

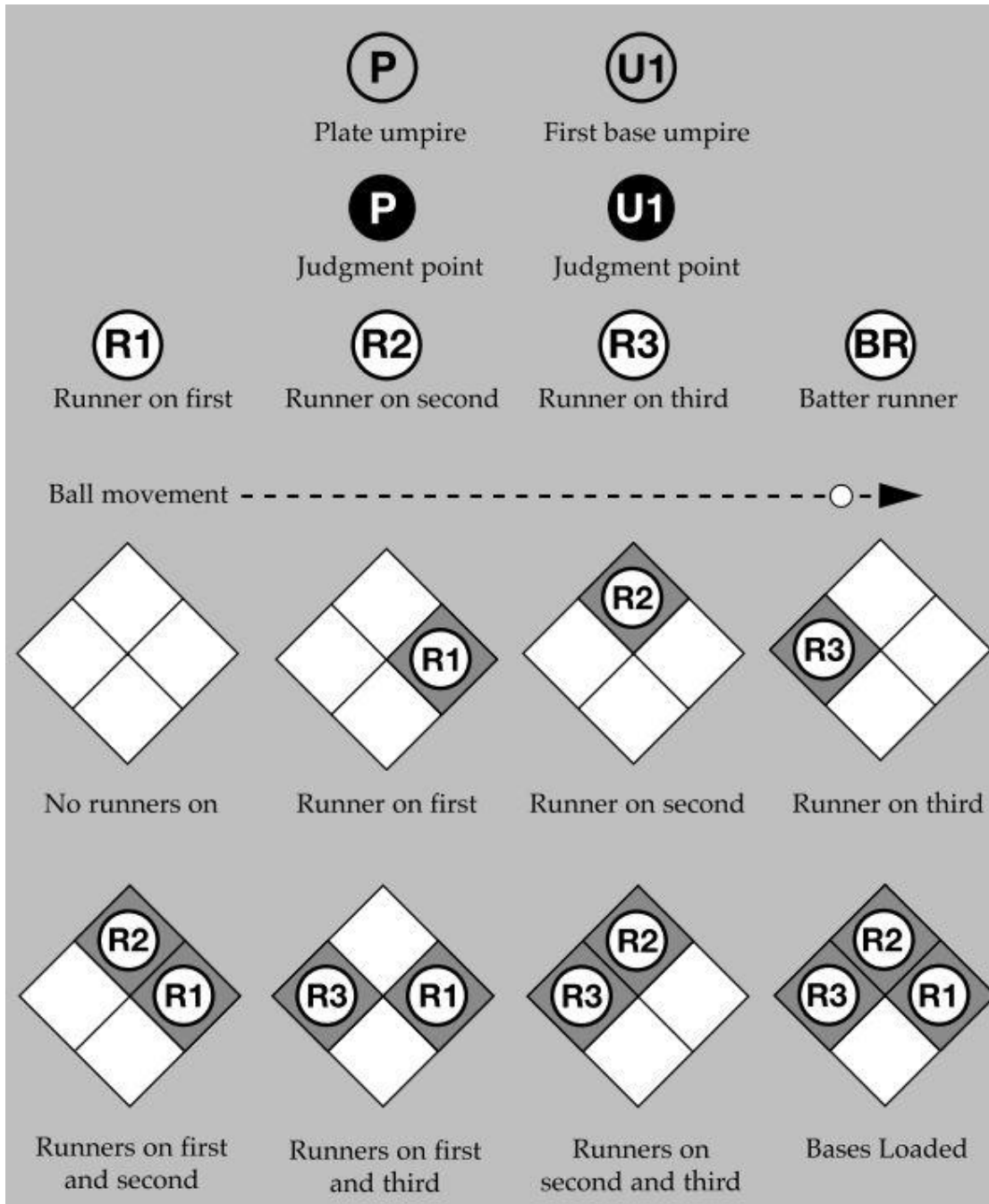
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# MROS SOFTBALL UMPIRE MECHANICS MANUAL

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## Two-Umpire System (2-Man)

### KEY



# Table of Contents

<u>Section</u>	<u>Page #</u>
<b><i>Starting Positions</i></b>	<b>1</b>
<b><i>Between Innings Positions</i></b>	<b>2</b>
<b><i>Plate Umpire Responsibilities</i></b>	<b>3</b>
<b><i>Base Umpire Responsibilities</i></b>	<b>3</b>
<b><i>Tag-Up Responsibilities</i></b>	<b>3</b>
<b><i>Chasing Fly Balls</i></b>	<b>4</b>
<b><i>No Runners on Base</i></b>	<b>6</b>
<i>Hit to the Infield</i>	6
<i>Foul Fly Ball to the Infield Area</i>	8
<i>Fly Ball/Line Drive to the Outfield – Ball is Caught</i>	10
<i>Single to the Outfield</i>	12
<i>Extra Base Hit to the Outfield</i>	14
<b><i>Runner on First</i></b>	<b>16</b>
<i>Working Between Pitches, Pickoff</i>	16
<i>Working Between Pitches, Steal</i>	18
<i>Hit to the Infield</i>	20
<i>Fly Ball/Line Drive to the Outfield – Ball is Caught</i>	22
<i>Single to the Outfield</i>	24
<i>Extra Base Hit to the Outfield</i>	26
<b><i>Runner on Second</i></b>	<b>28</b>
<i>Working Between Pitches, Pickoff, Steal</i>	28
<i>Hit to the Infield</i>	30
<i>Fly Ball/Line Drive to the Outfield – Ball is Caught</i>	32
<i>Single to the Outfield</i>	34
<i>Extra Base Hit to the Outfield</i>	36

<b>Runner on Third</b>	<b>38</b>
<i>Working Between Pitches, Pickoff</i>	38
<i>Hit to the Infield</i>	40
<i>Fly Ball/Line Drive to the Outfield – Ball is Caught</i>	42
<i>Single to the Outfield</i>	44
<i>Extra Base Hit to the Outfield</i>	46
<b>Runners on First and Second</b>	<b>48</b>
<i>Working Between Pitches, Pickoff, Steal</i>	48
<i>Hit to the Infield</i>	50
<i>Fly Ball/Line Drive to the Outfield – Ball is Caught</i>	52
<i>Single to the Outfield</i>	54
<i>Extra Base Hit to the Outfield</i>	56
<b>Runners on First and Third</b>	<b>58</b>
<i>Working Between Pitches, Pickoff, Steal</i>	58
<i>Hit to the Infield</i>	60
<i>Fly Ball/Line Drive to the Outfield – Ball is Caught</i>	62
<i>Single and Extra Base Hit to the Outfield</i>	64
<b>Runners on Second and Third</b>	<b>66</b>
<i>Working Between Pitches, Pickoff</i>	66
<i>Hit to the Infield</i>	68
<i>Fly Ball/Line Drive to the Outfield</i>	70
<i>Single to the Outfield</i>	72
<i>Extra Base Hit to the Outfield</i>	74

<b><i>Runners on First, Second, and Third</i></b>	<b>76</b>
<i>Working Between Pitches, Pickoff</i>	76
<i>Hit to the Infield</i>	78
<i>Fly Ball/Line Drive to the Outfield</i>	80
<i>Single to the Outfield</i>	82
<i>Extra Base Hit to the Outfield</i>	84

## Starting Positions

There are three starting positions:

### **A. No one on:**

**Plate:** At the plate.

**Base:** 18 to 20 feet down the first base line, completely in foul territory, in an upright standing position, and walking with the pitch. This is called **A Position**.

