

ANNOUNCEMENTS:

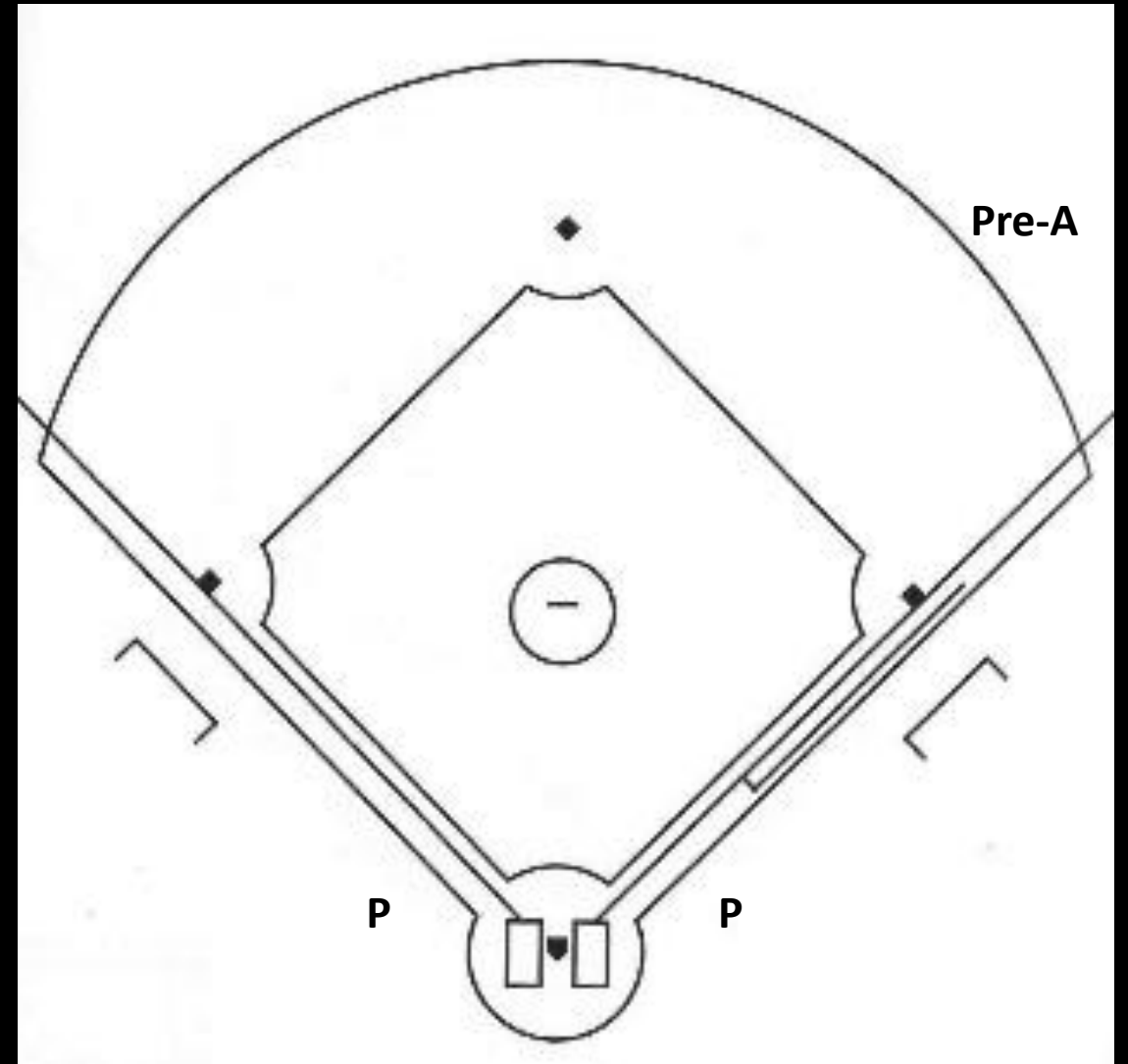
- Congratulations to all who have passed the rules test and are now **CERTIFIED!** Great job.
- Be sure that your “carrier” is identified in your profile so that you can receive texts in case your game is cancelled at the last minute.
- Slots are still available at the Jamborees. Sign up with Kerry even if you don't have gear. You could still do the bases, or even just observe.
- If you would like to observe a game, go to Arbiter->Schedule->Master Schedule to find a game in your area.
- GET CERTIFIED! We need as many of you as possible to be ready to be assigned games.
- **Be professional and dependable. Check you emails daily and accept games ASAP. This really helps the assigners.**
- Games are being assigned. Be sure you have your equipment/uniform ready to go.
- Looking for volunteers to work the recruiting booth at Spokane Indians Home Games. (Wednesday nights.)

