

## UMPIRE MANUAL

### THREE-UMPIRE SYSTEM FAST PITCH AND SLOW PITCH

Key to Diagrams: P—Plate Umpire; U1—1st Base Umpire, U3—3rd Base Umpire

#### NO RUNNERS ON BASE

**STARTING POSITION: BOTH UMPIRES START 18 – 21 FT BEYOND FIRST AND THIRD BASE IN FOUL TERRITORY AND WALK THE LINE.** [PLAY VIDEO](#)

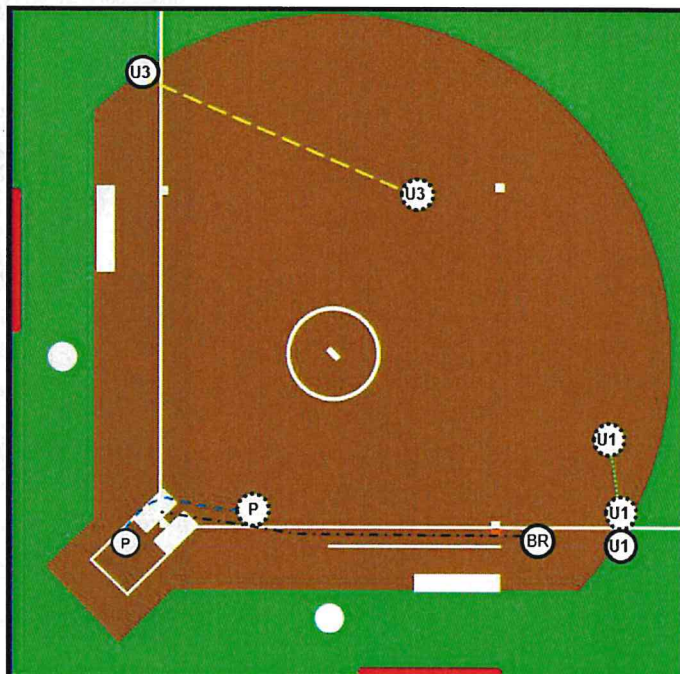
#### GROUND BALL TO THE INFIELD:

**P** - Trail the batter-runner no more than 1/3 of the way to 1B in fair territory, stop to see the play at 1B, if a subsequent play occurs, then read the play and move to 3B as BR approaches 2B. First, obtain the proper angle, then close your distance as the play develops working to get an unobstructed view of the play and to obtain a minimum distance of 10-12 feet from the play. Remember as the four elements come together; stop, read the play and make the call.

**U1** - Step into fair territory, at an angle 90 degrees to the path of the throw, no more than a 45 degree angle from the foul line, and let the ball take you to the play. Responsible for any play at 1B.

**U3** - Hustle into the diamond to a 90 degree angle and a minimum 10 – 12 feet from 2B. Responsible for any play at 2B.

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#### BASE HIT TO THE OUTFIELD:

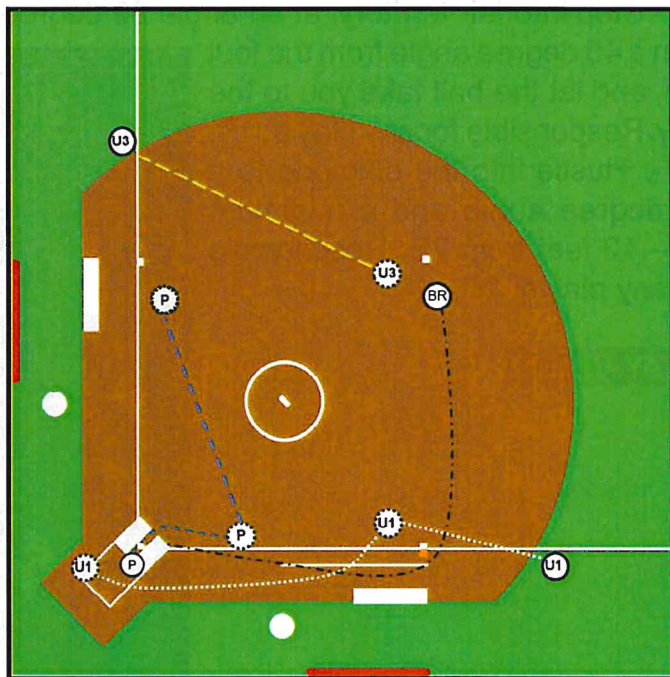
**P** - Trail the batter-runner no more than 1/3 of the way to 1B in fair territory and read the play. If the runner rounds 1B and as they approach 2B the plate umpire should move across the diamond in front of the pitcher's plate to first obtain the proper angle, then close your distance as the play develops working to get an unobstructed view of the

play and to obtain a minimum distance of 10-12 feet from the play. Remember as the four elements come together; stop, read the play, and make the call. As the runner reaches 3B take one or two steps toward home plate to see that the base umpire has rotated into position at home. Responsible for any play at 3B.

**U1** - Pick up the ball and glance at the runner as you hustle inside the diamond to buttonhook at a minimum depth of 10 – 12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. If the runner continues to 2B take one or two steps toward 2B to visually confirm that the U3 has rotated to 2B. As the runner reaches 2B, start to rotate home in foul ground to the farthest back corner of the right hand batter's box, a minimum of 10 -12 feet from the plate, for any possible play at home plate. Responsible for any play at 1B and any play at the plate when rotated to the plate.

**U3** - While picking up the ball and glancing at the runner, rotate to a position, a minimum of 10 – 12 feet from 2B at a 90 degree angle. Continue to alternate between the ball and the runner keeping all four elements in front of you. As the runner reaches 2B, take one or two steps toward 3B to visually confirm that the plate umpire has rotated into position at 3B. Responsible for any play at 2B and any play at 1B when the U1 has rotated to the plate.

## PLAY VIDEO



## FLY BALL TO THE OUTFIELD: PLAY VIDEO

**P** - Trail the batter-runner no more than 1/3 of the way to 1B in fair territory and read the play. When the batter-runner rounds 1B and as they approach 2B, move toward the holding zone about halfway to 3B in foul ground to an area where you have an unobstructed view of all four elements. Be prepared to move as the play develops as you are responsible for any play at the plate.

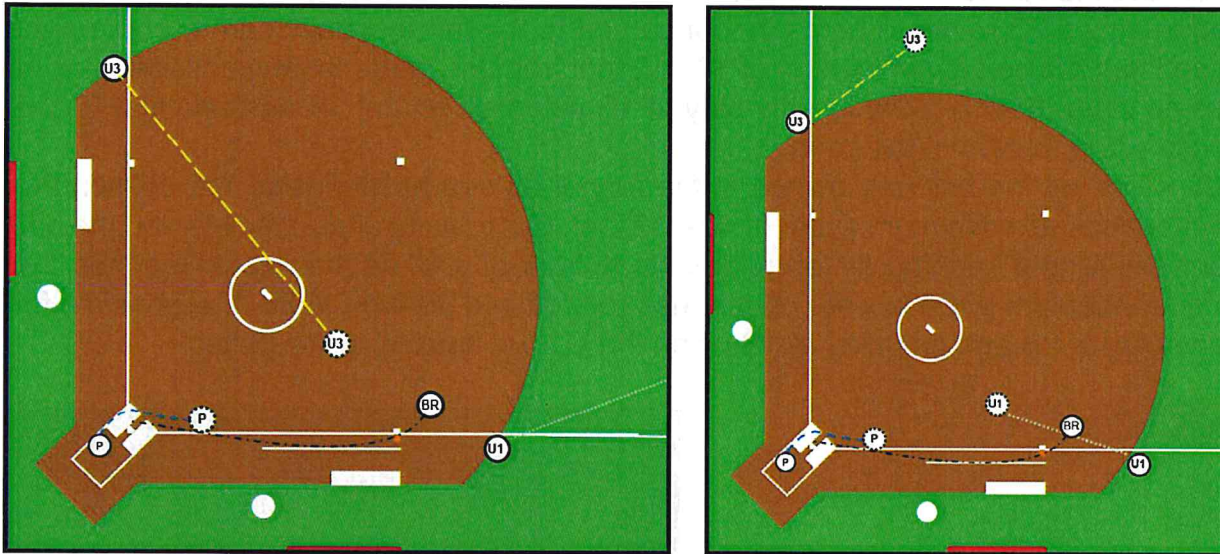
**U1** - Pick up the flight of the ball and glance at your partner. Responsible for any fly ball from center fielder to right field dead ball territory. When your partner goes to the



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outfield, pick up the ball and glance at the runner as you hustle inside the diamond to buttonhook at a minimum depth of 10 – 12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner as you are responsible for any play at 1B, 2B and 3B.

**U3** - Pick up the flight of the ball and glance at your partner. Responsible for any fly ball from the centerfielder to left field dead ball territory. When your partner goes to the outfield pick up the ball and glance at the runner while you hustle across the diamond toward 1st base. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead



of the runner. Responsible for any play at 1B, 2B, and 3B.