### **B. Runner on first only:**

**Plate:** At the plate.

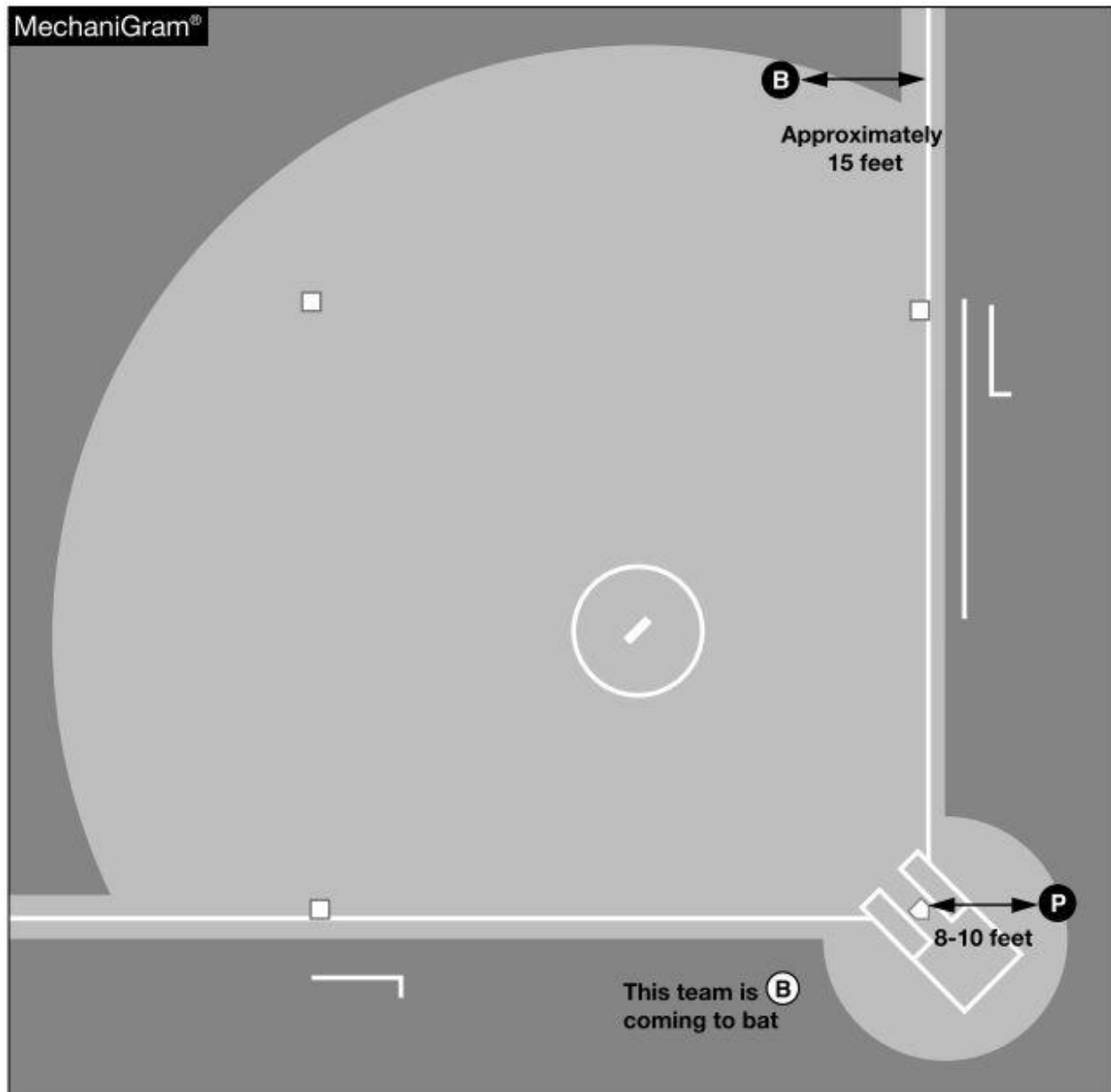
**Base:** Between first and second base, behind the fielder (2B), no closer to first base than 15 feet, no farther from first base than the midpoint (30 feet) between first and second base and in a set position. This is called **B Position**.

### **C. Runners on second only, third only, first and second, first and third, second and third, or bases loaded:**

**Plate:** At the plate.

**Base:** Between second and third base, behind the fielder (SS), no closer than 15 feet to second or third base, and in a set position. This is called **C Position**.

## Between Innings Positions



**Plate:** Facing the team that is coming to bat, about 8-10 feet from the plate on the base line extended.

**Base:** Facing the plate no more than about 15 feet off the foul line, approximately where the grass starts in front of the outfielders.

## **Plate Umpire Responsibilities**

- All plays at home plate.
- Seeing runners touch home plate.
- With multiple runners, all plays on the lead runner at third base except if the first play on the batted ball is an infielder throwing to third base.
- With multiple runners, seeing the lead runner touch third base.
- All fair or foul calls except on the first base line when the base umpire chases a fly ball behind them.
- All catch/no-catch calls on fly balls unless the base umpire chases the ball.
- All plays on all bases if the base umpire chases the ball, unless the base umpire returns.
- Seeing all runners touch all bases when the base umpire has chased.

## **Base Umpire Responsibilities**

- All plays at first and second base.
- Seeing runners touch first and second base.
- The first play by an infielder throwing to first, second, or third base.
- Plays on the batter-runner at third base.
- Seeing the batter-runner touch third base.
- All steal plays.
- All pickoff attempts.
- All runners leaving before the pitch is released.