2 PERSON PLATE MECHANICS (25.22)



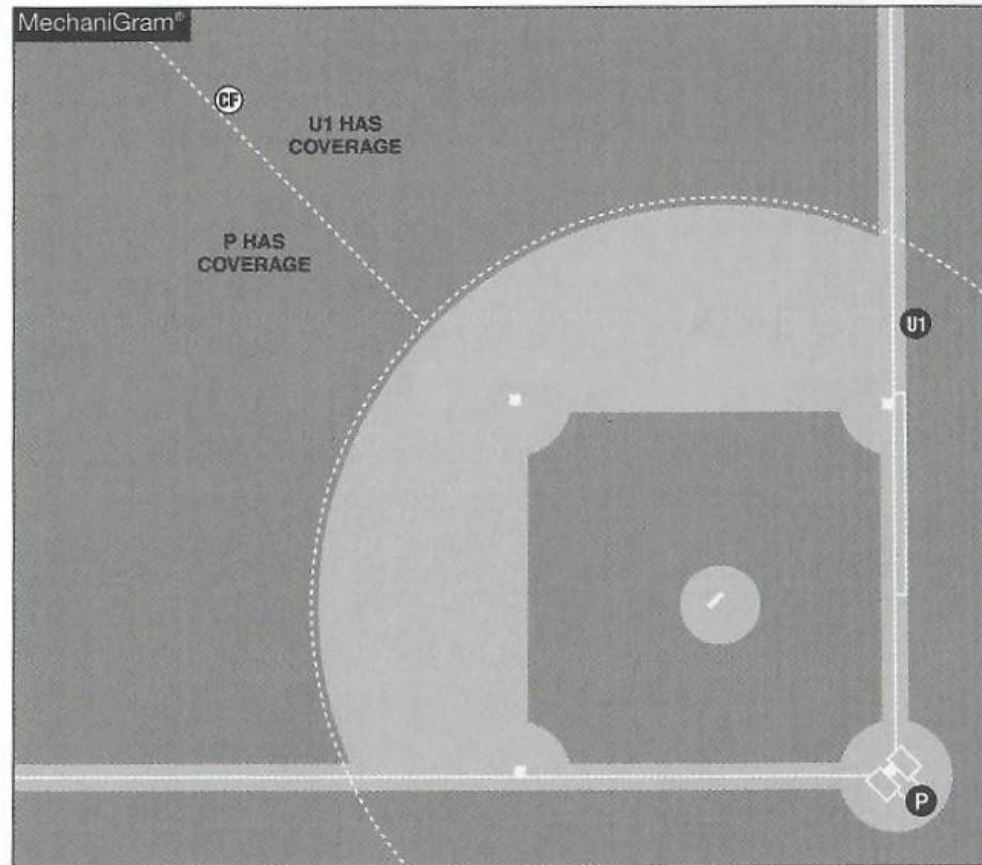
BETWEEN INNINGS-WARM UP

- Evaluate pitching quality
- Evaluate catcher's skills
- Evaluate infield throws to 1st
- Evaluate 1st baseman's fielding skills



NO RUNNERS ON: BASE UMPIRE IN "A"

INITIAL POSITIONS AND OUTFIELD COVERAGE



Action on the field: No action

Umpire responsibilities:

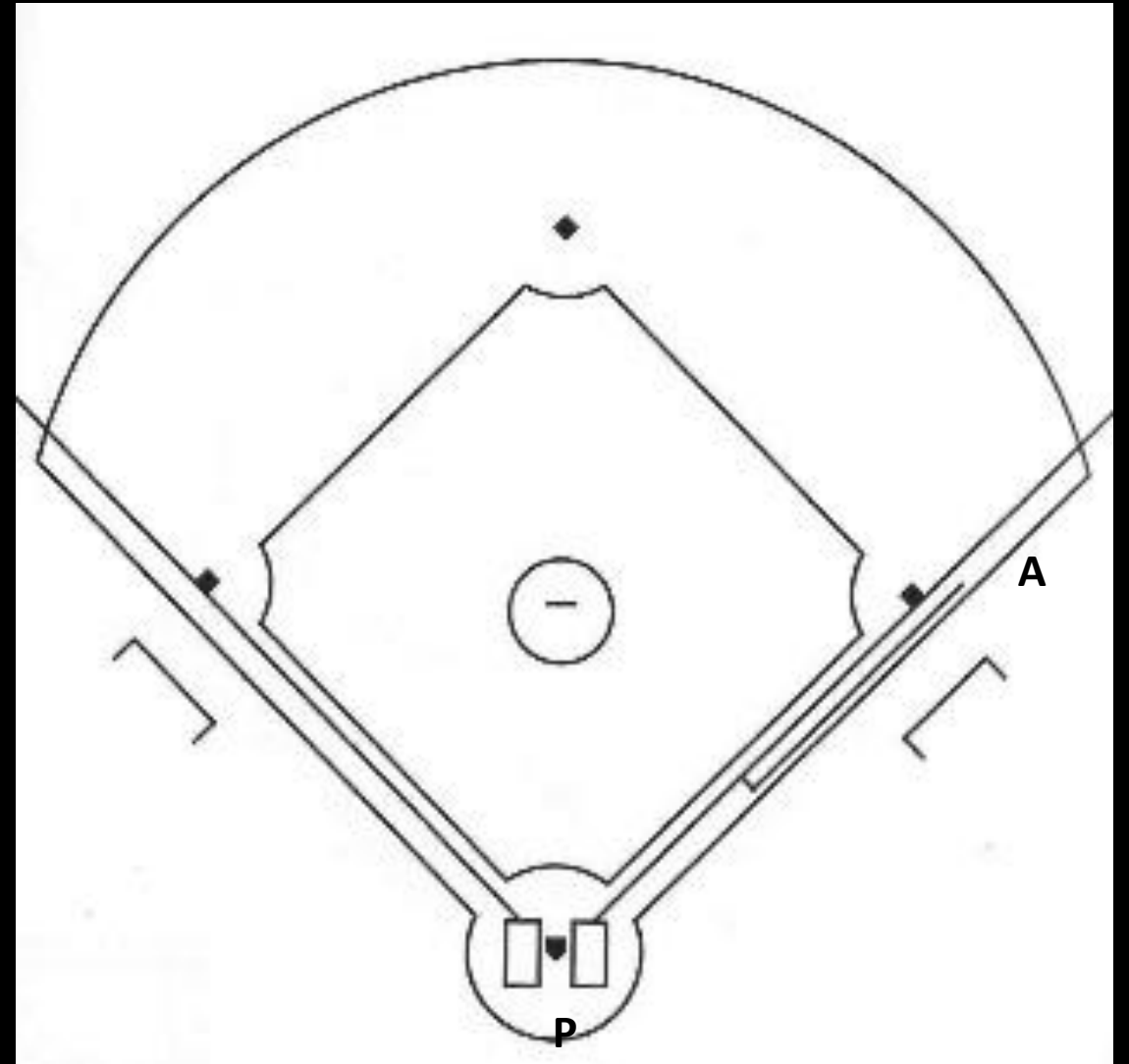
P: Has center fielder moving toward the left-field foul line.