## RUNNER ON FIRST BASE ONLY

**STARTING POSITION: U1 IS 12 -15 FT BEYOND 1B IN FOUL TERRITORY AND SQUARE TO THE PLATE. U3 IS ABOUT 12-15 FEET AT A NEAR 90 DEGREE ANGLE BEYOND 2B AND SQUARE TO THE PLATE. BOTH UMPIRES GO TO A READY POSITION AT THE START OF THE PITCH. [PLAY VIDEO](#)**

**GROUND BALL TO THE INFIELD: [PLAY VIDEO](#)**

**P**- Trail the batter-runner no more than 1/3 of the way to 1B in fair territory and read the play. As the lead runner approaches 2B move directly to 3B. First obtain the proper angle then close the distance as the play develops working to get an unobstructed view of the play and to obtain a minimum distance of 10 - 12 feet from the play. Remember as the four elements come together you have to stop, read the play and make the call. As the runner reaches 3B take one or two steps toward home plate to see that the base umpire has rotated into position at home. Responsible for any play at 3B.

**U1** - Step into fair territory, at an angle 90 degrees to the path of the throw, no more than a 45 degree angle from the foul line, and let the ball take you to the play. Responsible for the runner leaving early at 1B and any play at 1B.

**U3** - Read the play. Responsible for any play on the lead runner at 2B.



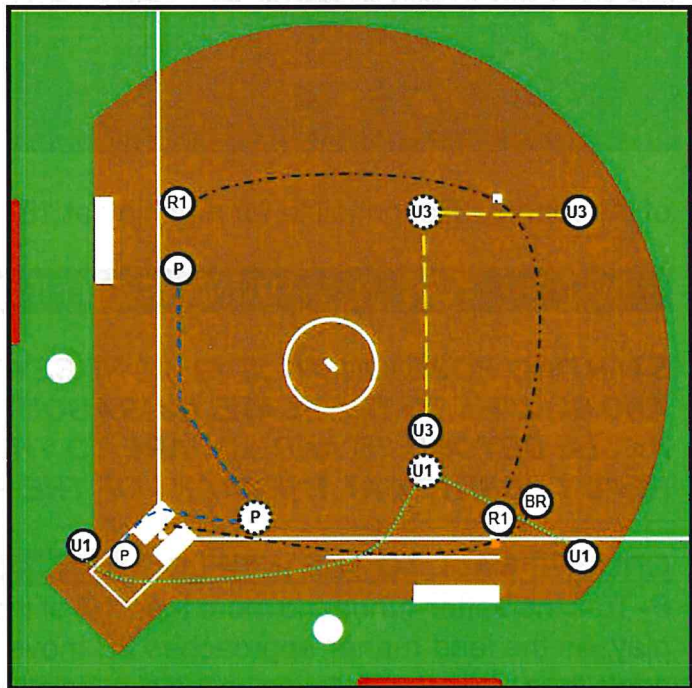
## **BASE HIT TO THE OUTFIELD:**

**P-** Trail the batter-runner no more than 1/3 of the way to 1B in fair territory and read the play. As the lead runner approaches 2B move directly to 3B. First, obtain the proper angle; then, close the distance as the play develops working to get an unobstructed view of the play and to obtain a minimum distance of 10 - 12 feet from the play. Remember as the four elements come together; stop, read the play, and make the call. As the runner reaches 3B take one or two steps toward home plate to see that the U1 has rotated into position at home plate. Responsible for any play at 3B.

**U1** - Pick up the ball and glance at the runner as you hustle inside the diamond to buttonhook at a minimum depth of 10 – 12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. As the runner from 1B approaches 2B rotate to home in foul ground to the farthest back corner of the right hand batter's box at a minimum of 10 - 12 feet from the plate, for any possible play at home plate. Responsible for any play at 1B when staying at 1B and any play at the plate when rotated to the plate.

**U3** - Pick up the ball and glance at the runner as you hustle inside the diamond to buttonhook at a minimum depth of 10 – 12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. As the runner reaches 2B, visually confirm that the plate umpire has rotated into position at 3B. Responsible for any play at 2B and any play at 1B when the U1 has rotated to the plate.

## **PLAY VIDEO**



## **FLY BALL TO THE OUTFIELD:**

**P-** When the ball is hit from the left fielder up to dead ball territory move up the 3B line to get an unobstructed view of the play. Responsible for fair or foul, catch or no catch, and any play at 3B. When the ball is hit elsewhere and a base umpire goes out, trail the batter runner no more than 1/3 the way to 1B in fair territory and read the play. As

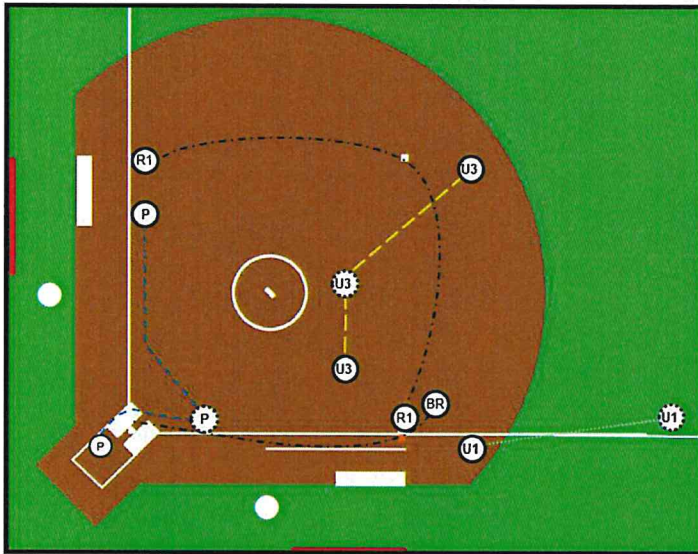


## UMPIRE MANUAL

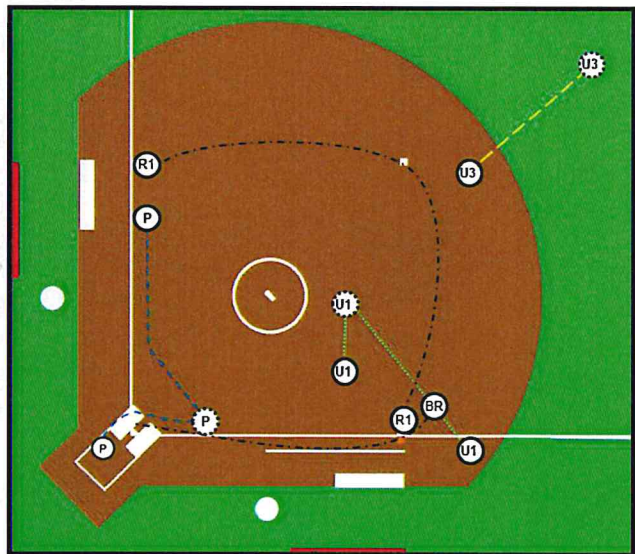
the lead runner approaches 2B, move to the holding zone halfway to 3B in foul ground to an area where you have an unobstructed view of all four elements. Be prepared to move as the play develops as you are responsible for any play on the lead runner at 3B and any play at the plate.

**U1** - When the ball is hit from the right fielder up to dead ball territory, move parallel to the flight of the ball to get an unobstructed view of the play. Responsible for fair or foul, catch or no catch. When the ball is hit elsewhere and the U3 goes out, pick up the ball and glance at the runner as you hustle inside the diamond to buttonhook at a minimum depth of 10 – 12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner. Responsible for the tag-up at 1B, any play at 1B, 2B and the last runner into 3B.

**U3** - When the ball is hit from the right fielder up to the left fielder, move parallel to the flight of the ball to get an unobstructed view of the play. Responsible for catch or no catch. When the ball is hit elsewhere and the U1 goes out, pick up the ball and glance at the runner as you hustle inside the diamond to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner. Responsible for the tag-up at 1B, any play at 1B, 2B and the last runner into 3B.