## **Tag-Up Responsibilities**

If the base umpire does NOT chase:

**Plate:** All tag-ups at third base.

**Base:** All tag-ups at first and second base.

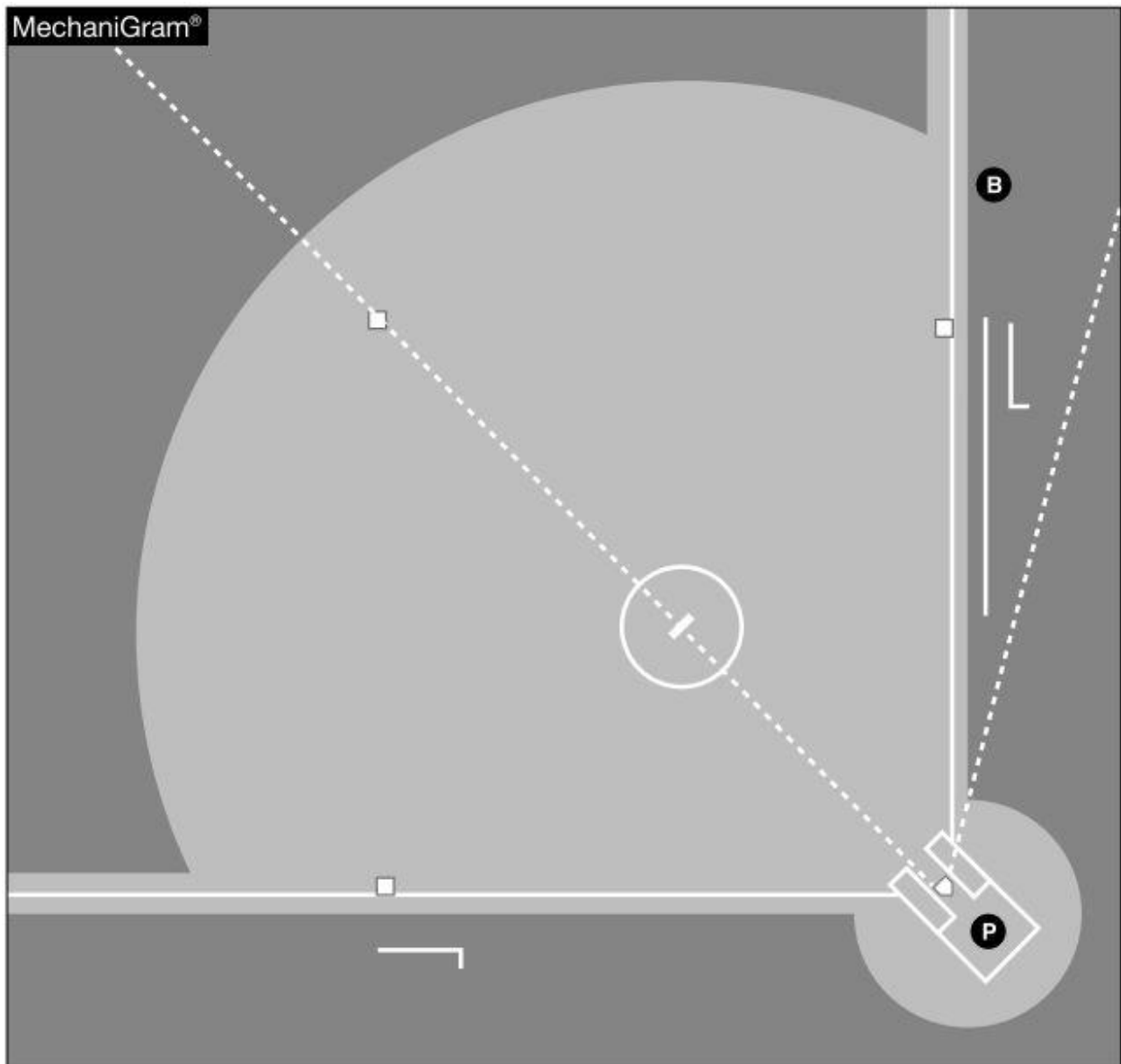
If the base umpire DOES chase:

**Plate:** All tag-ups at first, second, and third base.

**Base:** No tag-up responsibility.

## Chasing Fly Balls

### Chase Responsibilities from A Position

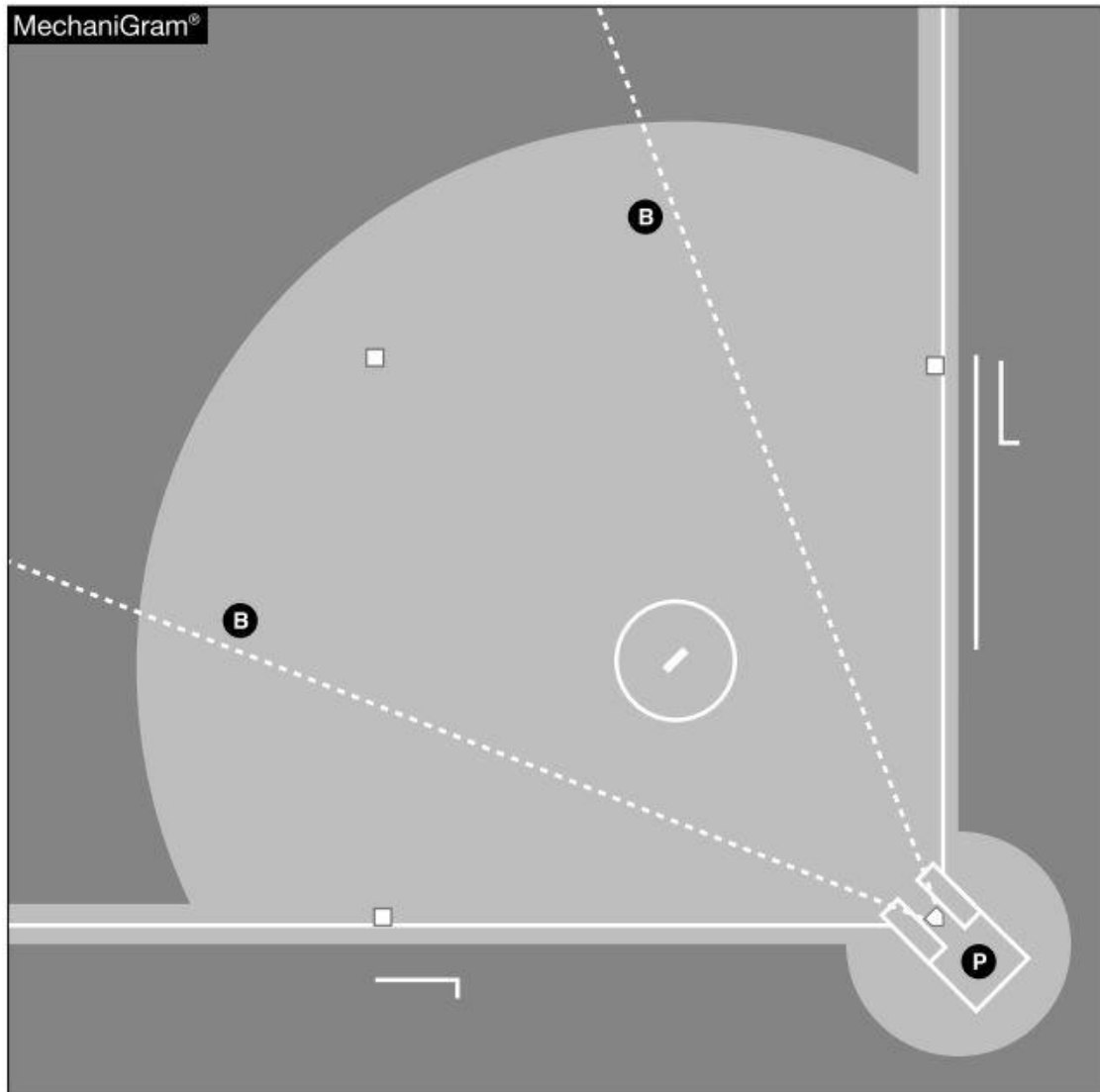


**Plate:** Has from the center fielder to the left field dead ball line. If the base umpire does not chase, the plate umpire is responsible for all fly balls and all fair or foul decisions.