U1: Is in the "A" position. U1 dictates outfield coverage and has the center fielder straight in and straight back and any ball to the right fielder. U1 only makes the calls on fly balls in that area when he goes out on a fly ball. If U1 comes in, pivots and takes the runner, then P will make the call on the fly ball.

NO RUNNERS ON: BASE UMPIRE IN "A"

- Pre-Pitch Communication
- Dynamic Location (Why?)
- Fair/Foul
- Outfield Fly Coverage
- Infield Pop Fly
- Infield Ground Ball
- Clean Base Hit
- Steal(s)
- Pickoffs
- Rundowns
- Overthrows

Anticipate the play, but not the call.



SITUATION # 1

With a runner on first base, the batter hits a ground ball to the third baseman. He fields the ball and immediately throws to first, but the ball sails into a dead-ball area. The runner and the batter-runner are awarded:

- a. Two bases from their positions at the time of the pitch.
- b. Two bases from the time of the throw.
- c. Two bases from the time the ball became dead.
- d. One base.

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- a. Two bases from their positions at the time of the pitch. (NFHS 8.3.5)
- b. Two bases from the time of the throw.
- c. Two bases from the time the ball became dead.
- d. One base.

SITUATION # 2

With a runner on first base, the batter hits a ground ball to the second baseman. The second baseman attempts to tag the runner advancing from first, but misses him. The second baseman then throws to first but sails the ball into the dugout. The runner and the batter-runner are awarded:

- a. Two bases from their positions at the time of the pitch.
- b. Two bases from the time of the throw.
- c. Two bases from the time the ball became dead.
- d. One base.

