

# WBSC



## WBSC SOFTBALL FIELD MECHANICS

## 3 & 4 UMPIRE SYSTEM

(Including 5 and 6 Umpire Outfield Coverage)

Reissued by WBSC Director of Umpires

***March 2020***

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

***Mar 2020***

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# WBSC-SD MECHANICS FUNDAMENTALS

**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)**

## **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. The set position mimics the ready position in that the feet are spread apart, normally shoulder width, knees are soften and slightly bent with the hands drawn towards the body at belt level.

On a force play, the umpire moves to a proper position to see the play; 5-6 meters (18 feet) back, 90 degrees to the throw; on plays at 1<sup>st</sup> base, do not go beyond 45 degrees to the base. Once at this position the umpire should stop, set, see the play and then make the call.

On a tag play, the umpire moves to the best position to see all four essential elements. The best position to see a tag play is 3-4 meters (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 or home plate. If the defensive player is positioned blocking the base or home plate without the possession of the ball the umpire should adjust by moving ***to get an unobstructed view of the four essential elements***. Once in position the umpire should stop, open up, set, see the play and then make the call.

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## **Making the Call**

While in the set position, the umpire must be able to see all four essential elements including the advancing runner. Track the thrown ball with the eyes allowing the ball to turn the head into the play. On force plays, just prior to

the thrown ball reaching the receiver, change your focus to the ball, fielder and runner, watching all the elements 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, while always having 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 runner has been obstructed and the tag was made prior to the runner touching the base. Stop, set, see the play 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 (including balls leaving the field of play) 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 (including balls leaving the field of play), catch or no catch from F7 or F9 to the fence.

## **In/Out Theory**

On hit balls to the infield, base umpires should stay on the outside of the base paths and either stay at their starting position or move to the correct calling position.

On balls to the outfield, base umpires not going out on a fly ball should rotate into the inside of the diamond. With no runners on base, U2 may stay outside only if it will keep U2 out of a possible throwing lane.

Once the ball returns to the infield, the base umpires having rotated to their proper coverages may move back out beyond the base path when it is clear that there will no play at an umpire's area of coverage and there is time to move out while keeping all the Four Essential Elements in front.

If runners are moving and there is a possibility of a play at an umpires area of coverage, open up to the ball and the runners, staying out of any possible

throwing lane and move to the proper angle and distance for a possible play and call.

On hits to right field or right center field, U3, if not rotating to 2<sup>nd</sup> base, may come down the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether U3 should rotate inside or go back out beyond the base line. If there is a possibility of a play at 3<sup>rd</sup> base on the throw back rotate inside. If the throw is to home with no immediate play at 3<sup>rd</sup> base, move back out beyond the base line in fair territory.

### **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 meters (12-15 feet) off the foul line or to an area where the umpire can observe all four essential elements and be ready to move to their next position. 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 not filled by 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)

### **Four Essential Element Theory (FEET)**

The four Essential Elements are;

1. The BALL.
2. The Defensive player.
3. The Offensive players

4. The base or the area of the play.

The umpire positions and rotations shown in the following diagrams for Live Ball plays from the Infield and Outfield, and Fly-Ball Coverage are WBSC-SD best practice for the large majority of primary plays. It is acknowledged that as some plays develop (this is particularly so for secondary plays) umpires will be required to adjust their position to better see the Four Essential Elements.

### **Tag-ups**

#### 3 Umpire System

When neither base umpire goes out on a fly ball:

Runner at 1B or 2B only: U1 has tag up at 1<sup>st</sup> or 2<sup>nd</sup> base.

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Runner at 3B only: ***U3 has the tag up. P has tag up only when U3 rotates to 2<sup>nd</sup> base.***

Runners at 1B and 2B: U1 has tag up 1<sup>st</sup> base; U3 has tag up at 2<sup>nd</sup> base.

Runners at 2B and 3B: U1 has tag up 2<sup>nd</sup> base; U3 has tag up at 3<sup>rd</sup> base.

Runners at 1B and 3B: U1 has tag up 1<sup>st</sup> base; U3 has tag up at 3<sup>rd</sup> base.

Runners at 1B, 2B and 3B: U1 has tag up 1<sup>st</sup> and 2<sup>nd</sup> base; U3 has tag up at 3<sup>rd</sup> base.

Note: If either base umpire goes out to judge a fly ball, tag-up responsibilities will be the same for the plate and base umpire as they are in the Two-Umpire system.

#### 4 Umpire System

U1 goes out on a fly ball:

U2 has tag up at 2<sup>nd</sup> base; U3 has tag up at 3<sup>rd</sup> base; P has tag up at 1<sup>st</sup> base.

U2 goes out on a fly ball:

U1 has tag up at 1<sup>st</sup> base; U3 goes to 2<sup>nd</sup> base and has tag up at 2<sup>nd</sup> base; P has tag up at 3<sup>rd</sup> base.

U3 goes out on a fly ball:

U1 has tag up at 1<sup>st</sup> base; U2 has tag up at 2<sup>nd</sup> base; P has tag up at 3<sup>rd</sup> base.

### **Lead-offs**

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***In both the 3 and 4 systems each umpire is responsible for the lead-off call for a runner at their base. In the 3 umpire system U1 is additionally responsible for the lead-off call for a runner at 2B.***

# Starting Positions – Base and Outfield Umpires

## 3 Umpire System

With no runners on, U1 and U3's preliminary starting position should be 5-6 meters (18 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 meters (15 feet) back, on the 1<sup>st</sup> base side of 2<sup>nd</sup> base, just short of the leading edge. U1 should take a position 4-5 meters (15 feet) behind 1st base in foul territory. All umpires shall have an unobstructed view of the pitcher, runner and home plate.

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 meters (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 meters (15 feet) behind 3<sup>rd</sup> base. Exception: With any runner on 3<sup>rd</sup> base U3 should take a position 4-5 meters (15 feet) behind 3rd base in foul territory so the umpire's view of the pitcher, runner and home plate is not obstructed by the runner leaving 3rd base on the release of the pitch.

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 3rd base, U3 rotates inside for any call at 2nd base.

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 keeping all Four Essential Elements in front. Depending on the umpires reading of the play, should move to a position 3-4 meters (12 feet) back from the play by stepping inside to fair territory or by moving forward in foul territory provided the umpire does not move beyond a 45 degree line through 1st base.

On a pick off play (throw back) at 3rd base, U3 moves to a position 3-4 meters (12 feet) back, keeping all Four Essential Elements in front by moving forward towards 3rd base or to a position closer to the foul line. The umpire should not move down in foul territory beyond a 45 degree line through 3rd base.

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 5-6 meters (18 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 5-6 meters (18 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 meters (15 feet) behind the base. Exception: With a runner at 1st base, U1 should take a position 4-5 meters (15 feet) behind 1st base in foul territory so as to have an unobstructed view of the pitcher, runner and home plate. With a runner at 3rd base, U3 should take a position 4-5 meters (15 feet) behind 3rd base in foul territory so the umpire's view of the pitcher, runner and home plate is not obstructed by the runner leaving 3rd base on the release of the pitch.

On a pick off (throw back) at 1<sup>st</sup> base U1 moves forward from the starting position keeping all Four Essential Elements in front. Depending on the umpires reading of the play, the umpire should move to a position 3-4 meters (12 feet) back from the play by stepping inside to fair territory or by moving forward in foul territory provided the umpire does not move beyond a 45 degree line through 1st base.

On a pick off play (throw back) at 3rd base, U3 moves to a position 3-4 meters (12 feet) back, keeping all Four Essential Elements in front by moving forward towards 3rd base or to a position closer to the foul line. The umpire should not move down in foul territory beyond a 45 degree line through 3rd base.

## 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.

# No runners on base – Live Ball Play from Infield

## 3 Umpire System

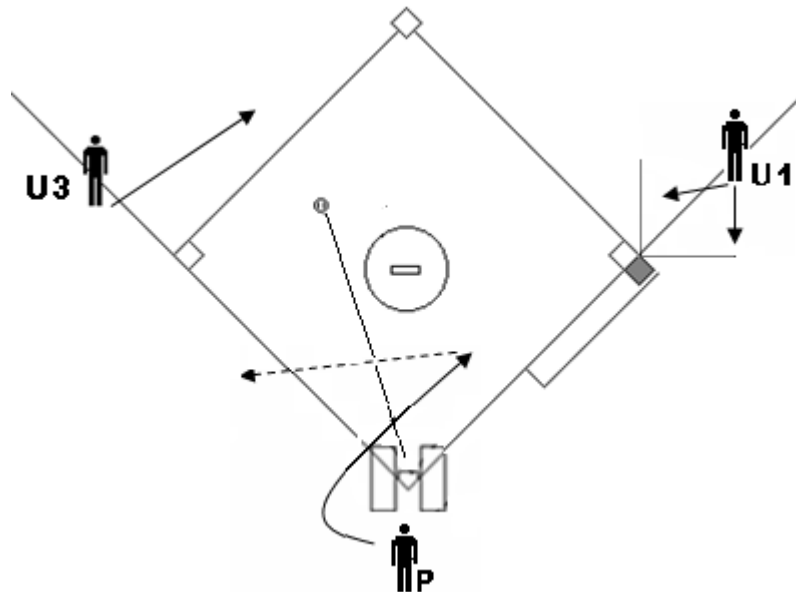
P - Trails the **Batter-Runner** for the swipe tag, watch for interference by **Batter-Runner** or to assist at 1<sup>st</sup> base if required; responsible for fair/foul call. Moves to holding zone between home and 3<sup>rd</sup> base when **Batter-Runner** reaches 1<sup>st</sup>.

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>.

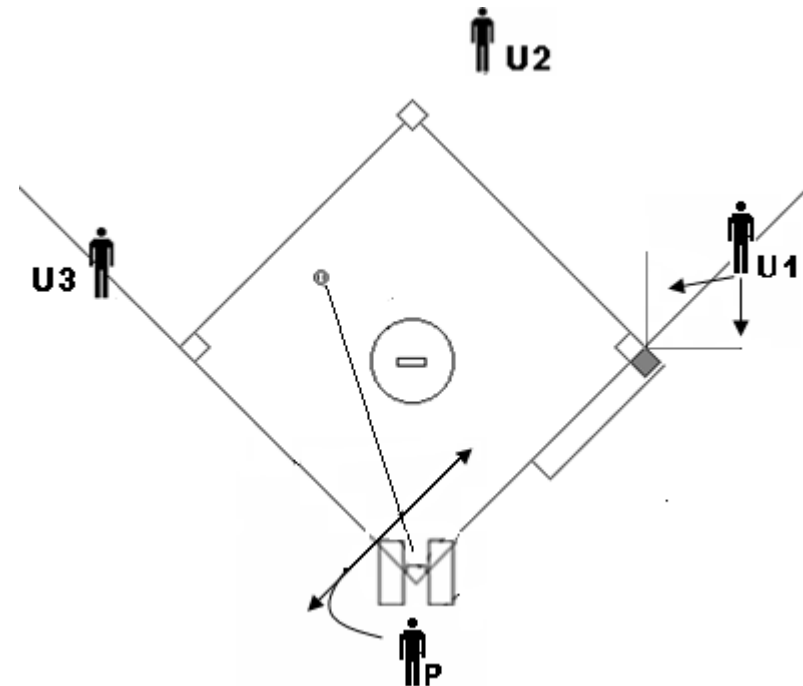
U1 - **Ball thrown from fair territory** –

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.



# No runners on base – Ground Ball to Outfield

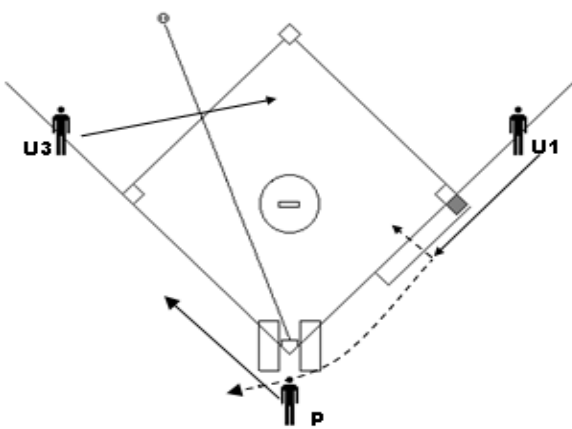
## 3 Umpire System

- 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

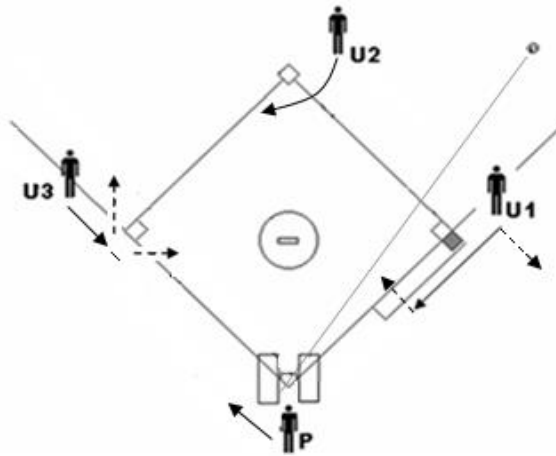
**Hit to RF** - No base umpire goes out -

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. For a possible 9-3 play move further back in foul territory, 90 degrees to the throw.

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

U3 - Move down the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.