**Base:** Has from the center fielder to the right field dead ball line.



## Chase Responsibilities from B and C Positions



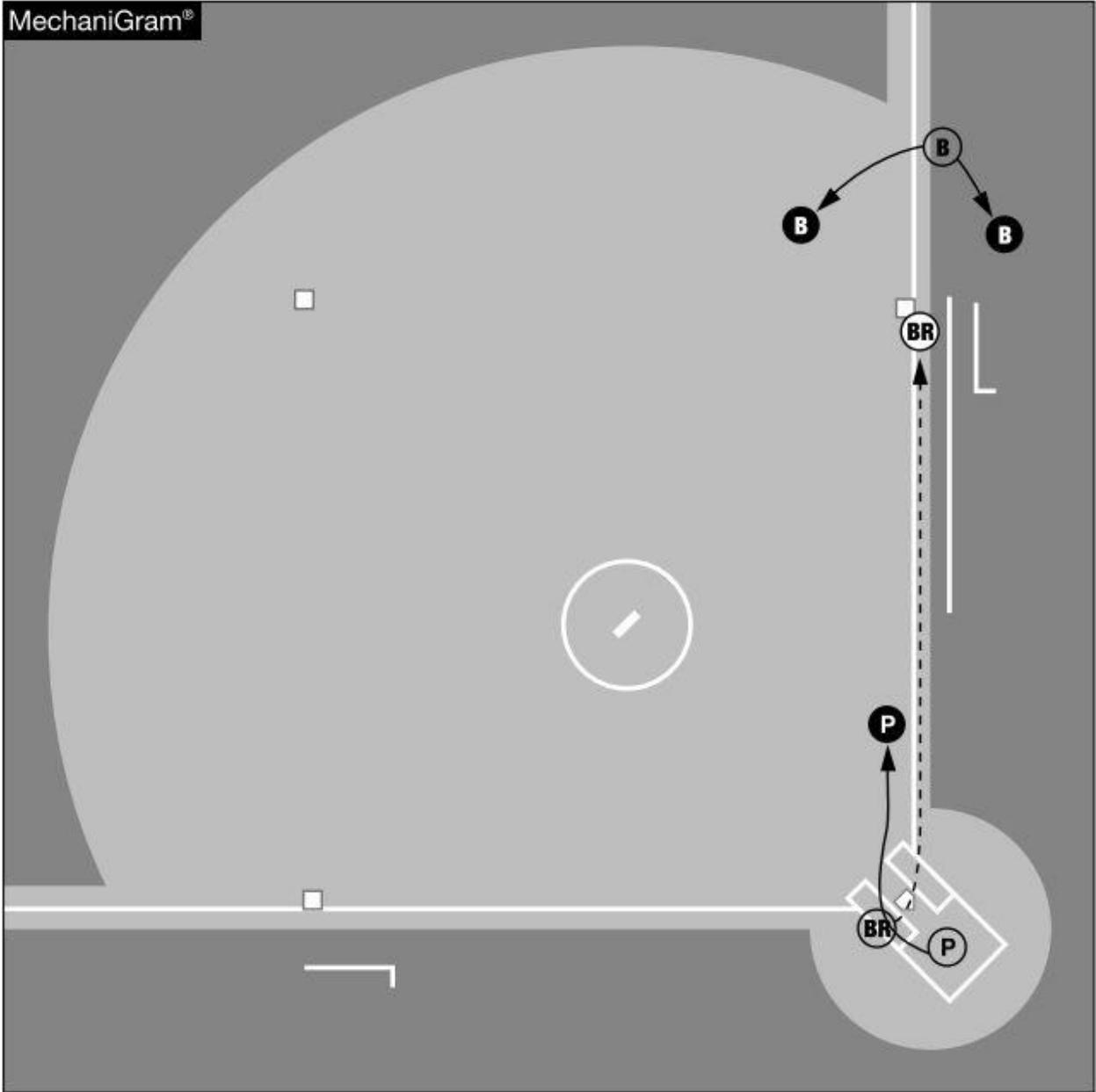
**Plate:** Has from the right fielder to the right field dead ball line, from the left fielder to the left field dead ball line, and all fair or foul calls. If the base umpire does not chase, the plate umpire is responsible for all fly balls.

**Base:** Has from the right fielder to the left fielder (the "V"). When chasing with runners on base, you should return to the infield as outlined below:

- Never return for the initial play (for example, you chase with a runner on first and the right fielder tries to throw out the batter-runner at first)
- Most usually return for a play at second base when the plate umpire has a play at the plate.
- Let the plate umpire know where you are.
- Do not return to home plate. You do not have to return to the infield, nor should you always, but you must always be prepared to do so.

# No Runners on Base

## Hit to the Infield



# No Runners on Base

## Hit to the Infield

P:

