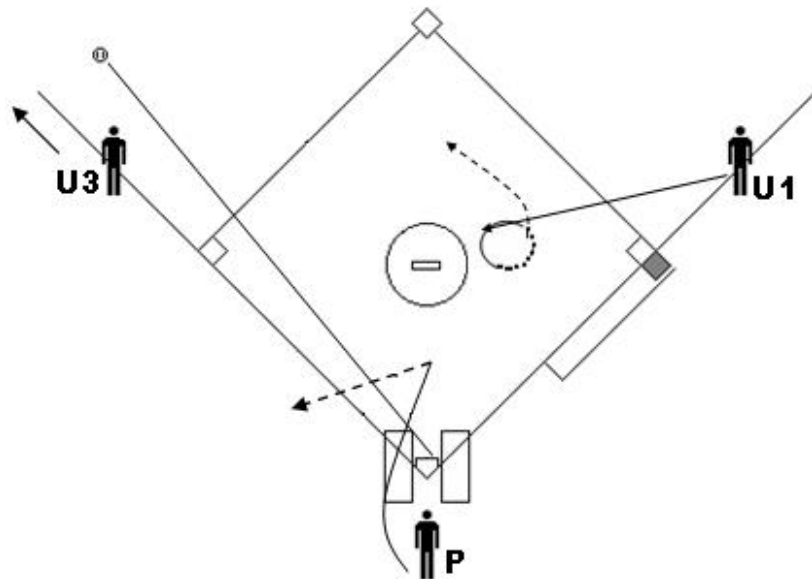
# No runner on base – Fly-ball down 3<sup>rd</sup> base line (left field):

## 3 Umpire System

- 3<sup>rd</sup> base umpire [U3] goes out -

P - Move out in front no farther than the 8-foot circle to watch the catch; then move to holding position. Retreat to the plate for a possible call at home, as U1 brings the Batter-Runner into 3<sup>rd</sup> base.

U1 - Buttonhook inside for possible call at 1<sup>st</sup> base.



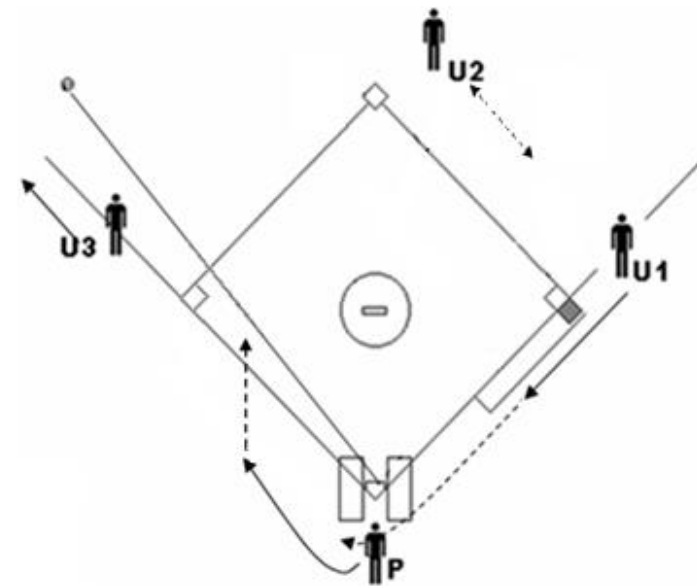
## 4 Umpire System

- 3<sup>rd</sup> base umpire [U3] goes out -

P - Move to the holding position; be prepared to bounce inside for possible call at 3<sup>rd</sup> base.

U1 - Move down the foul line; be prepared to bounce inside for a possible call at 1<sup>st</sup> base. Rotate to the plate, only if the Batter-Runner progresses from 2<sup>nd</sup> to 3<sup>rd</sup> base, for a possible call at Home.

U2 - Stay out for an acute angle on the throw from LF for possible call at 2<sup>nd</sup> base; responsible for the Batter-Runner at 1<sup>st</sup> base after the release by U1.



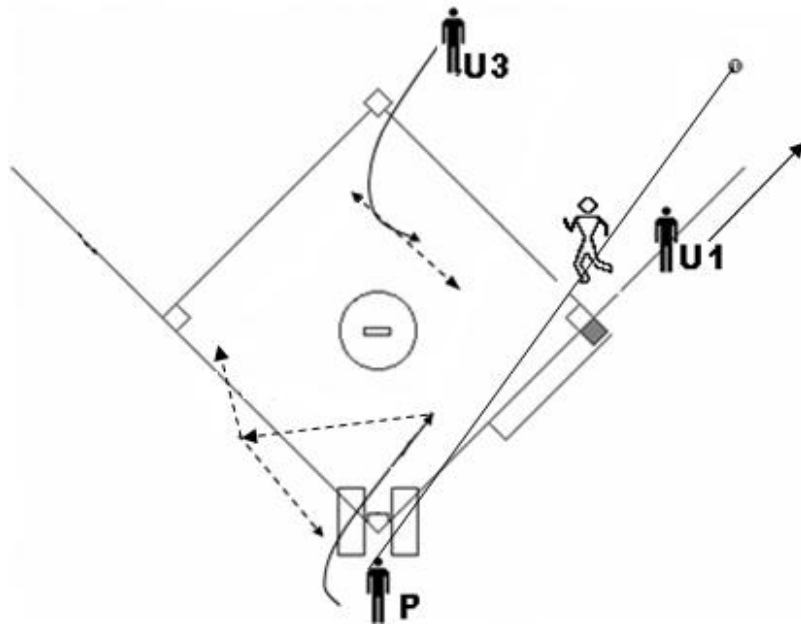
# Runner on 1<sup>st</sup> base – Fly-ball down 1<sup>st</sup> base line (right field):

## 3 Umpire System

- 1<sup>st</sup> base umpire [U1] goes out -

P - Trail the Batter-Runner for a possible assist at 1<sup>st</sup> base and watch the catch. Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3<sup>rd</sup> base. Retreat to the plate as U3 brings the Batter-Runner into 3<sup>rd</sup> base.

U3 - Buttonhook inside for any calls at 1<sup>st</sup> and 2<sup>nd</sup> base.



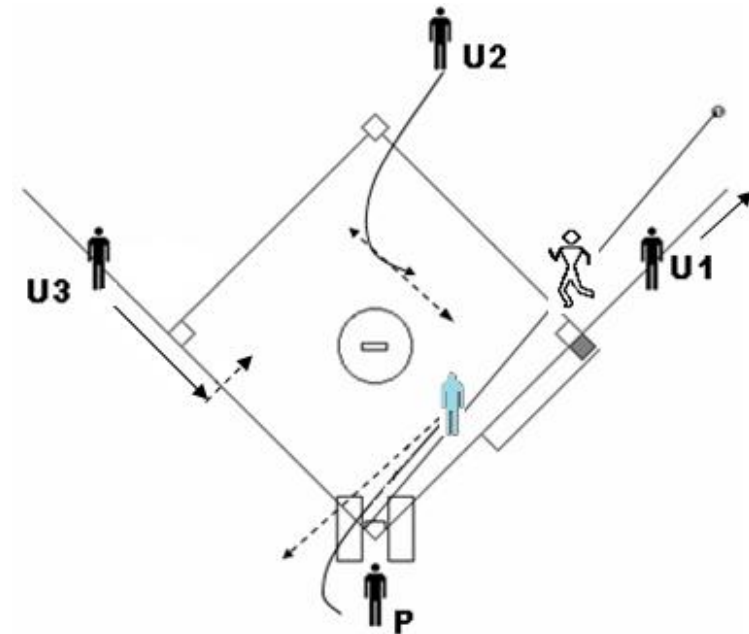
## 4 Umpire System

- 1<sup>st</sup> base umpire [U1] goes out -

P - Trail the Batter-Runner. Watch the catch and assist with the call at 1<sup>st</sup> base if requested. Move back to the plate for a possible call at home.

U2 - Buttonhook inside, responsible for any calls at 1<sup>st</sup> and 2<sup>nd</sup>.

U3 - Move down foul territory, bounce into the infield for any play at 3<sup>rd</sup> base. (Refer page 30 for alternative mechanic)



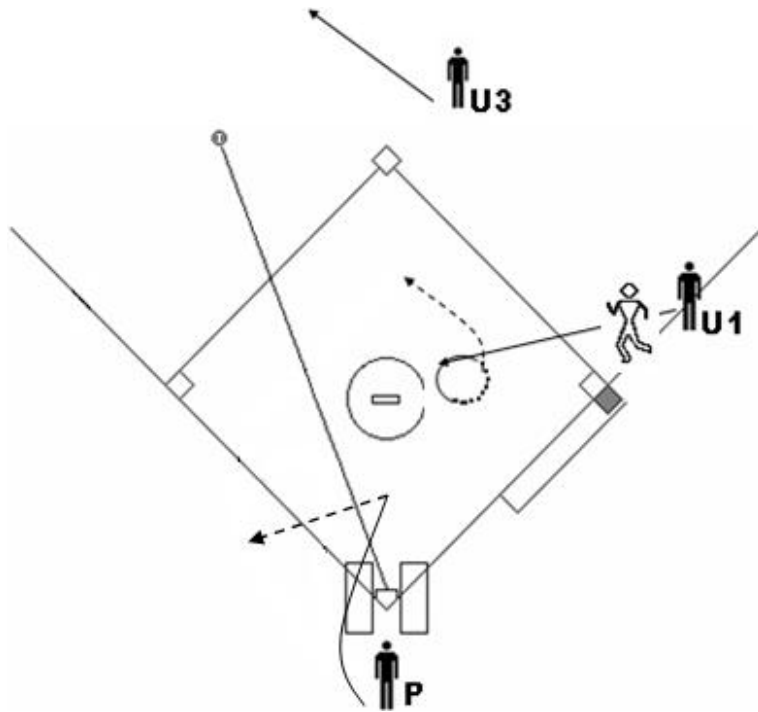
# Runner on 1<sup>st</sup> base – Fly-ball between left and right fields:

## 3 Umpire System

- 3<sup>rd</sup> base umpire [U3] goes out -

P - Move out in front no farther than the 8-foot circle to watch the catch; then move to the holding position. Be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3<sup>rd</sup> base. Retreat to the plate as U1 brings the Batter-Runner into 3<sup>rd</sup> base.

U1 - Buttonhook inside for any calls at 1<sup>st</sup> and 2<sup>nd</sup> base.



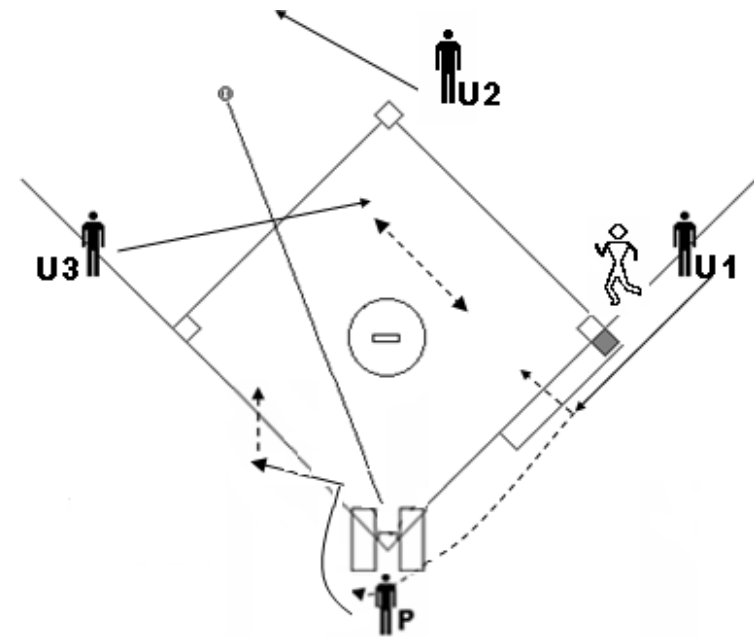
## 4 Umpire System

- 2<sup>nd</sup> base umpire [U2] goes out -

P - Move to the holding position; be prepared to bounce inside for a possible call at 3<sup>rd</sup> base.

U1 - Move down the foul line; be prepared to bounce inside for a possible call at 1<sup>st</sup> base. Rotate to the plate only if the Lead Runner progresses from 2<sup>nd</sup> to 3<sup>rd</sup> base, for a possible call at home.

U3 - Rotate inside for any call at 2<sup>nd</sup> base; responsible for the Batter-Runner at 1<sup>st</sup> base after the release by U1.