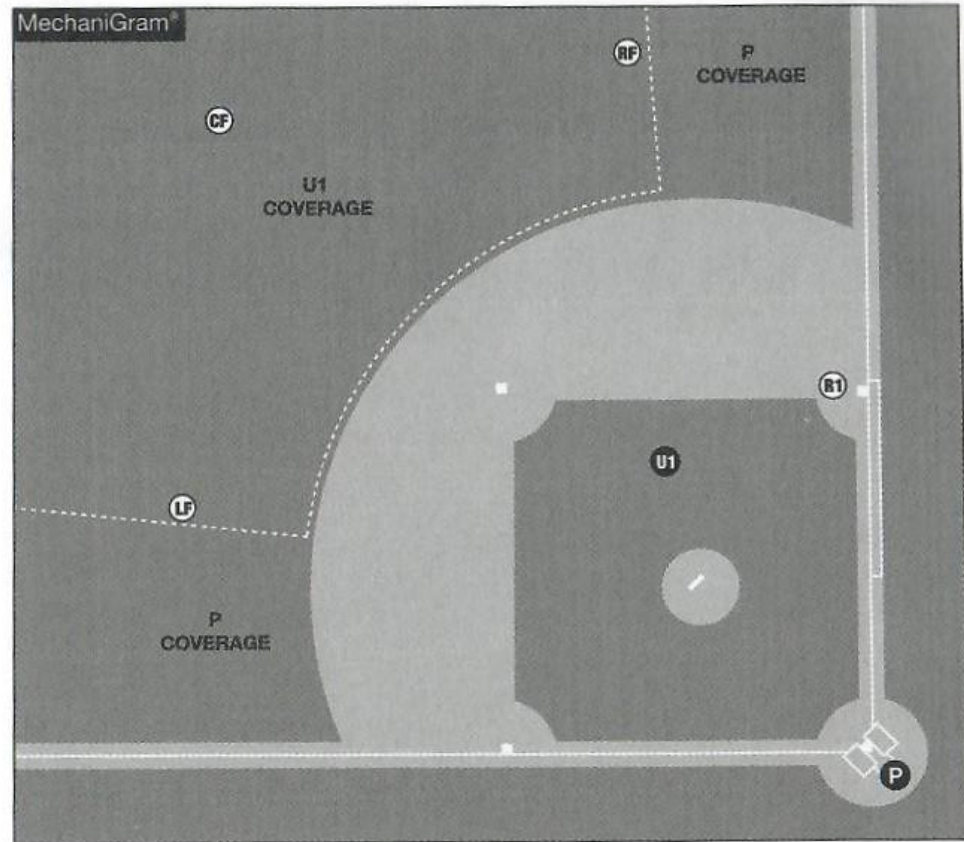
SITUATION # 2

With a runner on first base, the batter hits a ground ball to the second baseman. The second baseman attempts to tag the runner advancing from first, but misses him. The second baseman then throws to first but sails the ball into the dugout. The runner and the batter-runner are awarded:

- a. Two bases from their positions at the time of the pitch. (NFHS 8.3.5)
- b. Two bases from the time of the throw. (NFHS 8.3.5)
- c. Two bases from the time the ball became dead.
- d. One base.

RUNNERS ON BASE: BASE UMPIRE IN "B/C"

OUTFIELD COVERAGE



Action on the field: No action

Umpire responsibilities:

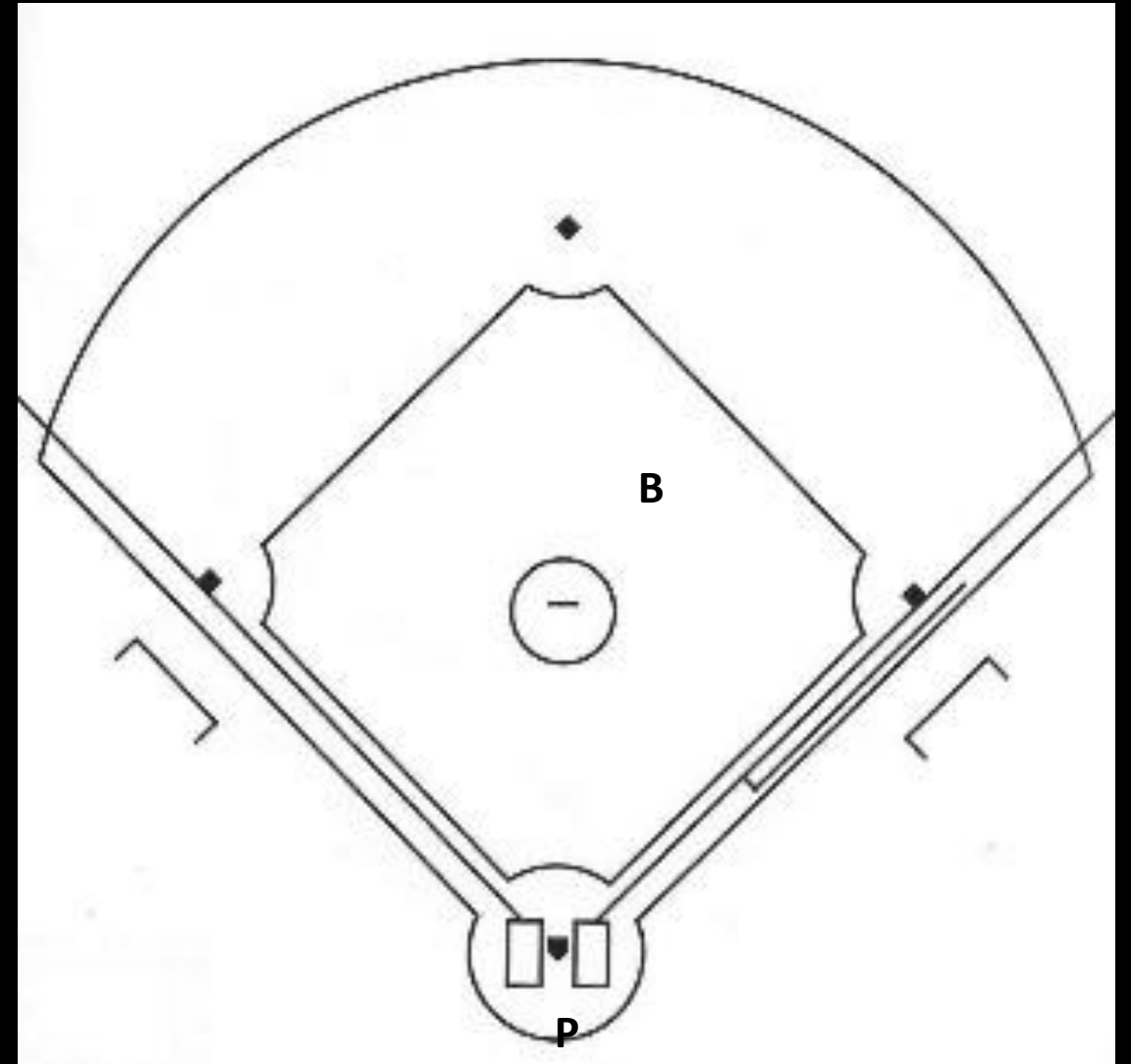
P: Has the left fielder (or potentially the shortstop or third baseman) moving toward the left-field foul line and the right fielder (or potentially the second baseman or first baseman) moving toward the right-field foul line.