## 4 Umpire System

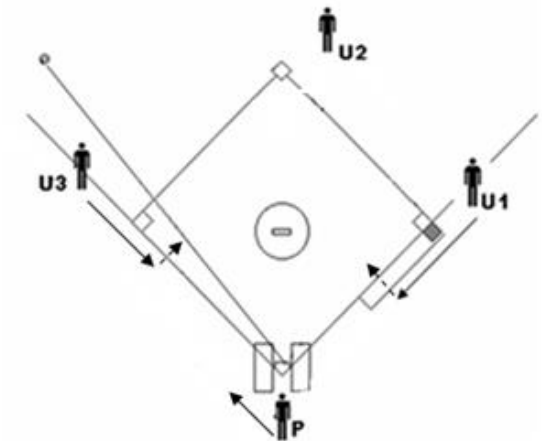
**Hit to CF/LF** - No base umpire goes out -

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

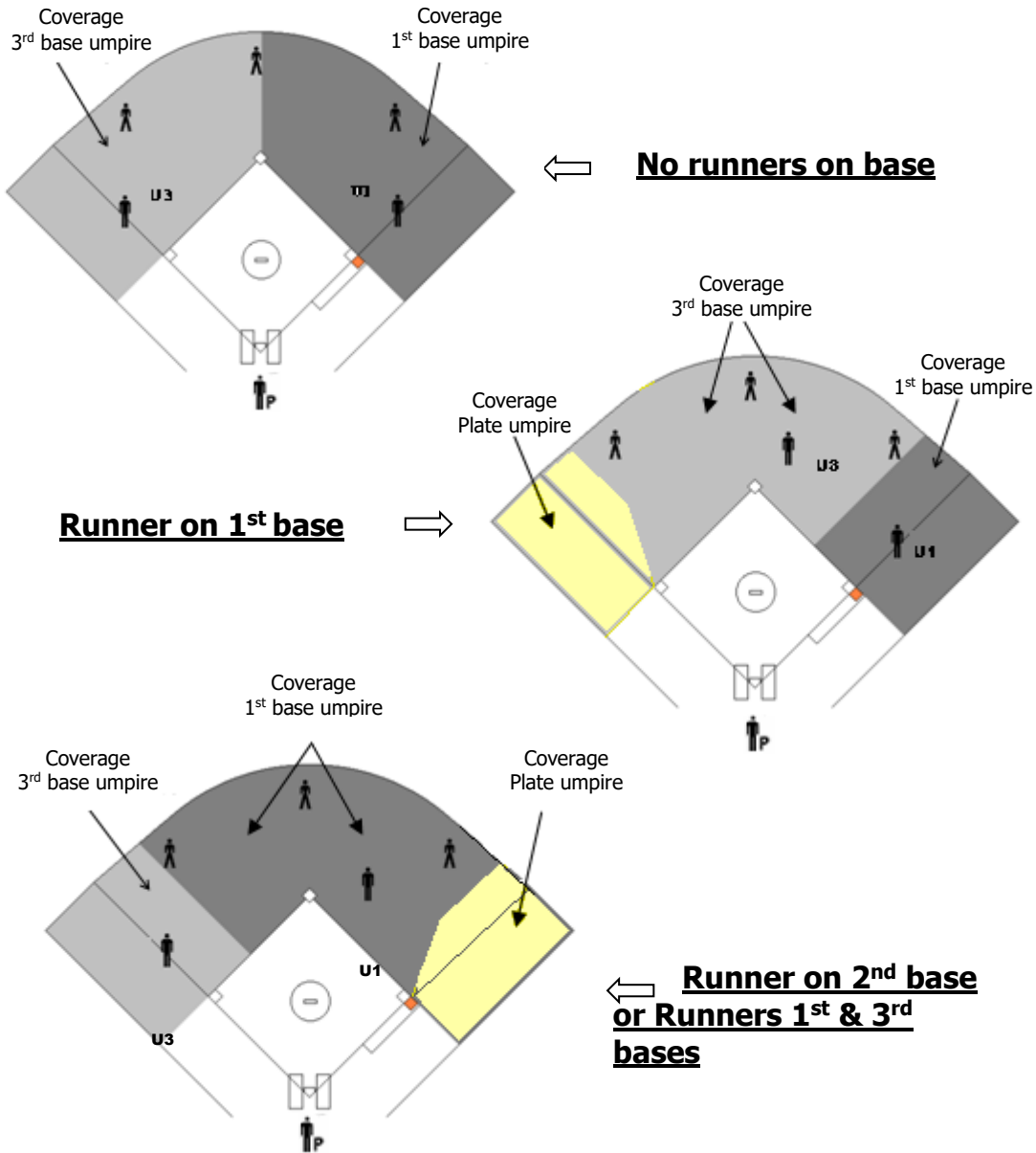
U2 - Stay out for an acute angle on the throw from LF for any call at 2<sup>nd</sup> base.

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



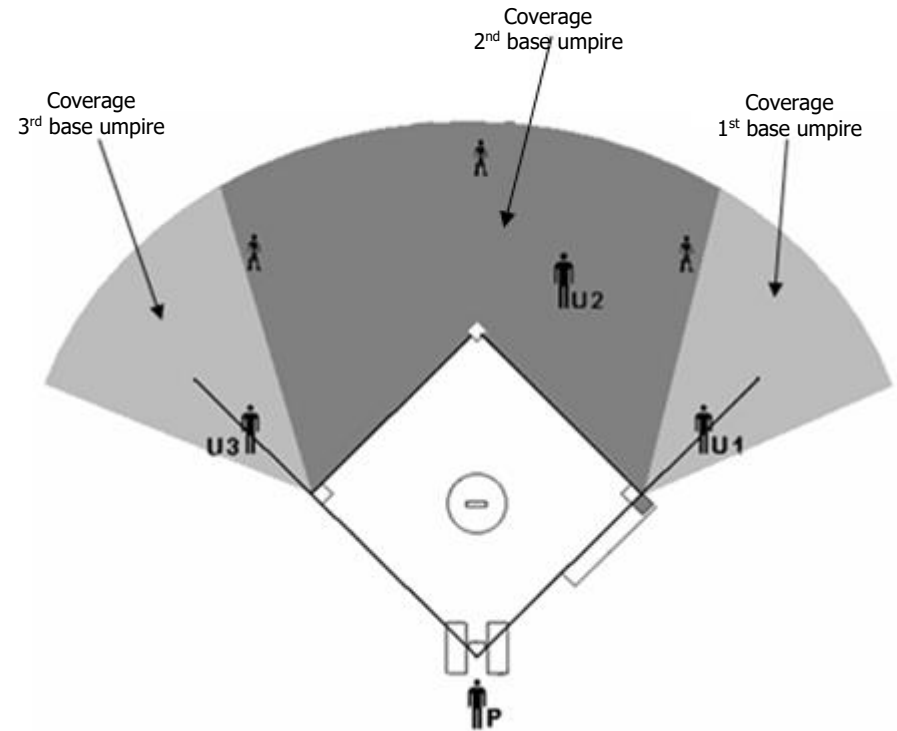
# Fly-Ball Coverage

## 3 Umpire System



## 4 Umpire System

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





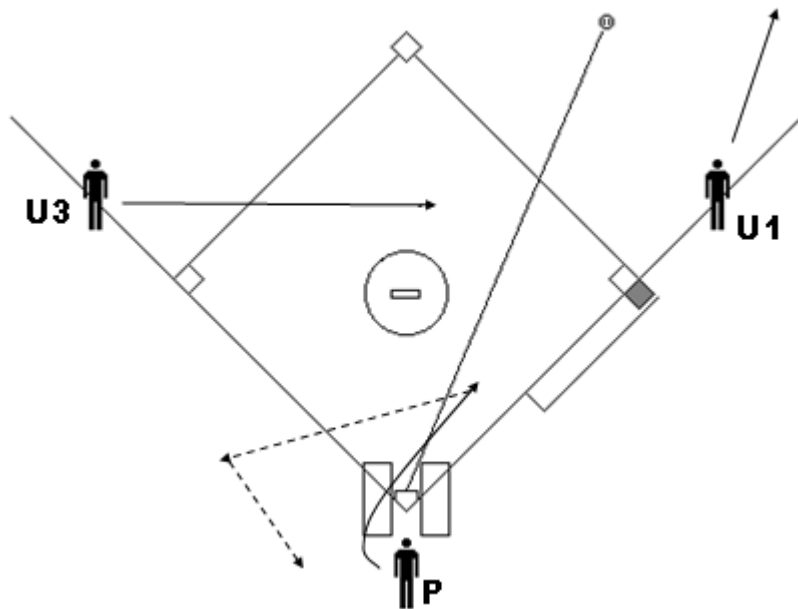
# No runners on base – Fly-ball down 1<sup>st</sup> base line (right field):

## 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.



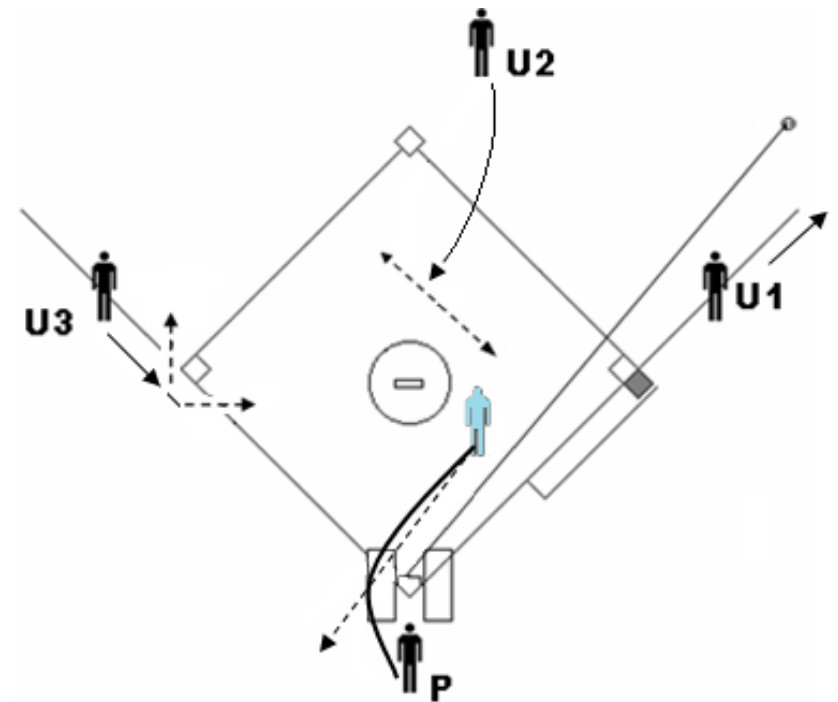
## 4 Umpire System

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 the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.



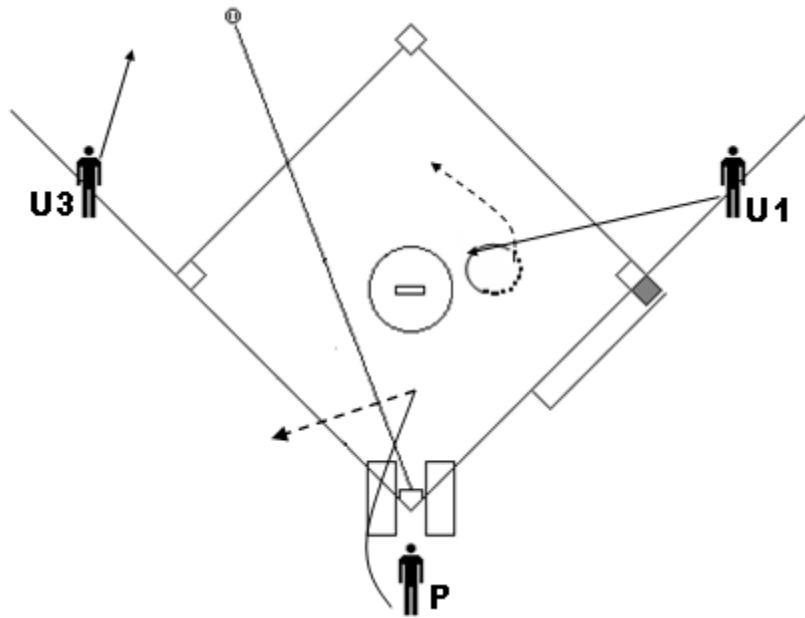
# No runners on base – Fly-ball between left and right fields:

## 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.



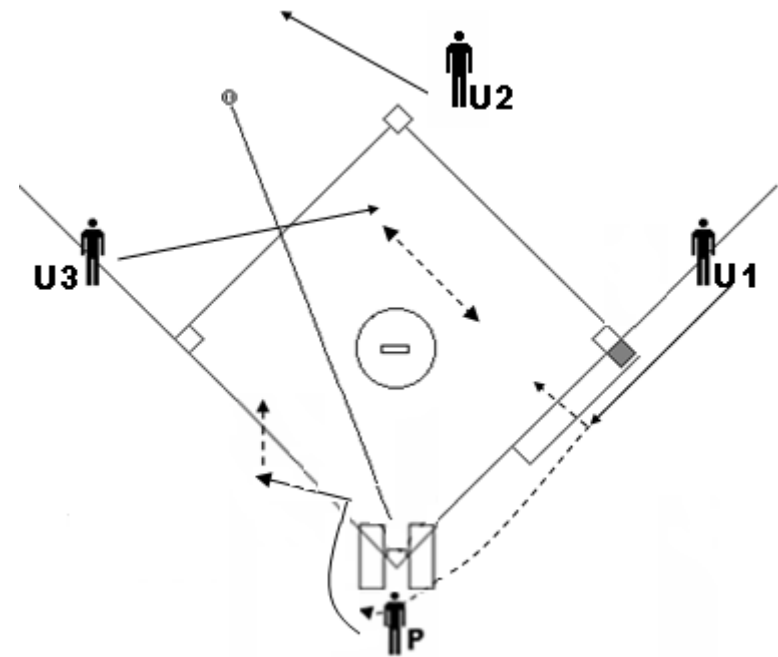
## 4 Umpire System

- 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, alternatively button hook 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.



