

BASIC MECHANICS

Both Umpires

Set Positions
Safe and Out Calls
Fair Signal and Foul Ball Calls
Catch and No Catch Signals - Calls

I. Set Positions

A. Set Position

1. Feet-Shoulder width or wider. Right foot slightly back, toes to left foot instep.
2. Hands-On knees.
3. Shoulders-Squared off to base or play.
4. Head and eyes-Fixed on base or play

B. Standing Set Position

1. Same as set position with one exception - Arms at sides, knees slightly flexed.

II. Safe and Out Calls

A. Safe Call

1. From a set position, hands will rise and extend in front of body up to shoulder height. At the same time, the arms will move from in front of the body to each side in a continuous motion.
2. Voice - To be coordinated with the outward extension of arms, "SAFE".

B. Out Call

1. From a set position, right hand extends out, (as if to shake hands) and continues upward to a right angle with closed fist slightly forward from the body.
2. Body - Straight up with knees slightly flexed. Weight will be aggressively forward.
3. Voice - To be coordinated with closed fist, "HE'S OUT"

C. School - Out and Safe Drills

Starting with the set position, on command, "GO", the student will run forward. On the command "STOP", the student will stop by settling into a set position. On the command, "CALL IT", the student will either motion "SAFE" or "HE'S OUT" and then go back to a set position.

III. Fair Signal and Foul Ball Calls

A. Fair Signal

1. In calling a Fair Ball, you must be stopped in a standing set position, straddling the foul line before making your determination.
2. Step in and point to the ball with inside arm. Wrist should be slightly above elbow. No Voice.

III. Continued - Fair Signal and Foul Ball Calls

2. Exception: On balls up 1st base line, umpire may cross over with outside hand.
3. Be sure your head and eyes stay with the ball and play.

B. Foul Ball Call

1. In calling a Foul Ball, you must be stopped in a standing set position, straddling the foul line before making your determination.
2. Raise hands above head similar to "TIME" signal; yell "FOUL", then point with outside hand - foul.

IV. Catch or No Catch Signals - Calls

A. Catch

1. Standing set position.
2. Normal out call and yell, "HE'S OUT!"

B. No Catch

1. Standing set position.
2. Wave your arms in a "SAFE" motion, yelling "NO CATCH" and repeat two or three times.

III. & IV.

- A. Most balls hit do not require a Fair or Foul; a Catch or No Catch call. On those, you go to your normal positions.
- B. After a Fair or Foul; or Catch or No catch or both, you should then move to normal positions.
- C. VERY IMPORTANT - On a ball near the foul line, you point Fair or Foul just before Catch or No Catch.

Priorities

1. Fair or Foul
2. Catch or No Catch
3. Your plays

Jurisdiction

Fair or Foul - (No one on)

Plate Umpire

Takes all Fair and Foul ball calls along 3rd base and left field lines, takes Fair and Foul ball calls along 1st base line up to the bag. Exception: (see Base Umpire).

Base Umpire

Takes Fair and Foul ball calls including 1st base bag and beyond. Exception: Pop-up around 1st base area. You will move in and pivot giving the Fair or Foul, Catch or No Catch to Plate Umpire.

With Runner on Base

Plate Umpire

Has all Fair or Foul ball calls.

Catch or No Catch - Ball hit to Infield (no one on)

Plate Umpire

Takes all balls on left side and second baseman going to his right. Takes all balls in front of the mound. Exception: (see Base Umpire)

Ball Hit to Outfield (no one on)

Plate Umpire

Has all plays in the outfield unless Base Umpire goes out on the ball.

Ball Hit to Outfield with Runner On

Plate Umpire

Has all calls from left fielder and right fielder to the line.

Ball Hit to Infield with Runner On

Plate Umpire

Has all calls that take 3rd baseman and 1st baseman toward lines. Has all calls in front of mound.

Base Umpire

Can only help on a foul ball hitting the batter.

Base Umpire

Takes all calls from 2nd baseman straight in and towards the line. Takes all calls of 1st baseman. Exception: Pop-up around 1st base. He should come in and pivot, and let the Plate Umpire take the ball.

Base Umpire

Takes all plays he goes out on. He should only go out on balls from the center fielder to the right field line. Must go out on Fair or Foul balls down the line.

Base Umpire

Has all calls from left fielder to right fielder and all balls directly at them.

Base Umpire

Has all calls from 3rd baseman to 1st baseman and all calls directly at them.

Ground Rules

Batted Balls

Plate Umpire

Has all calls unless Base Umpire goes out.

Thrown or Pitched

Plate Umpire

Has primary responsibility on all calls.

Base Umpire

Has only the balls he goes out on, but still must know what happened to the ball.

Base Umpire

Has secondary responsibility on all calls; but must have a knowledge of where the ball is. Make call with Plate Umpire.

Calling or Signaling Dead Ball

Hands high overhead and call, "TIME"; then award bases starting with the lead runner.

*** For the purpose of the school, both umpires will award bases.

Exception: Home runs are to be called by pointing with the right hand and making a circular motion above your head. Verbalize call.

V. Mechanics of Base Umpire Going Out

Before going out, yell to your partner, "I'M GOING OUT". Plate umpire will acknowledge "OK, OK". Communication is most important. You will only go out if there is a possible fair or foul; catch or no catch.

For the purpose of the school, base umpire will go out on all fly balls, center fielder straight in and towards you, right fielder and foul line.

Plate Umpire - When your partner goes out you will take batter-runner all the way.