U1: In the "B" position, U1 has outfield coverage from the left fielder straight in or straight back to the right fielder straight in or straight back. That area is commonly known as the "V."

RUNNERS ON 1ST AND 1ST & 3RD : BASE UMPIRE IN "B"

- Pre-Pitch Communication
- Dynamic Location (Why?)
- Fair/Foul
- Outfield Fly Coverage
- Infield Pop Fly
- Infield Ground Ball
- Clean Base Hit
- Steal(s)
- Pickoffs
- Rundowns
- Overthrows

Anticipate the play, but not the call.



SITUATION # 3

B1 bunts down the first-base line and in order to avoid a tag, retreats toward home.

- a. He is declared out if he touches or passes home.
- b. He is declared out if he leaves the baseline.
- c. The ball remains live.
- d. All of the above.

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- a. He is declared out if he touches or passes home.
- b. He is declared out if he leaves the baseline.
- c. The ball remains live.
- d. All of the above. (NFHS 8.1.1A)

SITUATION # 4

With R1 on first, R2 on second and one out, B4 bunts a ball high into the air between F1 and F2. F1 easily settles under the ball but allows it to fall to the ground untouched. He then picks up the ball and the defense turns and easy double play.

- a. The play stands. This is a double play.
- b. This is an infield fly and B4 is out. The ball remains in play and runners may advance at their own peril.
- c. This is an intentionally dropped ball and B4 is out. The ball is dead and runners return to their previously occupied bases.
- d. This is an intentionally dropped ball. The ball is dead, B4 is awarded first base and the other runners are forced to advance one base by the batter's award.

SITUATION # 4

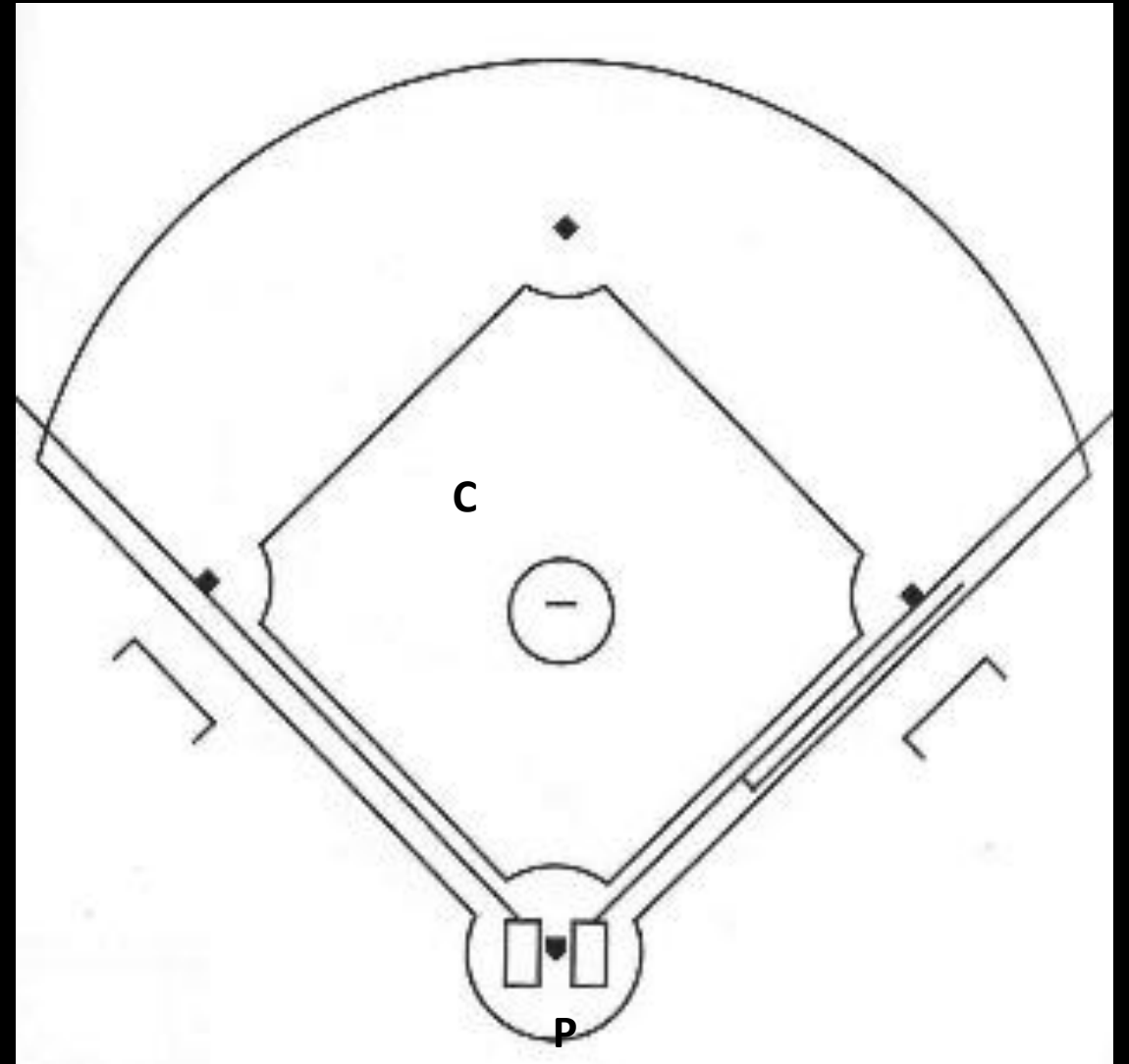
With R1 on first, R2 on second and one out, B4 bunts a ball high into the air between F1 and F2. F1 easily settles under the ball but allows it to fall to the ground untouched. He then picks up the ball and the defense turns and easy double play.