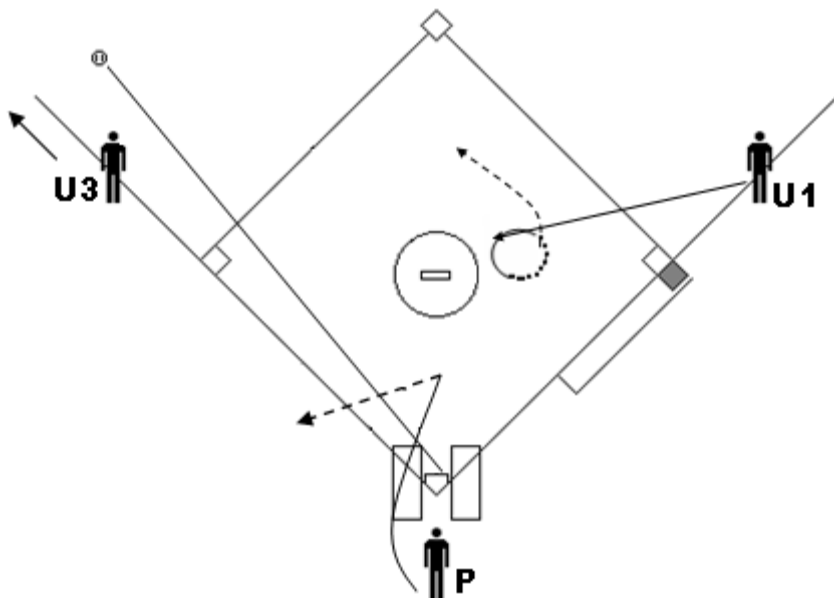
# No runner on base – Fly-ball down 3<sup>rd</sup> base line (left field):

## 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.



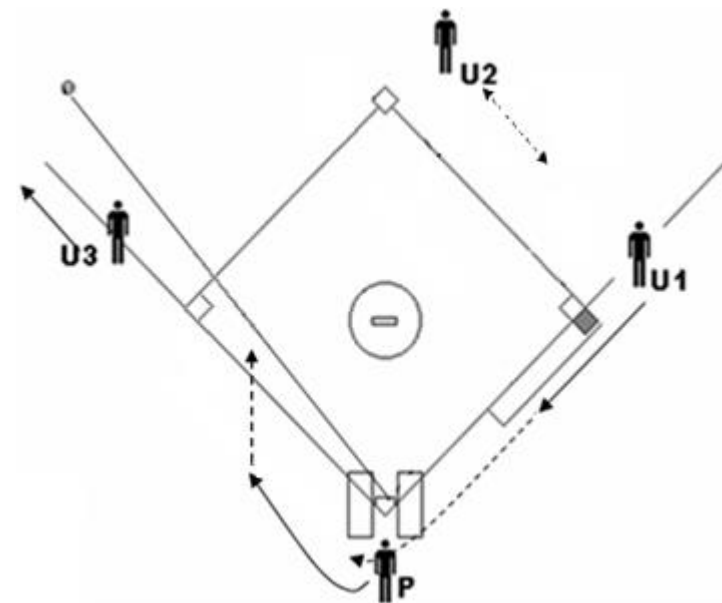
## 4 Umpire System

- 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, alternatively button hook 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.



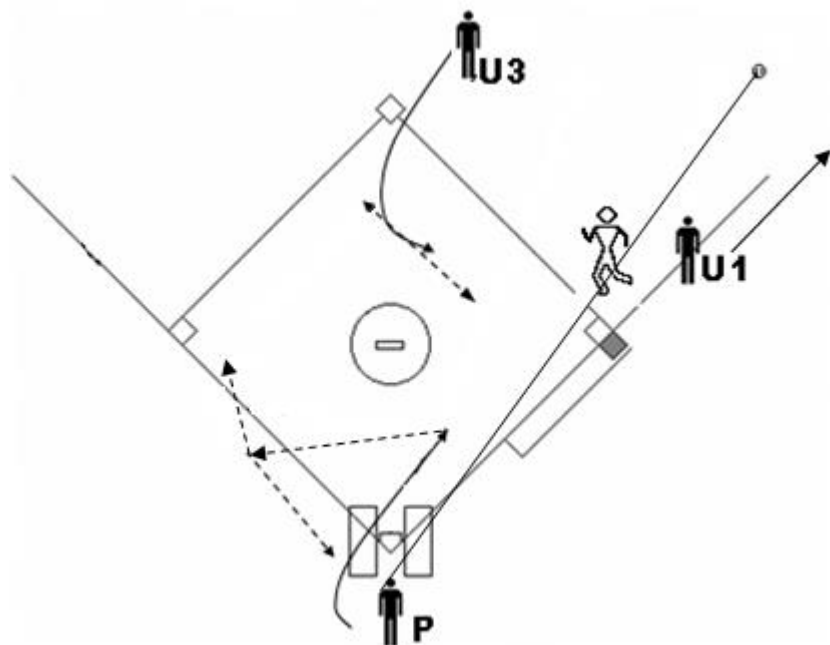
# Runner on 1<sup>st</sup> base – Fly-ball down 1<sup>st</sup> base line (right field):

## 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.



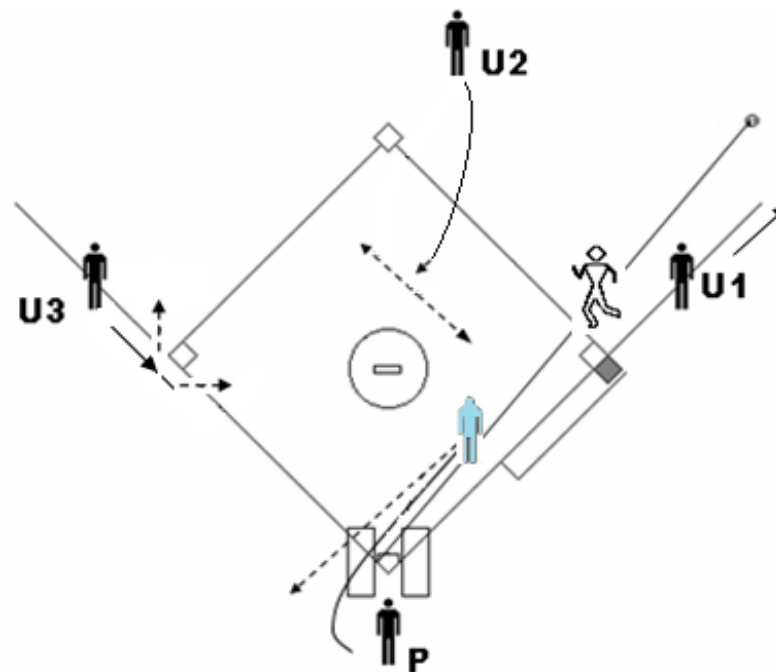
## 4 Umpire System

- 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 the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.



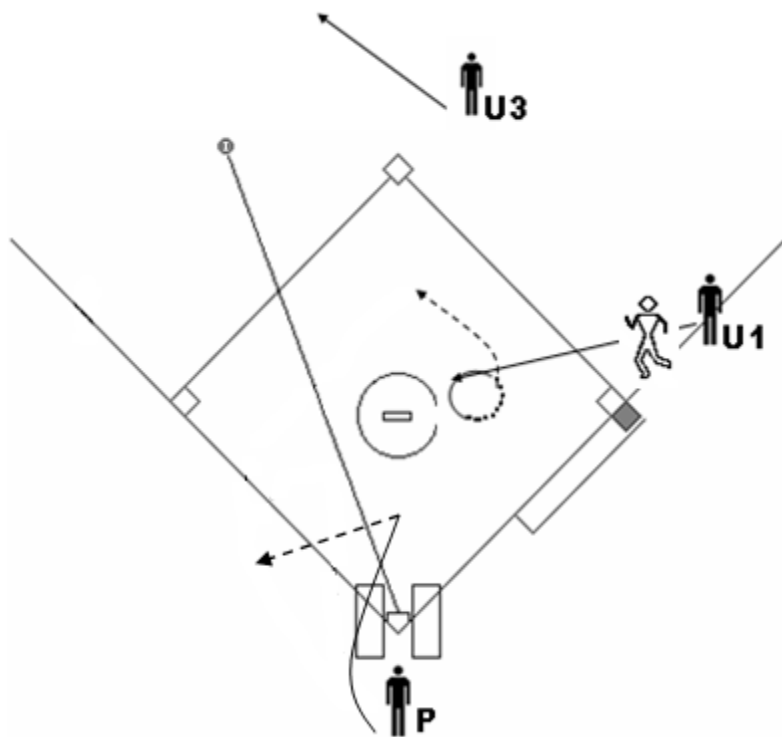
# Runner on 1<sup>st</sup> base – Fly-ball between left and right fields:

## 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.



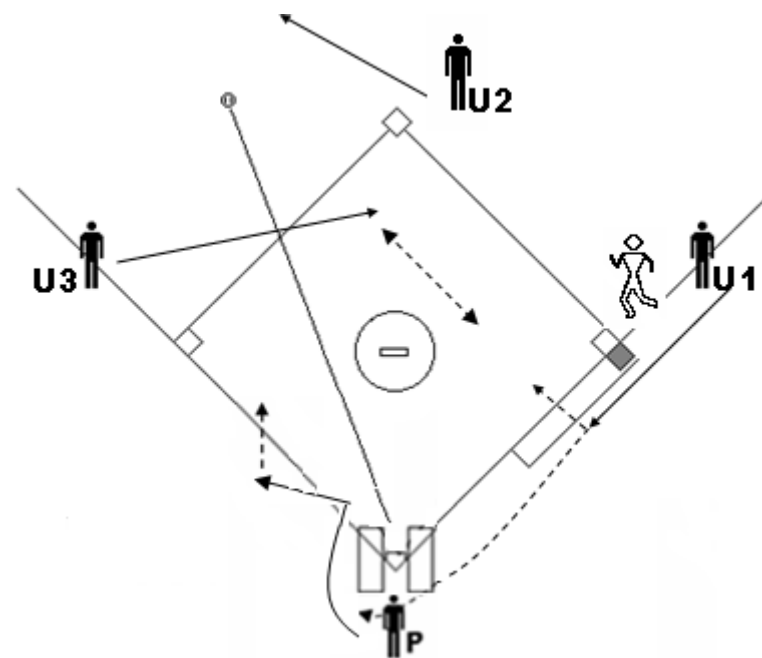
## 4 Umpire System

- 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, alternatively button hook 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):

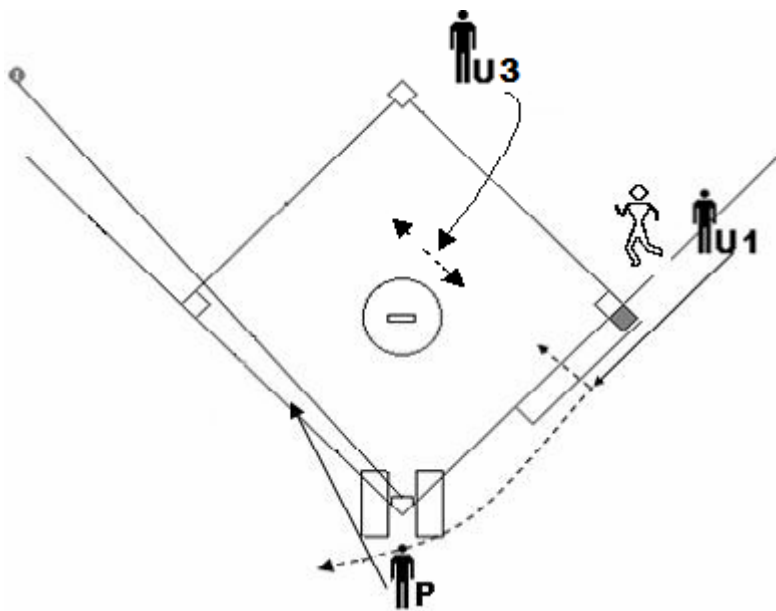
## 3 Umpire System

- 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.



