

XI THREE MAN MECHANICS—[For the following, U1 is the plate umpire, U2 is the 1<sup>st</sup> base umpire, and U3 is the 3<sup>rd</sup> base umpire. **Also, R1 is the runner on first base, R2 is the runner on second base, R3 is the runner on third base, and BR is the batter-runner.**]

Note: If either U2 or U3 goes out on a “trouble ball”, U1 and the remaining umpire revert to the two-man system. THE UMPIRE WHO GOES OUT STAYS OUT.

1. The philosophy of this three-man system is to make it as similar to the two-man system used for the vast majority of regular season games. The FHSAA acknowledges that other three-man systems exist and may be used at other levels of baseball. However, it is our expectation that the three-man system, which follows should be, used for all FHSAA state series contests.
2. The two-man system to be used in Florida is the same as the *Manual for the Two-Umpire System* (1999 printing) published by Professional Baseball Umpire Corp.
3. Major differences with NFHS mechanics are noted separately.

A. No runners on base

**POSITION:** U2 and U3 are between 6-10 feet behind the first baseman and third baseman respectively. The foot closest to the foul line is within 6 inches of the foul line, feet are parallel and hands are either at your sides or on your knees.

1. On a fly ball—U2 and U3 have fair/foul and catch/no catch if F7, F8, or F9 moves towards respective foul line; U3 has catch/no catch if F8 comes directly in or moves directly back; U1 has all other fly balls unless either U2 or U3 go out.
2. On a base hit, U2 has BR at 1<sup>st</sup> base; U3 takes BR into 2<sup>nd</sup> base and stays with him to 3<sup>rd</sup> base; U1 stays home.

B. Runner on first base

**POSITION:** U2 moves closer to first base keeping right foot next to foul line; U3 in either the B or C position with heels on clay/grass line, body square to the plate, and straddling an imaginary line from home plate through the **right or** left edge of the pitcher’s mound toward 2<sup>nd</sup> base.

1. U3 has any fly ball in the U (between F7 and F9). U1 has fair/foul and catch/no catch if F7 moves towards 3<sup>rd</sup> base foul line. U2 has fair/foul and catch/no catch if F9 moves towards 1<sup>st</sup> base foul line. On a “trouble ball” in the U, U3 moves to the edge of the infield grass in the direction the ball is hit to make his call. U3 DOES NOT CROSS THE CLAY.
2. Rotate on base hit—U1 rolls up to 3<sup>rd</sup> base staying 3-6 feet in foul territory (move into cutout if both ball **and** runner go to 3<sup>rd</sup> base) to take R1 going from 1<sup>st</sup> to 3<sup>rd</sup>; U3 slides towards B position to take BR coming into 2<sup>nd</sup> base and U2 drifts toward home in case R1 attempts to score. U2 moves as close to home as U1 moves toward 3<sup>rd</sup> base.
3. On a fly ball out—U2 has tag at first base. If U2 goes out, U1 has tag.

C. Runner on second base

**POSITION with none or 1 out:** U2 in true B position straddling an imaginary line from home plate through the right edge of the pitcher's mound toward 2<sup>nd</sup> base. U3 in normal position behind 3<sup>rd</sup> base.

1. U2 has any fly ball in the U. U1 has fair/foul and catch/no catch if F9 moves towards 1<sup>st</sup> base foul line. U3 has fair/foul and catch/no catch if F7 moves towards 3<sup>rd</sup> base foul line. U2 DOES NOT CROSS THE CLAY.
2. On base hit, U1 has any play at the plate, U2 has any play at either first base or second base, and U3 has any play at third base.
3. On a fly ball out—U2 has tag at second base and U3 has play at 3<sup>rd</sup> base.

**POSITION with 2 out:** U2 moves to normal position behind 1<sup>st</sup> base. U3 in true C position straddling an imaginary line from home plate through the left edge of the pitcher's mound toward 2<sup>nd</sup> base.

1. U3 has any fly ball in the U. U2 has fair/foul and catch/no catch if F9 moves towards 1<sup>st</sup> base foul line. U1 has fair/foul and catch/no catch if F7 moves towards 3<sup>rd</sup> base foul line. U3 DOES NOT CROSS THE CLAY.
2. On base hit, U1 has any play at the plate, U2 has any play at first base and U3 has any play at either second or third base.
3. On a fly ball out—Inning over.

D. Runner on third base

**POSITION:** U3 moves closer to 3<sup>rd</sup> base keeping left foot next to foul line. If U3 cannot see the batter, he may move into fair territory (straddling foul line) until he can see batter. U2 in normal position behind 1<sup>st</sup> base.

1. Fly ball coverage same as with no runners on base.
2. On base hit, U1 has any play at the plate, U2 has any play on BR at either first base or second base, and U3 has any play at third base.
3. On a fly ball out—U3 has tag at 3<sup>rd</sup> base. If U3 goes out, U1 has tag at 3<sup>rd</sup> base.

E. Runners on first and second base

**POSITION with none or 1 out:** U2 in position as if (only) a runner on 1<sup>st</sup> base. U3 in true C position straddling an imaginary line from home plate through the left edge of the pitcher's mound toward 2<sup>nd</sup> base.