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### RUNNER ON SECOND BASE ONLY

**STARTING POSITION: U1, SHADE THE RUNNER AT 2B. START BEHIND OR OFF THE SECOND BASEMAN SQUARE, TO THE PLATE AND ADJUST AS NEEDED. U3 IS 12 - 15 FT BEYOND 3B IN FOUL TERRITORY AND SQUARE TO THE PLATE. BOTH UMPIRES GO TO THE READY POSITION AT THE START OF THE PITCH.**

[PLAY VIDEO](#)

## GROUND BALL TO THE INFIELD: **PLAY VIDEO**

**P** - Move out from behind the plate and read the play. Responsible for any play at the plate.

**U1** - Let the ball take you to the play. Responsible for the runner leaving early at 2B and any play at 1B or 2B.

**U3** - Step into fair territory and read the play. Responsible for any play at 3B.

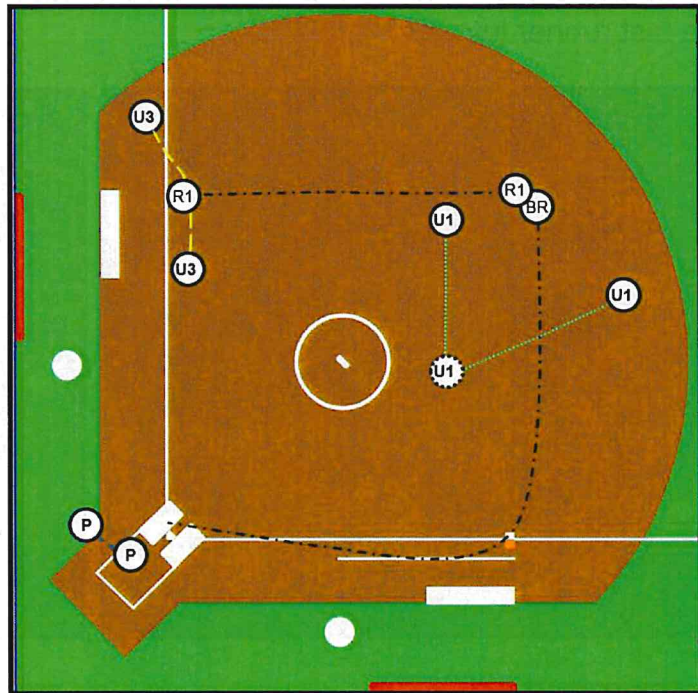
## BASE HIT TO THE OUTFIELD:

**P** - Move out from behind the plate and read the play. Responsible for any play at the plate.

**U1** - Pick up the ball and glance at the runner as you hustle inside the diamond to buttonhook at a minimum depth of 10 – 12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner. Responsible for any play at 1B or 2B.

**U3** - Pick up the ball and glance at the runner as you move inside the diamond to buttonhook at a minimum depth of 10 – 12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Responsible for any play at 3B.

## **PLAY VIDEO**



## FLY BALL TO THE OUTFIELD: **PLAY VIDEO**

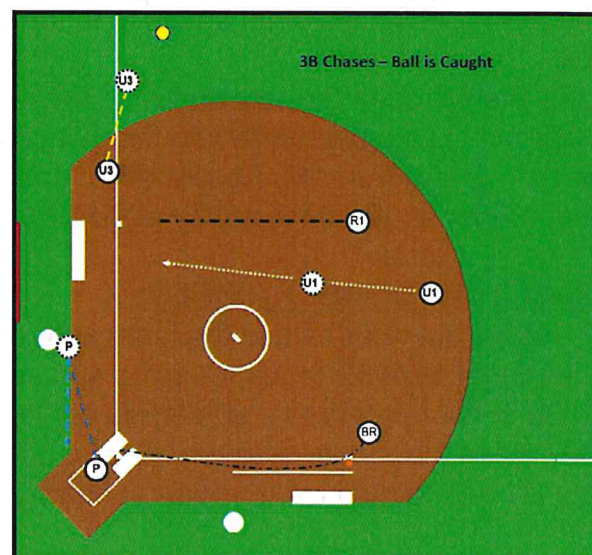
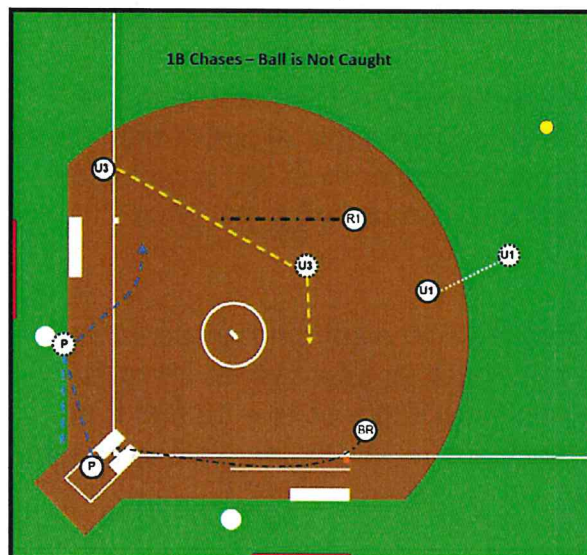
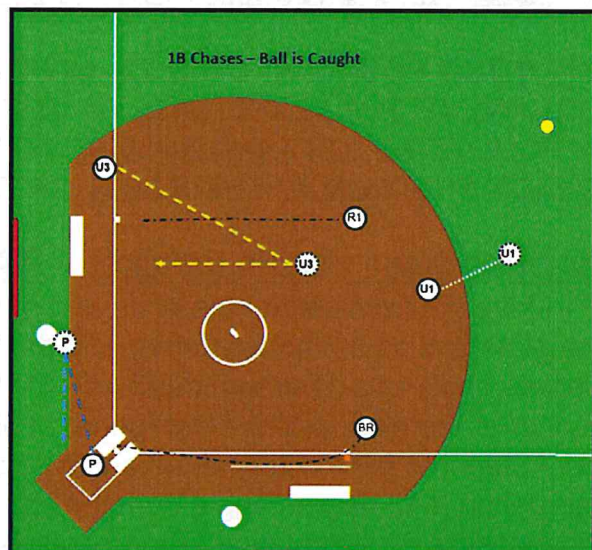
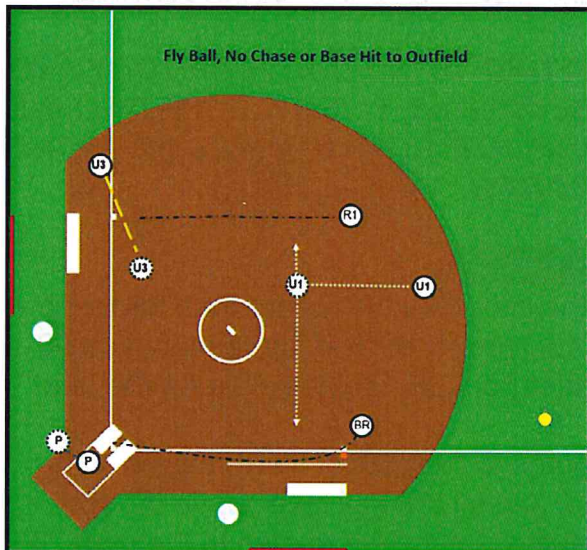
**P** - When the ball is hit from the right fielder up to dead ball territory, step out from behind the plate and move up the 1B line one or two steps to get the best view of the play. Responsible for fair or foul, catch or no catch and any play at the plate. When the ball is hit elsewhere and a base umpire goes out, move out from behind the plate toward the holding zone halfway to 3B in foul ground to an area where you have an unobstructed view of all four elements. Be prepared to move as the play develops as you are responsible for any play on the lead runner at 3B and any play at the plate.



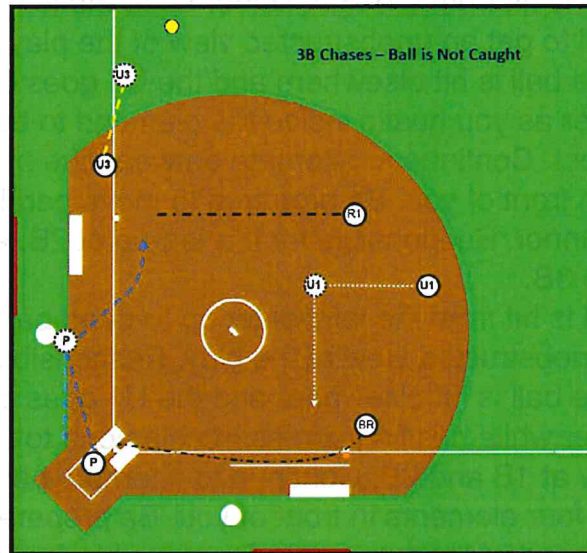
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**U1** - When the ball is hit from the right fielder up to the left fielder move parallel to the flight of the ball to get an unobstructed view of the play. Responsible for catch or no catch. When the ball is hit elsewhere and the U3 goes out, pick up the ball and glance at the runner as you hustle inside the diamond to buttonhook at a minimum depth of 10 – 12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner. Responsible for the tag-up at 2B, any play at 1B, 2B and the last runner into 3B.

**U3** - When the ball is hit from the left fielder up to dead ball territory, move up the 3B line to get an unobstruced view of the play. Responsible for fair or foul, catch or no catch. When the ball is hit elsewhere and the U1 goes out, pick up the ball and glance at the runner while hustling across the diamond towards 1st base to a position to see the play at 1B and 2B. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner(s). Responsible for the tag-up at 2B, any play at 1B, 2B and the last runner into 3B.







## RUNNER ON THIRD BASE ONLY

**STARTING POSITION: U1 IS 12 -15 FT BEYOND 1B IN FOUL TERRITORY AND SQUARE TO THE PLATE. U3 IS 12 - 15 FT BEYOND 3B, SLIGHTLY OFF THE LINE IN FOUL TERRITORY AND SQUARE TO THE PLATE. BOTH UMPIRES GO TO THE READY POSITION AT THE START OF THE PITCH. [PLAY VIDEO](#)**

### GROUND BALL TO THE INFIELD: [PLAY VIDEO](#)

**P** - Move out from behind the plate and read the play. See the runner from 3B touch the plate and as the batter-runner approaches 2B rotate to 3B in fair territory to a 90 degree angle at a minimum depth of 10 - 12 feet from 3B. Responsible for the lead runner at the plate and the last runner at 3B.

