

SUNCOAST UMPIRES' ASSOCIATION
FIELD MECHANICS AND INSTRUCTION MANUAL

TABLE OF CONTENTS

Field MechanicsPage 3
General Instructions.Page 29
Rules Balloon Charts*Page 35
Conflicts In The Rules*Page 61

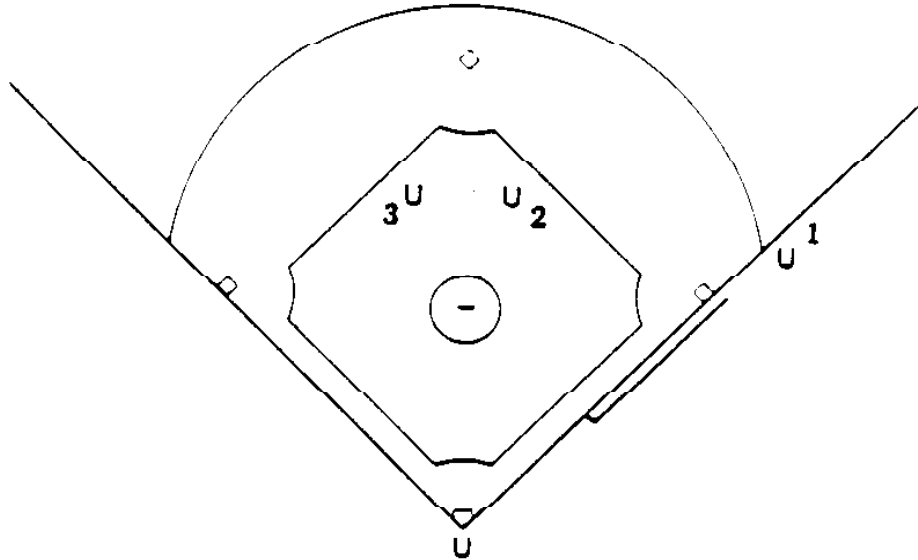
* These Sections apply only to the Official Rules of Baseball. They differ in many respects from High School and College Rules.

POSITIONS:

1) NOBODY ON BASE

2) RUNNER ON FIRST ONLY, RUNNER ON THIRD ONLY, RUNNERS ON FIRST AND THIRD, OR BASES LOADED

3) RUNNER AT SECOND ONLY, RUNNERS AT FIRST AND SECOND, OR RUNNERS AT SECOND AND THIRD



POSITIONS:

1. Nobody On Base - Position A

The base umpire should be about 10 to 15 feet behind the first baseman with both feet in foul territory. If the first baseman is playing at the edge of the outfield grass, 10 feet behind him is enough. Allow him to react to the ball without running into you. If the first baseman is playing even with the bag or a little behind the bag, 15 feet is fine. Let him go first, then you move accordingly.

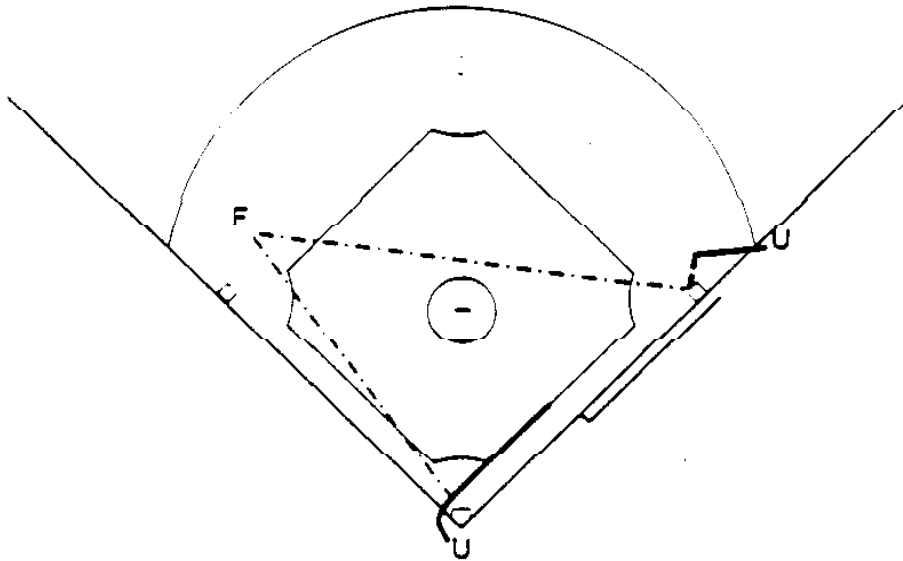
2. Runner On First Only; Runner On Third Only; Runners On First and Third; or Bases Loaded - Position B

The base umpire moves into the infield, positioning himself on a tangent running from home plate to the edge of the dirt circle around the pitcher's mound, about 1/3 to 1/2 way between the mound and second base. You should be square to home plate with your hands on your knees. Be careful not to block the second baseman. You are responsible for watching the pitcher for a balk, half-swings when requested by the plate umpire only, pick-off attempts at all occupied bases.

3. Runner On Second Only; Runners On First and Second; or Runners On Second and Third - Position C

The base umpire moves to the third base side of the mound in what is essentially a mirror image of Position B. Responsibilities are the same as those for Position B.

BALL TO THIRD



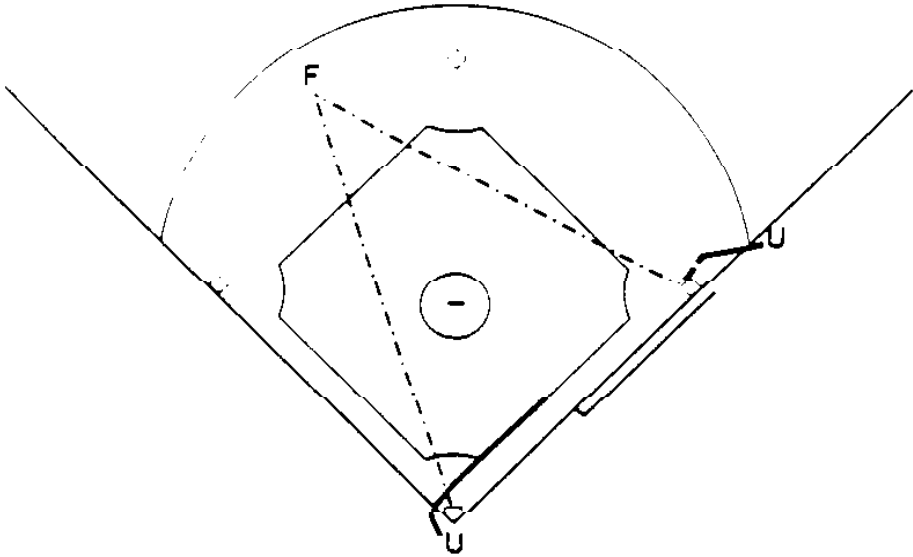
Nobody On Base

Ball To Third, Shortstop, or Second Baseman (With No Pressure):

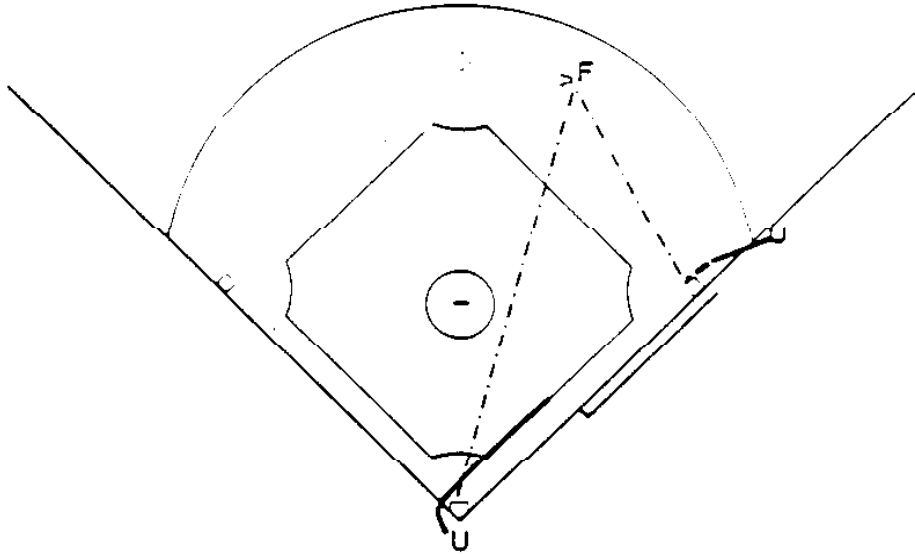
Base Umpire - is responsible for the play at first. You will try to maintain a 90 degree angle on all plays. However, it becomes impossible with balls hit to the right side of the infield. Do the best you can. Go directly at fielder watching him field and throw the ball. Watch the ball half way across the infield, then bring your eyes in on the bag and get in a set position, square to the bag. (12-18 feet away, 15 ft. is ideal) The play will be called by sound. You watch the first baseman's foot and the runner's foot, then listen for the ball to hit the glove.