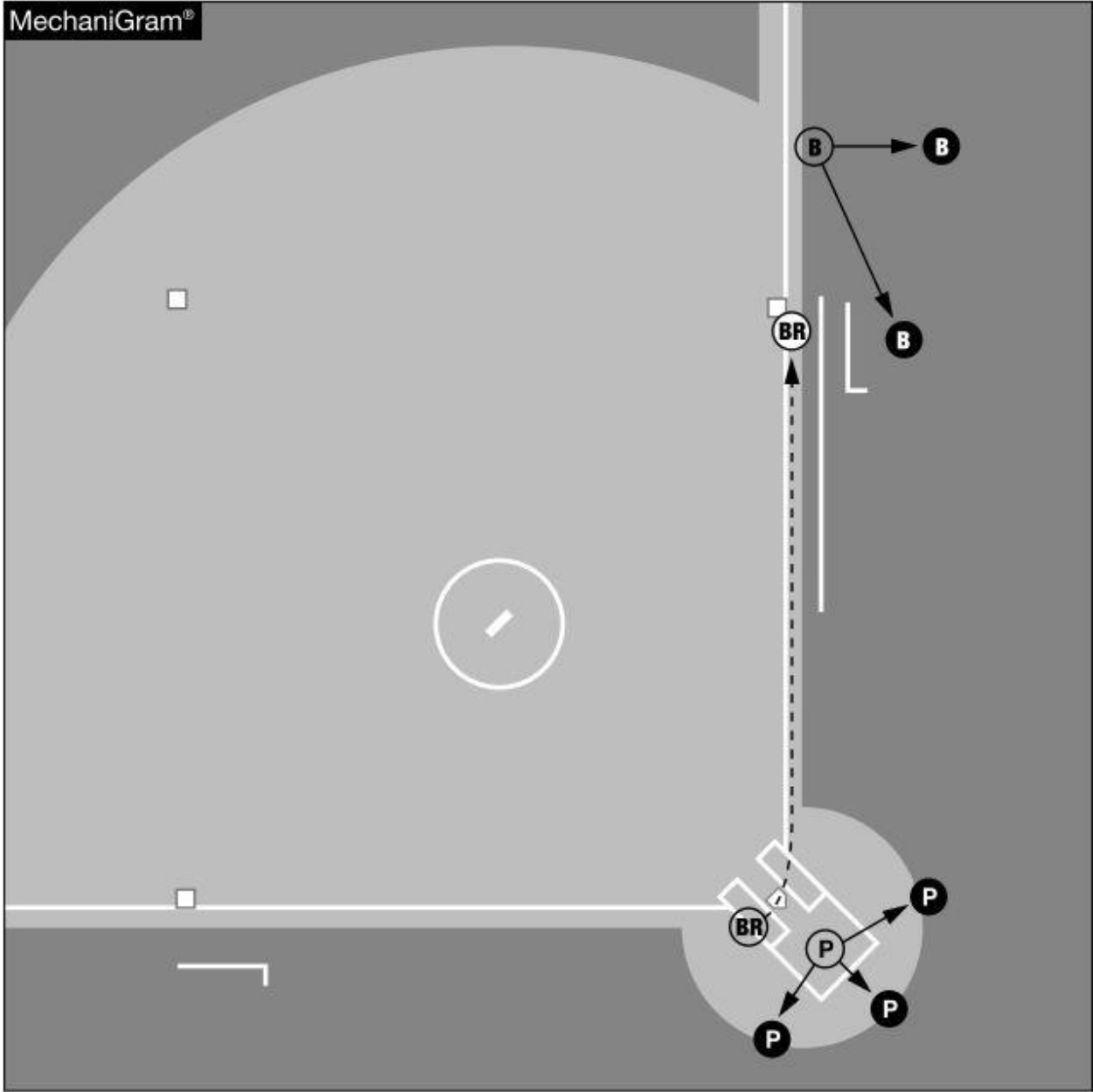
- Leave the plate area using the most expedient route.
- When the ball is hit near the foul line, move to a credible position straddling the line.
- On a line drive or fly ball in the infield, move into the infield to obtain the best angle to watch the catch/no catch. Come to a complete stop prior to the ball touching the fielder's glove or hitting the ground.
- On a throw to first base, trail the batter-runner in fair territory 15 feet up the line.
- Watch any play at first base and be prepared to give help if requested.
- When the ball is not thrown to first base, do not trail the runner. Move to the front of the circle.
- Wait for the play to conclude before returning to home plate.

B:

- On a line drive, watch the play and be prepared to help if requested.
- Move into fair territory for a force play at first base. You may use foul territory only if necessary.
- Stop and square yourself to first base to make the call.
- When the batter-runner is safe or there is no throw, watch the batter-runner approach, touch, overrun, or round first base.
- Take any play when the batter-runner continues to second or third base.
- Wait for the play to conclude before heading to the next starting position.

# No Runners on Base

## Foul Fly Ball to the Infield Area



# No Runners on Base

## Foul Fly Ball to the Infield Area

P:

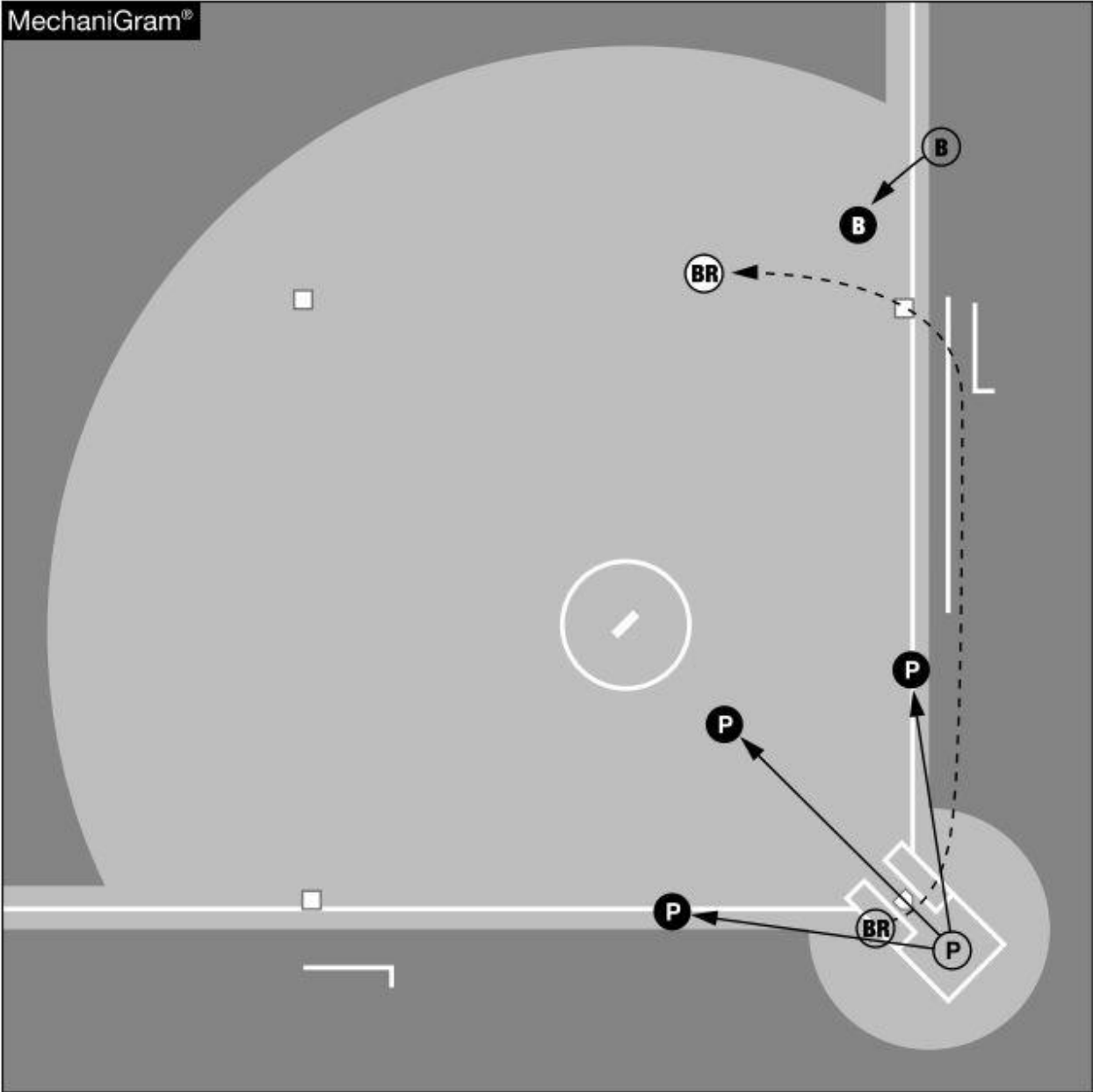
- Once the ball is hit, read the catcher. Allow the catcher to take you to the ball.
- Be alert to any other infielders attempting to make a play on the ball.
- Close-down the distance to the play if the infielders are diving, the ball is up against the fence, or near the dugout area.
- When a base umpire is bracketing the play, the base umpire will make the catch/no catch call if the play is facing them.