## Runner on 1<sup>st</sup> base – Fly-ball down 3<sup>rd</sup> base line (left field):

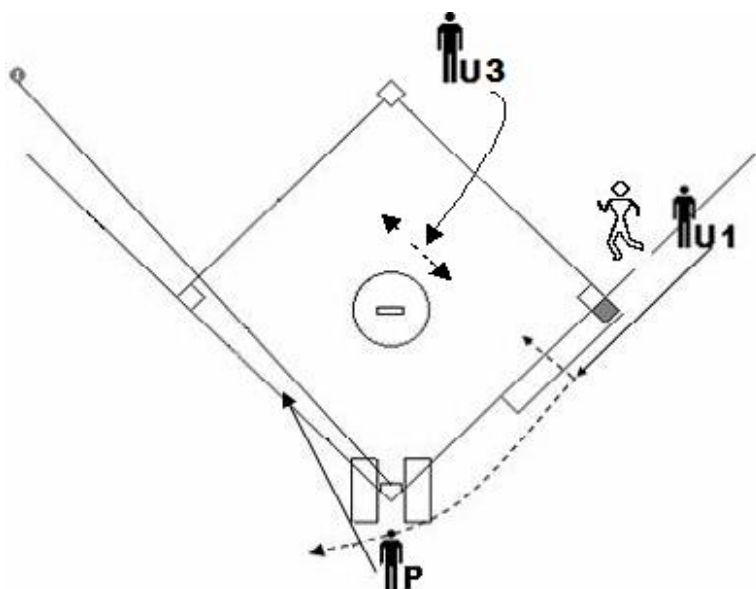
### 3 Umpire System

- Plate umpire [P] calls the catch -

P - As the hit is to the right side of the Left Fielder - Move down the 3<sup>rd</sup> base line to call the catch and indicate Fair/Foul on the touch of the ball; call "Foul" if necessary. Be prepared to bounce inside for a possible call at 3<sup>rd</sup> base.

U1 - Move down the foul line; be prepared to bounce inside for a possible call at 1<sup>st</sup> base. Rotate to the plate, only if the Lead Runner progresses from 2<sup>nd</sup> to 3<sup>rd</sup> base, for a possible call at Home.

U3 - Buttonhook inside for any call at 2<sup>nd</sup> base; responsible for the Batter-Runner at 1<sup>st</sup> base after the release by U1.



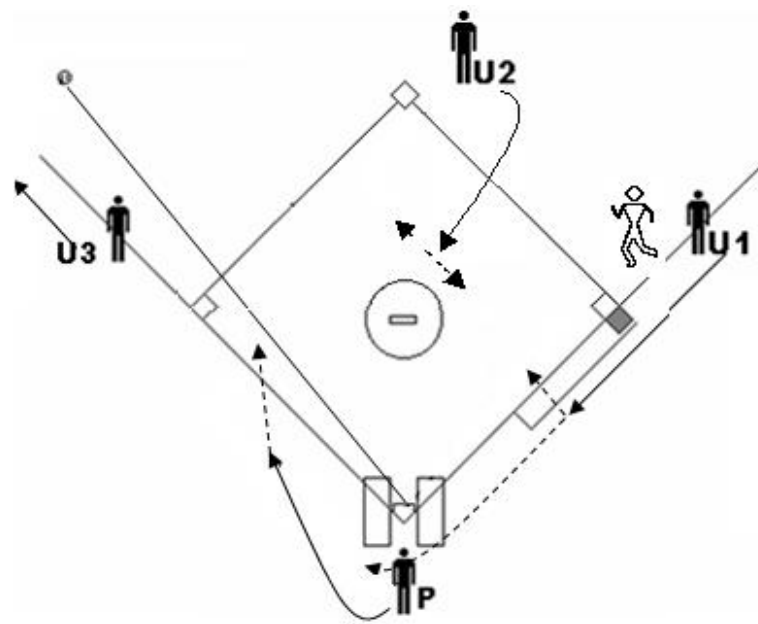
### 4 Umpire System

- 3<sup>rd</sup> base umpire [U3] goes out -

P - Move to the holding position; be prepared to bounce inside for a possible call at 3<sup>rd</sup> base.

U1 - Move down the foul line; be prepared to bounce inside for a possible call at 1<sup>st</sup> base. Rotate to the plate, only if the Lead Runner progresses from 2<sup>nd</sup> to 3<sup>rd</sup> base, for a possible call at Home.

U2 - Buttonhook inside for any call at 2<sup>nd</sup> base; Responsible for the Batter-Runner at 1<sup>st</sup> and 2<sup>nd</sup> base after the release by U1.



## Runner on 2<sup>nd</sup> base – Fly-ball down 1<sup>st</sup> base line (right field):

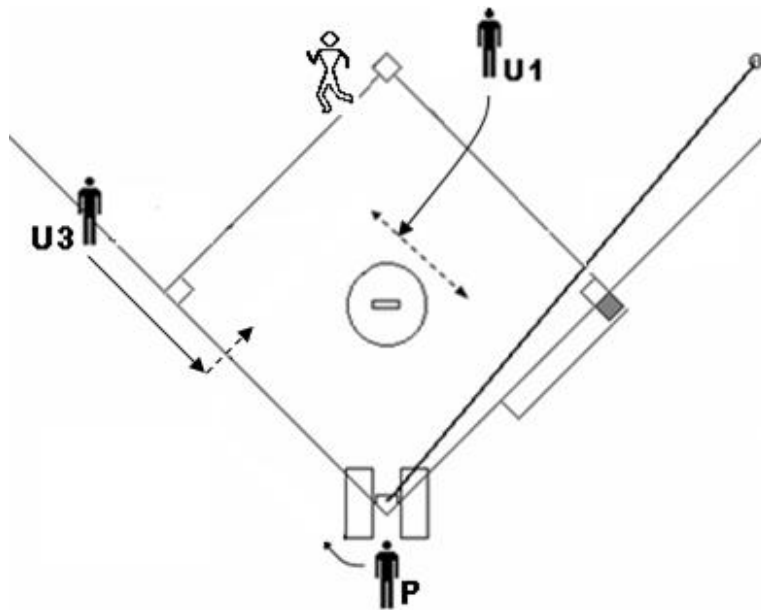
### 3 Umpire System

- Plate umpire [P] calls the catch -

P - As the hit is to the left side of the Right Fielder - Moves to the left of the plate; watch down the 1<sup>st</sup> base line for the catch and indicates Fair/Foul on the touch of the ball; calls "Foul" if necessary. Remains at the plate for possible call on runner.

U1 - Buttonhook inside for all calls at 1<sup>st</sup> and 2<sup>nd</sup> base.

U3 - Move down foul territory, bounce into the infield for any play at 3<sup>rd</sup> base. (Refer page 30 for alternative mechanic)



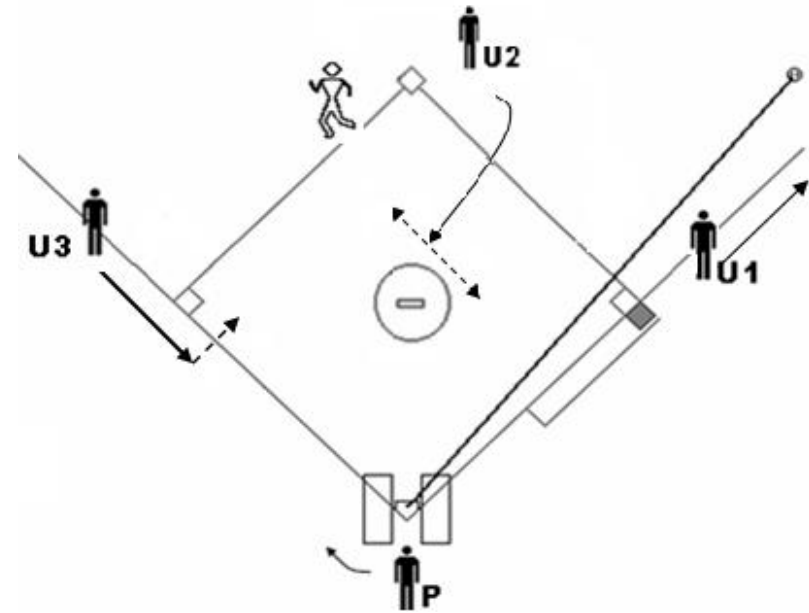
### 4 Umpire System

- 1<sup>st</sup> base umpire [U1] goes out -

P - Move to the left of the plate watch the catch and assist with the call at 1<sup>st</sup> base, if requested. Responsible for all calls at Home.

U2 - Buttonhook inside for any calls at 1<sup>st</sup> and 2<sup>nd</sup> base.

U3 - Move down foul territory, bounce into the infield for any play at 3<sup>rd</sup> base. (Refer page 30 for alternative mechanic)



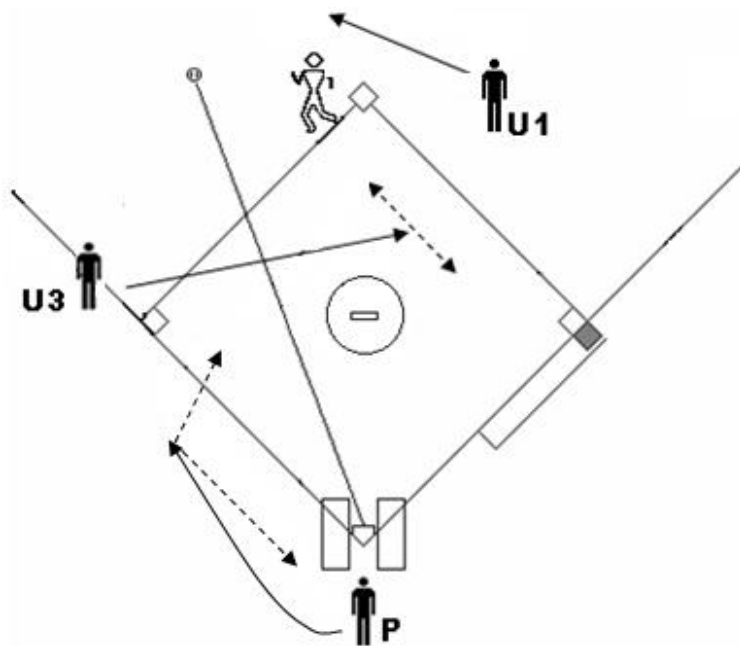
# Runner on 2<sup>nd</sup> base – Fly-ball between left and right fields:

## 3 Umpire System

- 1<sup>st</sup> base umpire [U1] goes out -

P - Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3<sup>rd</sup> base. Retreat to the plate as U3 brings the Batter-Runner into 3<sup>rd</sup> base.

U3 - Rotate inside for any calls at 1<sup>st</sup> and 2<sup>nd</sup> base.



## 4 Umpire System

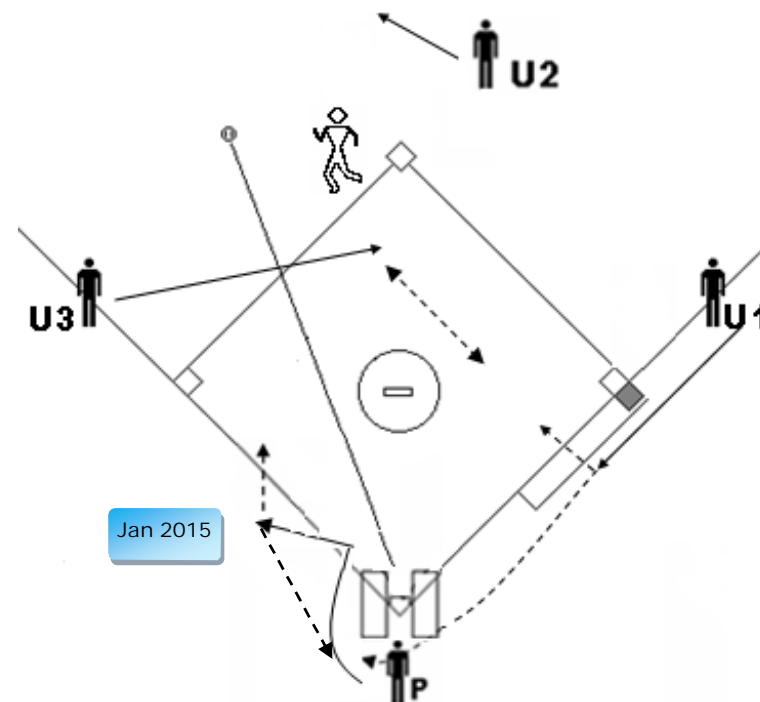
- 2<sup>nd</sup> base umpire [U2] goes out -

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P - Move to the holding position; be prepared to *move back to the plate for the call at home or bounce inside* for a possible call at 3<sup>rd</sup> base

U1 - Move down the foul line; be prepared to bounce inside for a possible call at 1<sup>st</sup> base. Rotate to the plate for a possible call at Home, only if the Lead Runner progresses from 2<sup>nd</sup> to 3<sup>rd</sup> base and [P] has moved up to 3<sup>rd</sup>.