Plate Umpire - is responsible for the ground rules on an overthrow at first. He comes out from behind the plate, watching the ball, and moves up the first base line, with one foot on the grass and one foot in the dirt. He watches the throw across the field and is stopped in a standing set position for the play at first.

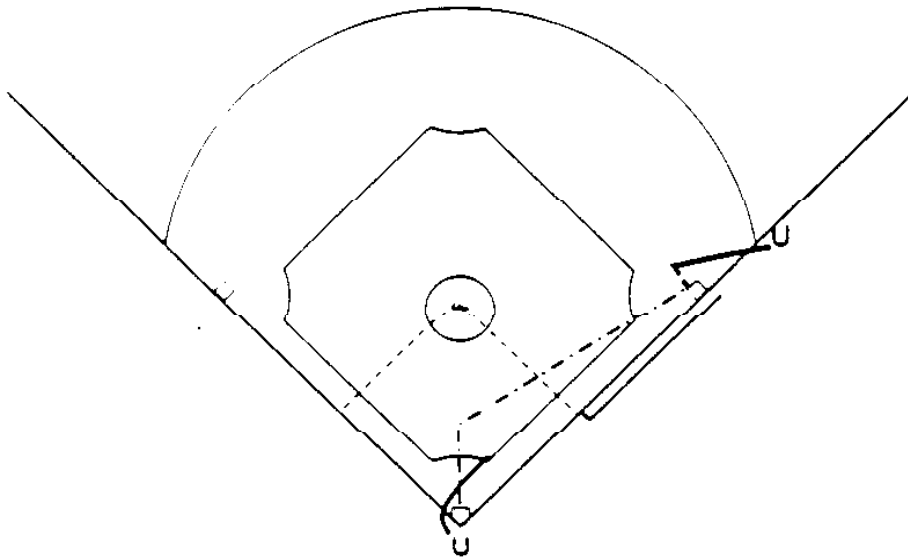
BALL TO SHORTSTOP



BALL TO SECOND



IMAGINERY BOX

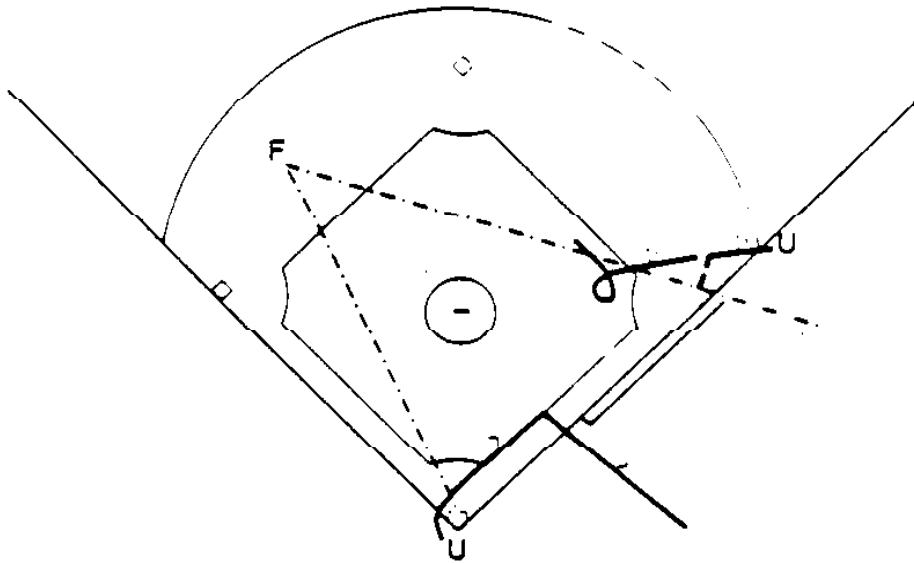


U - In The Imaginary Box

Base Umpire - Once again, has the same job. He comes in for an angle and make the call.

Plate Umpire - In this area, the plate umpire has the fair or foul call for both base lines, plus, must watch the batter-runner as to whether or not he is in the 3 foot running lane. If the batter-runner is hit with the throw to first, it is the plate umpire's call. The plate umpire has to be carefull that he does not over-run the play on the ball. If he does, he is then in a position where he could possibly be hit by the throw.

OVERTHROW TO FIRST

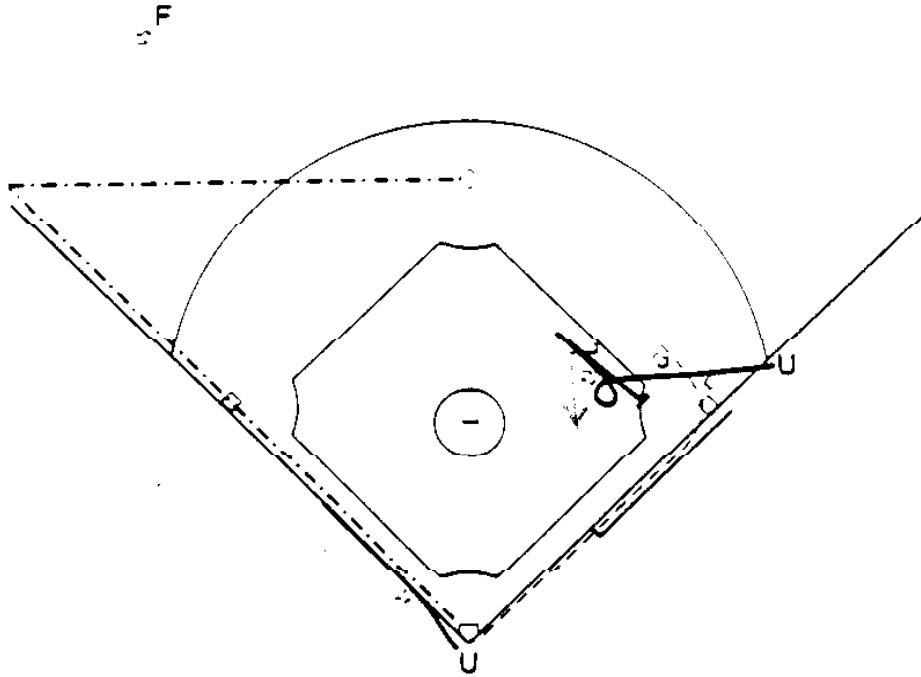


Umpire at First Base

Base Umpire - On an overthrow, the base umpire has gotten his angle. When you see the ball go by the first baseman, react immediately moving toward the infield to either pivot and take the batter-runner into second base, or to have an angle on a tag play at first if the runner breaks for second and then goes back to first. Also, moving toward the infield will get you out of the way of the runner if he just rounds first at full speed.

Plate Umpire - on an overthrow at first is up the line watching the play. He moves with the ball so he can make a call if it goes out of play (over or under the fence, into the dugout, etc.) Both umpires should be watching the ball, and be able to call the play dead, but the plate umpire should be right there.