B:

- When the fly ball is on the first base side, move into foul territory to bracket the play with the plate umpire.
- Be alert not to interfere with any infielders attempting to make a play on the ball.
- Close-down the distance to the play if the infielders are diving, the ball is up against the fence, or near the dugout area.
- Make the call on the catch/no catch if the play is facing you. Otherwise, the plate umpire will make the call.

# No Runners on Base

## Fly Ball/Line Drive to the Outfield



# No Runners on Base

## Fly Ball/Line Drive to the Outfield

P:

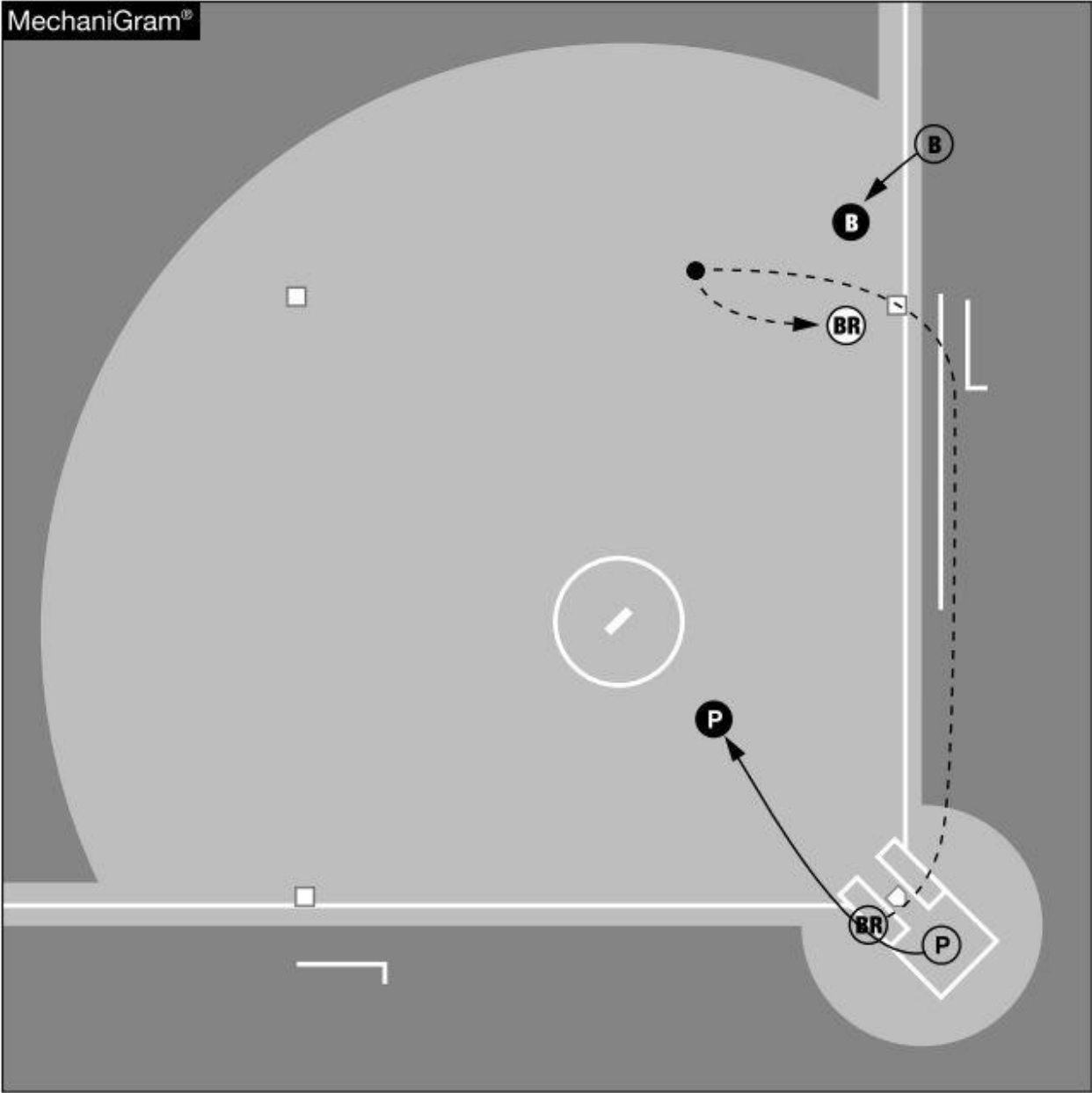
- Leave the plate area using the most expedient route.
- Look to see if the base umpire is chasing.
- When the base umpire has chased:
  - Move all the way to a primary position for a possible force play at first base.
  - Take all plays on the batter-runner at all bases.
- When the base umpire has not chased:
  - Move into the infield (or third base foul territory if hit to left field) parallel to the flight of the ball to obtain the best angle with credible distance to watch the catch/no catch.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - Stop moving and be set before the ball touches the fielder's glove or hits the ground.
  - Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Read and process where the ball is hit and the fielder(s) movement. Chase if appropriate.
- Move into fair territory staying outside the diamond, or pivot inside the diamond if necessary on a fly ball over your head, keeping all the elements of the play in front of you as the batter-runner rounds first base.
- Watch the batter-runner approach, touch, overrun, or round at first base if batter-runner arrives before the catch.
- If the ball is not caught, be ready to take the batter-runner to second base and third base.
- Wait for the play to conclude before heading to the next starting position.

# No Runners on Base

## Single to the Outfield





# No Runners on Base

## Single to the Outfield

P:

- Leave the plate area using the most expedient route.
- Follow and track the ball while moving toward the holding area in front of the circle.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Read and process where the ball is hit and the fielder(s) movement.
- Move into fair territory staying outside the diamond, or pivot inside the diamond if necessary on a fly ball over your head, keeping all the elements of the play in front of you as the batter-runner rounds first base.
- Watch the batter-runner approach, touch, overrun, or round and make any call at first base.
- Wait for the play to conclude before heading to the next starting position.