U3 - Rotate inside for any call at 2<sup>nd</sup> base; responsible for the Batter-Runner at 1<sup>st</sup> base after the release by U1.



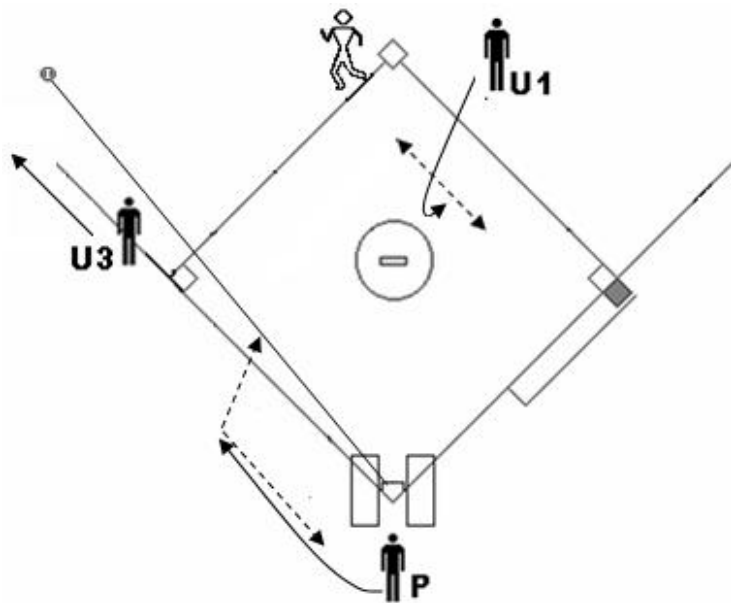
## Runner on 2<sup>nd</sup> base – Fly-ball down 3<sup>rd</sup> base line (left field):

### 3 Umpire system

- 3<sup>rd</sup> base umpire [U3] goes out -

P - Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3<sup>rd</sup> base. Retreat to the plate as U1 brings the Batter-Runner into 3<sup>rd</sup> base.

U1 - Buttonhook inside for any calls at 1<sup>st</sup> and 2<sup>nd</sup> base.



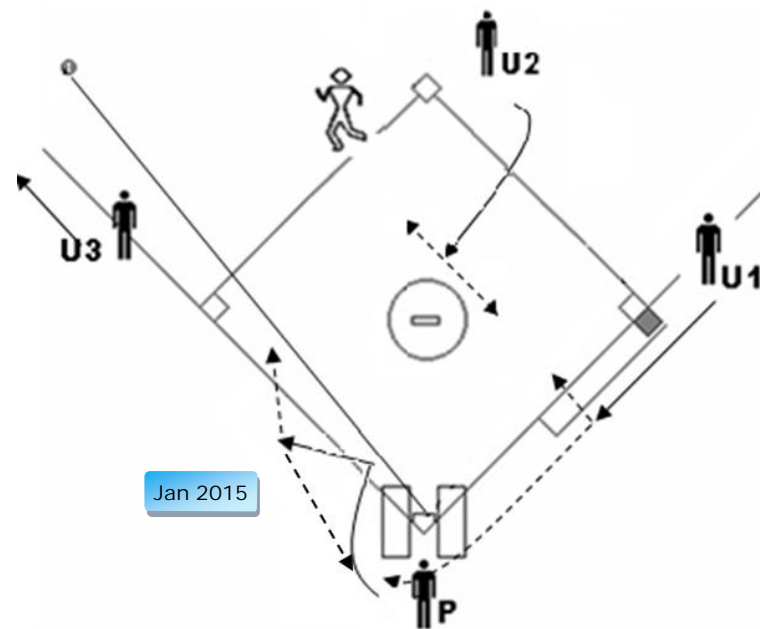
### 4 umpire system

- 3<sup>rd</sup> base umpire [U3] goes out -

P - Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3<sup>rd</sup> base.

U1 - Move down the foul line; be prepared to bounce inside for possible call at 1<sup>st</sup> base. Rotate to the plate, only if the Lead Runner progresses from 2<sup>nd</sup> to 3<sup>rd</sup> base, for a possible call at Home.

U2 - Rotate inside for any call at 2<sup>nd</sup> base; responsible for the Batter-Runner at 1<sup>st</sup> and 2<sup>nd</sup> base after the release by U1.





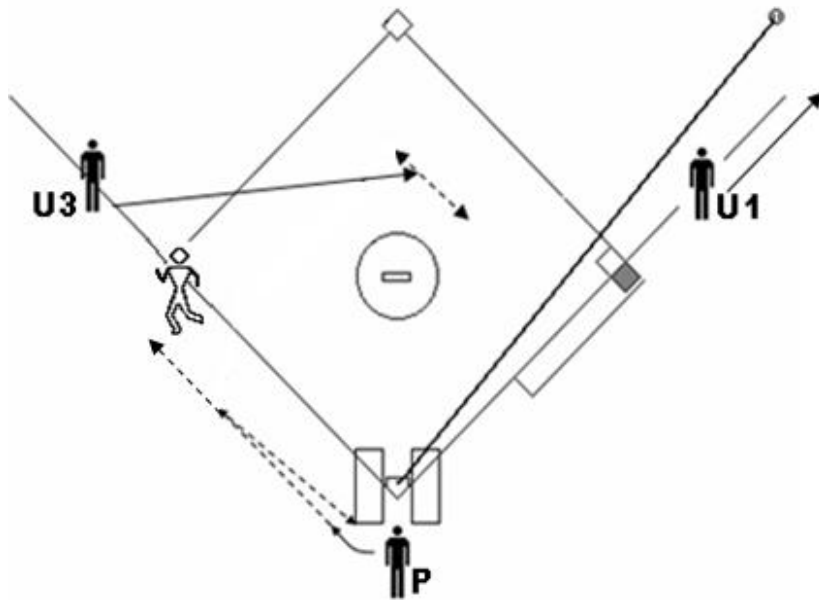
# Runner on 3<sup>rd</sup> base – Fly-ball down 1<sup>st</sup> base line (right field):

## 3 Umpire System

- 1<sup>st</sup> base umpire [U1] goes out -

P - Move to the left of the plate; watch down the 1<sup>st</sup> base line to assist at 1<sup>st</sup> base. Move to the holding position; be prepared to move up the foul line toward 3<sup>rd</sup> base for a possible play-back; or back to the plate for the call at home. Retreat to the plate as U3 brings the Batter-Runner into 3<sup>rd</sup> base.

U3 - Rotate inside for any calls at 1<sup>st</sup> and 2<sup>nd</sup> base.



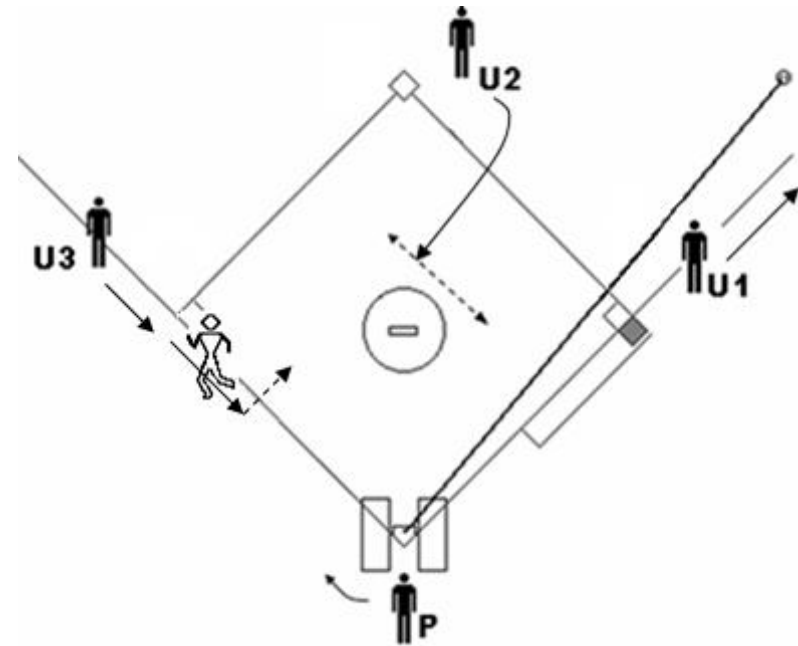
## 4 Umpire System

- 1<sup>st</sup> base umpire [U1] goes out -

P - Move to the left of the plate watch the catch and assist with a possible call at 1<sup>st</sup> base, if requested; responsible for all calls at home.

U2 - Buttonhook inside for any call at 1<sup>st</sup> and 2<sup>nd</sup> base.

U3 - Move down foul territory for the play-back at 3<sup>rd</sup> base, or bounce into the infield for any play at 3<sup>rd</sup> base. (Refer page 30 for alternative mechanic).



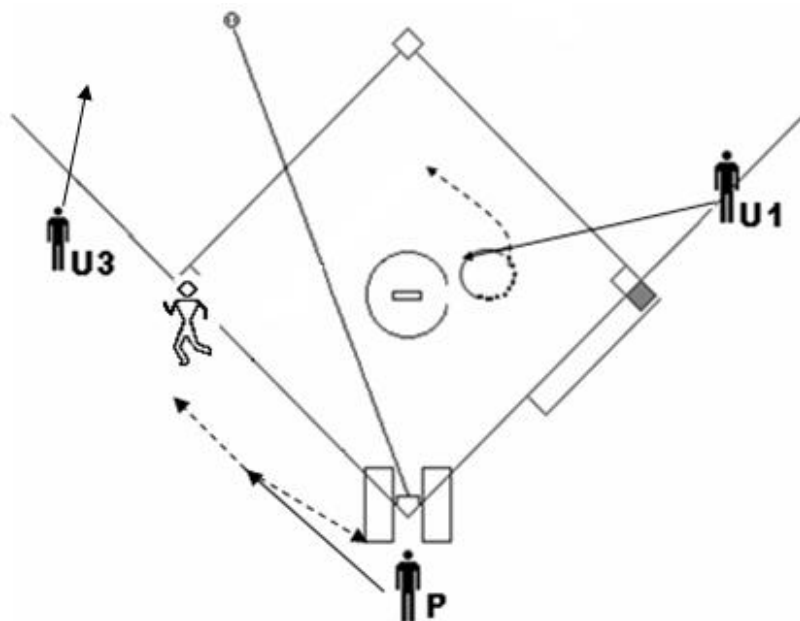
## Runner on 3<sup>rd</sup> base – Fly-ball between left and right fields:

### 3 Umpire System

- 3<sup>rd</sup> base umpire [U3] goes out -

P - Move to the holding position; be prepared to move up the foul line toward 3<sup>rd</sup> base for a possible play-back; or back to the plate for the call at home. Retreat to the plate as U1 brings the Batter-Runner into 3<sup>rd</sup> base.

U1 - Buttonhook inside for any calls at 1<sup>st</sup> and 2<sup>nd</sup> base.



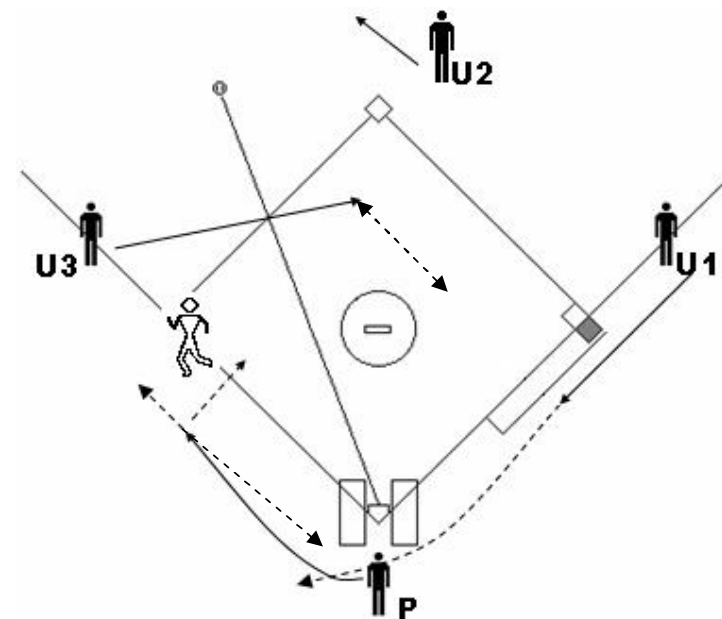
### 4 Umpire System

- 2<sup>nd</sup> base umpire [U2] goes out -

P - Move to the holding position; be prepared to move up the foul line toward 3<sup>rd</sup> base for a possible play-back; or back to the plate for the call at home on the Lead Runner. Bounce inside for a possible call at 3<sup>rd</sup> base on the Batter-Runner.