SINGLE ON LEFT FIELD LINE NODODY ON BASE

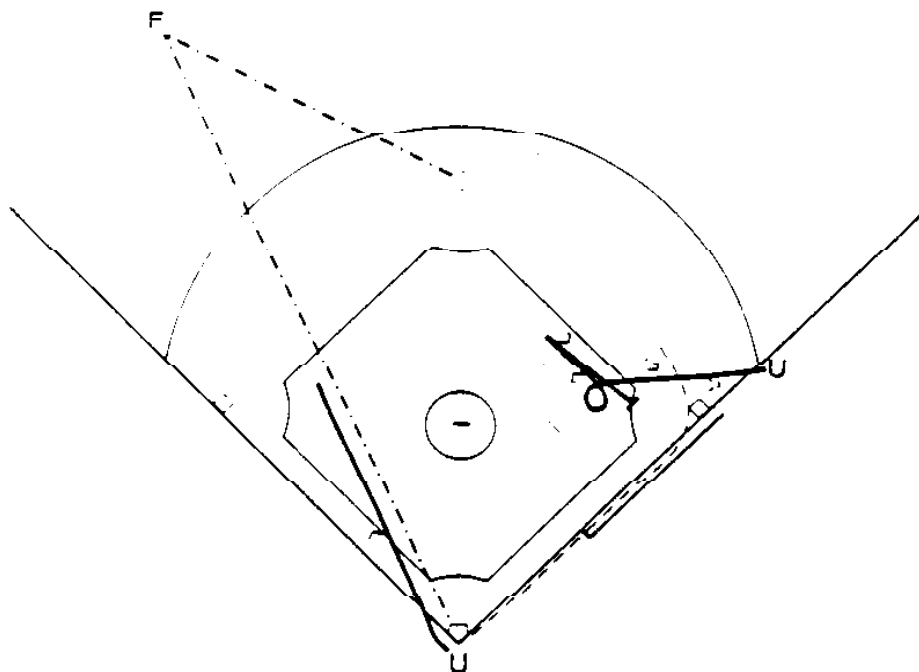


Single On Left Field Line

Base Umpire - is responsible for the batter-runner touching first base and all plays attempted on him. He should come into the infield, watching the ball, and pivot approximately 3 feet inside the infield grass. Don't time your pivot to when the batter-runner touches first because if he's fast and decides to go to second, you'll be behind the runner going into second. Be in the infield moving towards second, glance back to see the batter-runner touch first, then go back to watching the ball. When the batter-runner stops and goes back to first, go with him.

Plate Umpire - has the responsibility of a fair or foul call on the ball, and catch or no catch. He should get up the line as far as the play will let him. Be set for the play, make the call. Be sure to be straddling the line when you have a fair or foul ball.

SINGLE TO LEFT NOBODY ON BASE



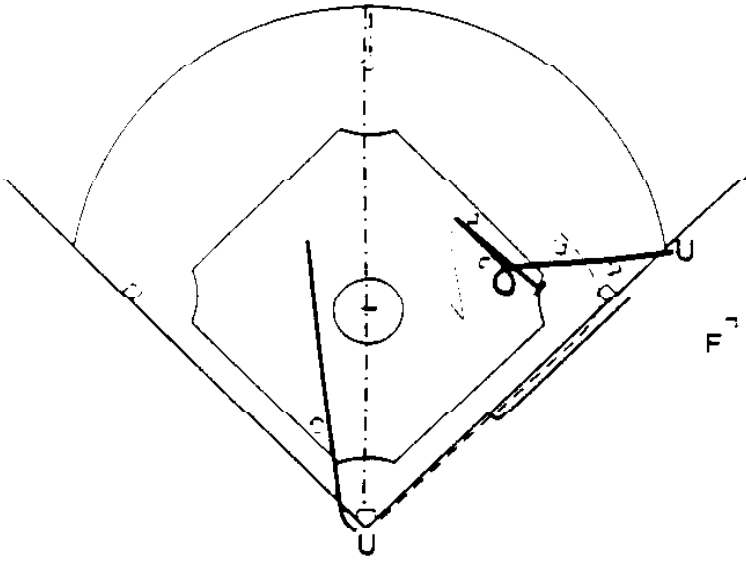
les, Doubles, And Triples To Left and Center

Base Umpire - does the same as on any single with nobody on base. He comes into the infield watching the ball. He pivots ahead of batter-runner touching first baseman, glances back to see him touch first base, then goes back to first with the runner. On a double, he takes the runner into second base and on a triple he glances at the runner touching first and second base and is then waiting for the play at third.

Plate Umpire - in single, double and triple base hits to left and center has the catch or no catch play on the ball. He should get out from behind home plate and out into the infield where is is closer to the play. Don't necessarily chase the ball. What you want to obtain is an angle on the play for a possible trap situation. Be set for the play, call it, then drift to foul territory on the third base line so you won't be in the base umpires way, or too close to his play. If a team doesn't like his call, and you're too close, they'll all come to you for a call. So, drift back foul and towards home plate always watching the ball.