2. U3 has any fly ball in the U. U2 has fair/foul and catch/no catch if F9 moves towards 1<sup>st</sup> base foul line. U1 has fair/foul and catch/no catch if F7 moves towards 3<sup>rd</sup> base foul line. U3 DOES NOT CROSS THE CLAY.
3. On steal or passed ball, U3 “read” catcher, steps towards base thrown to, stops then makes out/safe call.
4. On base hit, U1 has any play at the plate, U2 has any play at either first base or second base, and U3 has any play at third base.
5. On a fly ball out—U3 has tag at 2<sup>nd</sup> base and play on R1 at 2<sup>nd</sup> base if he attempts to advance on caught fly. U2 has tag at 1<sup>st</sup> base. If U2 goes out, U1 has tag at 1<sup>st</sup> base. U1 rotates up to 3<sup>rd</sup> base for R2 advancing on caught fly.

**POSITION with 2 out:** U2 in true B position and straddling an imaginary line from home plate through the right edge of the pitcher's mound toward 2<sup>nd</sup> base. U3 in normal position behind 3<sup>rd</sup> base.

1. U2 has any fly ball in the U. U1 has fair/foul and catch/no catch if F9 moves towards 1<sup>st</sup> base foul line. U3 has fair/foul and catch/no catch if F7 moves towards 3<sup>rd</sup> base foul line. U2 DOES NOT CROSS THE CLAY.
2. On base hit, U1 has any play at the plate, U2 has any play at either 1<sup>st</sup> or 2<sup>nd</sup> base and U3 has any play at 3<sup>rd</sup> base.
3. On a fly ball out—Inning over.

F. Runners on first and third base

**POSITION:** U3 in true C position straddling an imaginary line from home plate through the left edge of the pitcher's mound toward 2<sup>nd</sup> base. U2 in position as if (only) a runner on 1<sup>st</sup> base.

2. U3 has any fly ball in U. U2 has fair/foul and catch/no catch if F9 moves towards 1<sup>st</sup> base foul line. U1 has fair/foul and catch/no catch if F7 moves towards 3<sup>rd</sup> base foul line. U3 DOES NOT CROSS THE CLAY.
3. On a base hit, normal rotation. Use the same mechanics as with runner on 1<sup>st</sup> base except U1 watches R3 touch home before beginning rotation towards 3<sup>rd</sup> base, U2 has any play at 1<sup>st</sup> base, and U3 has any play at 2<sup>nd</sup> base. U2 moves as close to home as U1 moves toward 3<sup>rd</sup> base.
4. On a fly ball out—U1 has tag at 3<sup>rd</sup> base and any play at the plate; U2 has tag at first base; U3 has any play at 2<sup>nd</sup> base. If U2 goes out on a “trouble ball”, U3 has tag at 1<sup>st</sup> base.

G. Runners on second and third base

**POSITION:** U2 in true B position straddling an imaginary line from home plate through the right edge of the pitcher's mound toward 2<sup>nd</sup> base. U3 moves closer to third base keeping left foot next to foul line. If U3 cannot see batter then he may move into fair territory (straddling foul line) until he can see batter.

1. U2 has any fly ball in U. U1 has fair/foul and catch/no catch if F9 moves towards 1<sup>st</sup> base foul line. U3 has fair/foul and catch/no catch if F7 moves towards 3<sup>rd</sup> base foul line. U2 DOES NOT CROSS THE CLAY.
2. On base hit, U1 has any play at the plate, U2 has any play at either 1<sup>st</sup> base or 2<sup>nd</sup> base, and U3 has any play at 3<sup>rd</sup> base.
3. On a fly ball out—U3 has tag and play at 3<sup>rd</sup> base while U2 has tag at second base. If U3 goes out on a “trouble ball”, U1 has tag at 3<sup>rd</sup> base.

H. Bases loaded

**SAME AS WITH RUNNERS ON 1<sup>ST</sup> AND 2<sup>ND</sup> BASES WITH THE ADDITIONAL RESPONSIBILITY FOR U1 FOR ANY PLAY AT THE PLATE AND TAG UP OF R3 ON CAUGHT FLY BALL.**

## ***DIFFERENCES WITH NFHS MECHANICS***

### **Terminology**

1. Umpire priorities are self-preservation, fair/foul, and safe/out.
2. Pause (*hesitate momentarily*), read (*reaction of outfielder*), and react (*go out on ball*) if determined to be a “trouble ball.”
3. The “working area” defined to be the area behind the mound between the B and C position (midway from the back of the mound to the cutout in front of 2<sup>nd</sup> base) and three steps towards the mound.
4. The “U” is the area between F7 and F9 in the outfield.

### **Coaching Points**

1. Umpires must come to a complete stop and set before making a call. The purpose for this technique is to be certain the head is still.
2. 2-Man Rotation: **Only times U1 moves up to 3<sup>rd</sup> base** on base hit is (1) on base hit with runner on 1<sup>st</sup> base or with runners on 1<sup>st</sup> and 3<sup>rd</sup> bases and (2) on fly ball tag play with runners on 1<sup>st</sup> and 2<sup>nd</sup> bases.