**U1** - Step into fair territory, at an angle 90 degrees to the path of the throw, no more than a 45 degree angle from the foul line, and let the ball take you to the play. Responsible for any play at 1B and any play at the plate when rotated to the plate. If the runner at 3B does not advance to the plate, U1 is also responsible for a play at 2B.

**U3** - Step into fair territory and read the play. If the runner on 3B advances to the plate the U3 should hustle into the diamond to a 90 degree angle at a minimum depth of 10 - 12 feet from 2B. Responsible for the runner leaving early at 3B, any play on that runner at 3B and any play at 2B if the runner at 3B advances to the plate.

### BASE HIT TO THE OUTFIELD:

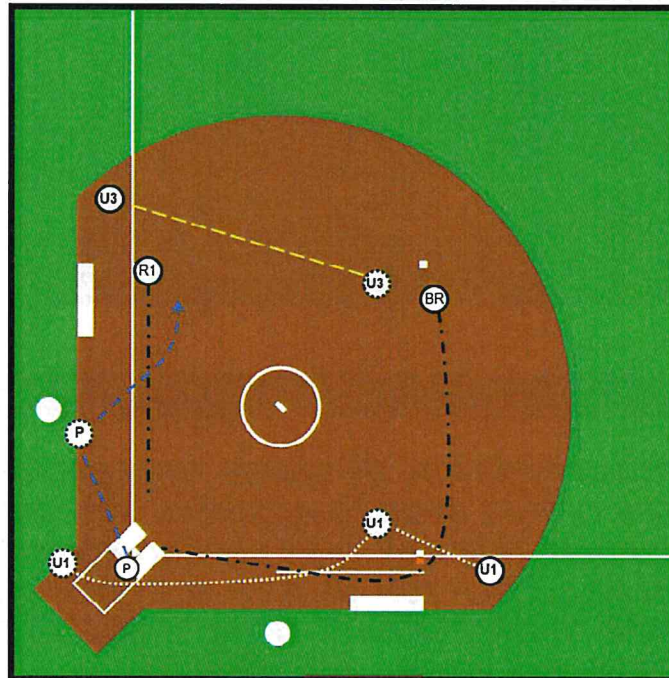
**P** - Move out from behind the plate and read the play. The plate umpire should see the runner from 3B touch the plate and as the batter-runner approaches 2B rotate to 3B in fair territory to a 90 degree angle at a minimum depth of 10 - 12 feet from 3B. When the runner reaches 3B take one or two steps toward home plate to see that the U1 has rotated into position at home plate.



**U1** - Pick up the ball and glance at the runner as you hustle inside the diamond to buttonhook at a minimum depth of 10 – 12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. If the runner continues to 2B take one or two steps toward 2B, to visually confirm that the U3 has rotated to 2B. As the runner approaches 2B, rotate home in foul ground to the farthest back corner of the right hand batter's box, at a minimum of 10 -12 feet from the plate for any possible play at home plate. Responsible for any play at 1B and any play at the plate when rotated to the plate.

**U3** - While picking up the ball and glancing at the runner, rotate to a position at a minimum of 10 - 12 feet from 2B at a 90 degree angle. Continue to alternate between the ball and the runner keeping all four elements in front of you. As the runner reaches 2B take one or two steps toward 3B to visually confirm that the plate umpire has rotated into position at 3B. Responsible for any play at 2B and any play at 1B when the U1 has rotated to the plate.

**PLAY VIDEO**



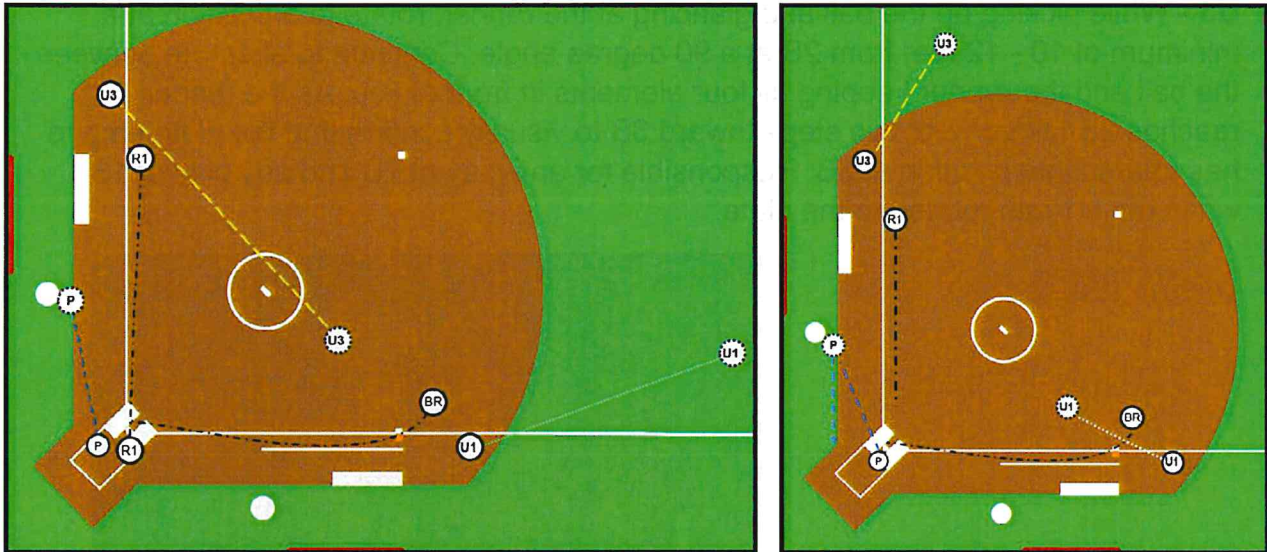
**FLY BALL TO THE OUTFIELD: PLAY VIDEO**

**P** - Move out from behind the plate to the holding zone in foul ground halfway to 3B in foul ground to an area where you have an unobstructed view of all four elements. Be prepared to move as the play develops. Responsible for the tag-up at 3B, any play on the lead runner at 3B, and any play at the plate.

**U1** - Pick up the flight of the ball and glance at your partner. Responsible for any fly ball from the center fielder to right field dead ball territory. When your partner goes to the outfield, pick up the ball and glance at the runner as you hustle inside the diamond to buttonhook at a minimum depth of 10 – 12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner. Responsible for any play at 1B, 2B and the last runner into 3B.

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**U3** - Pick up the flight of the ball and glance at your partner. Responsible for any fly ball from the centerfielder to the left fielder and up to dead ball territory. When your partner goes to the outfield, pick up the ball and glance at the runner while hustling across the diamond towards 1st base to see the play at 1B. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner. Responsible for any play at 1B, 2B and the last runner into 3B.



## RUNNER ON FIRST BASE & SECOND BASE

**STARTING POSITION:** U1 SHADE THE LEAD RUNNER AT 2B. START BEHIND OR OFF OF THE SECOND BASEMAN SQUARE TO THE PLATE AND ADJUST AS NEEDED. THIS MAY VARY DEPENDING ON WHETHER THE GAME IS FAST PITCH OR SLOW PITCH. U3 IS 12 - 15 FT BEYOND 3B IN FOUL TERRITORY AND SQUARE TO THE PLATE. BOTH UMPIRES GO TO THE READY POSITION AT THE START OF THE PITCH. [PLAY VIDEO](#)

### **GROUND BALL TO THE INFIELD:** [PLAY VIDEO](#)

**P** - Move out from behind the plate and read the play. Responsible for any play at the plate.

**U1** - Let the ball take you to the play. Responsible for the runner leaving early at 2B and any play at 1B or 2B.

**U3** - Step into fair territory and read the play. Responsible for the runner leaving early at 1B and any play at 3B.

### **BASE HIT TO THE OUTFIELD:**

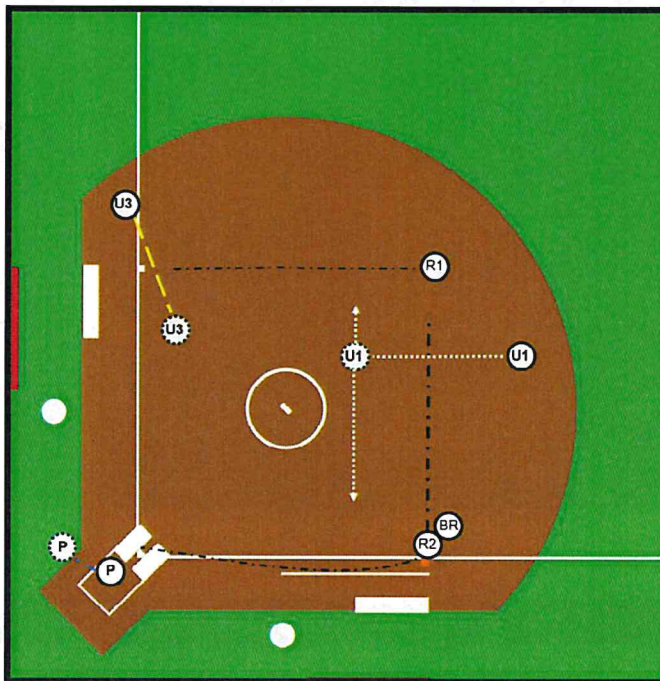
**P**- Move out from behind plate and read the play. Responsible for any play at the plate.