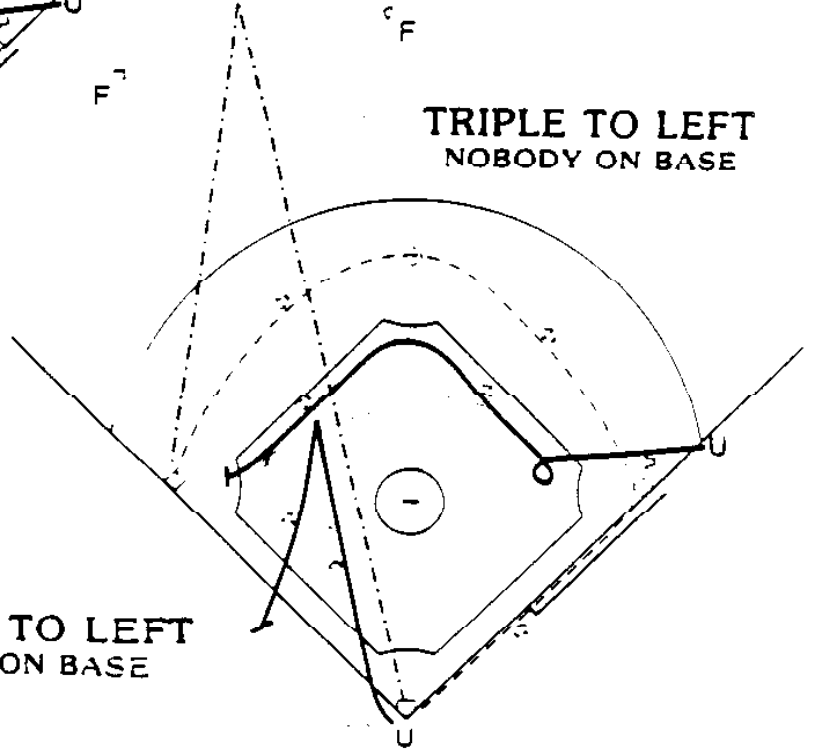
F₂

**SINGLE TO CENTER
NOBODY ON BASE**



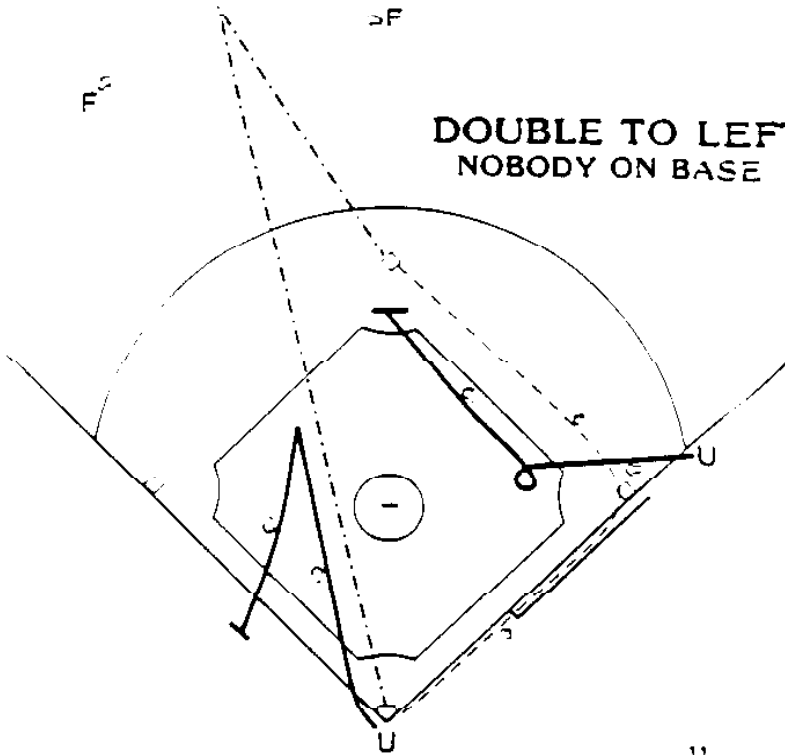
CF

**TRIPLE TO LEFT
NOBODY ON BASE**



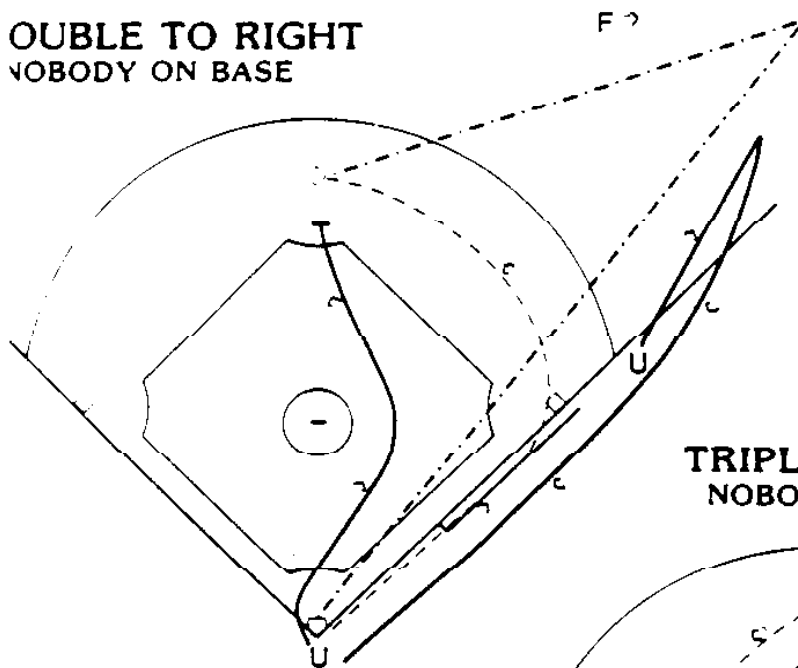
LF

**DOUBLE TO LEFT
NOBODY ON BASE**

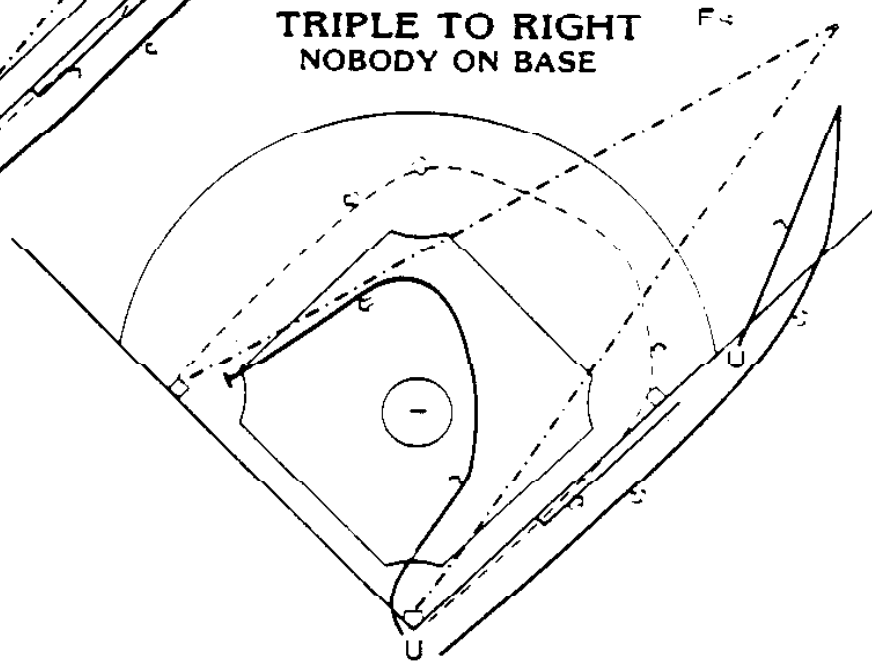


LF

**DOUBLE TO RIGHT
NOBODY ON BASE**



**TRIPLE TO RIGHT
NOBODY ON BASE**



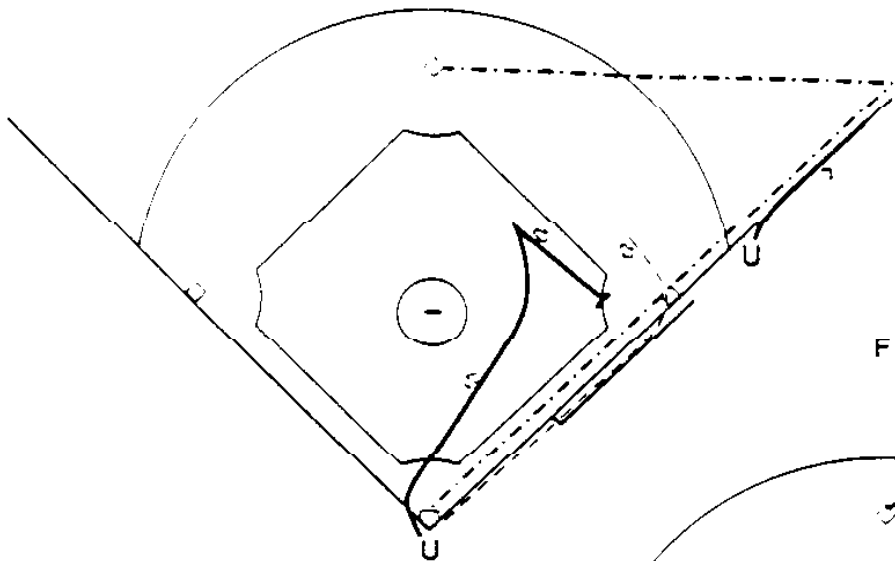
As And Triples To Right Field

Base Umpire - still has the catch or no catch call (and if the ball is on the line, fair or foul). But now with your partner taking the runner to second and/or third, you have to get back to cover home. As soon as you see there is no trouble with the ball in the outfield. Go out to foul territory and while watching the ball, head for home. At about the 45 foot line, let your partner know, "I got home".

Plate Umpire - comes out with the runner. You can cut a little closer to the mound on an extra base hit. Glance at the runner touching first base, and be ahead of him into second, or glance to see him touch first and second base and beat him into third. Always watch the ball.

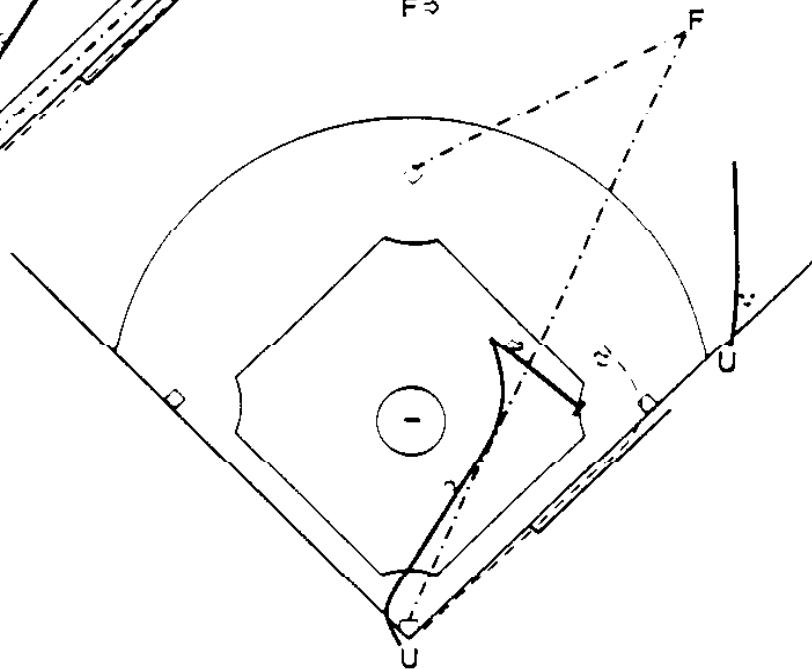
**SINGLE ON RIGHT FIELD LINE
NOBODY ON BASE**