- a. The play stands. This is a double play. (NFHS 2-19, 5-1-1j, A bunted ball is never an infield fly.)
- b. This is an infield fly and B4 is out. The ball remains in play and runners may advance at their own peril.
- c. This is an intentionally dropped ball and B4 is out. The ball is dead and runners return to their previously occupied bases.
- d. This is an intentionally dropped ball. The ball is dead, B4 is awarded first base and the other runners are forced to advance one base by the batter's award.

RUNNERS IN SCORING POSITION: BASE UMPIRE IN "C"

- Pre-Pitch Communication
- Dynamic Location (Why?)
- Fair/Foul
- Outfield Fly Coverage
- Infield Pop Fly
- Infield Ground Ball
- Clean Base Hit
- Steal(s)
- Pickoffs
- Rundowns
- Overthrows

Anticipate the play, but not the call.



SITUATION # 5

B1 hits a deep and high fly ball into the right-field corner. F9 gets under the ball at the fence near the foul pole, standing in foul territory. F9 jumps and touches the ball with his glove while the ball is over fair territory. The ball deflects off his glove and travels over the fence on the foul side of the foul pole.

- a. Home run. The ball was fair and travelled over the fence in flight.
- b. Foul ball. The fielder was in foul territory when he touched the ball, and the ball was foul when it went over the fence.
- c. Two-base award. The ball was fair but travelled over the fence over foul territory.

SITUATION # 5

B1 hits a deep and high fly ball into the right-field corner. F9 gets under the ball at the fence near the foul pole, standing in foul territory. F9 jumps and touches the ball with his glove while the ball is over fair territory. The ball deflects off his glove and travels over the fence on the foul side of the foul pole.

- a. Home run. The ball was fair and travelled over the fence in flight.
- b. Foul ball. The fielder was in foul territory when he touched the ball, and the ball was foul when it went over the fence.
- c. Two-base award. The ball was fair but travelled over the fence over foul territory. (NFHS 2008 Interp. Sit 3)

SITUATION # 6

The umpires call an infield fly that is intentionally dropped.

- a. Call time, the batter is out and all runners are awarded one base.
- b. The ball remains live, the batter is out and any runners advance at their own risk.
- c. The ball is dead and the batter is awarded first base. Any runners advance one base if forced.

SITUATION # 6

The umpires call an infield fly that is intentionally dropped.

- a. Call time, the batter is out and all runners are awarded one base.
- b. The ball remains live, the batter is out and any runners advance at their own risk. (NFHS 3-2-2, 8-4-2s)
- c. The ball is dead and the batter is awarded first base. Any runners advance one base if forced.

BONUS QUESTION

With R1 on first and R3 on third base and two outs, B5 hits a slow ground ball back to F1. F1 fields the ball and throws it to F2. R3 is ruled safe on the tag play at home, but F2 quickly makes a play on B5 going to first and B5 is out.

- a. Score the run as this is an intervening play.
- b. Do not allow any runs to score.

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With R1 on first and R3 on third base and two outs, B5 hits a slow ground ball back to F1. F1 fields the ball and throws it to F2. R3 is ruled safe on the tag play at home, but F2 quickly makes a play on B5 going to first and B5 is out.