U1 - Move down the foul line, watch the Batter-Runner touch 1<sup>st</sup> base; rotate to the plate only when the plate umpire moves to 3<sup>rd</sup> base, for a possible call at Home.

U3 - Rotate inside for any call at 2<sup>nd</sup> base; responsible for the Batter-Runner at 1<sup>st</sup> base after the release by U1.



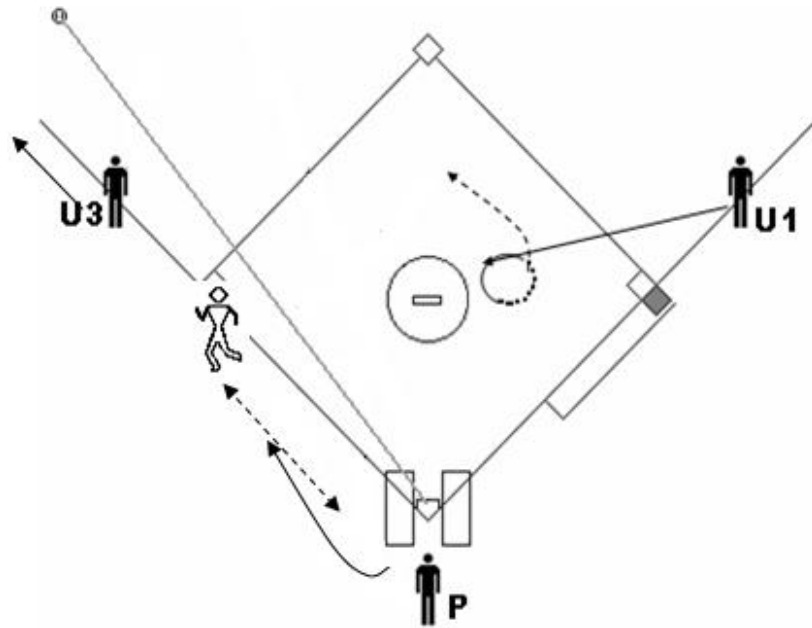
## Runner on 3<sup>rd</sup> base – Fly-ball down 3<sup>rd</sup> base line (left field):

### 3 Umpire system

- 3<sup>rd</sup> base umpire [U3] goes out -

P - Move to the holding position; be prepared to move up the foul line toward 3<sup>rd</sup> base for a possible play-back; or back to the plate for the call at home. Retreat to the plate as U1 brings the Batter-Runner into 3<sup>rd</sup> base.

U1 - Buttonhook inside for any calls at 1<sup>st</sup> and 2<sup>nd</sup> base.



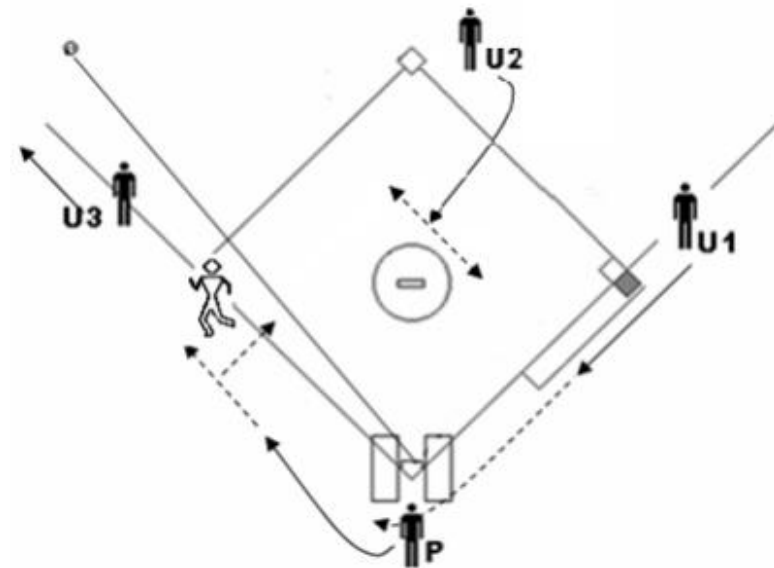
### 4 umpire system

- 3<sup>rd</sup> base umpire [U3] goes out -

P - Move to the holding position; be prepared to move up the foul line toward 3<sup>rd</sup> base for a possible play-back; or back to the plate for the call at home on the Lead Runner. Bounce inside for the call at 3<sup>rd</sup> base on the Batter-Runner.

U1 - Move down the foul line, watch the Batter-Runner touch 1<sup>st</sup> base; rotate to the plate for a possible call at home, only if the plate umpire moves to 3<sup>rd</sup> base.

U2 - Buttonhook inside for any call at 2<sup>nd</sup> base; responsible for the Batter-Runner at 1<sup>st</sup> and 2<sup>nd</sup> base after the release by U1.



# Runners on 1<sup>st</sup> and 2<sup>nd</sup> bases – Fly-ball down 1<sup>st</sup> base line (right field):

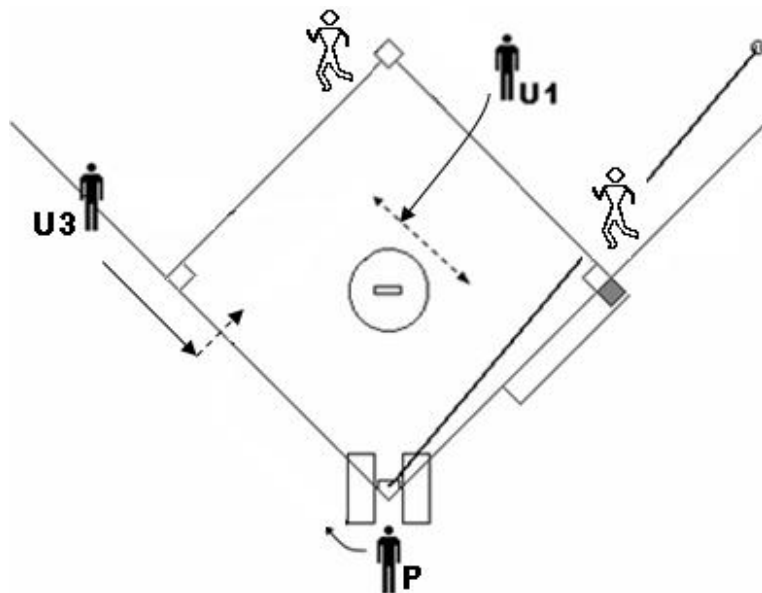
## 3 Umpire System

- Plate umpire [P] calls the catch -

P - As the hit is to the left side of the Right Fielder - Moves to the left of the plate; watch down the 1<sup>st</sup> base line for the catch and indicates Fair/Foul on the touch of the ball; calls "Foul" if necessary. Remains at the plate for possible call on runner.

U1 - Buttonhook inside for all calls at 1<sup>st</sup> and 2<sup>nd</sup> base.

U3 - Move down foul territory, bounce into the infield for any play at 3<sup>rd</sup> base. (Refer page 30 for alternative mechanic)



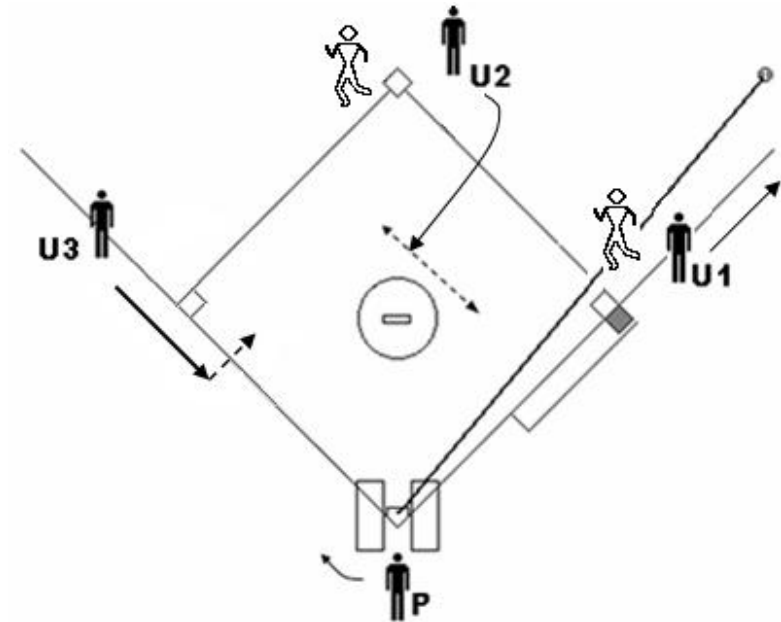
## 4 Umpire System

- 1<sup>st</sup> base umpire [U1] goes out -

P - Move to the left of the plate watch the catch and assist with the call at 1<sup>st</sup> base, if requested; responsible for all calls at Home.

U2 - Buttonhook inside for all calls at 1<sup>st</sup> and 2<sup>nd</sup> base. Note: should not pass in front of Runner to enter infield.

U3 - Move down foul territory, bounce into the infield for any play at 3<sup>rd</sup> base. (Refer page 30 for alternative mechanic)



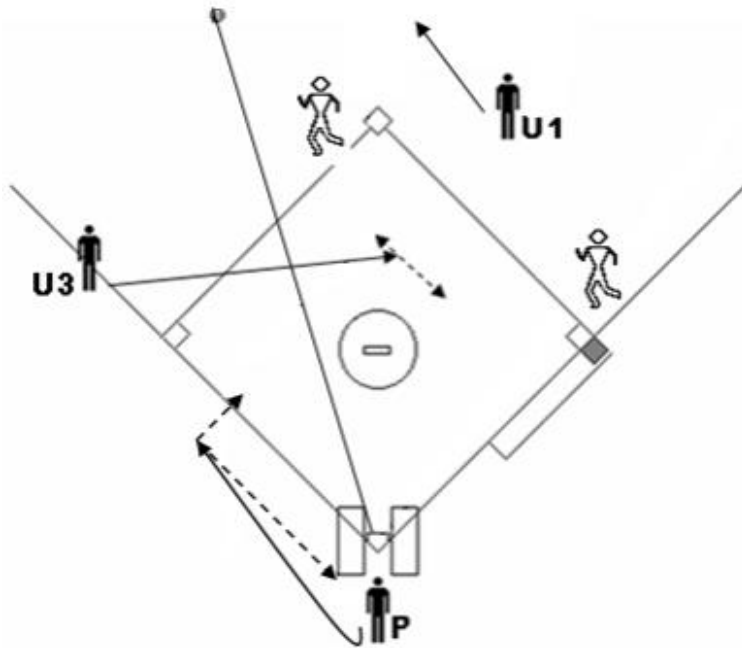
# Runners on 1<sup>st</sup> and 2<sup>nd</sup> base – Fly-ball between left and right fields:

## 3 umpire System

- 1<sup>st</sup> base umpire [U1] goes out -

P - Move to the left of the plate; watch down the 1<sup>st</sup> base line to assist at 1<sup>st</sup> base. Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3<sup>rd</sup> base. Retreat to the plate as U3 brings the Batter-Runner into 3<sup>rd</sup> base.

U3 - Rotate inside for any calls at 1<sup>st</sup> and 2<sup>nd</sup> base.



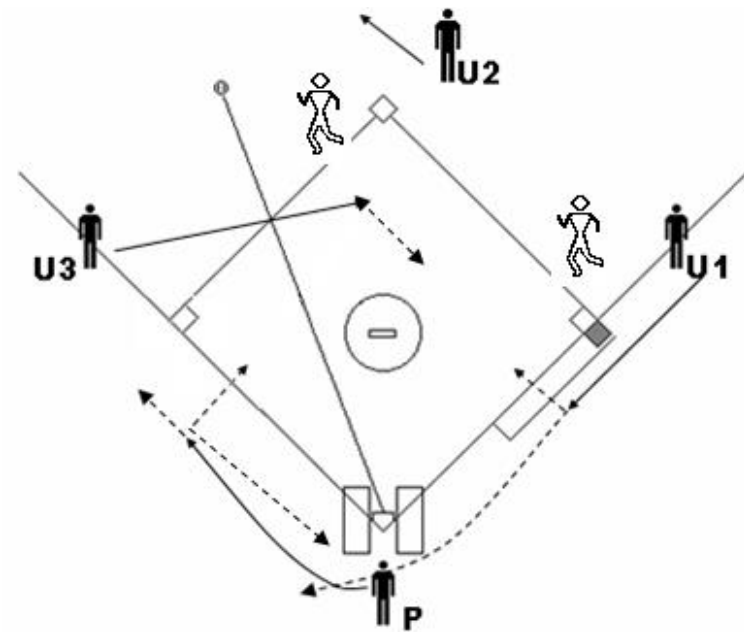
## 4 Umpire System

- 2<sup>nd</sup> base umpire [U2] goes out -

P - Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3<sup>rd</sup> base.