F_J



**SINGLE TO RIGHT
NOBODY ON BASE**

F_⇒

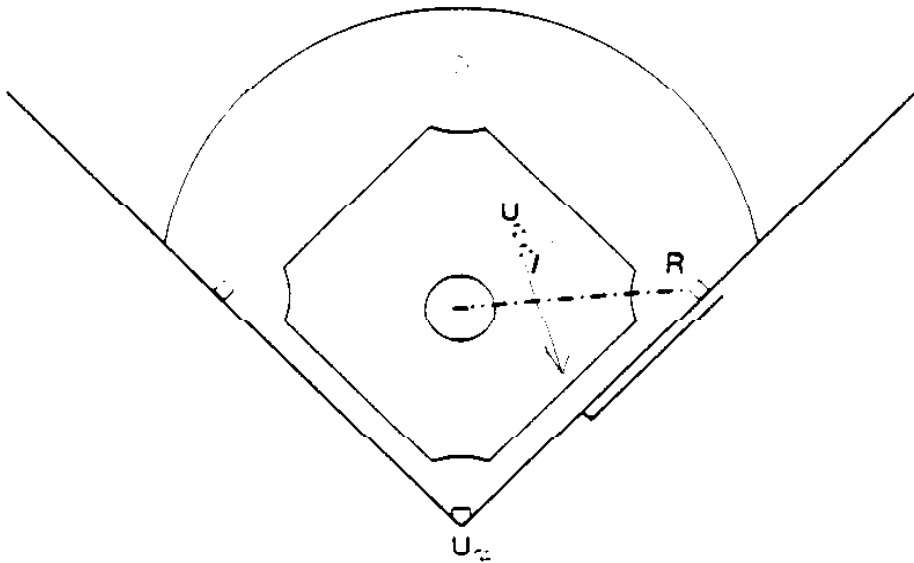


Single On The Right Field Line - Single To Right

Base Umpire - now has the fair or foul, catch or no catch call on the ball. You let the ball turn you onto the foul line, then straight out the line. Be set, straddling the line for the play. Remember, once you're out there stay out there. Don't come right back in and be too close to a play at first base.

Plate Umpire - now has the runner. Come out from behind the plate, watching the ball, and split the difference between the pitcher's mound and first base. This puts you ahead of the runner. As the batter-runner gets to first base, glance over to see him touch. When the batter-runner stops and goes back to first base go back with him.

PICK OFF AT FIRST



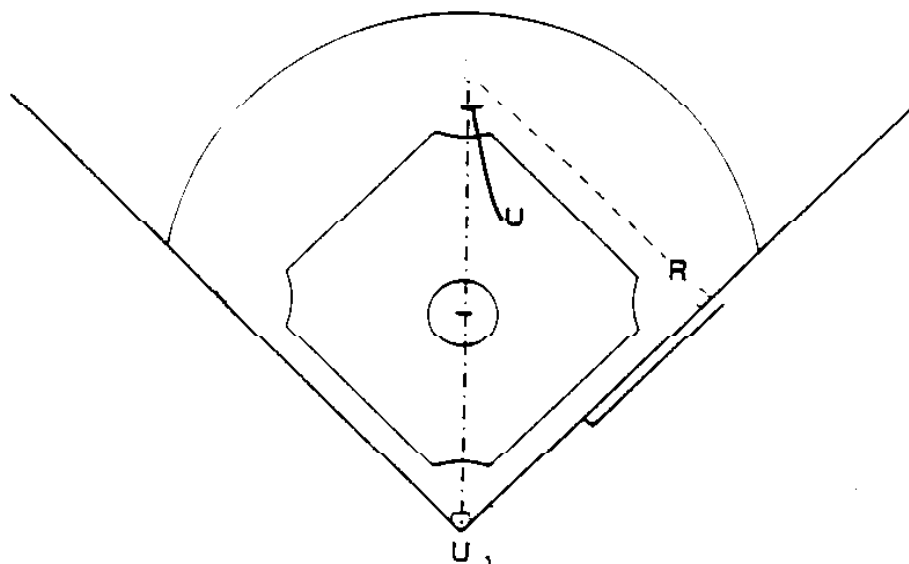
On First Base Only

Pick-Off Attempt

Base Umpire - with the move by the pitcher, moves toward the 45 foot line and lets the ball turn him into the play at first base. The reason for going toward the 45 foot line is to give you an angle on the play at first base. You're only going to get two maybe three steps, so don't try to get too much. The important thing to remember is be set for the play. Don't see it on the move.

Plate Umpire - step to the first base side of home plate and watch the play. You have the ball on a overthrow.

STEAL RUNNER ON FIRST

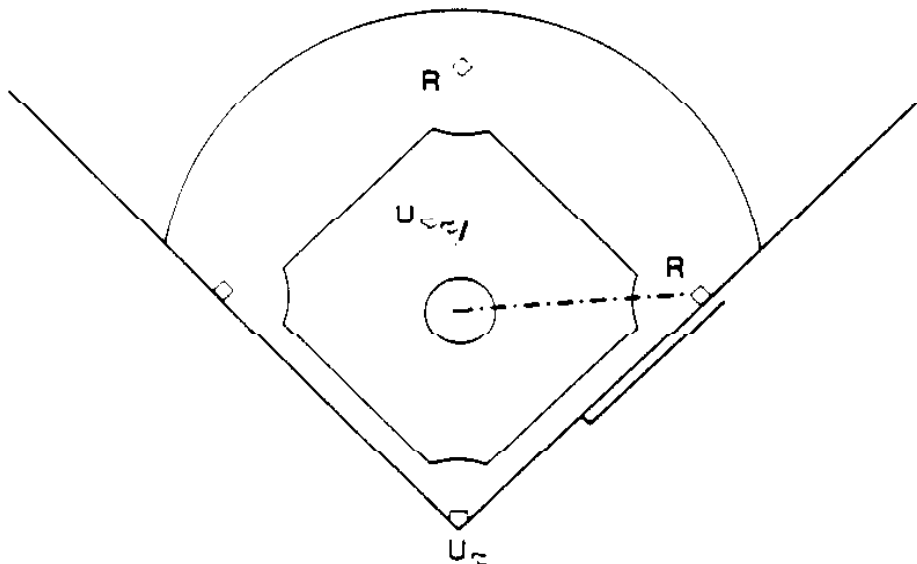


Steal - Runner On First

Base Umpire - On a steal play the base umpire will see the man on first base break. With the pitch, stand up, see the ball clear the batter, turn and with the throw, pinch in towards second. Cross-step towards second base keeping your body open to the throw. Take the throw over your shoulder, let the ball turn your head into the base. Be set for the play, but don't call it too soon. Make sure the fielder holds onto the ball after the tag, and/or the runner stays in contact with the bag. Let the play happen.

Plate Umpire - has the pitch to call and watches for batter interference. Then step out from behind the catcher and batter and watch the play.

PICKOFF AT FIRST RUNNERS ON FIRST AND SECOND



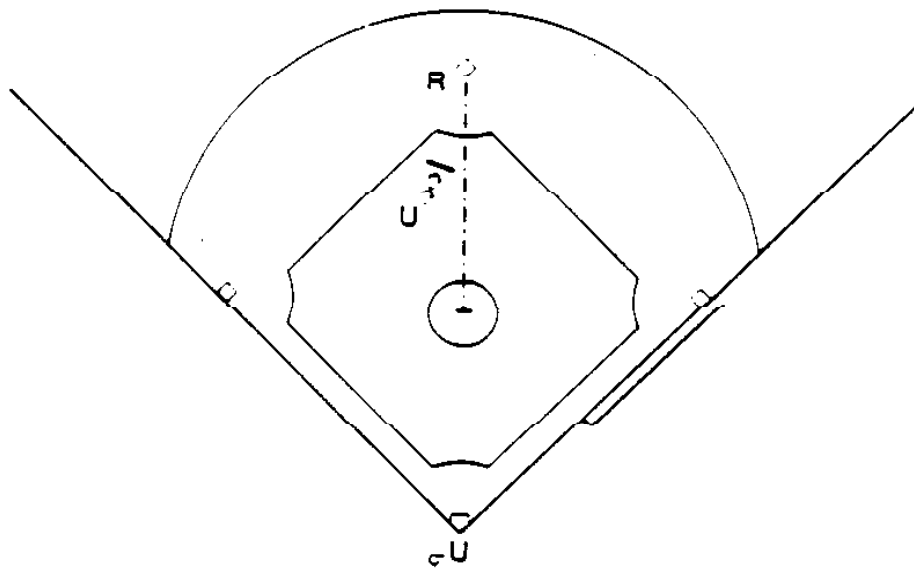
More Than One Runner On Base

Pick-Off At First

Base Umpire - has the play at first base. It's primarily the same as a pick-off attempt at first base with only first base occupied. The only difference is you go directly towards first base which opens up the angle automatically. The other thing to remember is beware of what the lead runner is doing. The easiest way to do that is to watch the ball.

Plate Umpire - steps out and watches the play. He has the ball on an overthrow but must be careful not to get too far away from the plate because of the possibility of the lead runner coming home on the play.