VI. Plays at First

A. First Baseman coming off the base.

1. Call, "SAFE" with a safe motion. Then point to base and yell, "YOUR'RE OFF THE BASE".

B. Swipe Tags

1. In watching the throw from the infielder, the throw is off line, and the first baseman leaves the base, DON'T GET SET, but move towards the foul line so you can get a good look at the play.
2. If the throw seems good, and you get in a set position, then the first baseman leaves the base; you leave the set position and move towards the foul line getting the best look possible. (KEEPING YOUR BODY UNDER CONTROL)
3. Swipe Tag - Out. Point at play with left hand and bring right hand up with out motion. (HE'S OUT ON THE TAG)
4. Swipe Tag - Safe. Call him safe with a standing safe call. Then point at play. (YOU MISSED THE TAG)

C. Pivots

1. With a ball hit to the outfield or going through the infield, the first base umpire will go in the infield grass and make a pivot. This will enable him to stay ahead of the runner.

D. Pivot Area

1. 20' off foul line and 6' in on that grass.
2. Pivot is done off the left foot. Once both feet are on the grass, the left leg will act as a spring to stop you then push off towards second base.
3. You will move at full speed watching the ball until reaching the pivot area slowing down in the pivot glancing at the base runner touching first base, then back to the ball and a controlled speed.

VII. Set Position for Working the Plate

1. Point back foot toward shortstop (left-handed batter) and toward second baseman (right-handed batter).
2. Point slot foot toward pitcher.
3. Don't expose inside of slot leg.
4. Position back foot approximately 6" behind catcher's midpoint.
5. Work in slot with an exaggerated heel/toe relationship (heel of slot foot/toe of back foot).
6. Work with a wide base.
7. Shift approximately 80% of body weight forward; slot heel on ground, back heel on ground if possible.
8. Flare knees out.
9. Bend at knees, not at waist. Buttocks should be above knees.
10. Square up shoulders to pitcher.
11. Position elbows inside of upper body frame, resting slightly on thighs.
12. Position hands in front of crotch.
13. Extend fingers, but not rigid. Keep hands loose.
14. Set up so that the bottom of your mask is at the top of the catcher's head.
15. Square up your head to the pitcher. Eyes should be level.
16. Follow pitch with eyes, not head. Avoid tunnel vision.
17. Very important - Set up aggressively into the pitch; i.e. your back is not perpendicular to the ground, but forward into the pitch.

Check swing actions and call.

1. For a right handed batter, point with left hand at batter and have right hand in strike motion. Verbalize, "YES, YOU WENT".
2. For a left handed batter, point with your right hand, and then come up with strike motion. Verbalize, "YES, YOU WENT".
3. If the batter does not swing, stay down and verbalize, "NO, HE DIDN'T GO".

Getting the bat away from home plate area when the batter leaves the bat in home plate area.

- A. If there is any way possible the umpire can get the bat away to prevent the runner from being hurt, or stepping on the bat yourself with a play at the plate.
- B. Remember, your play comes first. If you have time to get the bat away, do so.

In getting the bat, the umpire should keep his eyes on the ball, bend down and with his right hand, slide the bat along the ground away from the plate.

Do not throw the bat because it may hit the on-deck batter, a runner or the bat boy.

Pass Balls or Wild Pitches

Pivot to the opposite side the ball goes, and let the catcher go after the ball.

For a play back at the plate, be sure you are at the opposite side of the plate from the ball.

Pop-Ups Behind the Plate

Pivot and let the catcher go after the ball staying 12-16 feet away so you don't interfere.

Pop-Ups Behind the Plate - Continued

If the ball is near the fence, be sure to get between the catcher and the fence and watch for interference or catcher trapping the ball on the fence.

If the pop-up would possibly come back as if to be fair or foul, be sure to either be on the foul line or foul lines extended to make the call.

VIII. Infield Fly

1. Always make sure the ball is on a downward arc before calling "Infield Fly".
2. Proper verbal call is, "INFIELD FLY - BATTER IS OUT". If the ball is near the foul line, the call will be, "INFIELD FLY - IF FAIR". After calling an infield fly if the ball is dropped or not caught and fair; come back very strong with, "BATTER'S OUT - HE'S STILL OUT" several times.
3. Responsibility for initiating Infield Fly call.

Plate Umpire

Any infield fly near either foul line will first be called by Plate Umpire followed by Base Umpire. Any infield fly in front of Base Umpire will first be called by the Plate Umpire, followed by the Base Umpire.

Plate Umpire Position

1. If its a fair or foul situation, be on the line, arm up.
2. If bases are full, stay in foul territory, arm up.
3. If runners are on first & second, move into the infield, arm up.

Base Umpire

Any infield fly that turns you around and is not near either foul line will first be called by the Base Umpire, followed by the Plate Umpire.

Base Umpire Position

1. After calling an Infield Fly with your arm still in the air; check the runners and move to the side of the infield your plays will be on.

IX. Pop-Up Around First Base - No One on Base

- A. If the pop-up is in the first base area, you will come in and pivot. The Plate Umpire will take fair and foul, catch and no catch.
- B. If the pop-up is behind you, let the fielder pass, then move with the play. Tell your partner you're going out.

X. Line Drives Up First Base Line

- A. If it is a sharply hit line drive, you should have enough time to signal the ball fair, and still come in and pivot.
- B. If, for any reason, you can't get inside and pivot; due to the slowness of the play you'll move down in foul territory and cut off the runner's butt. Make sure you keep moving. Don't wait for the runner.