U1 - Move down the foul line and be prepared to bounce inside for a possible call at 1<sup>st</sup> base. Rotate to the plate for a possible call at Home, only if the runner progresses from 2<sup>nd</sup> to 3<sup>rd</sup> base.

U3 - Rotate inside for any call at 2<sup>nd</sup> base; responsible for the Batter-Runner at 1<sup>st</sup> base after the release by U1.



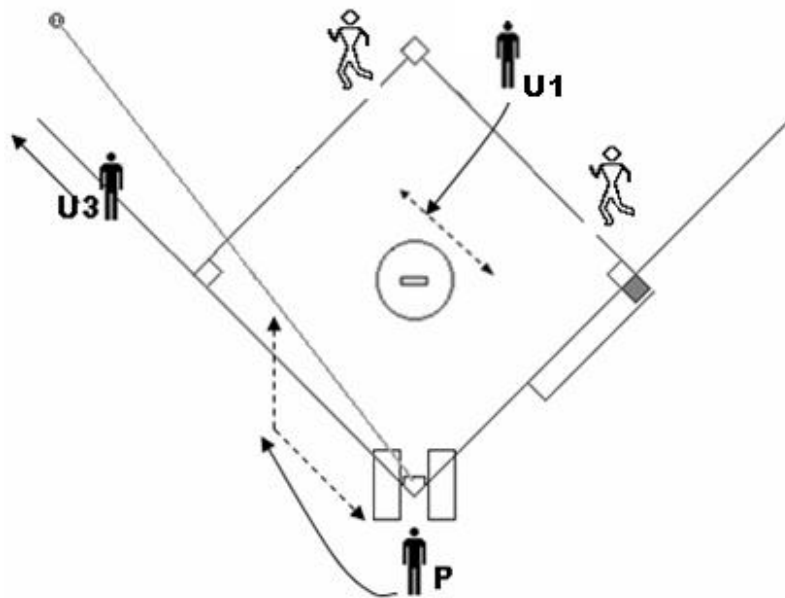
# Runners on 1<sup>st</sup> and 2<sup>nd</sup> bases – Fly-ball down 3<sup>rd</sup> base line (left field):

## 3 umpire system

- 3<sup>rd</sup> base umpire goes out -

P - Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3<sup>rd</sup> base. Retreat to the plate as U1 brings the Batter-Runner into 3<sup>rd</sup> base.

U1 - Buttonhook inside for any calls at 1<sup>st</sup> and 2<sup>nd</sup> bases and the Batter-Runner into 3<sup>rd</sup> bas.



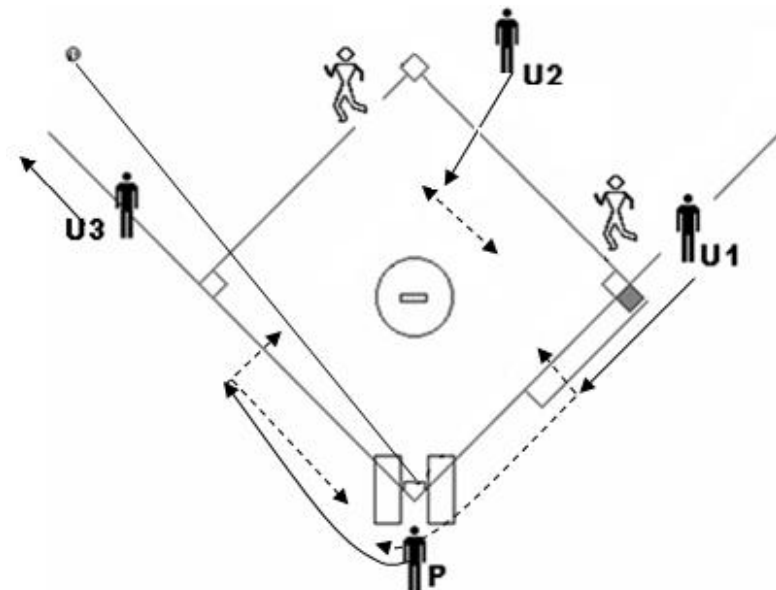
## 4 umpire system

- 3<sup>rd</sup> base umpire [U3] goes out -

P - Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3<sup>rd</sup> base.

U1 - Move down the foul line; Rotate to the plate, only if the Runner progresses from 2<sup>nd</sup> to 3<sup>rd</sup> base, for a possible call at Home

U2 - Rotate inside for any call at 2<sup>nd</sup> base; responsible for the Batter-Runner at 1<sup>st</sup> and 2<sup>nd</sup> base after the release by U1.



# Runners on 1<sup>st</sup> and 3<sup>rd</sup> bases – Fly-ball down 1<sup>st</sup> base line (right field):

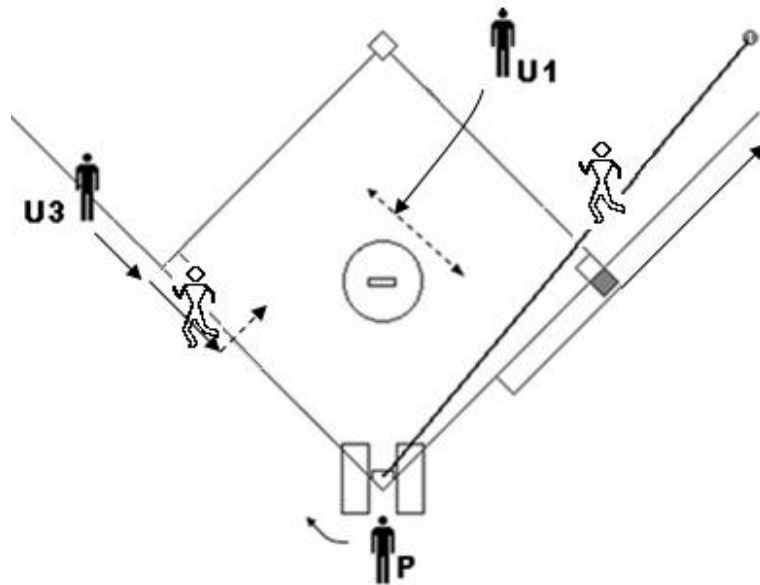
## 3 Umpire System

- Plate umpire [P] calls the catch -

P - As the hit is to the left side of the Right Fielder - Moves to the left of the plate; watch down the 1<sup>st</sup> base line for the catch and indicates Fair/Foul on the touch of the ball; calls "Foul" if necessary. Remains at the plate for possible call on runner.

U1 - Buttonhook inside for all calls at 1<sup>st</sup> and 2<sup>nd</sup> base.

U3 - Move down foul territory for the play-back at 3<sup>rd</sup> base, or bounce into the infield for any play at 3<sup>rd</sup> base. (Refer page 30 for alternative mechanic)



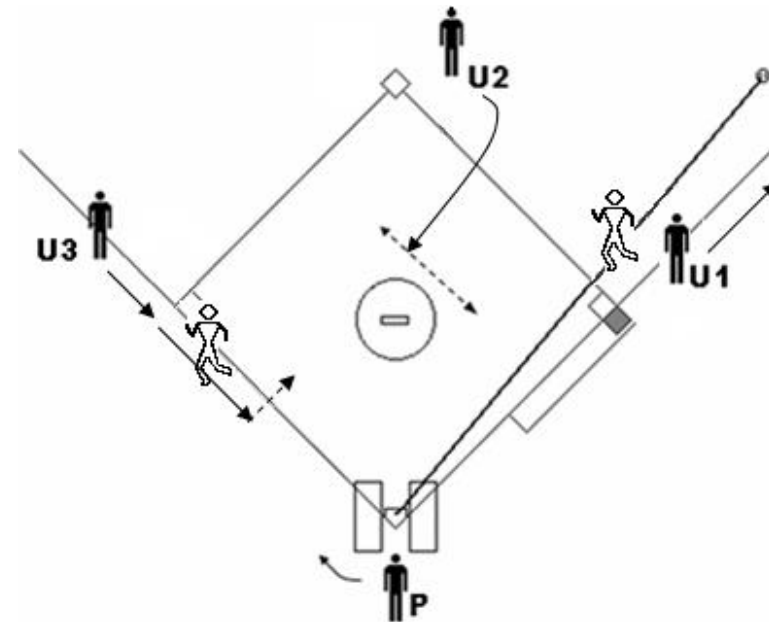
## 4 Umpire System

- 1<sup>st</sup> base umpire [U1] goes out -

P - Move to the left of the plate watch the catch and assist with the call at 1<sup>st</sup> base, if requested; responsible for all calls at Home.

U2 - Buttonhook inside for any call at 1<sup>st</sup> and 2<sup>nd</sup> base.

U3 - Move down foul territory for the play-back at 3<sup>rd</sup> base, or bounce into the infield for any play at 3<sup>rd</sup> base. (Refer page 30 for alternative mechanic)



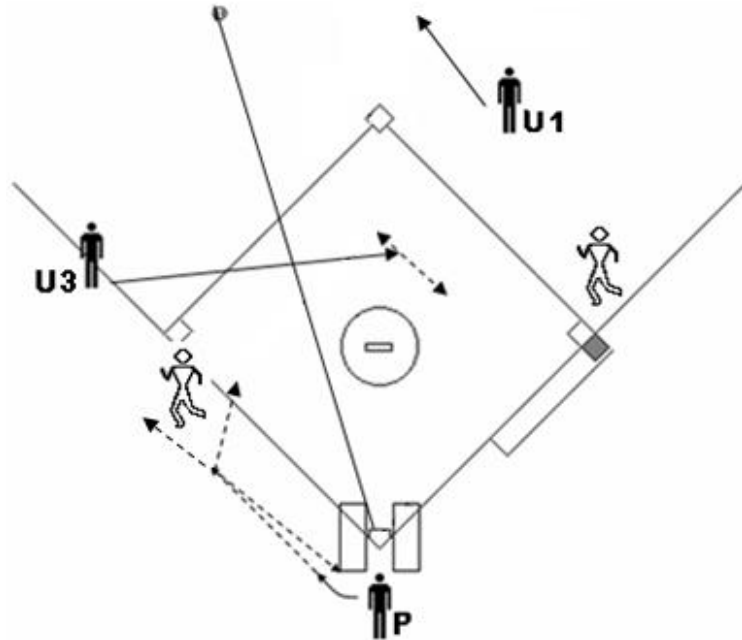
# Runners on 1<sup>st</sup> and 3<sup>rd</sup> bases – Fly-ball between left and right fields:

## 3 Umpire System

- 1<sup>st</sup> base umpire [U1] goes out -

P - Move to the holding position; be prepared for the play-back at 3<sup>rd</sup> base; move back to the plate for the call at home; or any call at 3<sup>rd</sup> base. Retreat to the plate as U3 brings the Batter-Runner into 3<sup>rd</sup> base.

U3 - Rotate inside for any calls at 1<sup>st</sup> and 2<sup>nd</sup> base.



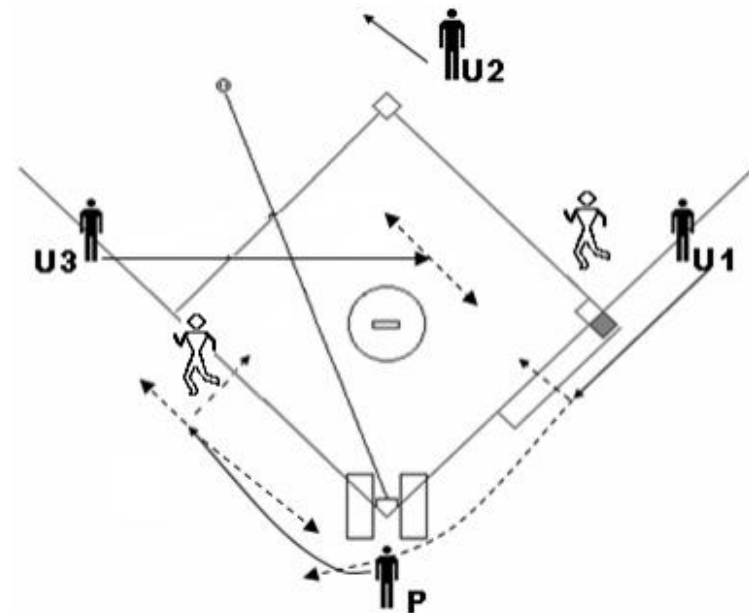
## 4 Umpire System

- 2<sup>nd</sup> base umpire [U2] goes out -

P - Move to the holding position; be prepared to move up the foul line toward 3<sup>rd</sup> base for a possible play-back; or back to the plate for the call at home on the Lead Runner. Bounce inside for all calls at 3<sup>rd</sup> base.