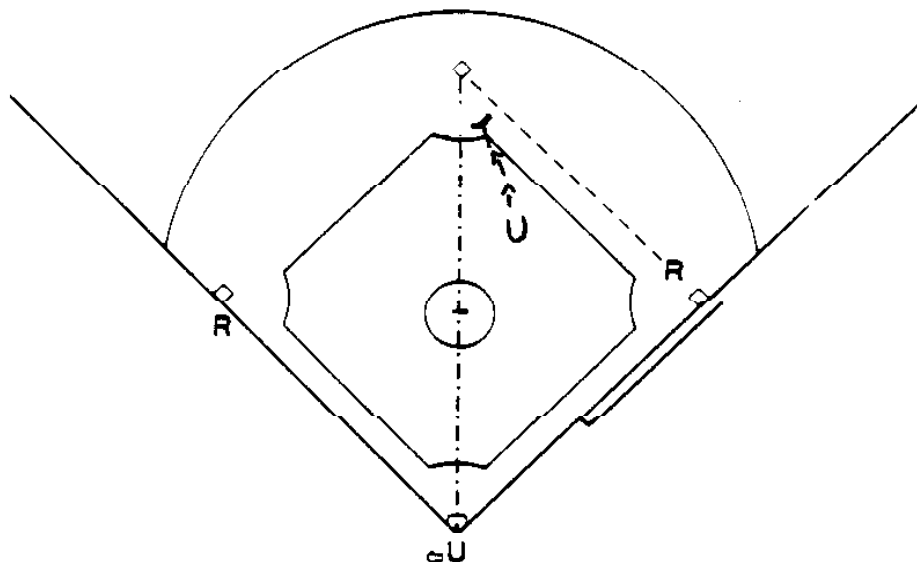
PICK OFF AT SECOND RUNNER ON SECOND



Pick-Off At Second

Only runner on second - Both umpires have the same responsibilities as on a pick-off at first and an overthrow on a pick-off. (The plate umpire won't have to go with an overthrow into center field. He can stay at home and watch the ball)

STEAL AT SECOND RUNNERS ON FIRST AND THIRD



Runners

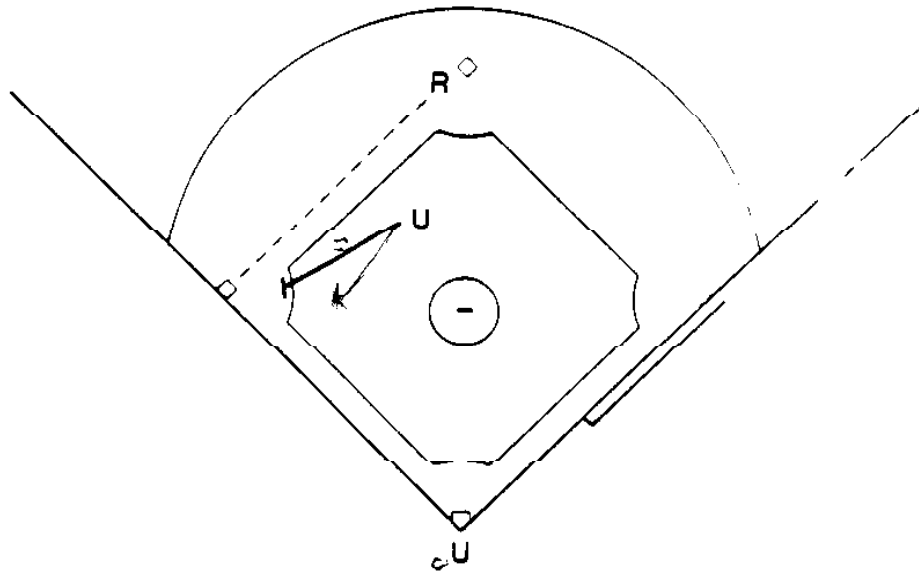
On First and Third Base

Steal At Second

Base Umpire - The important thing to remember on this play is to make SURE that the catcher's throw goes to second and not to third. It's better to be a couple of steps short on the play at second than to be 80 feet away from a banger tag play at third.

Plate Umpire - calls the pitch, steps out from behind home plate watching for interference on the batter, and watches the ball. Stay at home because there may be a play coming your way.

STEAL AT THIRD RUNNER ON SECOND



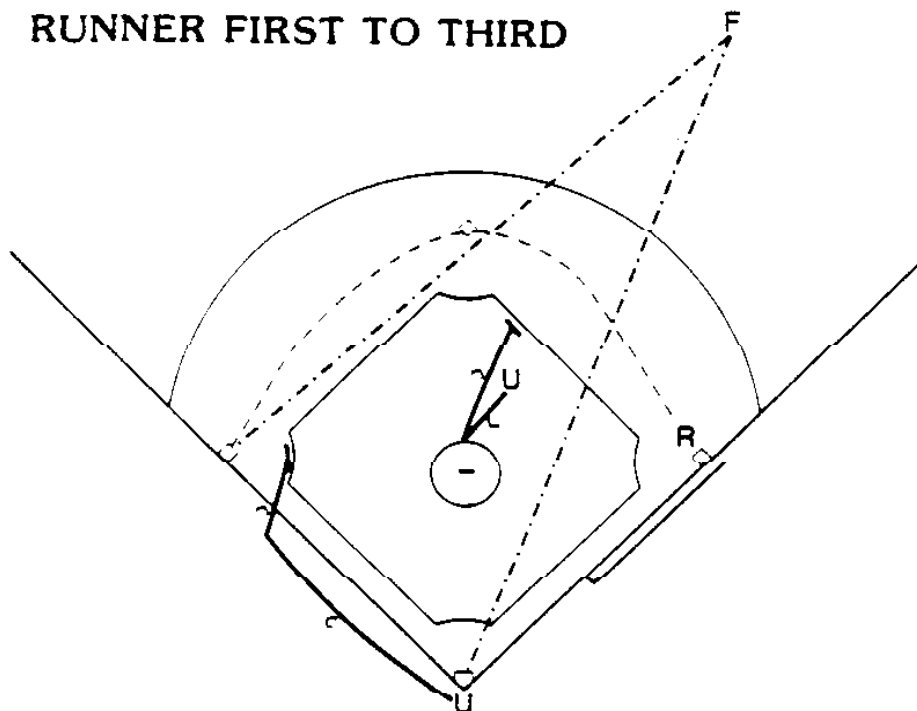
Runner On Second Base Only

Steal At Third

Base Umpire - in this situation must, with the pitch, glance back over his right shoulder to see if the runner is breaking to third base. If he does break go with him watching the pitch to the plate. Watch the throw into third letting it turn you into the play. In a double steal situation (men stealing second and third at once), don't break with the runner going to third. Make sure of where the ball is going, then react. The reasoning is the same as that for a steal at second with a runner on third base.

Plate Umpire - does the same as other steal situations.

RUNNER FIRST TO THIRD

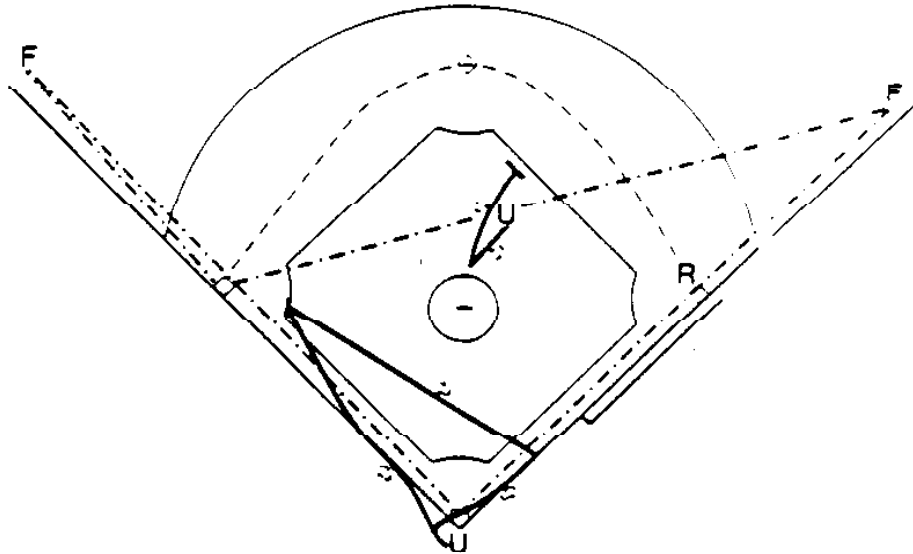


Runner First To Third

Base Umpire - when in the infield and the ball goes to the outfield, turns with the ball and drops back to the mound. With a runner on first, he is responsible for the runner touching second base and the batter-runner touching first base. The base umpire is then responsible for the runner at second base, if he stops there, and the batter-runner on first. When the outfielder comes up throwing the ball, the base man should react and go to the edge of the infield grass about half-way between first and second base. From here if you see the ball go to second, you have a short distance to go to be on top of the play. If you see the ball go to first base, you've cut the distance you have to go to get to a play at first base. If the runner from first rounds second base and goes to third base, the play at third is the plate umpire's responsibility. You only have the batter-runner at first base. The most important thing to remember is watch the ball. It will force you to go where you have to be.