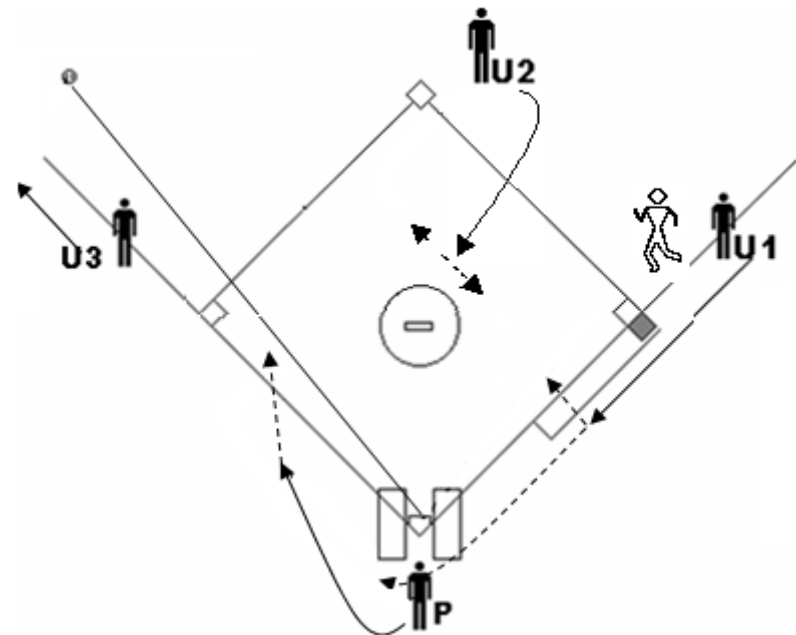
## 4 Umpire System

- 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, alternatively button hook 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):

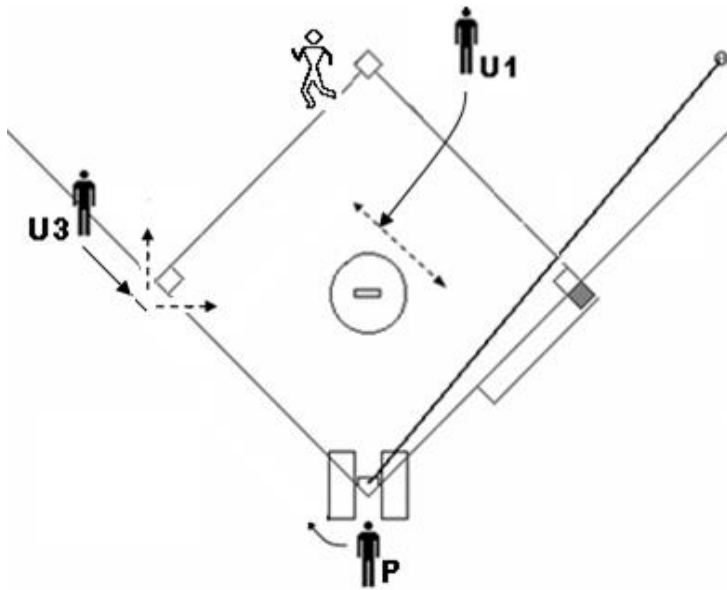
## 3 Umpire System

- 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 the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.



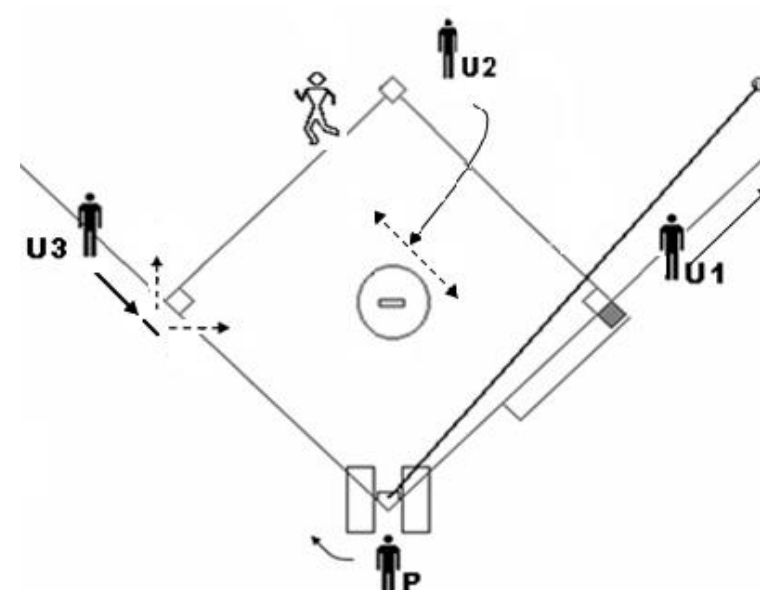
## 4 Umpire System

- 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 the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.



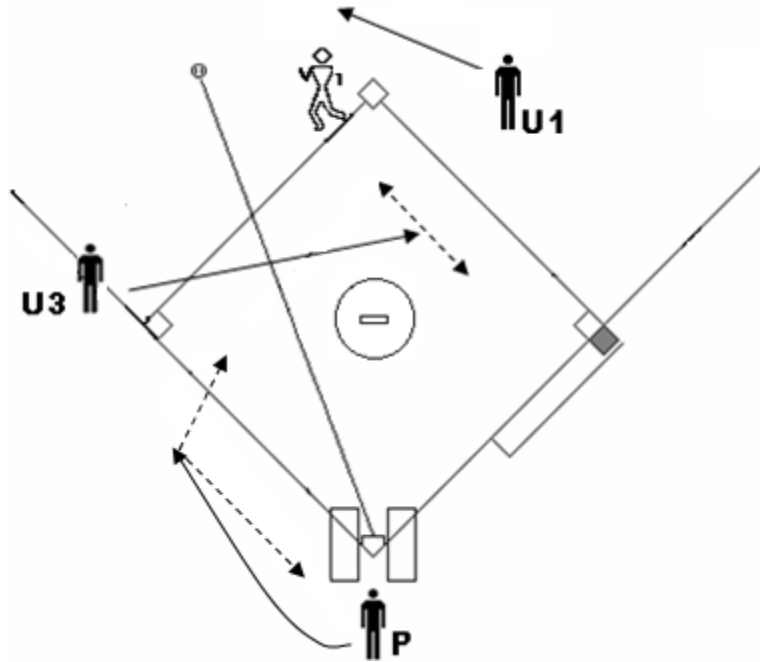
# Runner on 2<sup>nd</sup> base – Fly-ball between left and right fields:

## 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.



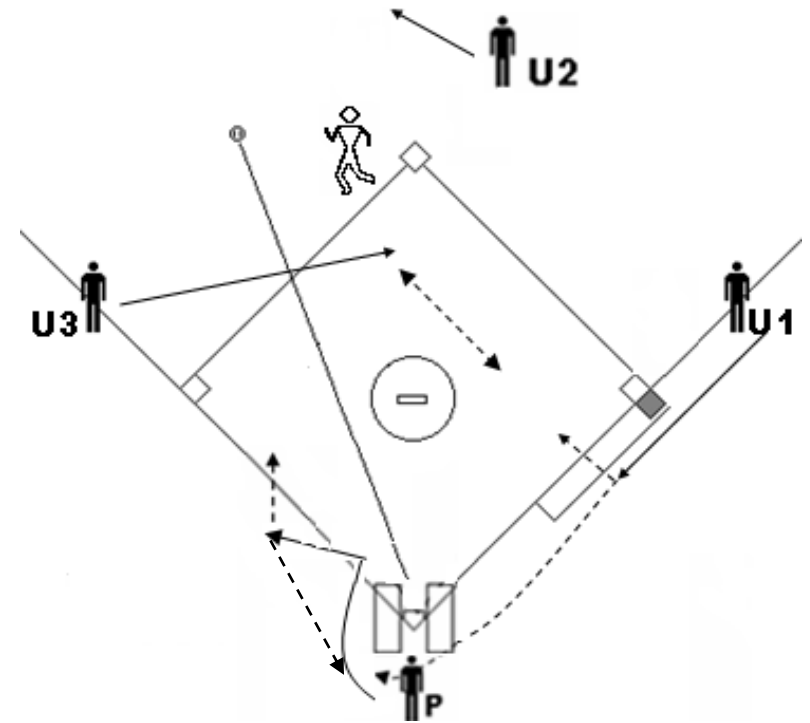
## 4 Umpire System

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

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

U1 - Move down the foul line; be prepared to bounce inside for a possible call at 1<sup>st</sup> base, alternatively button hook 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.





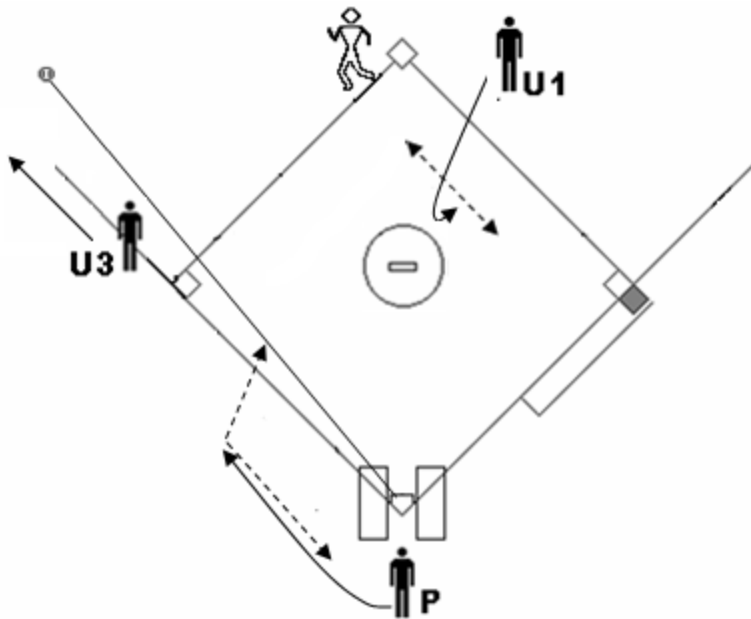
# Runner on 2<sup>nd</sup> base – Fly-ball down 3<sup>rd</sup> base line (left field):

## 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.



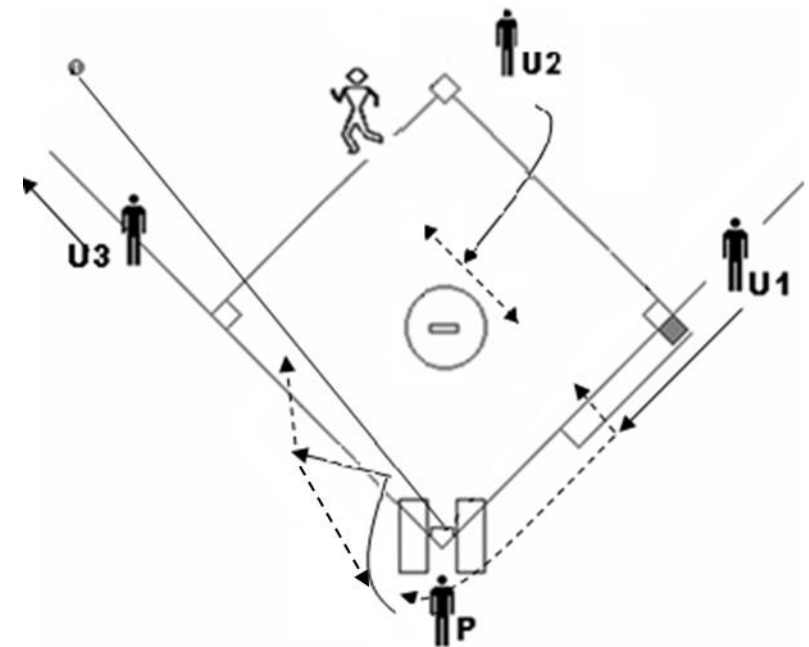
## 4 umpire system

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

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

U1 - Move down the foul line; be prepared to bounce inside for possible call at 1<sup>st</sup> base, alternatively button hook 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 - 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.



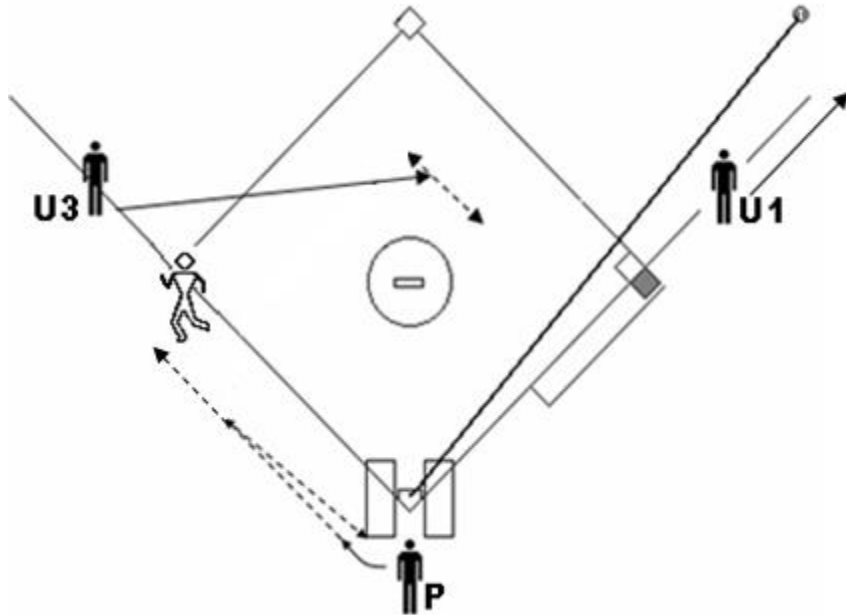
# Runner on 3<sup>rd</sup> base – Fly-ball down 1<sup>st</sup> base line (right field):

## 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.



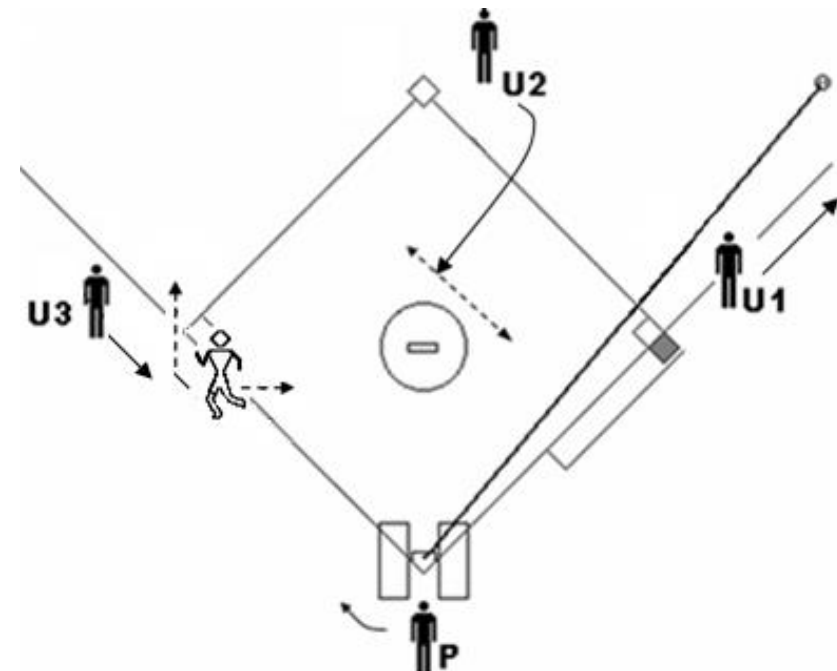
## 4 Umpire System

- 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 the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.