**U1** - Pick up the ball and glance at the runner as you move inside the diamond to buttonhook at a minimum depth of 10 – 12 feet. Continue to alternate between the ball



and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner. Responsible for any play at 1B or 2B.

**U3** - Pick up the ball and glance at the runner as you move inside the diamond to buttonhook at a minimum depth of 10 – 12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Responsible for any play at 3B.



## **FLY BALL TO THE OUTFIELD:** PLAY VIDEO

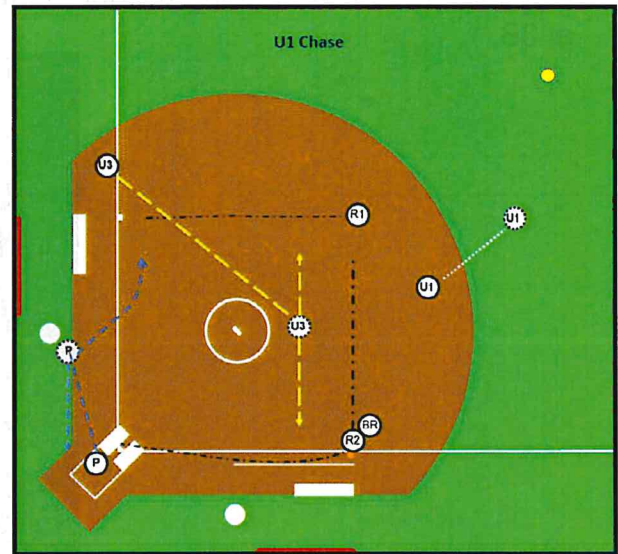
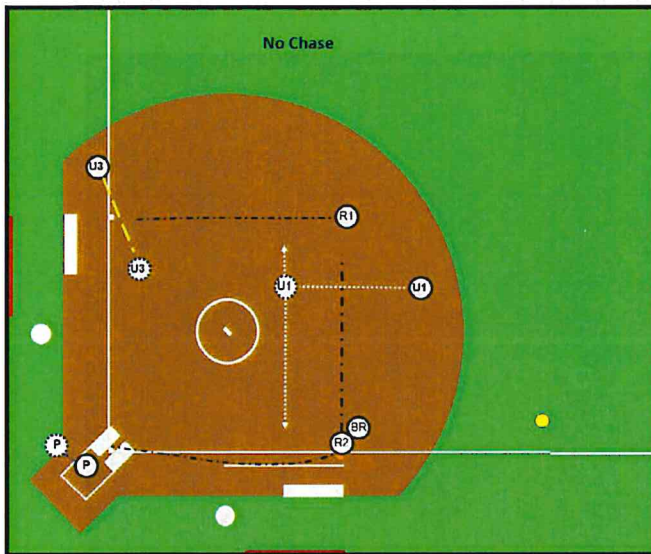
**P** - When the ball is hit from the right fielder up to dead ball territory, step out from behind the plate and move up the 1B line one or two steps to get the best view of the play. Responsible for fair or foul, catch or no catch and any play at the plate. When the ball is hit elsewhere and a base umpire goes out, move toward the holding zone halfway to 3B in foul ground to an area where you have an unobstructed view of all four elements and read the play. Be prepared to move as the play develops. Responsible for the tag-up at 2B, any play on the lead runner at 3B and any play at the plate.

**U1** - When the ball is hit from the right fielder up to the left fielder, move parallel to the flight of the ball to get an unobstructed view of the play. Responsible for catch or no catch. When the ball is hit elsewhere and the U3 goes out, pick up the ball and glance at the runner as you hustle inside the diamond to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the base-line staying ahead of the runner. Responsible for the tag-up at 1B, any play at 1B, 2B and the last runner into 3B.

**U3** - When the ball is hit from the left fielder up to dead ball territory, move up the 3B line to get an unobstructed view of the play. Responsible for fair or foul, catch or no catch. When the ball is hit elsewhere and the U1 goes out, pick up the ball and glance at the runner as you hustle across the diamond towards 1st base to see the play at

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1B and 2B. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner. Responsible for the tag-up at 1B, any play at 1B, 2B and the last runner into 3B.



## RUNNER ON FIRST BASE & THIRD BASE

**STARTING POSITION:** U1 SHADES THE RUNNER AT 1B. START BEHIND OR OFF OF THE SECOND BASEMAN, SQUARE TO THE PLATE AND ADJUST AS NEEDED. THIS MAY VARY DEPENDING ON WHETHER THE GAME IS FAST PITCH OR SLOW PITCH. U3 IS 12 - 15 FT BEYOND 3B, TAKING A POSITION TO GAIN AN UNOBSTRUCTED VIEW OF THE PLATE AREA SLIGHTLY OFF THE LINE IN FOUL TERRITORY AND SQUARE TO THE PLATE. BOTH UMPIRES GO TO THE READY POSITION AT THE START OF THE PITCH. [PLAY VIDEO](#)

### **GROUND BALL TO THE INFIELD:** [PLAY VIDEO](#)

**P** - Move out from behind the plate and read the play. Responsible for any play at the plate.

**U1** - Let the ball take you to the play. Responsible for the runner leaving early at 1B and any play at 1B or 2B.

**U3** - Step into fair territory and read the play. Responsible for the runner leaving early at 3B and any play at 3B.

### **BASE HIT TO THE OUTFIELD:**

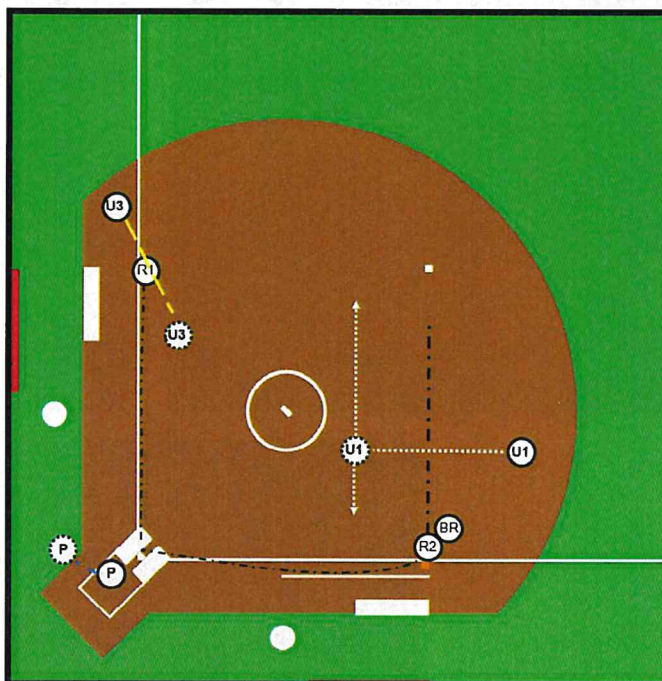
**P** - Move out from behind plate and read the play. Responsible for any play at the plate.

**U1** - Pick up the ball and glance at the runner as you hustle inside the diamond to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner. Responsible for any play at 1B or 2B.



**U3** - Pick up the ball and glance at the runner as you hustle inside the diamond to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Responsible for any play at 3B.