- a. Score the run as this is an intervening play.
- b. Do not allow any runs to score. (NFHS 9-1-1 Exc. A)

THE UMPIRE'S MANTRA

- Pause, Read, React
- Chest to ball
- Watch the ball, glance at runners (head on a swivel)
- Angle over distance
- Stop the camera, get set
- Timing: Proper use of eyes, see the play to its end. Make sure of what you saw.
- Make the call.

ANNOUNCEMENTS:

- Congratulations to all who have passed the rules test and are now CERTIFIED! Great job.
- Be sure that your “carrier” is identified in your profile so that you can receive texts in case your game is cancelled at the last minute.
- Slots are still available at the Jamborees. Come even if you don't have gear. You could still do the bases, or even just observe.
- If you would like to observe a game, go to Arbiter->Schedule->Master Schedule to find a game in your area.
- Check you emails daily and accept games ASAP. This really helps the assigners.
- Games are being assigned. Be sure you have your equipment/uniform ready to go.

After the Plate Meeting:

Plate Umpire –

- Introduce yourself to the catcher (first names are good!)
- Watch two pitches from the side of home plate Get into stance and watch next four pitches from behind catcher:
 - Two as-if you have a right-handed batter
 - Two as-if you have a left-handed batter
- Turn to on-deck hitter and signal to him that the pitcher has two pitches remaining; watch remaining two pitches from the side of the plate that the on-deck batter is on. (Also communicate to catcher to verify that there are two pitches remaining)
- As catcher rises to throw down to second base after final warm-up, move into position to clean the plate with your brush. (Bend over with backside to the pitcher – do not moon the fans!)
- Move behind plate and get ready to call PLAY!
- Bottom half of 1st inning, follow same steps.
- At every succeeding half-inning, count pitches (5) while standing to side of home plate on the side of team who is now coming to bat. Be ready to receive line-up changes from teams, after confirming – deliver the info to the other team. Get ready behind catcher and put ball in play!

Base Umpire –

- Hustle to short right field (on the grass) – count pitches (8), watch infielders throw.
- On last warm-up pitch, move to edge of grass. When catcher throws down and ball is caught by SS/2B move to position A. Signal to partner that you are ready to go!
- Bottom half of 1st inning, follow same steps
- At every succeeding half-inning, move to short right field – count pitches (5), then move to Position A. If getting a drink between innings, it is still your responsibility to count pitches.

Base Umpire Position Principles

- Base umpire is located to be in position ahead of the next base that the lead runner is going to*
- Position A – approx. 10' to 12' behind first-baseman, never closer than 15' to First Base. Always stand in foul territory with Right Foot next to foul line.
- Position B – Per the Mechanics Illustrated book, half-way between the rubber and 2nd base and on a line from the point of plate through the edge of the pitching circle on the 1st-base side of the mound.
- Position C – Per the Mechanics Illustrated book, half-way between the rubber and 2nd base and on a line from the point of plate through the edge of the pitching circle on the 3rd-base side of the mound.

Fair/Foul position:

Any umpire – put belt buckle on the line (straddle line), move as far as play allows, get set. If fair, point with arm on fair side of body (NO VERBAL!). If foul, both hands up shoulder height and out in front of the body and verbalize “FOUL”! Then point to foul side of line.

Touch/Tag-up Responsibilities:

PU – all touches at 3rd and Home; all tag-ups at 3rd (on fly balls)

BU – all touches at 1st and 2nd; all tag-ups at 1st and 2nd.

BU in grass – avoid umpire interference!

If infield plays in on grass – move back behind (at least even-with) infielders.

Every pitch – Both umpires

Watch for illegal pitch; Resolve check swings (PU: “Did he go?”; BU: Yes/No), then move/address other plays (steal, strike three).

Never stop officiating – Both Umpires

Interference, obstruction, detached equipment – if you see it call it! Get together if necessary after time called to determine correct award/penalty.

No Runners on – BU in Position A

- Pre-pitch signal: Ready; Number of outs
- Fair/Foul Responsibilities: 3rd base side, PU; 1st base side – PU up to bag, BU bag and beyond
- Fly ball to Outfield: PU – clear catcher, move toward ball, make call on catch/no catch (unless BU goes out); If BU goes out, you have BR wherever he goes!

BU – Pause/Read/React: if trouble ball in your coverage area** go out! If you read not a trouble ball, sprint into grass area near 1st base (while following flight of ball), Pivot (at anticipation of BR reaching 1st base turn to look at touch), pick up ball again and determine where runner is intending to go next.