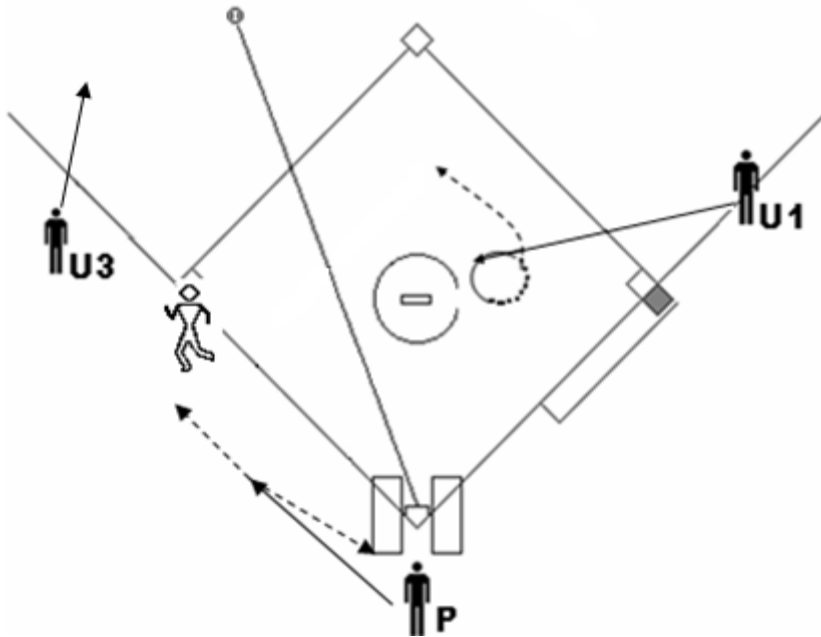
# Runner on 3<sup>rd</sup> base – Fly-ball between left and right fields:

## 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.



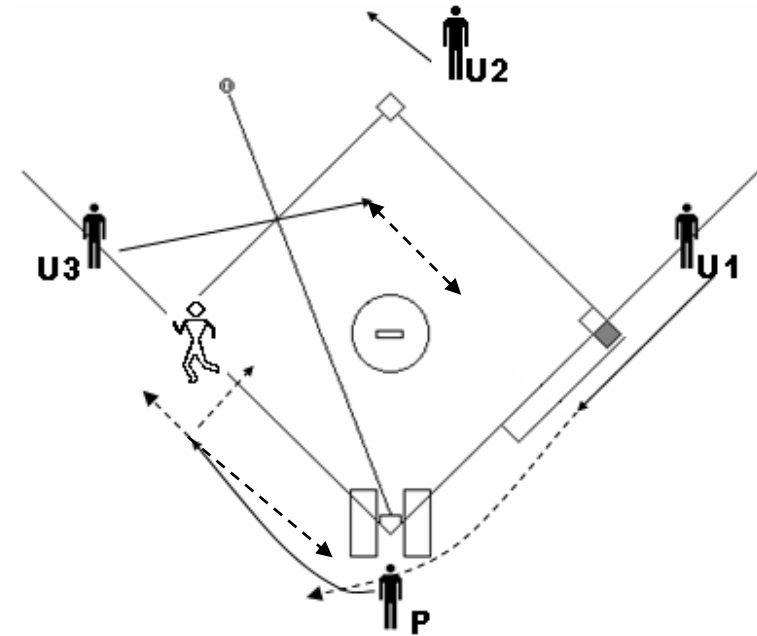
## 4 Umpire System

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

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



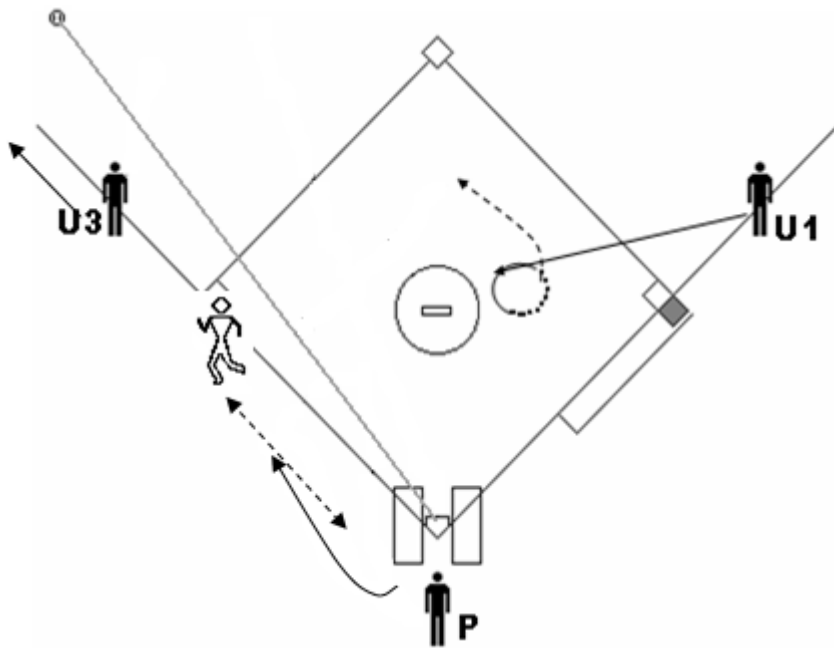
# Runner on 3<sup>rd</sup> base – Fly-ball down 3<sup>rd</sup> base line (left field):

## 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.



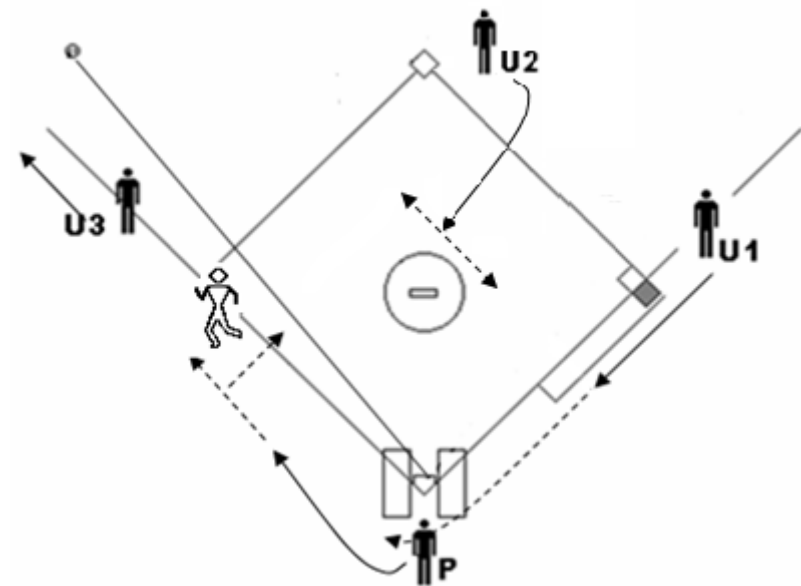
## 4 umpire system

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

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

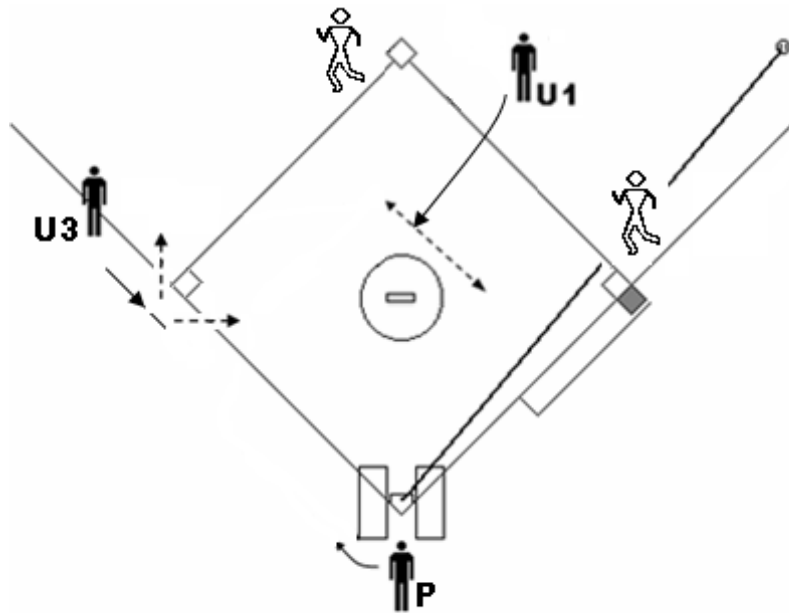
## 3 Umpire System

- 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 the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.



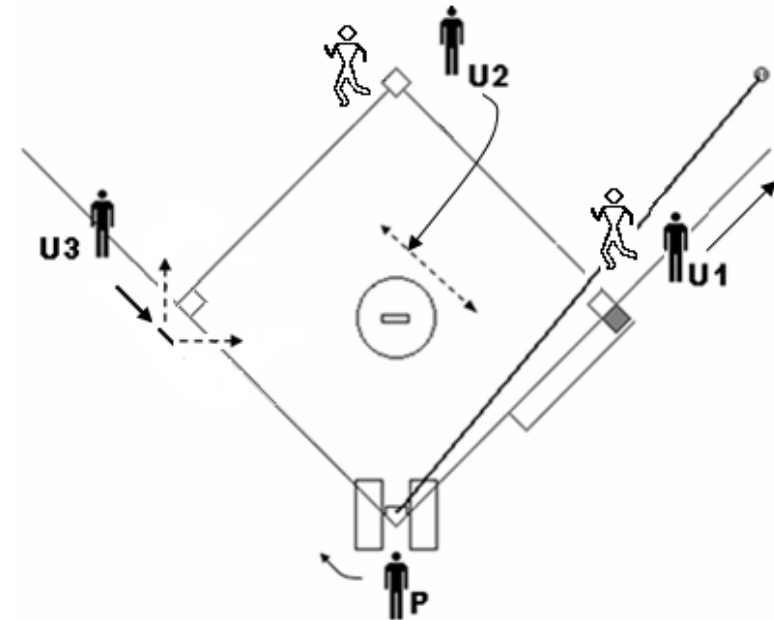
## 4 Umpire System

- 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 the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.