Plate Umpire - is responsible for the runner from first base if both he and the ball go to third base. The plate umpire gets about three-fourths of the way up to third base in foul territory. If the ball and the runner both are going to be at third, then you go into the cutout at third base, telling your partner, "I got third", and take the play. If only one of the two things (ball and runner) are going to third base, don't go into fair territory, but stay foul, head back for home plate, telling your partner, "I'm going home". If you go into the cutout at third base for a play at third base and the ball gets by the fielder, break towards home, staying to the fair side of the third base line. This for the plate umpire is the same as an overthrow at second for the base umpire on a steal play. The most important thing to remember are let your partner know where you are, and watch the ball.

**RUNNER FIRST TO THIRD:
FAIR OR FOUL,
CATCH OR NO CATCH FOR PLATE MAN**



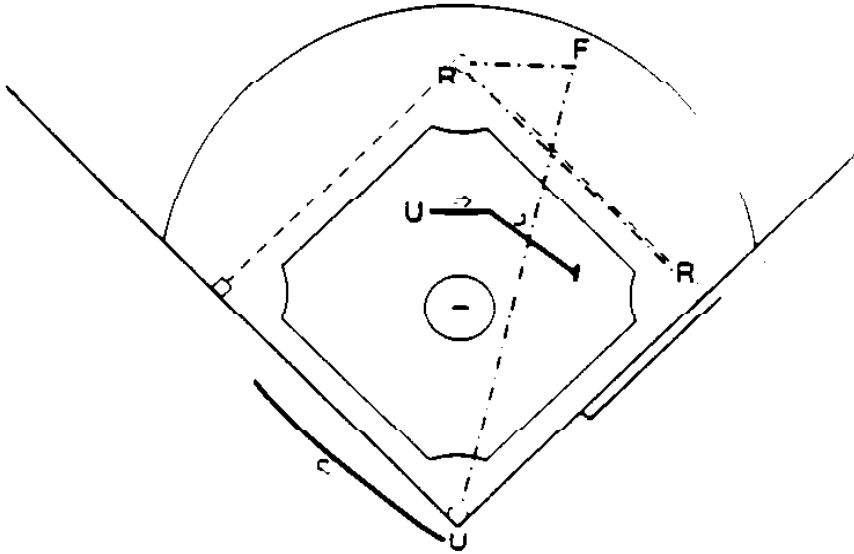
Runner First To Third

Ball on third baseline - Nothing changes for either umpire other than the fact that the plate umpire comes up the third base line to make the call.

Plate Umpire - has Fair or foul, catch or no catch. Ball on first base line - Here it is very important for the plate umpire to let his partner know where he is. If the plate umpire goes up the line to where he cannot get to third base for a play there, he had to let his partner know, "I'm at home". Tell the base umpire this early enough so he can get to third base. If you don't tell him soon enough, you have "A silent movie called - Hang Him High". The base umpire, if the plate umpire cannot get to third, has to react quickly because he is now responsible for the play at third and a possible play at second if the batter-runner tried to advance from first base.

If you can get to third base, get there, and once again let your partner know.

**DOUBLE PLAY:
RUNNERS ON FIRST AND SECOND
BALL SECOND TO FIRST**

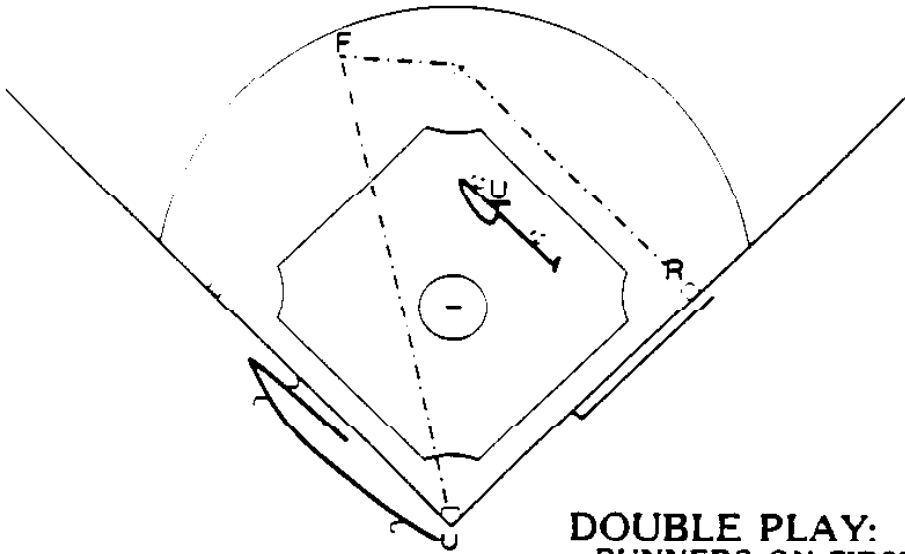


Double Plays

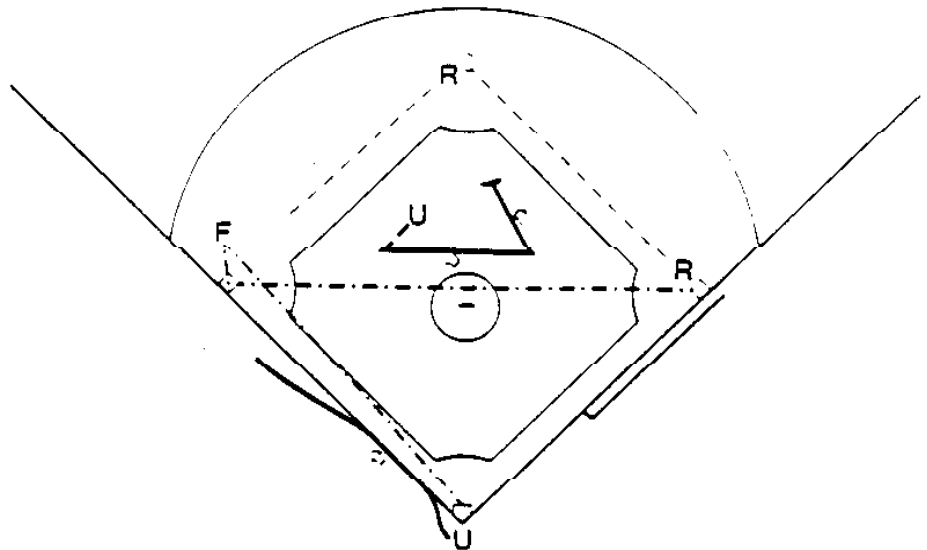
Base Umpire - on a ground ball steps up with the foot that the ball is hit on (i.e. to the shortstop, it's the right foot. To the second baseman, it's the left foot). Step up, turn with the ball. As the ball gets to second base, watch the play. As the second baseman makes the pivot and relays the ball to first, be cross-stepping to first base and make the call for the play at second on the move. Let the throw to first turn your head and body square into first base. Be set, see the play, make the call. If the runner at second base was safe, now go back to second call it very strong and telling why he was safe.

Plate Umpire - moves up the third base line in foul territory. When your partner calls the runner at second out, move back toward home plate. If the runner at second base is safe, stay up the third base line because if he tries to go to third on the throw to first, it is now the same as a runner from first to third. On a double play that goes third to first base, there will be a runner at second. After the base umpire calls the play at third and first, he should break towards second in case the first baseman tries to throw behind the runner at second base. The plate umpire needs to stay up the third base line on this play.