- Fly ball in Infield: (Best thing to pre-game!) One concept is split the field in half with PU making calls left of 2nd base (and pitcher) and BU making calls on right side of 2nd base. At moment after catch/no catch I suggest you look at each other to make sure you don't make conflicting calls!
- Infield ground ball: PU clears catcher to the left, trails runner to 1st to help with pulled-foot or over-throw.
BU moves into fair territory a step or two, reads throw from fielder: if accurate, eyes move to base to watch touch by runner and first-baseman's foot while listening for ball hitting glove. Determine which came first, look up to verify firm-and-secure possession, then signal out or safe. If not firm-and-secure, or foot off bag, or bobbled ball; signal safe and follow-up with signal why. If throw takes fielder off bag, and he is able to make successful swipe tag; point and declare "On the tag!" and signal/verbalize the out. If tag misses, declare "He missed the tag!" and signal/verbalize safe.
- Clean base hit: PU clears the catcher on the left, follows the play with his eyes to be ready should BU fall, or when runner commits to 3rd he heads to PoP to get ready for play at home; BU moves onto grass near 1st, looks to verify touch at 1st (pivot), stays with runner wherever he goes – all the way to 3rd if he goes that far.
- Steals: None (unless you want to consider un-caught 3rd strike a steal)
- Pick-offs: None
- Rundown: BU takes play until PU can get into position
- Overthrow: PU watches ball and if goes into dead-ball area calls time and award bases.

(First two quiz questions)

Runner on 1st (or 1st and 3rd) – BU in Position B

- Pre-pitch signal: Rotation with number of outs
- Fair/Foul Responsibilities: PU has all fair/foul determinations and signals
- Fly ball to Outfield: PU – clear catcher, move toward ball, make call on catch/no catch in your area (outside of “V”); BU – line up potential catch and base runners as best you can, and make call on catch/no catch if inside of “V”.
Note: because of rotation situation, when fly challenges either foul line PU will communicate with BU what his status to cover the rotation may change for a foul fly down the right field line by verbalizing “I’m on the line” and he will not taking the runner into 3rd. For a foul fly down the left field line PU verbalizes “I’ve got the ball” and moves up the line to cover the foul and potential play at 3rd.
- Fly ball in Infield: Pre-game, but consider PU has edge fielders going toward the lines, and pitcher. BU has all other fly balls to infield. If Infield Fly conditions are in order, officiate appropriately.
- Infield ground ball: If 1st base only, PU officiates any potential foul balls then clears catcher and moves toward mound to watch for FPSR interference by runner, then looks to help at 1st and possible overthrow.
If runner at 3rd, PU moves up 3rd base line in foul territory and from there observes play at 2nd (FPSR), potential score by runner, and play at 1st.
BU pivots with respect to ball, officiates force play at 2nd, takes drop step (while signalling result of play at 2nd) and forward step toward 1st and officiates force play at 1st.
- Clean base hit: PU moves half-way up 3rd base line (and watch runner from 3rd touch home) to read runner at 2nd, if he rounds 2nd verbalize “I’ve got 3rd if he goes” and move into fair territory toward the cutout at 3rd and officiate play. BU pivots relative to path of ball, then watches touch at 2nd and looks for touch at 1st. Stay in working area and let ball take you to possible play as appropriate.
- Steals: BU watches for check swing, then pivots CTB to watch throw into 2nd and officiates play. Drop step if possible to get closer/better view.
- Pick-offs: BU steps forward one step toward foul line, then pivots into play at base. Officiate play.
- Rundown: BU follows back-and-forth (without getting closer!) to try to best see tag. PU moves to help if no runner at 3rd.
- Over-throw: joint responsibility

(Next two quiz questions)

Runner(s) in Scoring Position (2nd, 3rd) – BU in Position C

- Pre-pitch signal: Infield Fly? Timing Play? PU stay home (BU has all other bases)?; Number of outs
- Fair/Foul Responsibilities: PU has all fair/foul determinations and signals
- Fly ball to Outfield: PU – clear catcher and move toward ball (unless runner on 3rd), make call on catch/no catch in your area (outside of “V”); BU – line up potential catch and base runners as best you can, and make call on catch/no catch if inside of “V”.
- Fly ball in Infield: same as B
- Infield ground ball: PU officiates any potential foul balls then moves up 3rd base line in foul territory and from there observes play at 2nd, potential score by runner, and play at 1st.
BU pivots with respect to ball, officiates force play at 2nd (or 3rd if that is play) takes drop step (while signalling result of initial play) and moves toward 1st and officiates force play at 1st.
- Clean base hit: PU moves to PoP to prepare for play at the plate while watching all other plays. BU stays in working area until potential play takes you to a specific base.
- Steals: BU watches for check swing, then pivots CTB to watch throw into base and officiates play. Drop step if possible to get closer/better view.
- Pick-offs: BU moves to improve angle on play, officiate play.
- Rundown: BU follows back-and-forth (without getting closer!) to try to best see tag. PU moves to help if no runner at 3rd.
- Over-throw: joint responsibility

(Next two quiz questions)

Things to remember (Mantras!)

- Always stay chest-to-ball!
- Anticipate the play, never the call!
- Angle over distance (move to optimize angle on play, move as far as play will allow you to go, then set the camera!)
- Timing is a result of the proper use of the eyes – see the play all the way to the end, then determine the call, then make the call.
- Pause, Read, React
 - Pause – see where the ball is going
 - Read – see how the players react to the ball
 - React – move in accordance with the play that develops