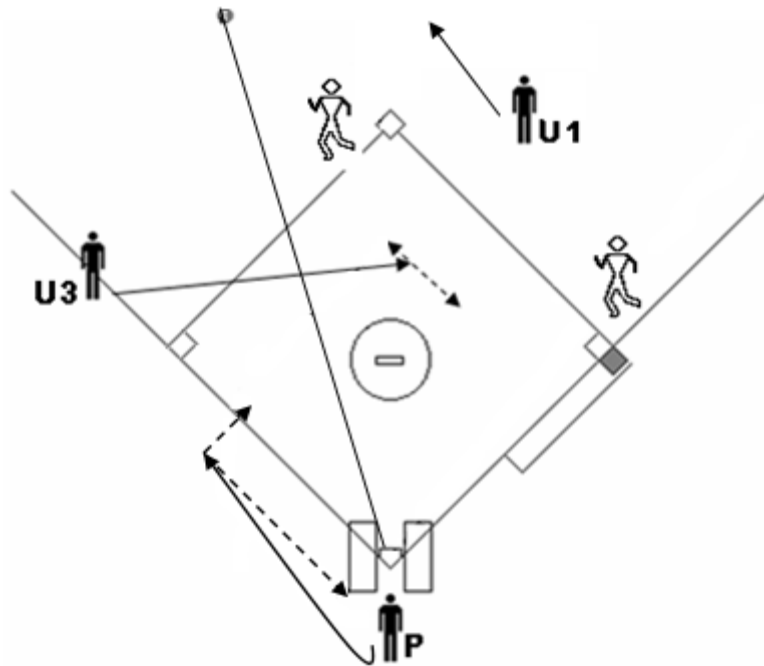
# Runners on 1<sup>st</sup> and 2<sup>nd</sup> base – Fly-ball between left and right fields:

## 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.



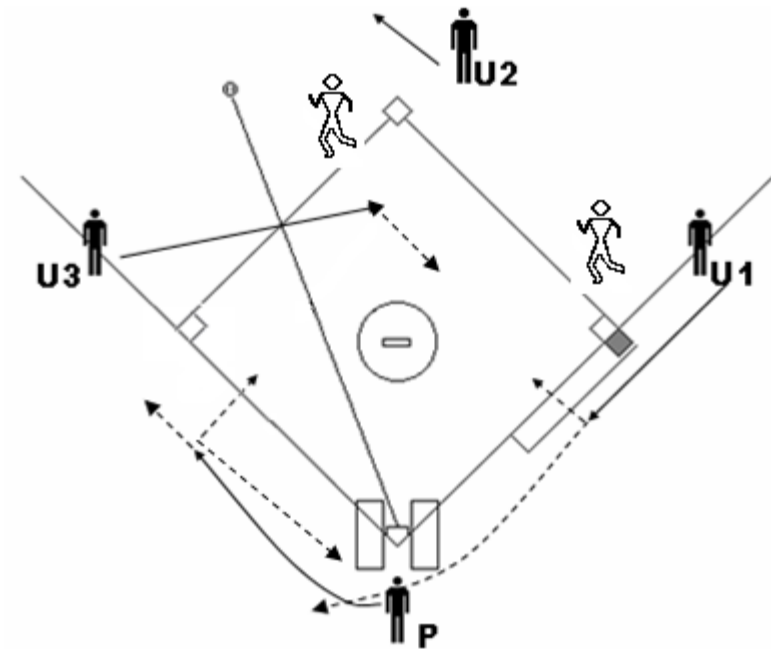
## 4 Umpire System

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

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

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



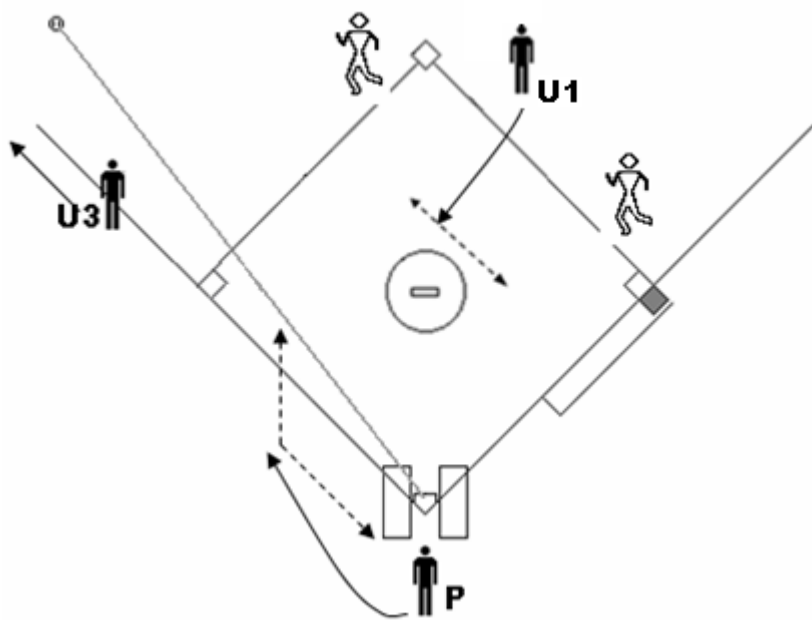
# Runners on 1<sup>st</sup> and 2<sup>nd</sup> bases – Fly-ball down 3<sup>rd</sup> base line (left field):

## 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.



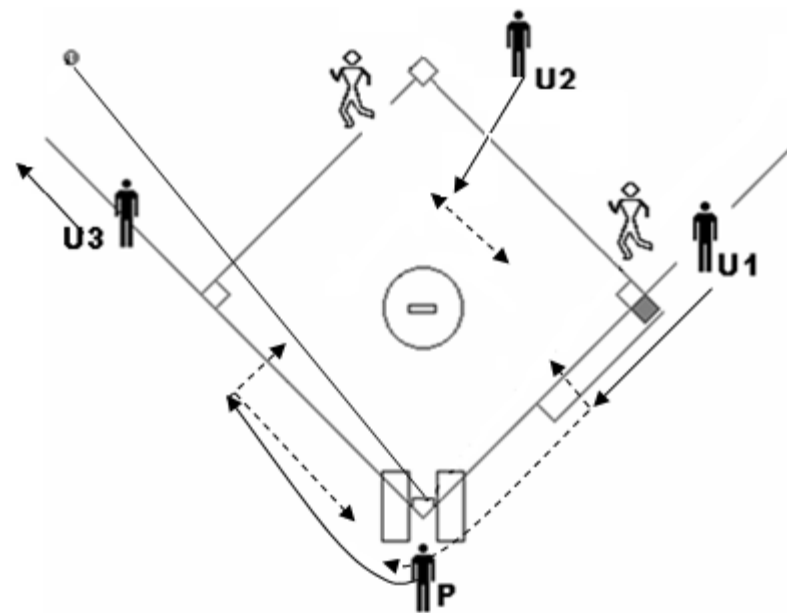
## 4 umpire system

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

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

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):

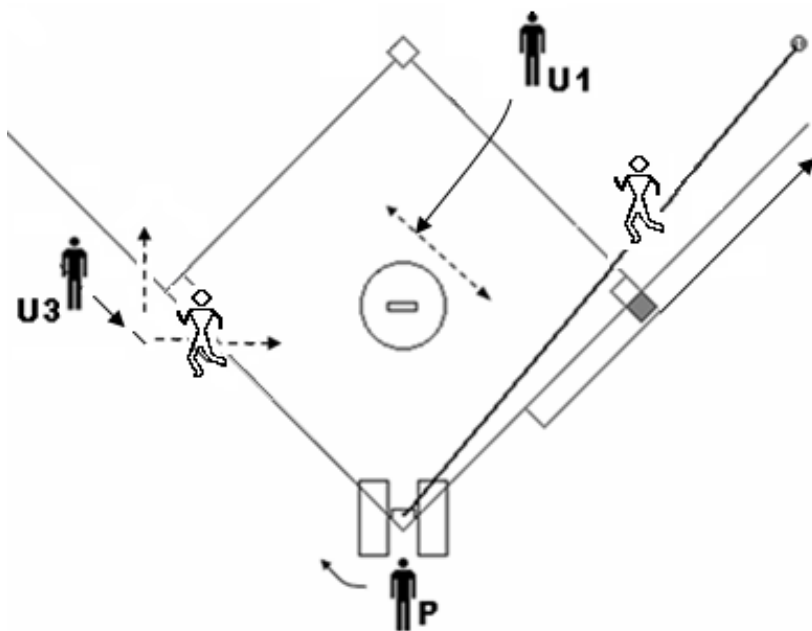
## 3 Umpire System

- 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 the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.



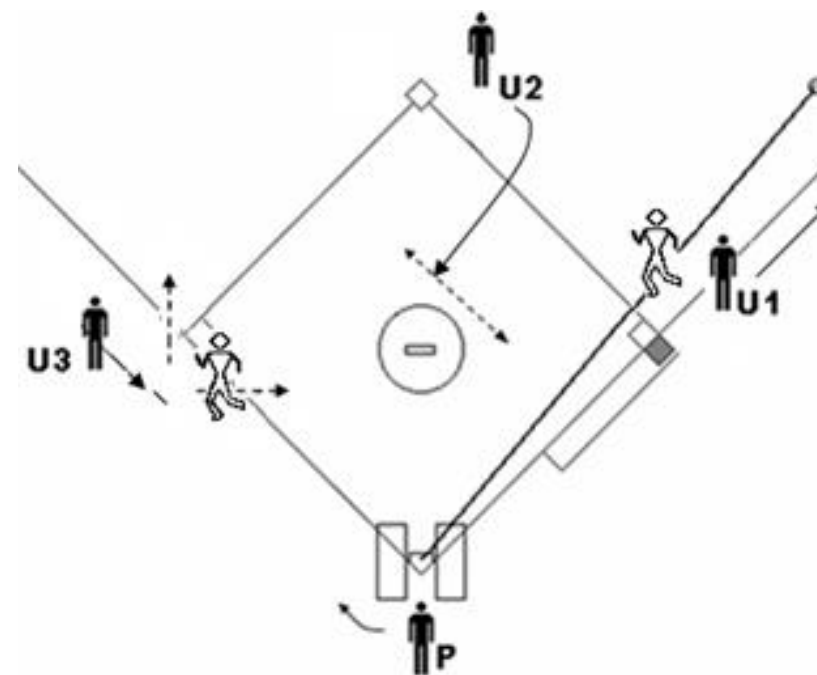
## 4 Umpire System

- 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 the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.





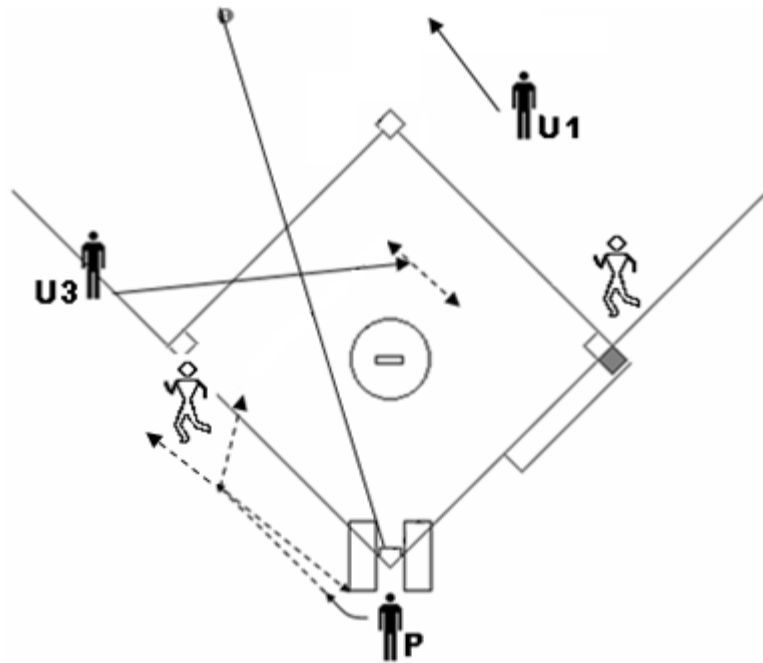
# Runners on 1<sup>st</sup> and 3<sup>rd</sup> bases – Fly-ball between left and right fields:

## 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.



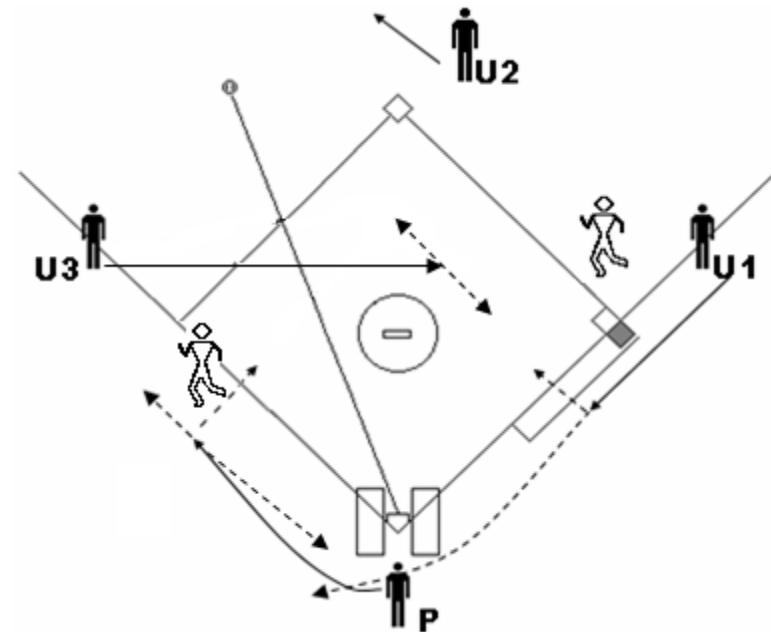
## 4 Umpire System

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

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



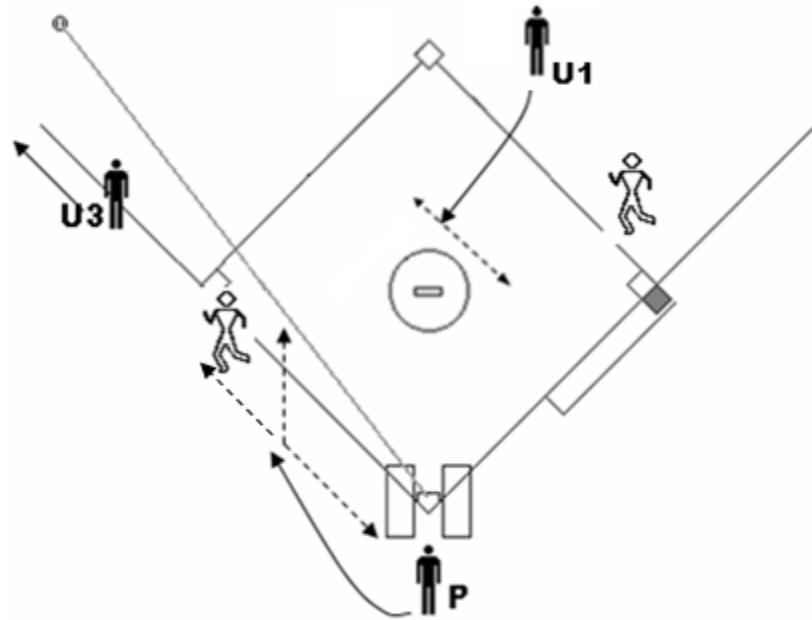
# Runners on 1<sup>st</sup> and 3<sup>rd</sup> bases – Fly-ball down 3<sup>rd</sup> base line (left field):