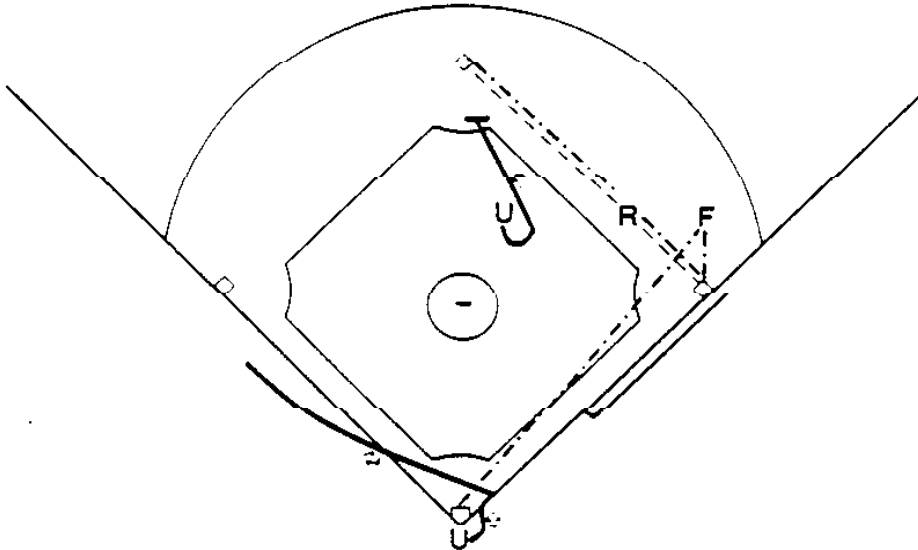
**DOUBLE PLAY:
SHORT TO SECOND TO FIRST**



**DOUBLE PLAY:
RUNNERS ON FIRST AND SECOND
BALL THIRD TO FIRST**



REVERSE DOUBLE PLAY: FIRST TO SECOND, NO FORCE



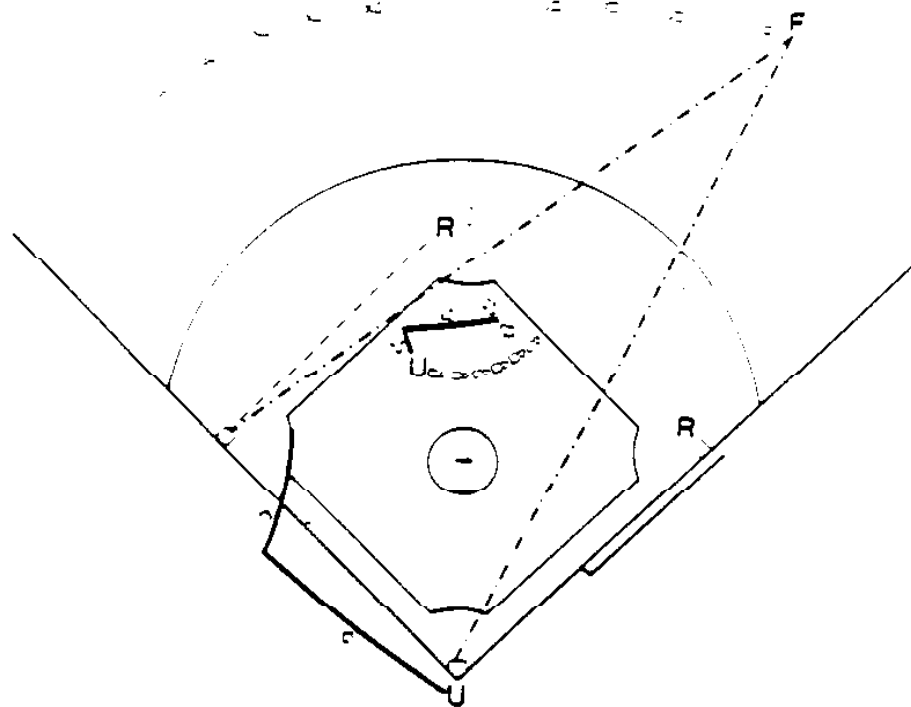
First To Second, No Force

Reverse Double Play

Base Umpire - on the reverse double play needs to cheat a little bit. Go towards first base a little while the first baseman is fielding the ball. As soon as he has control of the ball and is moving towards the bag, start back towards second. Watch the first baseman step on the bag while your moving towards second. Call the play at first base on the move. You're already open to the ball on the throw to second base, and you're at second ahead of the throw, so just be set for the play. Be sure though, that the first baseman has control of the ball before you go towards second base. If he bobbles the ball, and/or has to throw to the pitcher covering first base, changes are there will be no play at second. You've cheated towards first base to begin with, so now it's a shorter distance to go if the play is close. Get to the play at first base then go toward second for a possible throw behind the runner there.

Plate Umpire - should come out from behind the plate on the first base line. Make the fair or foul call and obviously if fair, head up the third base line in foul territory the same as he does for the runner first to third.

**TAG PLAY:
RUNNERS ON FIRST AND SECOND**



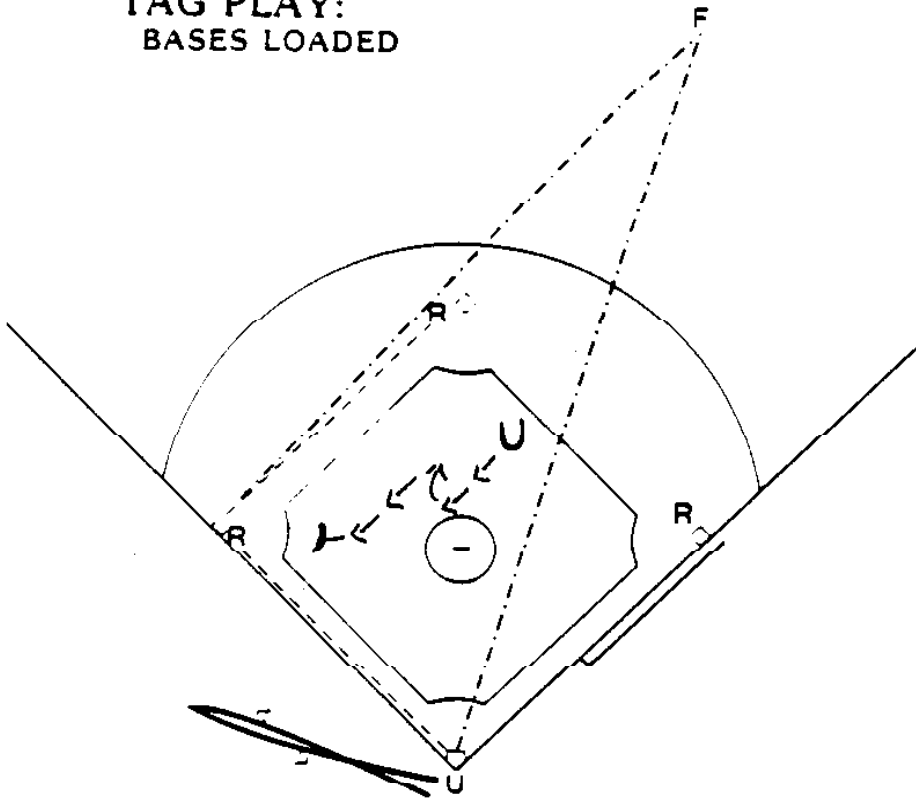
Runner On First, or First and Second

Tag Up Play

Base Umpire - is responsible for the runners tagging at first; first and second, or second base. With a ball hit to right field, you move toward the edge of the infield grass between second and third, lining up the runner with the catch. This way you can see both the tag and catch at the same time. After the catch, glance at the runner at first. If he was tagging and is very close to the bag after the catch, consider him to have tagged safely. Use your judgement on the tag. The rest of your movement is the same as on a runner going from first to third base. As the ball is hit around toward left field, you move on around toward the edge of the grass between first and second base always lining up your lead runner with the catch in the outfield. With a runner on first base only, and he goes half-way on a ball hit to the outfield, drop back toward the pitcher's mound, see the catch, then drift toward first base. That is the only base you will have a play at.

Plate Umpire - (with runners on first and second base) moves up the third base line letting your partner know, "I got third if he comes". If the runner at second goes to third, tell your partner, "I've got third", and move in the outout for the call. Remember, you don't have a tag up situation until the base runner goes back and tags up.

**TAG PLAY:
BASES LOADED**



Tag Play - Bases Loaded

Base Umpire - has tag ups at second and first and all plays on the bases. React to the ball. STRONG REMINDER: has catch/no-catch in the outfield.

Plate Umpire - has tag ups at third and play at the plate.