U1 - Move down the foul line, watch the Batter-Runner touch 1<sup>st</sup> base; rotate to the plate only when the plate umpire moves to 3<sup>rd</sup> base, for a possible call at Home.

U3 - Rotate inside for any call at 2<sup>nd</sup> base; responsible for the Batter-Runner at 1<sup>st</sup> base after the release by U1.





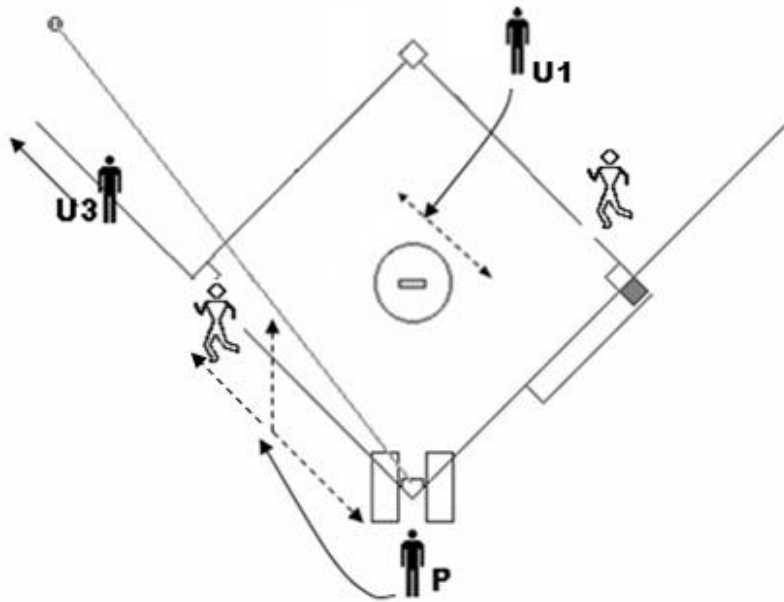
# Runners on 1<sup>st</sup> and 3<sup>rd</sup> bases – Fly-ball down 3<sup>rd</sup> base line (left field):

## 3 Umpire System

- 3<sup>rd</sup> base umpire goes out -

P - Move to the holding position; be prepared for the play-back at 3<sup>rd</sup> base; move back to the plate for the call at home; or any call at 3<sup>rd</sup> base. Retreat to the plate as U1 brings the Batter-Runner into 3<sup>rd</sup> base.

U1 - Buttonhook inside for any calls at 1<sup>st</sup> and 2<sup>nd</sup> base.



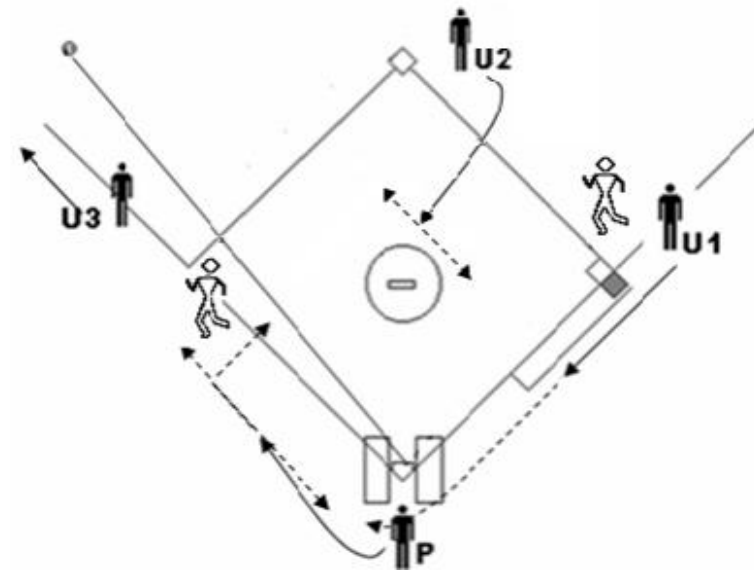
## 4 umpire system

- 3<sup>rd</sup> base umpire [U3] goes out -

P - Move to the holding position; be prepared to move up the foul line toward 3<sup>rd</sup> base for a possible play-back; or back to the plate for the call at home on the Lead Runner. Bounce inside for *all calls* at 3<sup>rd</sup> base. Jan 2015

U1 - Move down the foul line, watch the Batter-Runner touch 1<sup>st</sup> base; rotate to the plate only when the plate umpire moves to 3<sup>rd</sup> base, for a possible call at Home.

U2 - Buttonhook inside for any call at 2<sup>nd</sup> base; responsible for the Batter-Runner at 1<sup>st</sup> and 2<sup>nd</sup> base after the release by U1.



## Runners on 2<sup>nd</sup> and 3<sup>rd</sup> base – Fly-ball down 1<sup>st</sup> base line (right field):

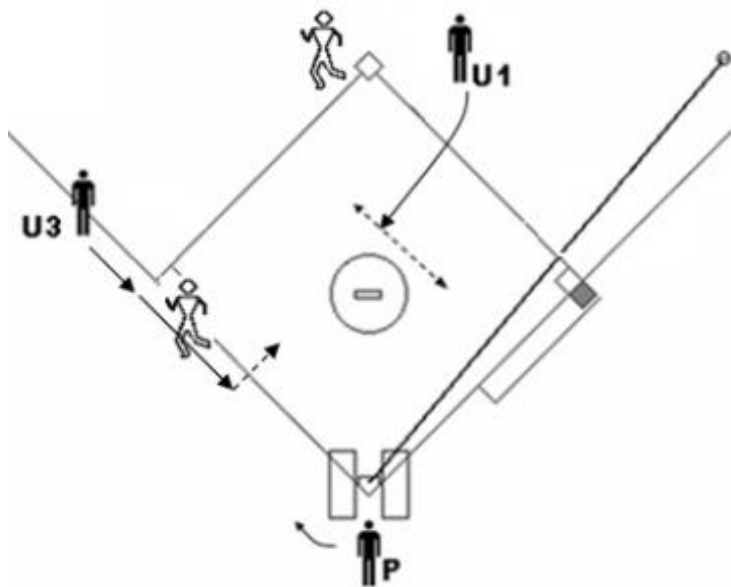
### 3 Umpire System

- Plate umpire [P] calls the catch -

P - As the hit is to the left side of the Right Fielder - Moves to the left of the plate; watch down the 1<sup>st</sup> base line for the catch and indicates Fair/Foul on the touch of the ball; calls "Foul" if necessary. Remains at the plate for possible call on runner.

U1 - Buttonhook inside for all calls at 1<sup>st</sup> and 2<sup>nd</sup> base.

U3 - Move down foul territory for the play-back at 3<sup>rd</sup> base, or bounce into the infield for any play at 3<sup>rd</sup> base. (Refer page 30 for alternative mechanic)



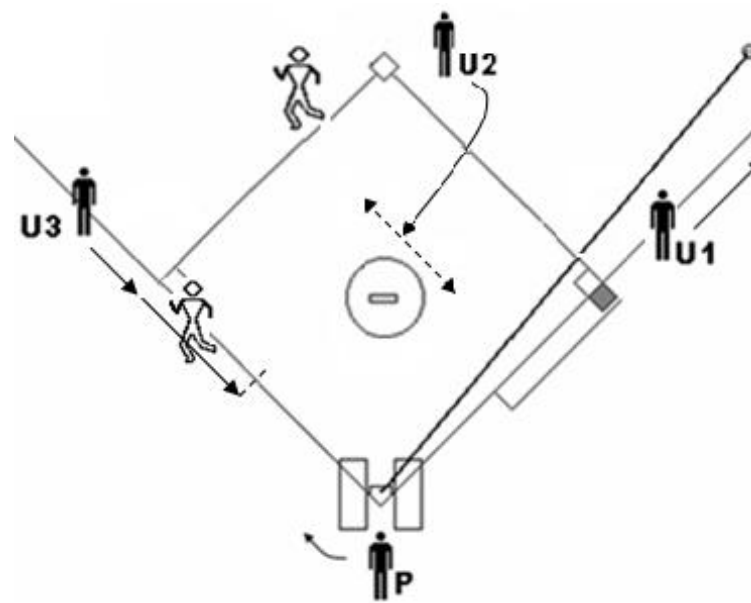
### 4 Umpire System

- 1<sup>st</sup> base umpire [U1] goes out -

P - Move to the left of the plate watch the catch and assist with the call at 1<sup>st</sup> base, if requested; responsible for all calls at Home.

U2 - Buttonhook inside for any call at 1<sup>st</sup> and 2<sup>nd</sup> base.

U3 - Move down foul territory for the play-back at 3<sup>rd</sup> base, or bounce into the infield for any play at 3<sup>rd</sup> base. (Refer page 30 for alternative mechanic)



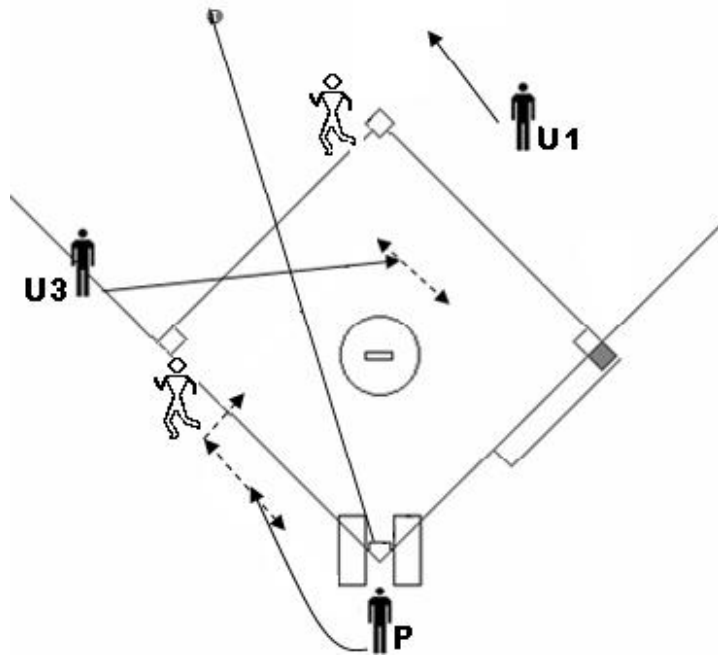
# Runners on 2<sup>nd</sup> and 3<sup>rd</sup> bases – Fly-ball between left and right fields:

## 3 Umpire System

- 1<sup>st</sup> base umpire [U1] goes out -

P - Move to the holding position; be prepared for the play-back at 3<sup>rd</sup> base; move back to the plate for the call at home; or bounce inside for any call at 3<sup>rd</sup> base. Retreat to the plate as U3 brings the Batter-Runner into 3<sup>rd</sup> base.

U3 - Rotate inside for any calls at 1<sup>st</sup> and 2<sup>nd</sup> base.



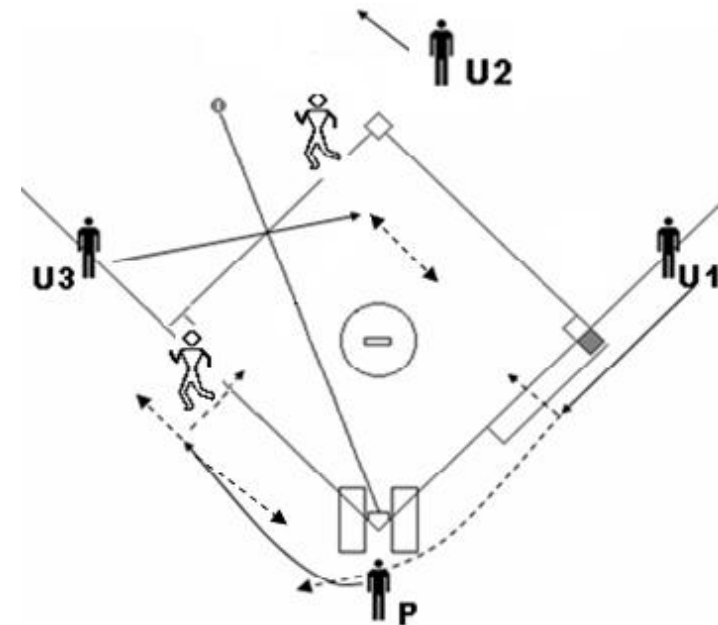
## 4 Umpire System

- 2<sup>nd</sup> base umpire [U2] goes out -

P - Move to the holding position; be prepared to move up the foul line toward 3<sup>rd</sup> base for a possible play-back; or back to the plate for the call at home on the Lead Runner. Bounce inside for the call at 3<sup>rd</sup> base on the Batter-Runner.