## 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.



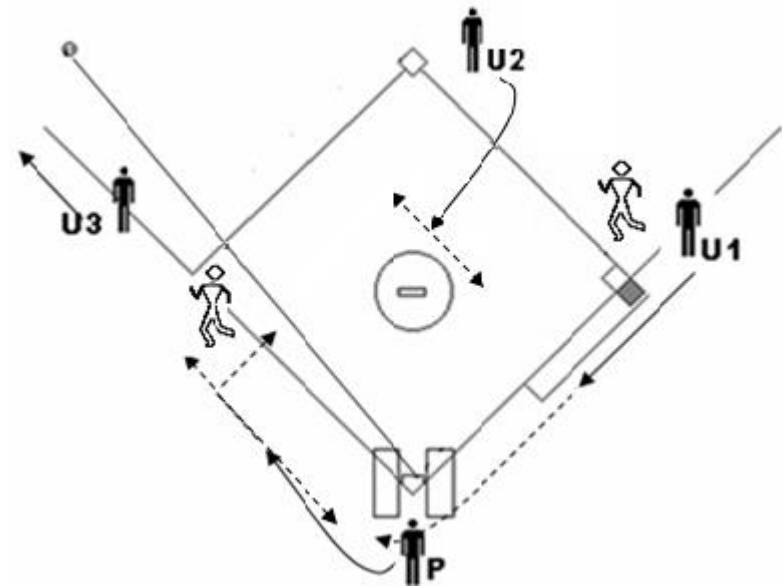
## 4 umpire system

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

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

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):

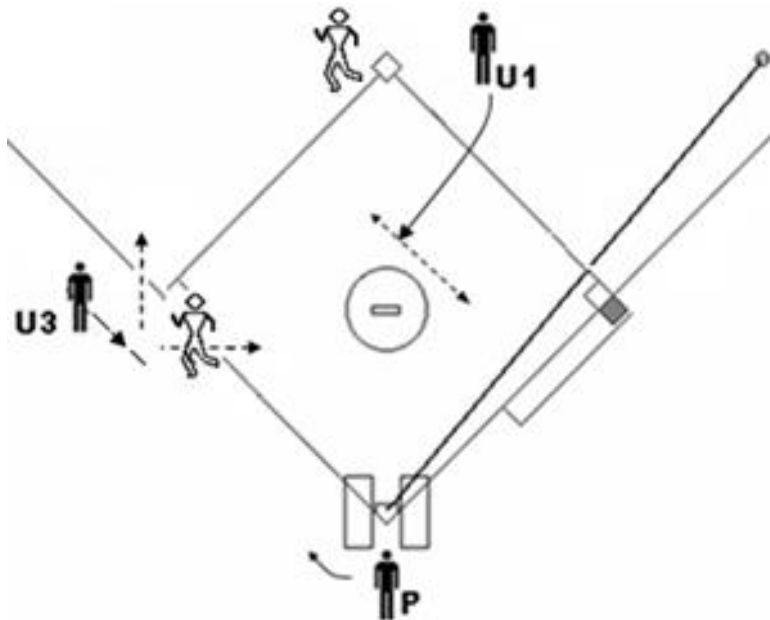
## 3 Umpire System

- 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 the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.



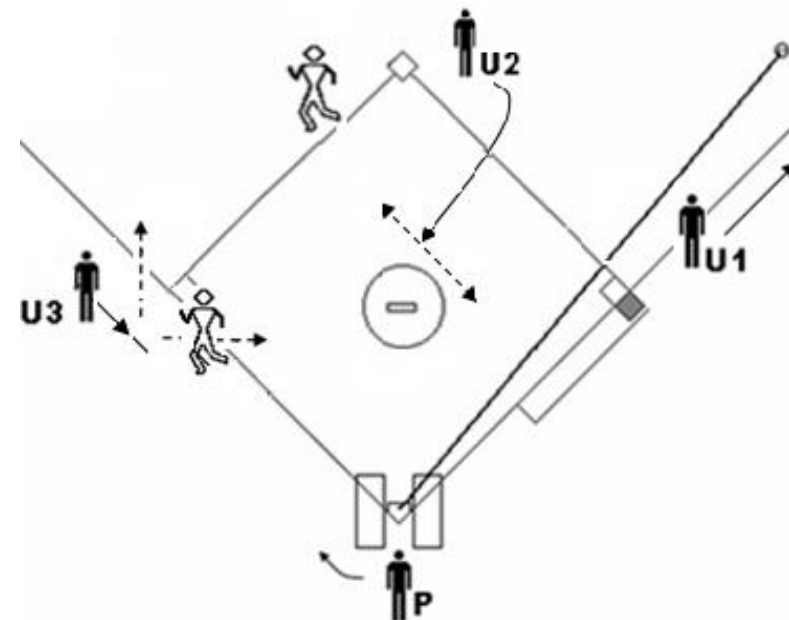
## 4 Umpire System

- 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 the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.



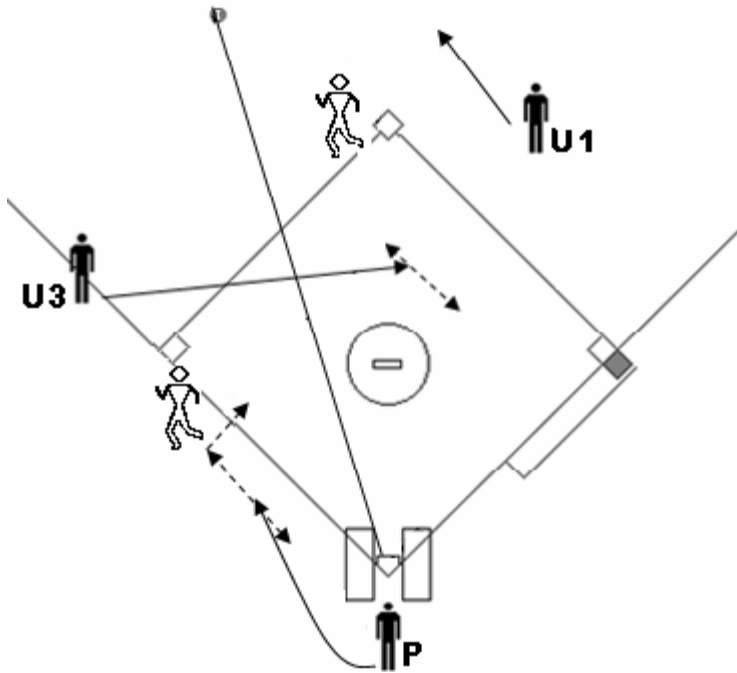
# Runners on 2<sup>nd</sup> and 3<sup>rd</sup> bases – Fly-ball between left and right fields:

## 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.



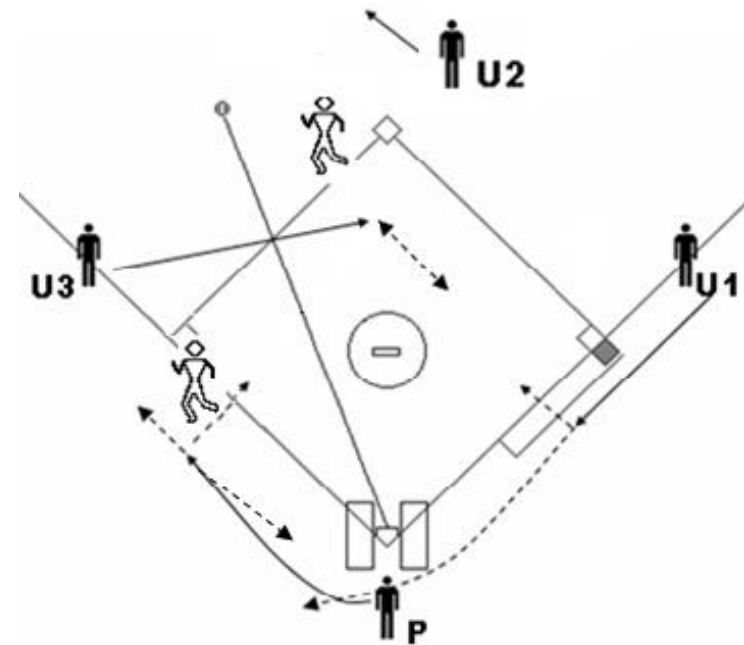
## 4 Umpire System

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

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



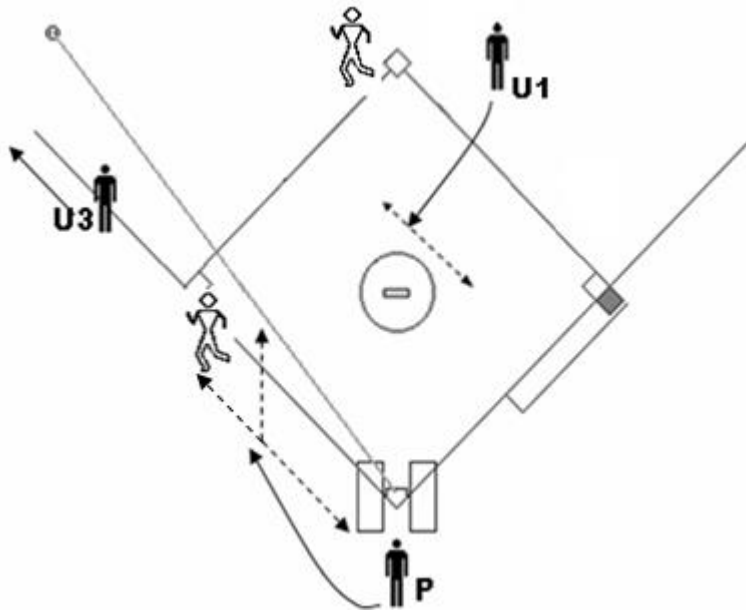
# Runners on 2<sup>nd</sup> and 3<sup>rd</sup> bases – Fly-ball down 3<sup>rd</sup> base line (left field):

## 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.



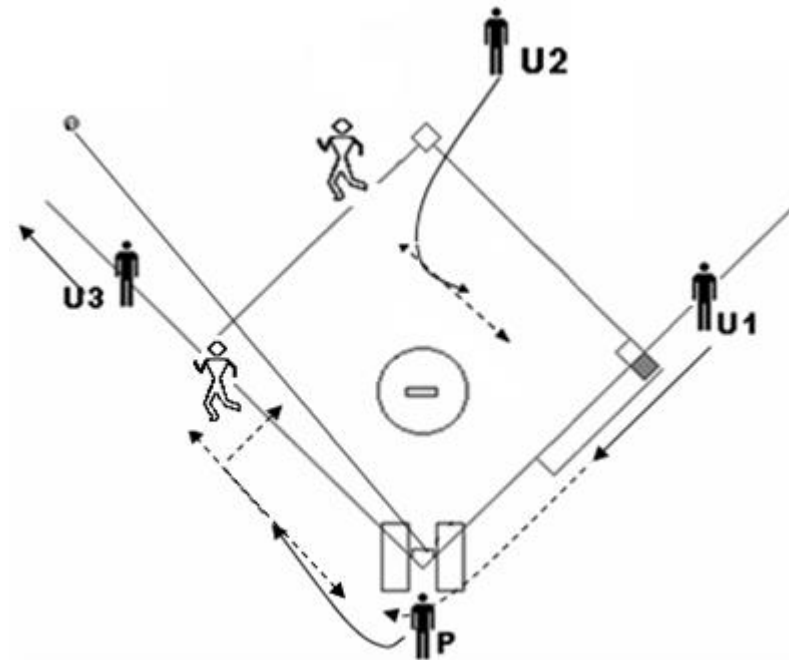
## 4 Umpire System

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

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

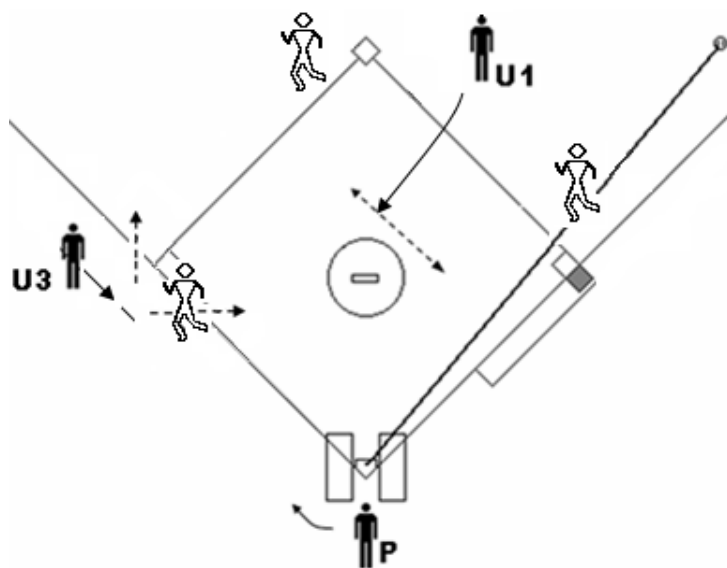
## 3 Umpire System

- 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 the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.