**PLAY VIDEO**

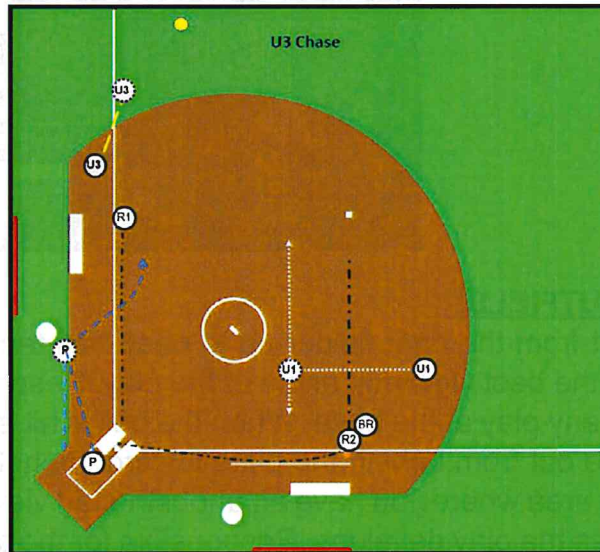
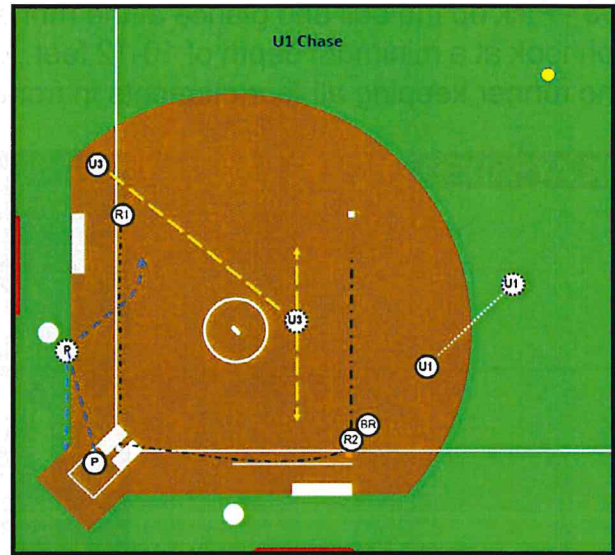
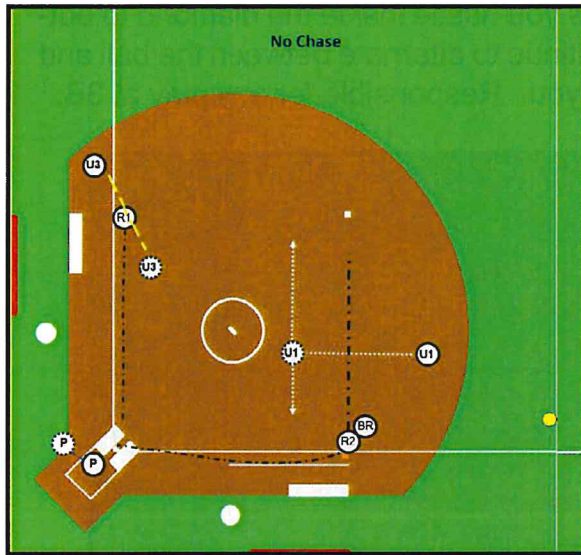


### **FLY BALL TO THE OUTFIELD:**

**P**- When the ball is hit from the right fielder up to dead ball territory move to the 1B line extended and get the best view and angle of the play. Responsible for fair or foul, catch or no catch and any play at the plate. When the ball is hit elsewhere and a base umpire goes out, move out from behind the plate toward the holding zone halfway to 3B in foul ground to an area where you have an unobstructed view of all four elements. Be prepared to move as the play develops. Responsible for the tag-up at 3B, any play on the lead runner at 3B and any play at the plate.

**U1** - When the ball is hit from the right fielder up to the left fielder move parallel to the flight of the ball to get an unobstructed view of the play. Responsible for catch or no catch. When the ball is hit elsewhere and the U3 goes out, pick up the ball and glance at the runner as you move inside the diamond to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner. Responsible for the tag-up at 1B, any play at 1B, 2B and the last runner into 3B.

**U3** - When the ball is hit from the left fielder up to dead ball territory, move up the 3B line to get an unobstructed view of the play. Responsible for fair or foul, catch or no catch. When the ball is hit elsewhere and the U1 goes out, pick up the ball and glance at the runner as you hustle across the diamond towards 1st base to see the play at 1B and 2B. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner. Responsible for the tag-up at 1B, any play at 1B, 2B and the last runner into 3B.



## RUNNER ON SECOND BASE & THIRD BASE

**STARTING POSITION: U1, SHADE RUNNER AT 2B. START BEHIND OR OFF OF THE SECOND BASEMAN, SQUARE TO THE PLATE AND ADJUST AS NEEDED. THIS MAY VARY DEPENDING ON WHETHER THE GAME IS FAST PITCH OR SLOW PITCH. U3 IS 12 - 15 FT BEYOND 3B, TAKING A POSITION TO GAIN AN UNOBSTRUCTED VIEW OF THE PLATE AREA SLIGHTLY OFF THE LINE IN FOUL TERRITORY AND SQUARE TO THE PLATE. BOTH UMPIRES GO TO THE READY POSITION AT THE START OF THE PITCH. [PLAY VIDEO](#)**

### **GROUND BALL TO THE INFIELD: [PLAY VIDEO](#)**

**P-** Move out from behind the plate and read the play, Responsible for any play at the plate.

**U1** - Let the ball take you to the play. Responsible for the runner leaving early at 2B and any play at 1B or 2B.

**U3** - Step into fair territory and read the play. Responsible for the runner leaving early at 3B and any play at 3B.



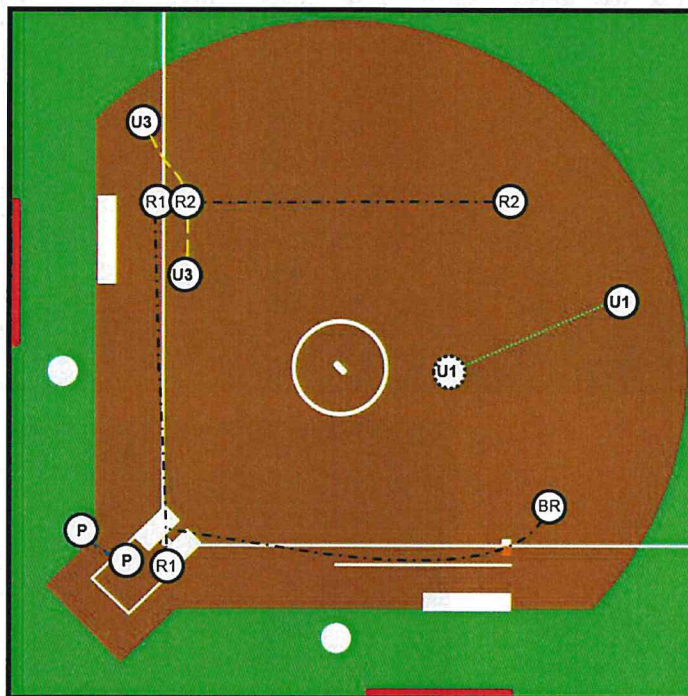
## **BASE HIT TO THE OUTFIELD:**

**P** - Move out from behind plate and read the play. Responsible for any play at the plate.

**U1** - Pick up the ball and glance at the runner as you move inside the diamond to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner. Responsible for any play at 1B or 2B.

**U3** - Pick up the ball and glance at the runner as you move inside the diamond to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Responsible for any play at 3B.

### **PLAY VIDEO**



## **FLY BALL TO THE OUTFIELD:**

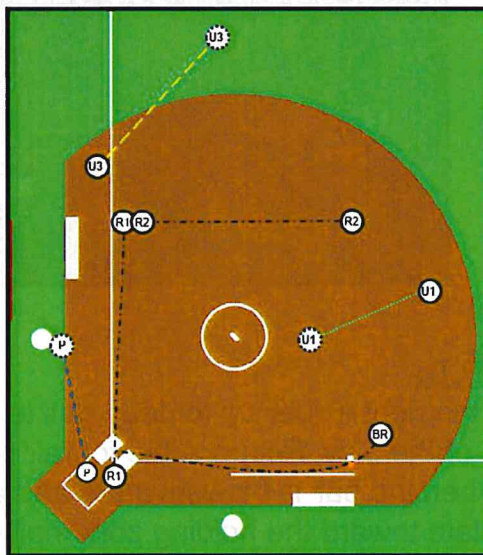
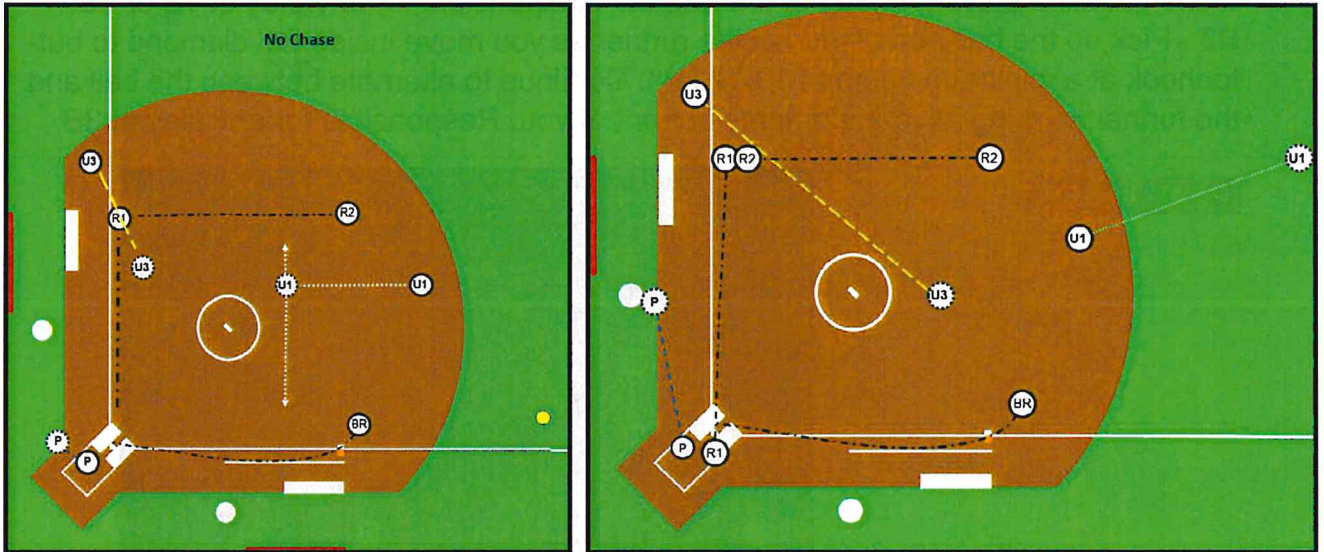
**P** - When the ball is hit from the right fielder up to dead ball territory line extended and get the best view and angle of the play. Responsible for fair or foul, catch or no catch and any play at the plate. When the ball is hit elsewhere and a base umpire goes out, move out from behind the plate toward the holding zone halfway to 3B in foul ground to an area where you have an unobstructed view of all four elements. Be prepared to move as the play develops. Responsible for the tag-up at 3B, any play on the lead runner at 3B and any play at the plate.