U1 - Move down the foul line, watch the Batter-Runner touch 1<sup>st</sup> base; rotate to the plate, for a possible call at Home, only if the plate umpire moves to 3<sup>rd</sup> base.

U3 - Rotate inside for any call at 2<sup>nd</sup> base; responsible for the Batter-Runner at 1<sup>st</sup> base after the release by U1.



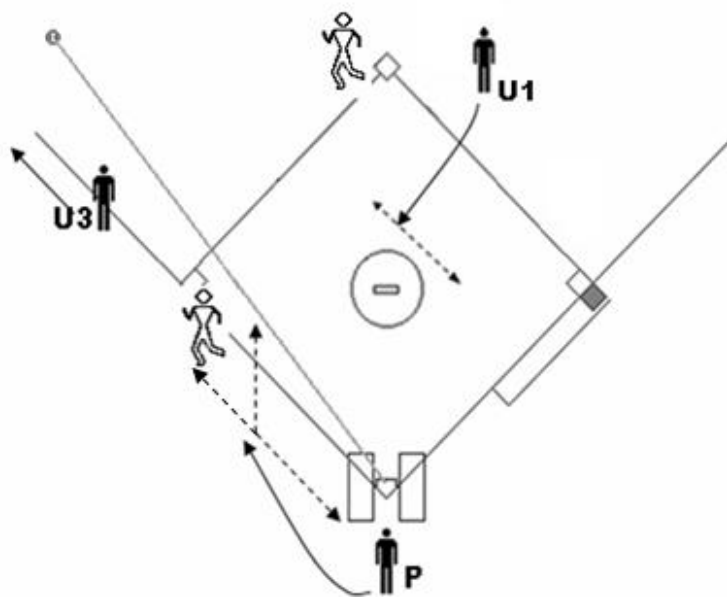
# Runners on 2<sup>nd</sup> and 3<sup>rd</sup> bases – Fly-ball down 3<sup>rd</sup> base line (left field):

## 3 Umpire System

- 3<sup>rd</sup> base umpire [U3] goes out -

P - Move to the holding position; be prepared for the play-back at 3<sup>rd</sup> base; move back to the plate for the call at home; or bounce inside for any call at 3<sup>rd</sup> base. Retreat to the plate as U1 brings the Batter-Runner into 3<sup>rd</sup> base.

U1 - Buttonhook inside for any call at 1<sup>st</sup> and 2<sup>nd</sup> base.



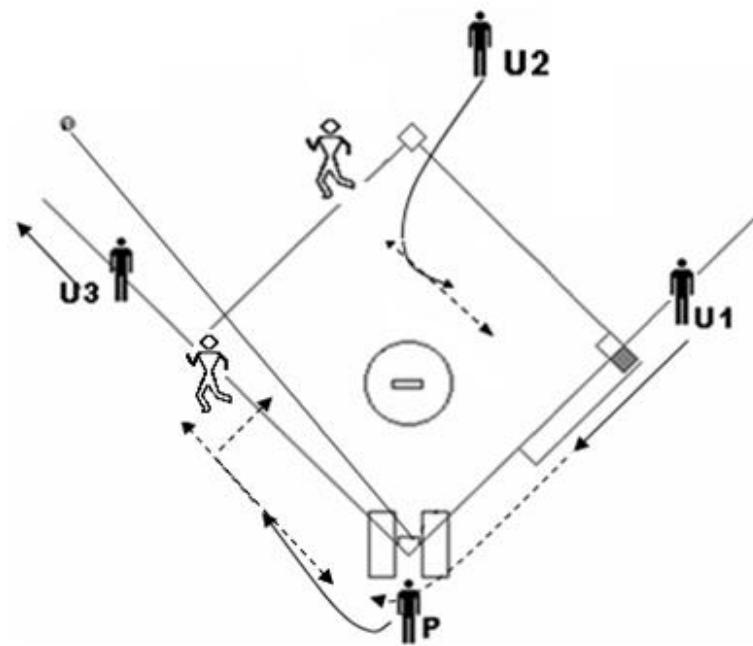
## 4 Umpire System

- 3<sup>rd</sup> base umpire [U3] goes out -

P - Move to the holding position; be prepared to move up the foul line toward 3<sup>rd</sup> base for a possible play-back; or back to the plate for the call at home on the Lead Runner. Bounce inside for the call at 3<sup>rd</sup> base on the Batter-Runner.

U1 - Move down the foul line, watch the Batter-Runner touch 1<sup>st</sup> base; rotate to the plate, for a possible call at Home, only if the plate umpire moves to 3<sup>rd</sup> base.

U2 - Buttonhook inside for any call at 2<sup>nd</sup> base; responsible for the Batter-Runner at 1<sup>st</sup> and 2<sup>nd</sup> base after the release by U1.



# Runners on 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> base – Fly-ball down 1<sup>st</sup> base line (right field):

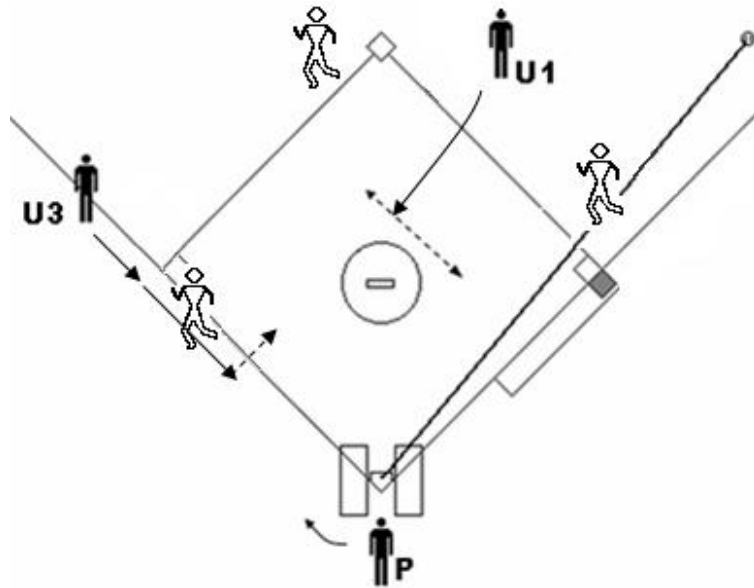
## 3 Umpire System

- Plate umpire [P] calls the catch -

P - As the hit is to the left side of the Right Fielder - Moves to the left of the plate; watch down the 1<sup>st</sup> base line for the catch and indicates Fair/Foul on the touch of the ball; calls "Foul" if necessary. Remains at the plate for possible call on runner.

U1 - Buttonhook inside for all calls at 1<sup>st</sup> and 2<sup>nd</sup> base.

U3 - Move down foul territory for the play-back at 3<sup>rd</sup> base, or bounce into the infield for any play at 3<sup>rd</sup> base. (Refer page 30 for alternative mechanic)



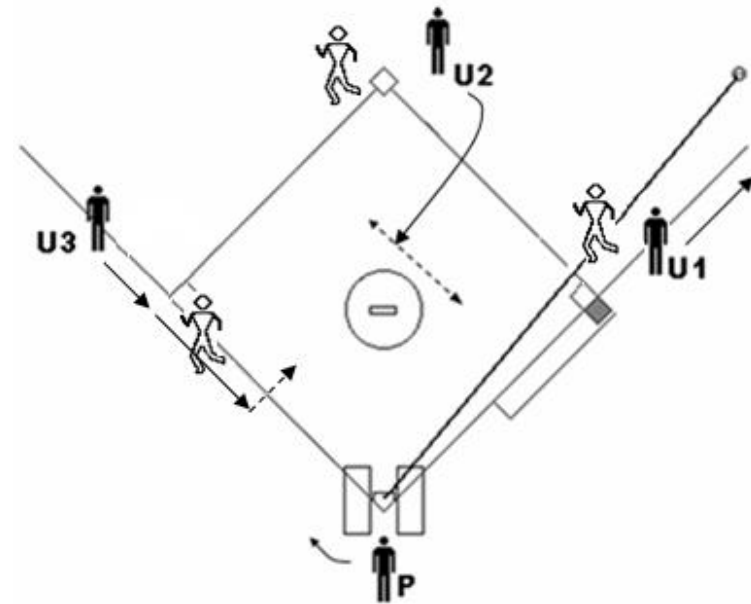
## 4 Umpire System

- 1<sup>st</sup> base umpire [U1] goes out -

P - Move to the left of the plate watch the catch and assist with the call at 1<sup>st</sup> base, if requested; responsible for all calls at Home.

U2 - Buttonhook inside for any call at 1<sup>st</sup> and 2<sup>nd</sup> base.

U3 - Move down foul territory for the play-back at 3<sup>rd</sup> base, or bounce into the infield for any play at 3<sup>rd</sup> base. (Refer page 30 for alternative mechanic)



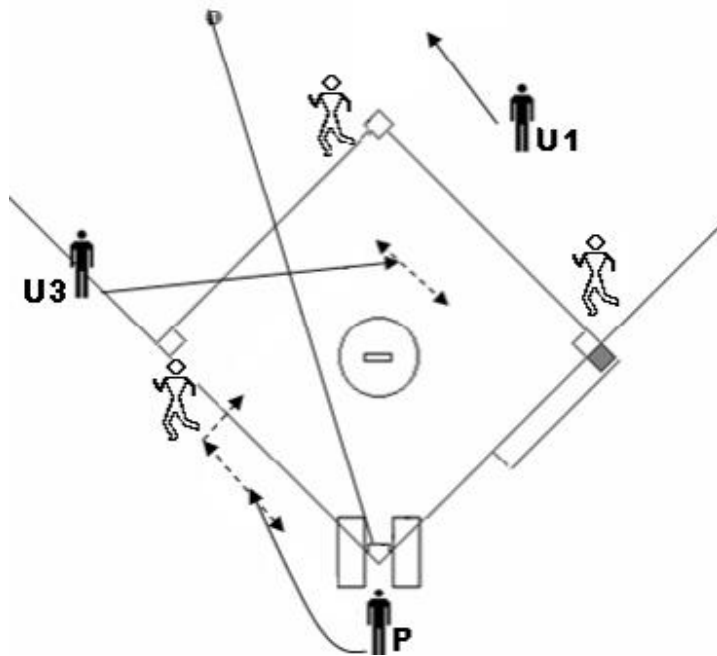
# Runners on 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> bases – Fly-ball between left and right fields:

## 3 Umpire System

- 1<sup>st</sup> base umpire [U1] goes out -

P - Move to the holding position; be prepared for the play-back at 3<sup>rd</sup> base; move back to the plate for the call at home; or bounce inside for any call at 3<sup>rd</sup> base. Retreat to the plate as U3 brings the Batter-Runner into 3<sup>rd</sup> base.

U3 - Rotate inside for any calls at 1<sup>st</sup> and 2<sup>nd</sup> base.



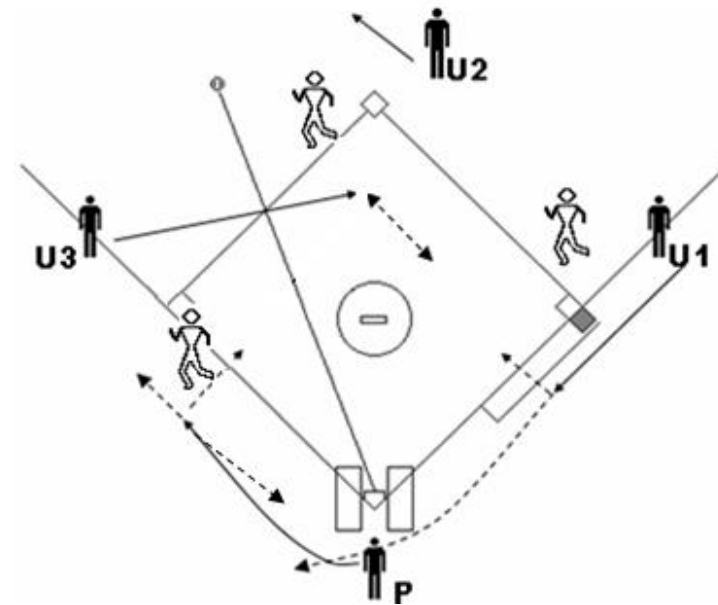
## 4 Umpire System

- 2<sup>nd</sup> base umpire [U2] goes out -

P - Move to the holding position; be prepared to move up the foul line toward 3<sup>rd</sup> base for a possible play-back; or back to the plate for the call at home on the Lead Runner. Bounce inside for the call at 3<sup>rd</sup> base on the Batter-Runner.

U1 - Move down the foul line, watch the Batter-Runner touch 1<sup>st</sup> base; rotate to the plate, for a possible call at Home, only if the plate umpire moves to 3<sup>rd</sup> base.