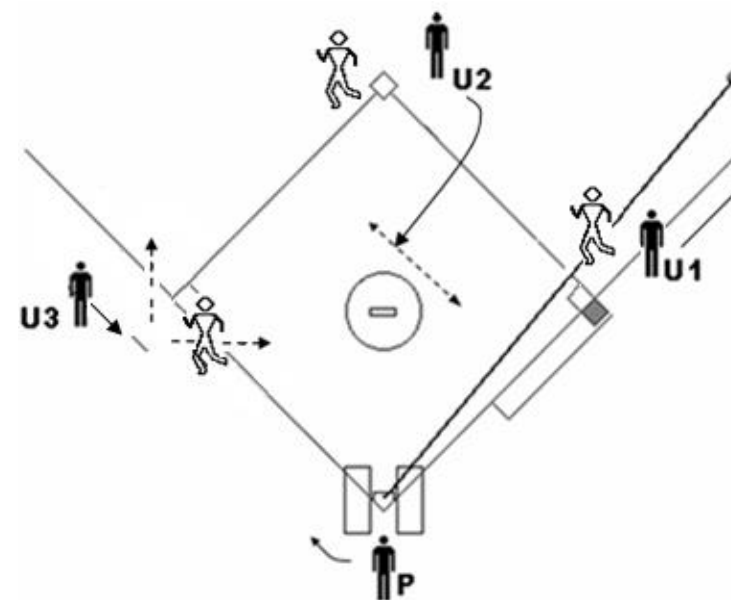
## 4 Umpire System

- 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 the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.



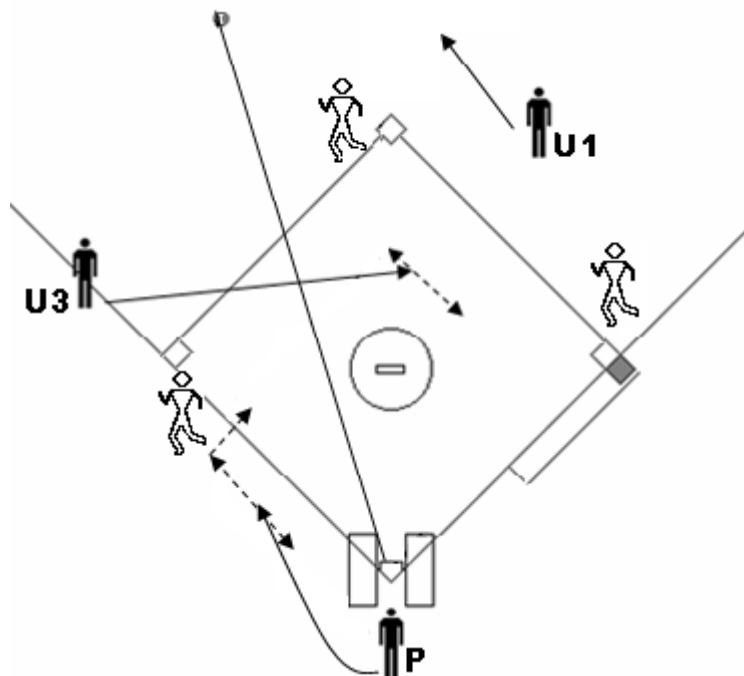
# Runners on 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> bases – Fly-ball between left and right fields:

## 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.



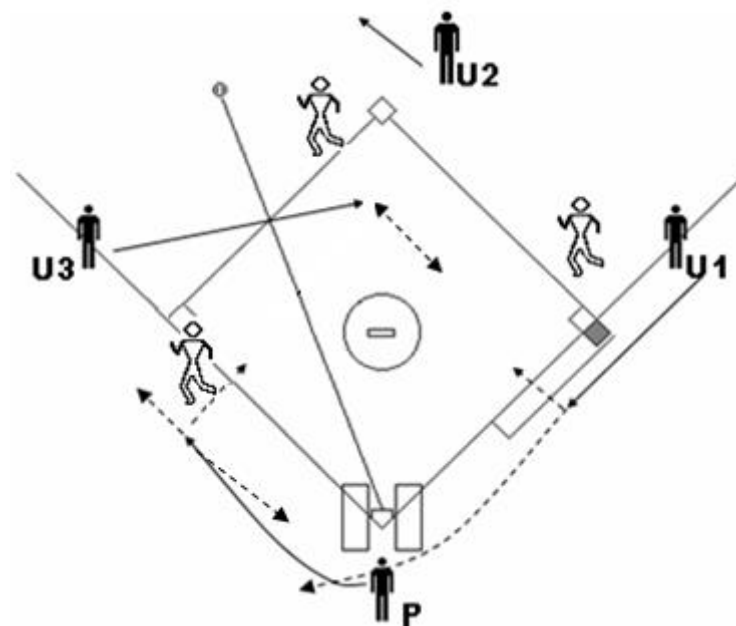
## 4 Umpire System

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

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



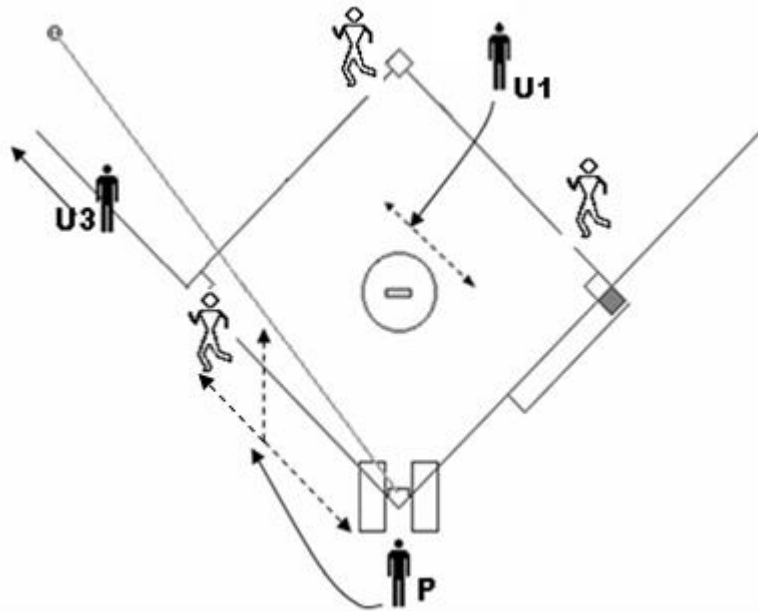
# Runners on 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> bases – Fly-ball down 3<sup>rd</sup> base line (left field):

## 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.



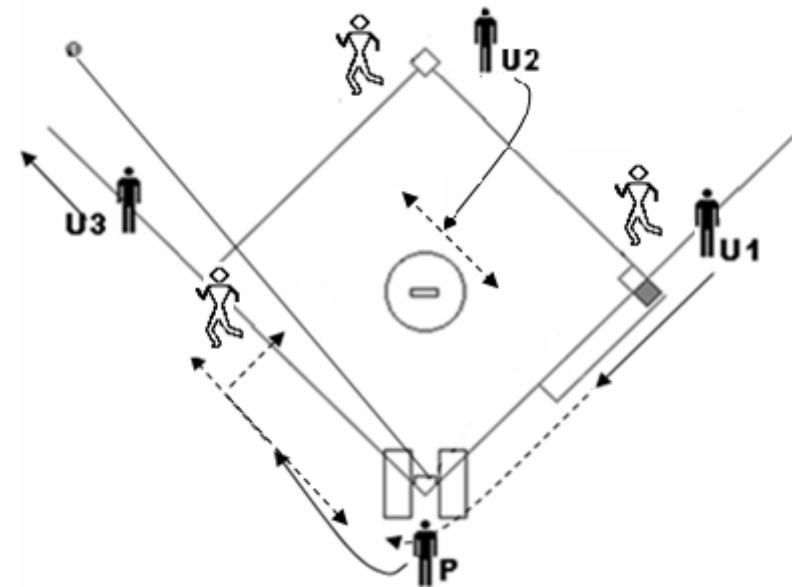
## 4 Umpire System

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

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

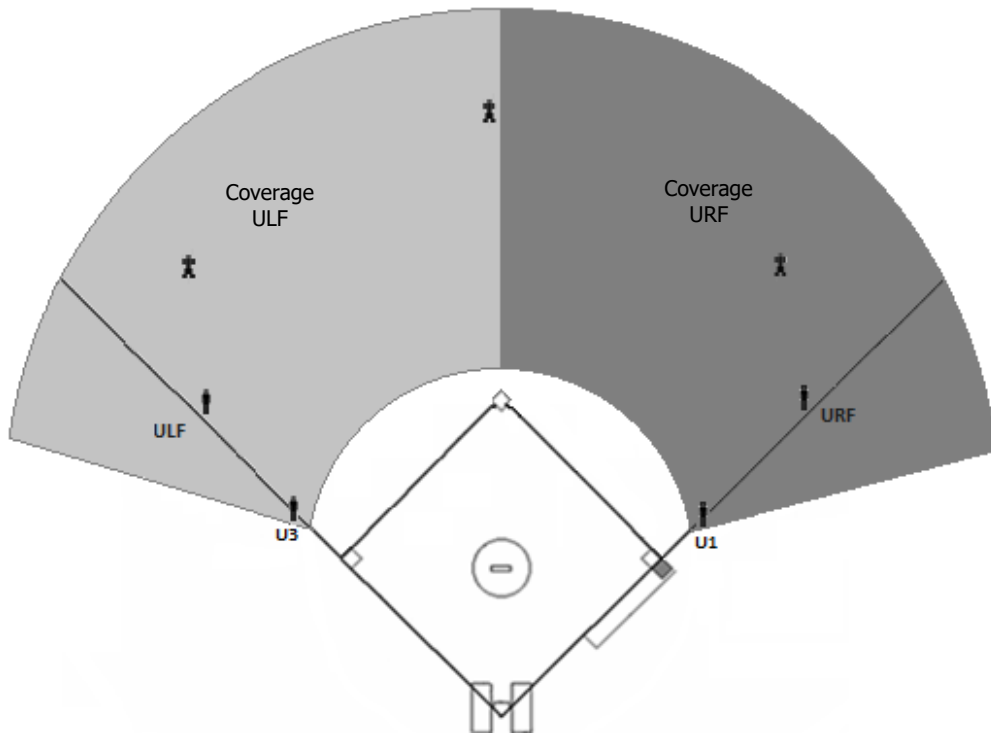




# Fly-ball Coverage – 5/6 umpire system:

## 5 Umpire System

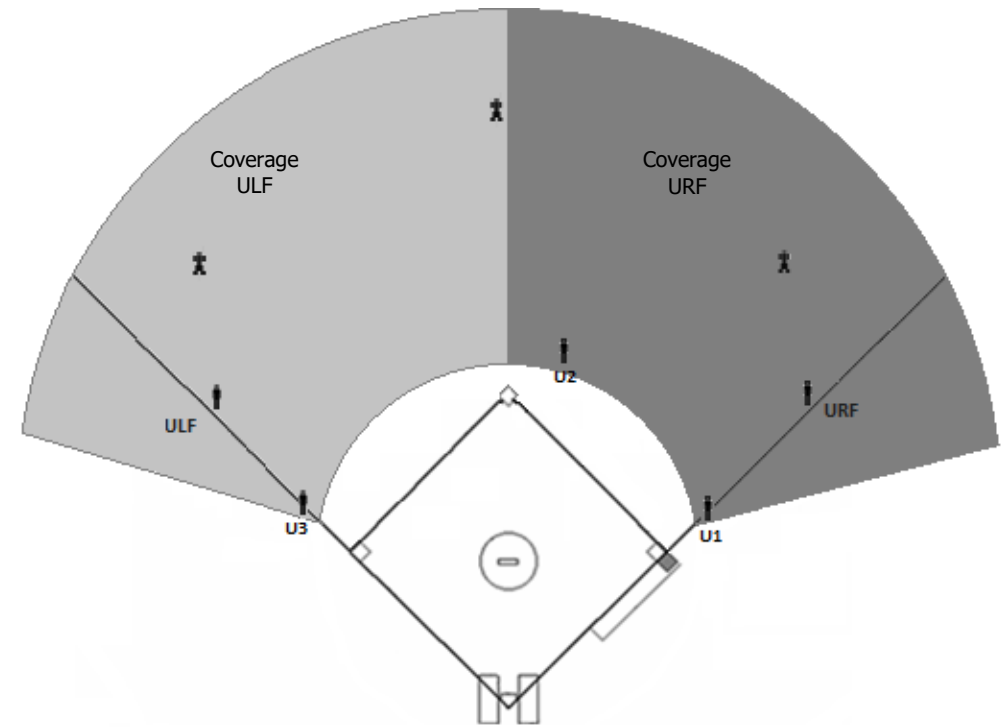
ULF/URF – Responsible for all calls beyond the base umpire and behind the infielders (fair or foul, catch or no catch and the status of a ball leaving the field of play). Responsibilities do not change with runners on base.



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.