**U1** - When the ball is hit from the right fielder up to the left fielder move parallel to the flight of the ball to get an unobstructed view of the play. Responsible for catch or no catch. When the ball is hit elsewhere and the U3 goes out, pick up the ball and glance at the runner as you move inside the diamond to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner. Responsible for the tag-up at 2B, any play at 1B, 2B and the last runner into 3B.

**U3** - When the ball is hit from the left fielder up to dead ball territory move up the 3B line to get an unobstructed view of the play. Responsible for fair or foul, catch or no

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catch. When the ball is hit elsewhere and the U1 goes out, pick up the ball and glance at the runner as you hustle across the diamond to see the play at 1B and 2B. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner. Responsible for the tag-up at 2B, any play at 1B, 2B and the last runner into 3B.



## BASES LOADED

**STARTING POSITION: U1 SHADES THE RUNNER AT 2B. START BEHIND OR OFF OF THE SECOND BASEMAN, SQUARE TO THE PLATE AND ADJUST AS NEEDED. THIS MAY VARY DEPENDING ON WHETHER THE GAME IS FAST PITCH OR SLOW PITCH. U3 IS 12 - 15 FT BEYOND 3B, TAKING A POSITION TO GAIN AN UNOBSTRUCTED VIEW OF THE PLATE AREA SLIGHTLY OFF THE LINE IN FOUL TERRITORY AND SQUARE TO THE PLATE. BOTH UMPIRES GO TO THE READY POSITION AT THE START OF THE PITCH**



## **GROUND BALL TO THE INFIELD:**

**P** - Move out from behind the plate and read the play. Responsible for any play at the plate.

**U1** - Let the ball take you to the play. Responsible for the runner leaving early at 2B and any play at 1B or 2B.

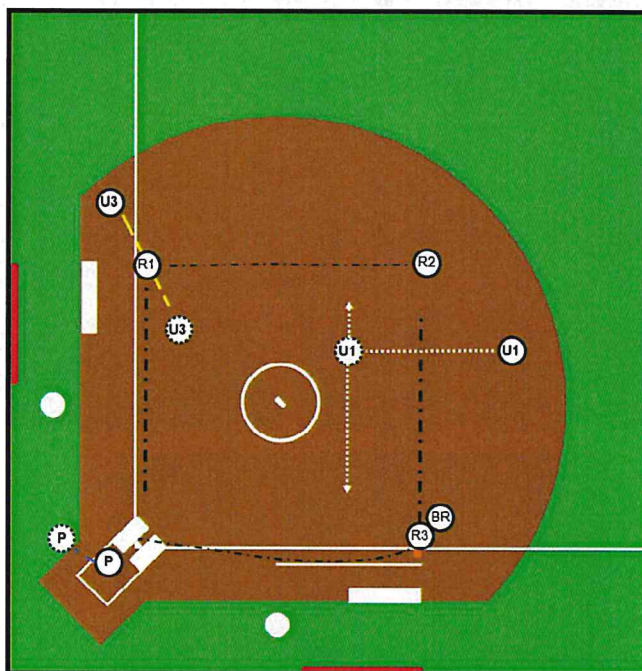
**U3** - Step into fair territory and read the play. Responsible for the runner leaving early at 1B and at 3B and any play at 3B.

## **BASE HIT TO THE OUTFIELD:**

**P** - Move out from behind plate and read the play. Responsible for any play at the plate.

**U1** - Pick up the ball and glance at the runner as you move inside the diamond to buttonhook at a minimum depth of 10 – 12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Responsible for any play at 1B or 2B.

**U3** - Pick up the ball and glance at the runner as you move inside the diamond to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Responsible for any play at 3B.



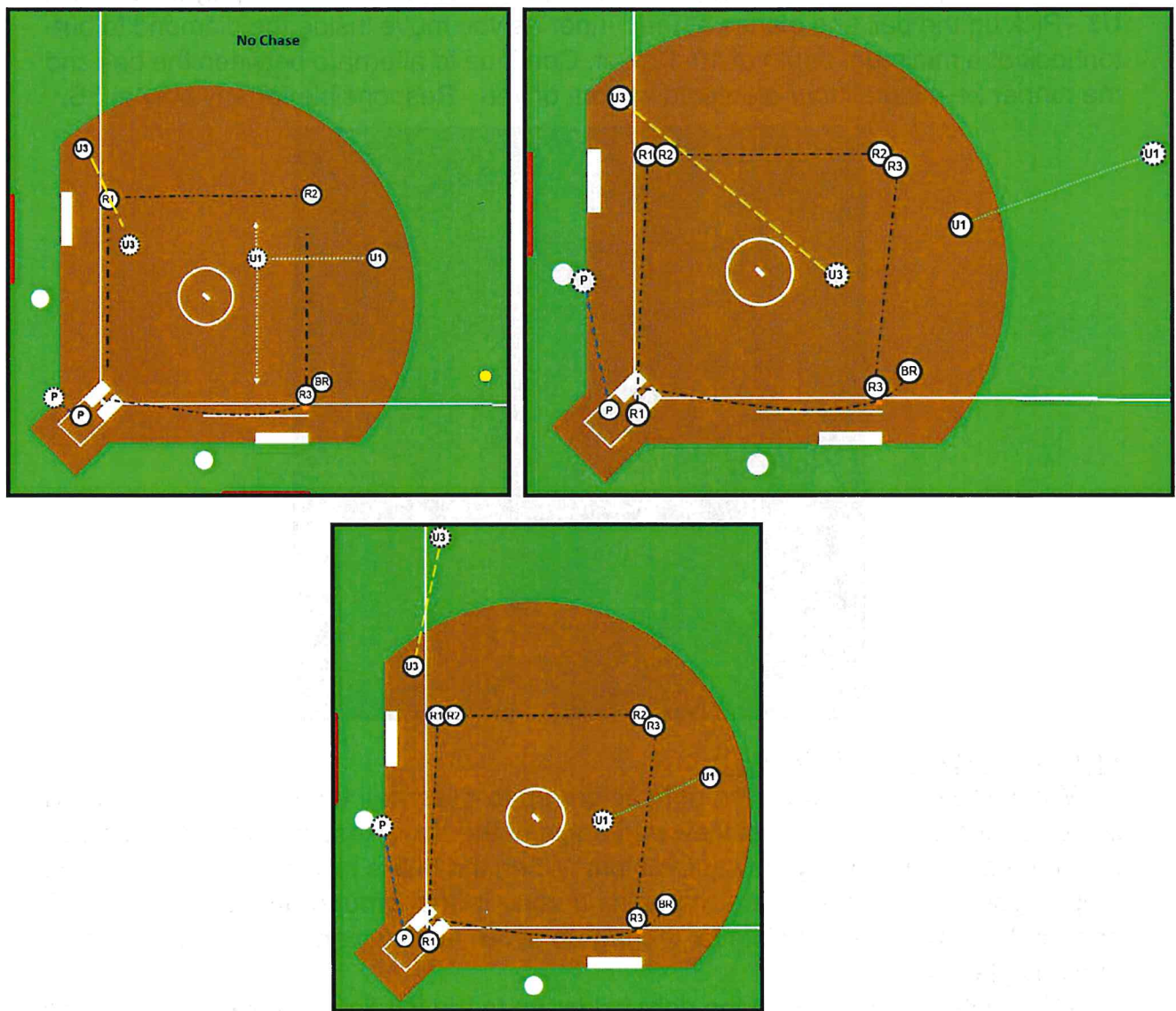
## **FLY BALL TO THE OUTFIELD:**

**P** - When the ball is hit from the right fielder up to dead ball territory, move to the 1B line extended and get the best view and angle of the play. Responsible for fair or foul, catch or no catch and any play at the plate. When the ball is hit elsewhere and a base umpire goes out, move toward the holding zone in foul ground about halfway to 3B and read the play. Responsible for the tag-up at 3B, any play on the lead runner at 3B and any play at the plate.