U3 - Rotate inside for any call at 2<sup>nd</sup> base; responsible for the Batter-Runner at 1<sup>st</sup> base after the release by U1.



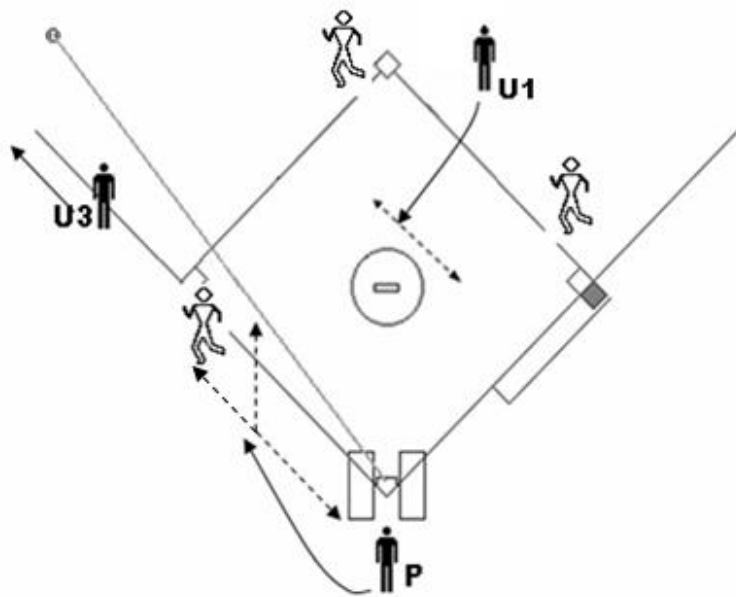
# Runners on 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> bases – Fly-ball down 3<sup>rd</sup> base line (left field):

## 3 Umpire System

- 3<sup>rd</sup> base umpire [U3] goes out -

P - Move to the holding position; be prepared for the play-back at 3<sup>rd</sup> base; move back to the plate for the call at home; or bounce inside for any call at 3<sup>rd</sup> base. Retreat to the plate as U1 brings the Batter-Runner into 3<sup>rd</sup> base.

U1 - Buttonhook inside for any call at 1<sup>st</sup> and 2<sup>nd</sup> base.



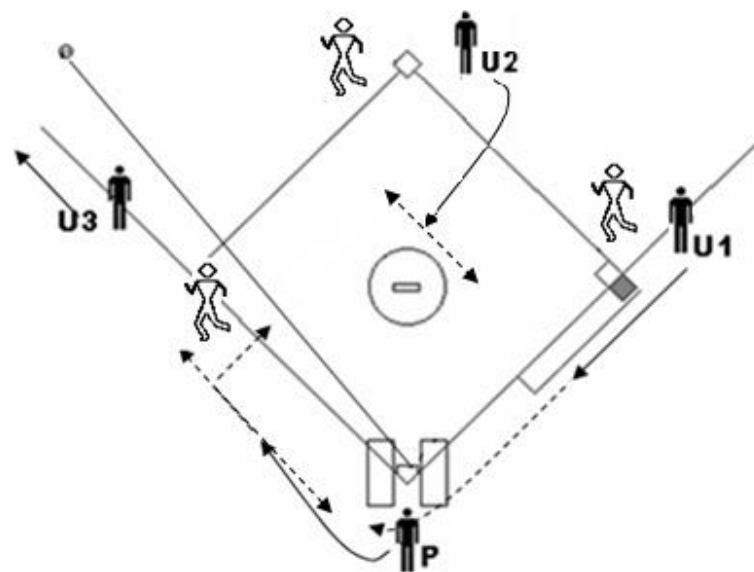
## 4 Umpire System

- 3<sup>rd</sup> base umpire [U3] goes out -

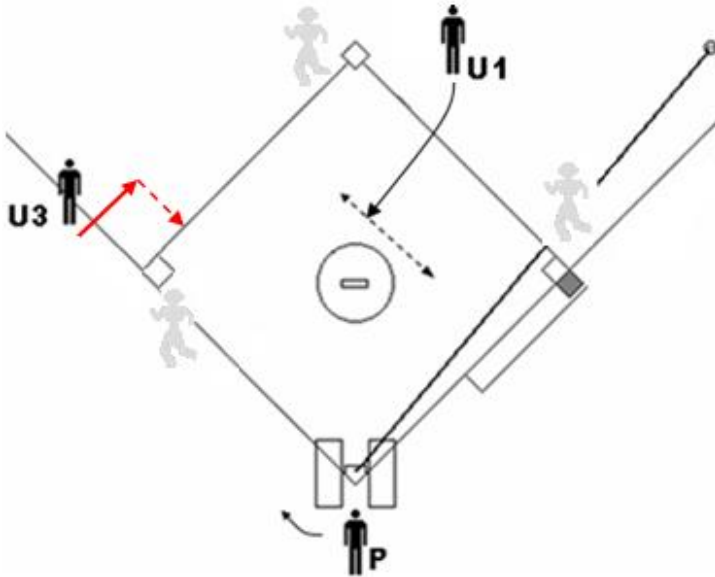
P - Move to the holding position; be prepared to move up the foul line toward 3<sup>rd</sup> base for a possible play-back; or back to the plate for the call at home on the Lead Runner. Bounce inside for the call at 3<sup>rd</sup> base on the Batter-Runner.

U1 - Move down the foul line, watch the Batter-Runner touch 1<sup>st</sup> base; rotate to the plate, for a possible call at Home, only if the plate umpire moves to 3<sup>rd</sup> base.

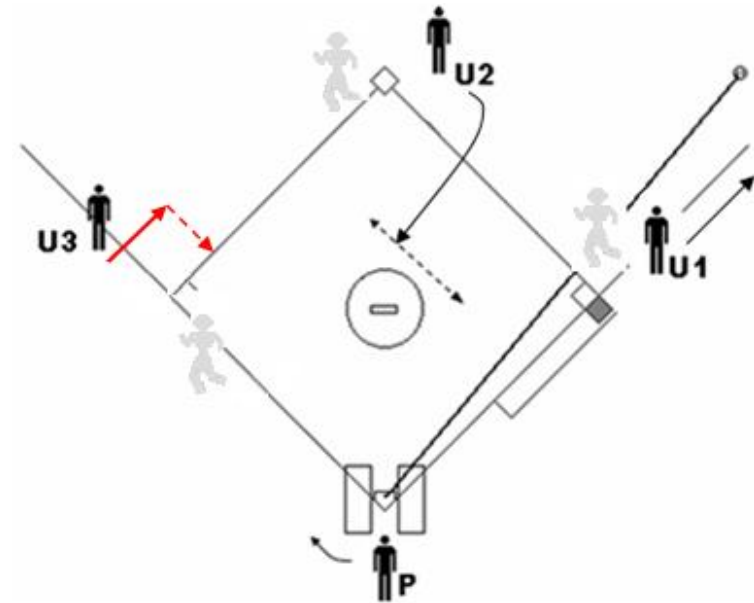
U2 - Buttonhook inside for any call at 2<sup>nd</sup> base; responsible for the Batter-Runner at 1<sup>st</sup> and 2<sup>nd</sup> base after the release by U1.



In a 3 Umpire System on a hit to F9, if the play dictates and U3 considers he will be in a better position to have the Four Essential Elements in front as a play develops - U3 would move to the leading edge for a possible call at 3rd base; move inside for any play-back at 3rd base.



In a 4 Umpire System on a hit to F9, if the play dictates and U3 considers he will be in a better position to have the Four Essential Elements in front as a play develops - U3 would move to the leading edge for a possible call at 3rd base; move inside for any play-back at 3rd base.

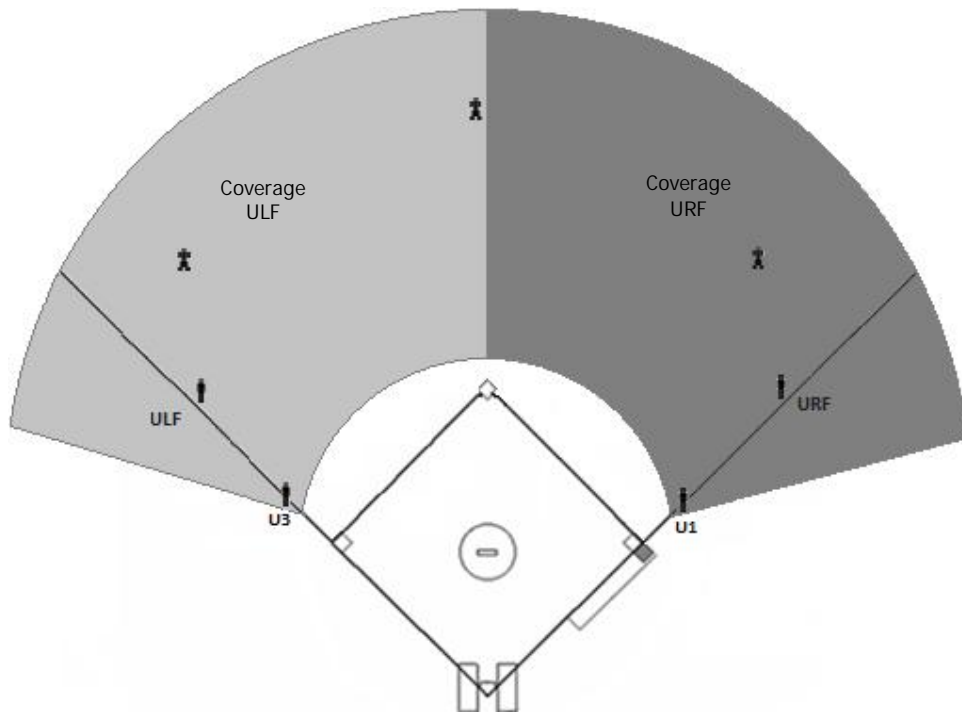




# Fly-ball Coverage – 5/6 umpire system:

## 5 Umpire System

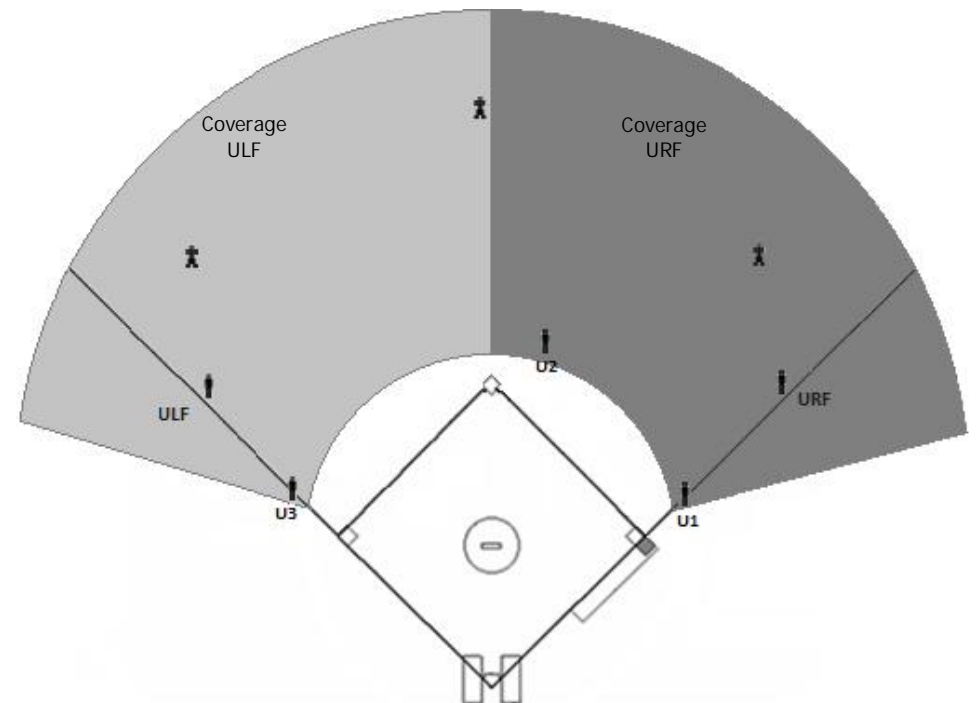
ULF/URF – Responsible for all calls beyond the base umpire and behind the infielders (fair or foul, catch or no catch and the status of a ball leaving the field of play). Responsibilities do not change with runners on base.



No base umpires go out. Refer pages 4, 11 and 12 for base umpire rotations.

## 6 Umpire System

ULF/URF – Responsible for all calls beyond the base umpire and behind the infielders (fair or foul, catch or no catch and the status of a ball leaving the field of play). Responsibilities do not change with runners on base.



No base umpires go out. Refer page 4 for base umpire rotations.