**U1** - When the ball is hit from the right fielder up to the left fielder move parallel to the flight of the ball to get an unobstructed view of the play. Responsible for catch or no catch. When the ball is hit elsewhere and the U3 goes out, pick up the ball and glance at the runner as you move inside the diamond to buttonhook at a minimum depth of 10-12

# UMPIRE MANUAL

feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner. Responsible for the tag-up at 1B and 2B, any play at 1B, 2B and the last runner into 3B. **U3** - When the ball is hit from the left fielder up to dead ball territory, move up the 3B line to get an unobstructed view of the play. Responsible for fair or foul, catch or no catch. When the ball is hit elsewhere and the U1 goes out, pick up the ball and glance at the runner while hustling across the diamond towards 1st base to see the play at 1B and 2B. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner. Responsible for the tag-up at 1B and 2B, any play at 1B, 2B and the last runner into 3B.





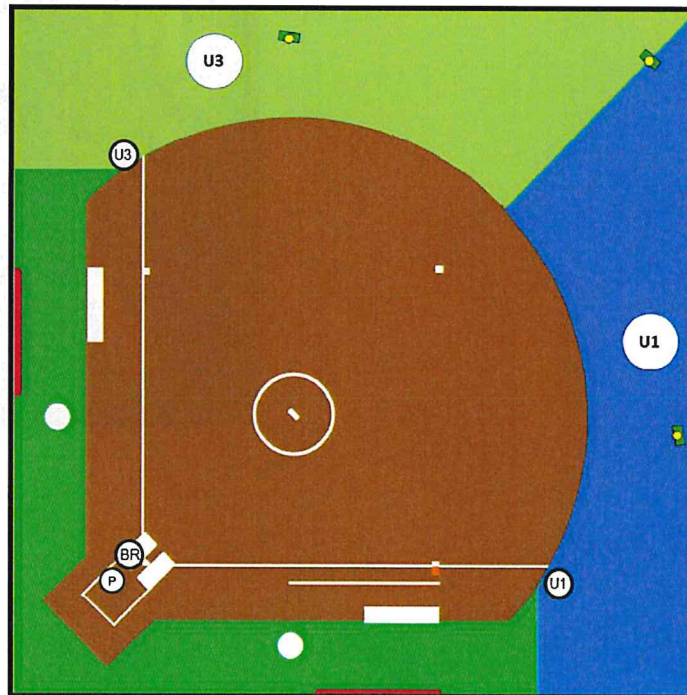
## UMPIRE MANUAL

### 4 KEY POINTS TO THE THREE UMPIRE SYSTEM

1. Rotation in the Three Umpire System is always in a clockwise direction
2. When the umpires start from a counter rotated position, there will be no rotation
3. When a base umpire goes to the outfield, the crew reverts to the Two Umpire System
4. When a base umpire goes to the outfield, that umpire should remain outside and allow the ball to turn them back to the infield and observe the remainder of the play

### FLY BALL COVERAGE NO RUNNER ON BASE, RUNNER ON 3B ONLY

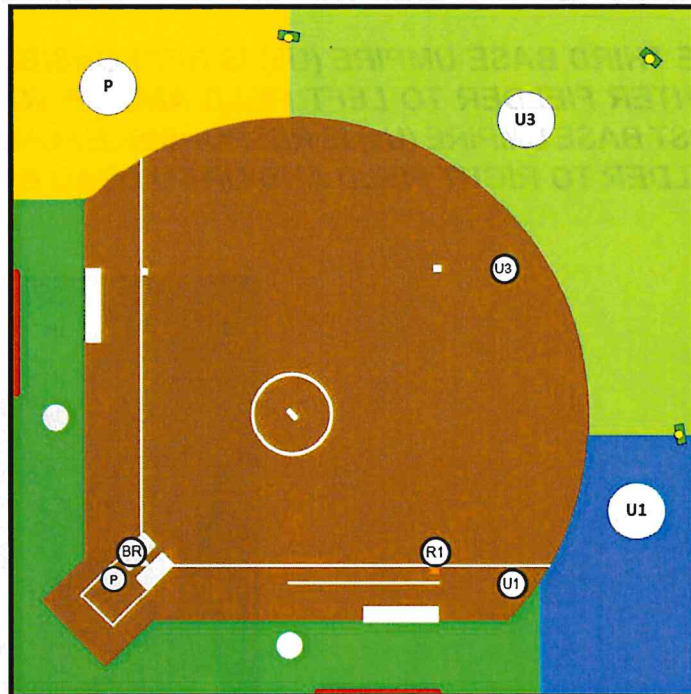
***THE THIRD BASE UMPIRE (U3) IS RESPONSIBLE FOR A FLY BALL FROM THE CENTER FIELDER TO LEFT FIELD AND UP TO DEAD BALL TERRITORY. THE FIRST BASE UMPIRE (U1) IS RESPONSIBLE FOR A FLY BALL FROM THE CENTER FIELDER TO RIGHT FIELD AND UP TO DEAD BALL TERRITORY.***



## UMPIRE MANUAL

### FLY BALL COVERAGE WITH RUNNER ON 1B ONLY

**ON A FLY BALL TO THE OUTFIELD WITH A RUNNER ON 1B ONLY EACH BASE UMPIRE SHOULD PICK UP THE FLIGHT OF THE BALL AND GLANCE AT THEIR PARTNER. U1 HAS ANY FLY BALL FROM THE RIGHT FIELDER TO DEAD BALL TERRITORY. U3 WHO IS ROTATED BEHIND SECOND BASE HAS ANY FLY BALL FROM THE LEFT FIELDER TO THE RIGHT FIELDER. THE PLATE UMPIRE HAS ANY FLY BALL FROM THE LEFT FIELDER TO DEAD BALL TERRITORY.**

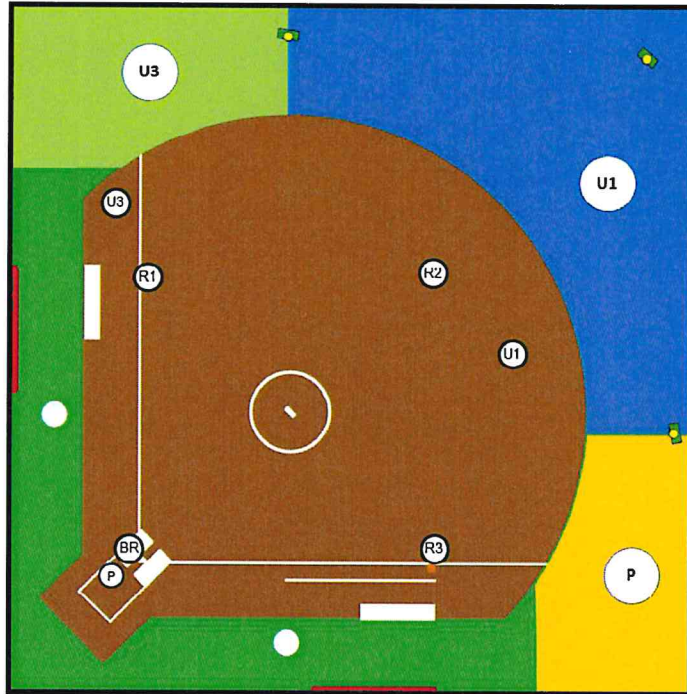




## UMPIRE MANUAL

### FLY BALL COVERAGE WITH RUNNER ON 2B ONLY, RUNNERS ON 1B AND 2B, 1B & 3B 2B & 3B AND BASES LOADED

*U1 HAS FLY BALL COVERAGE FROM THE RIGHT FIELDER TO THE LEFT FIELDER. U3 HAS FLY BALL COVERAGE FROM THE LEFT FIELDER TO DEAD BALL TERRITORY. THE PLATE UMPIRE HAS FLY BALL COVERAGE FROM THE RIGHT FIELDER TO DEAD BALL TERRITORY.*



## BETWEEN INNING MECHANICS

### ONE UMPIRE SYSTEM:

The Umpire shall take a position at the 1B baseline extended facing the 1B dugout when that team is coming to bat and the 3B baseline extended facing the 3B dugout when that team is coming to bat.

### TWO UMPIRE AND THREE UMPIRE SYSTEM:

The Plate Umpire shall take a position at the 1B baseline extended facing the 1B dugout when that team is coming to bat and the 3B baseline extended facing the 3B dugout when that team is coming to bat.

The Base Umpire(s) shall assume a position approximately 15 feet in the outfield off the foul line, standing in fair territory and facing the infield. Be alert to hustle players on and off the field. In a Two Umpire System the Base Umpire is responsible for brushing off the pitcher's plate after the conclusion of the inning. In a Three Umpire System U3 has primary responsibility for brushing off the pitcher's plate. U1 will also brush off the pitcher's plate when appropriate.