# No Runners on Base

## Extra Base Hit to the Outfield

P:

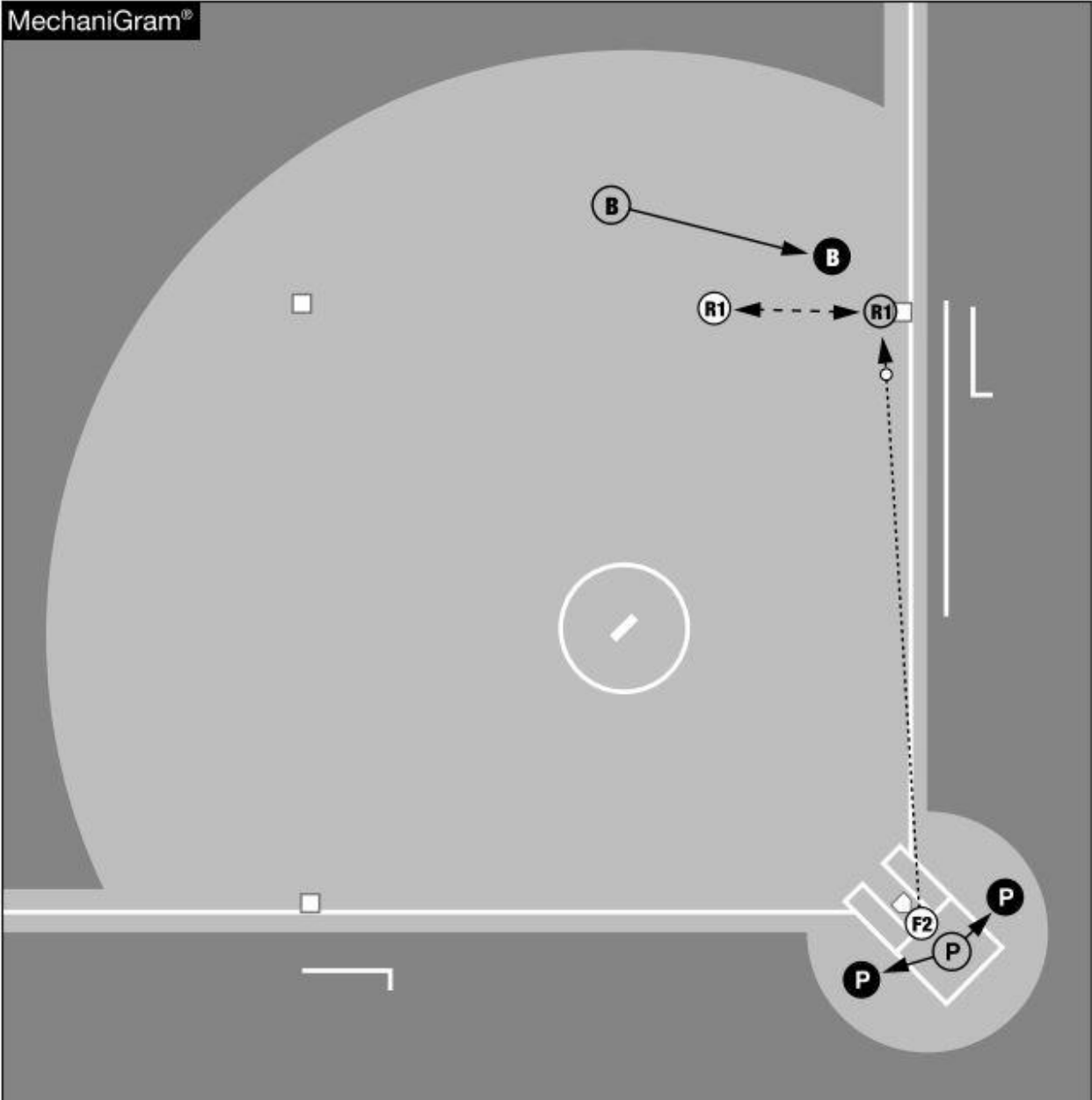
- Leave the plate area using the most expedient route.
- Follow and track the ball while moving toward the holding area in front of the circle.
- When the throw goes to second base or the batter-runner stops at second base, move to a primary position for a possible subsequent play at third base.
- As the batter-runner continues nonstop to third base, move to the point of plate holding area.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Read and process where the ball is hit and the fielder(s) movement.
- Move into fair territory staying outside the diamond.
- Watch the runner approach, touch, and round at first base.
- As the runner is approaching second base with the ball still in the outfield, move inside the diamond behind the runner.
- Watch the runner approach, touch, or round at second base.
- Watch the runner approach, touch, or round at third base and call any play at third base.
- Wait for the play to conclude before heading to the next starting position.

# Runner on First

## Working Between Pitches, Pickoff



# Runner on First

## Working Between Pitches

P:

- Move out of stance when the pitch is over, completing verbal and/or signal.
- Remain alert to the batter's actions and the catcher for any play.

B:

- Move out of the set position. Move toward first base parallel to the baseline, or slightly diagonal toward the primary position at first base, depending on the starting depth.
- When the ball is in the circle with the pitcher and R1 has returned to first base, return to starting position.

## Pickoff

P:

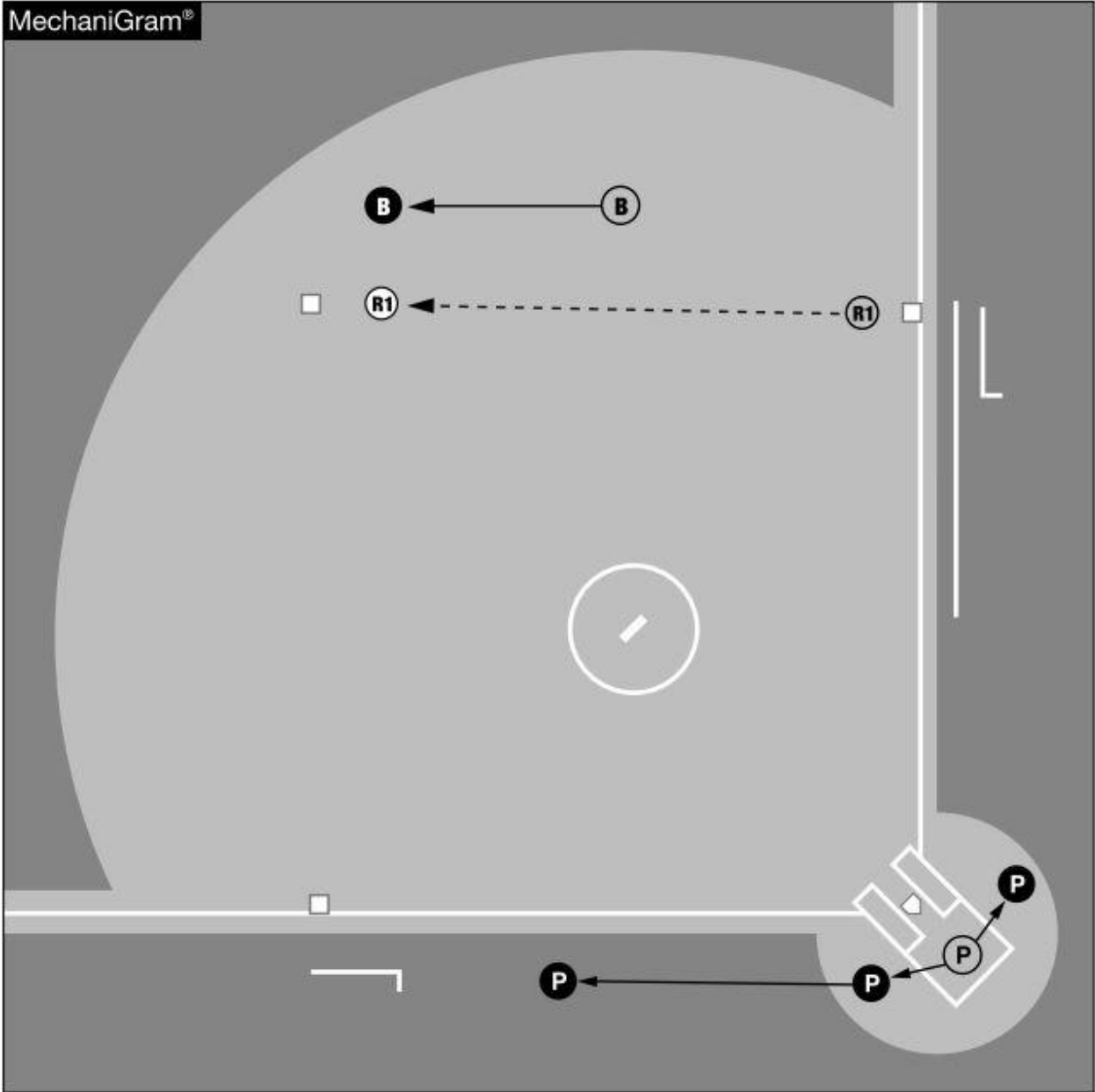
- When the pitch is over, watch the catcher's attempt to throw and look for batter interference.
- After the throw, step out to the right clearing the catcher and batter to watch the play at first base.
- Be prepared to give help if requested.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Move out of the set position. Move as close to the primary position as possible, read the play as it develops, and adjust positioning as necessary to make the call.
- Take any play at second or third base.
- Wait for the play to conclude before heading to the next starting position.

# Runner on First

## Working Between Pitches, Steal



# Runner on First

## Steal

P:

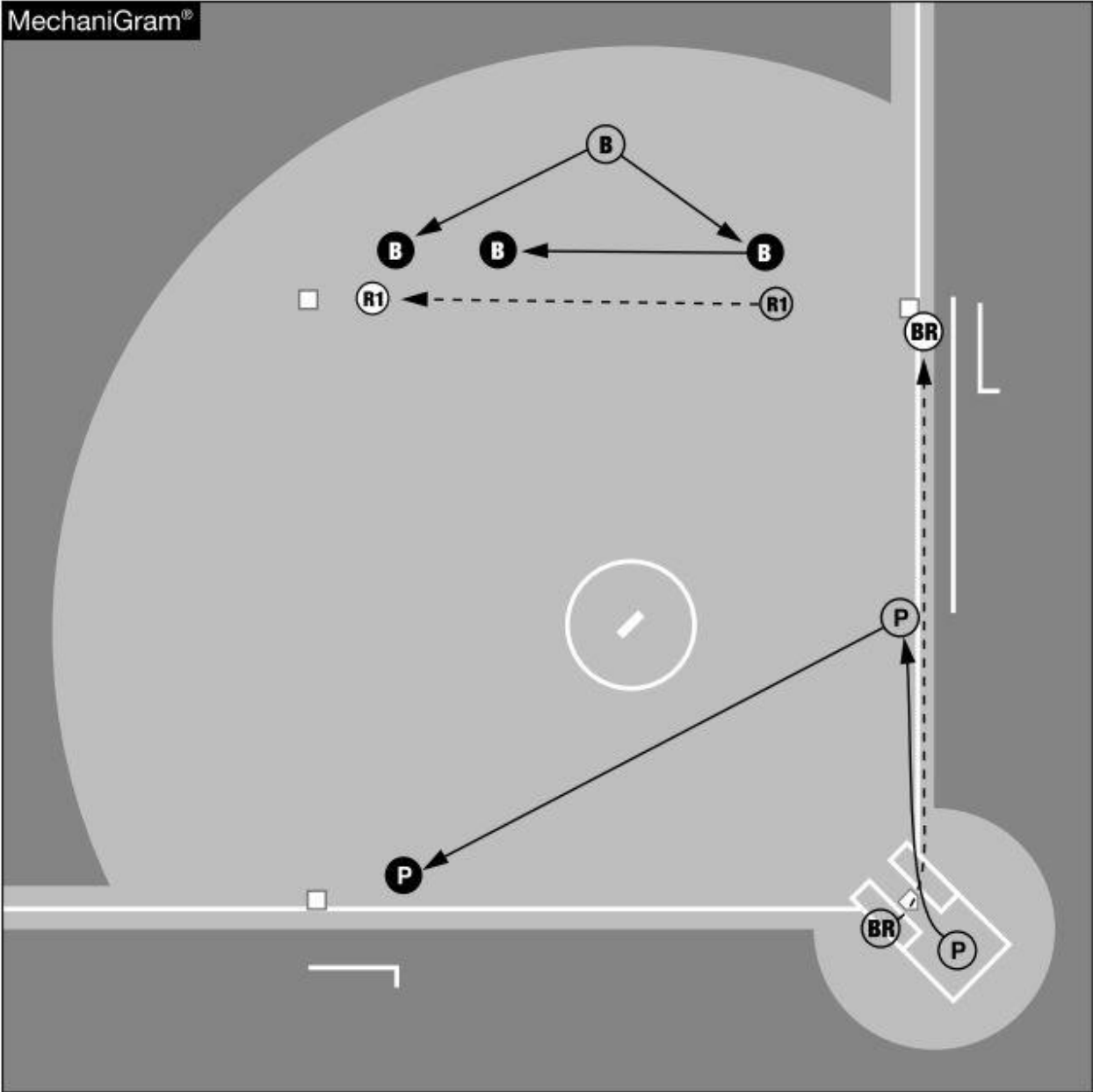
- When the pitch is over, watch the catcher's attempt to throw and look for batter interference.
- After the throw is released, move up toward third base in foul territory.
- Watch the play at second base and be prepared to give help if requested.
- If R1 steals as a result of a passed ball, do not move any farther than the holding area between home plate and third base, avoiding any throwing lanes to third base.
- Keep tracking the ball and make the call on any play on a passed ball (blocked ball, interference, dead ball).
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Move out from the set position. Move to a primary position, read the play as it develops, and adjust positioning as necessary to watch the applied tag or any play at second base.
- Take any subsequent play at second and third base.
- Wait for the play to conclude before heading to the next starting position.

# Runner on First

## Hit to the Infield





# Runner on First

## Hit to the Infield

P:

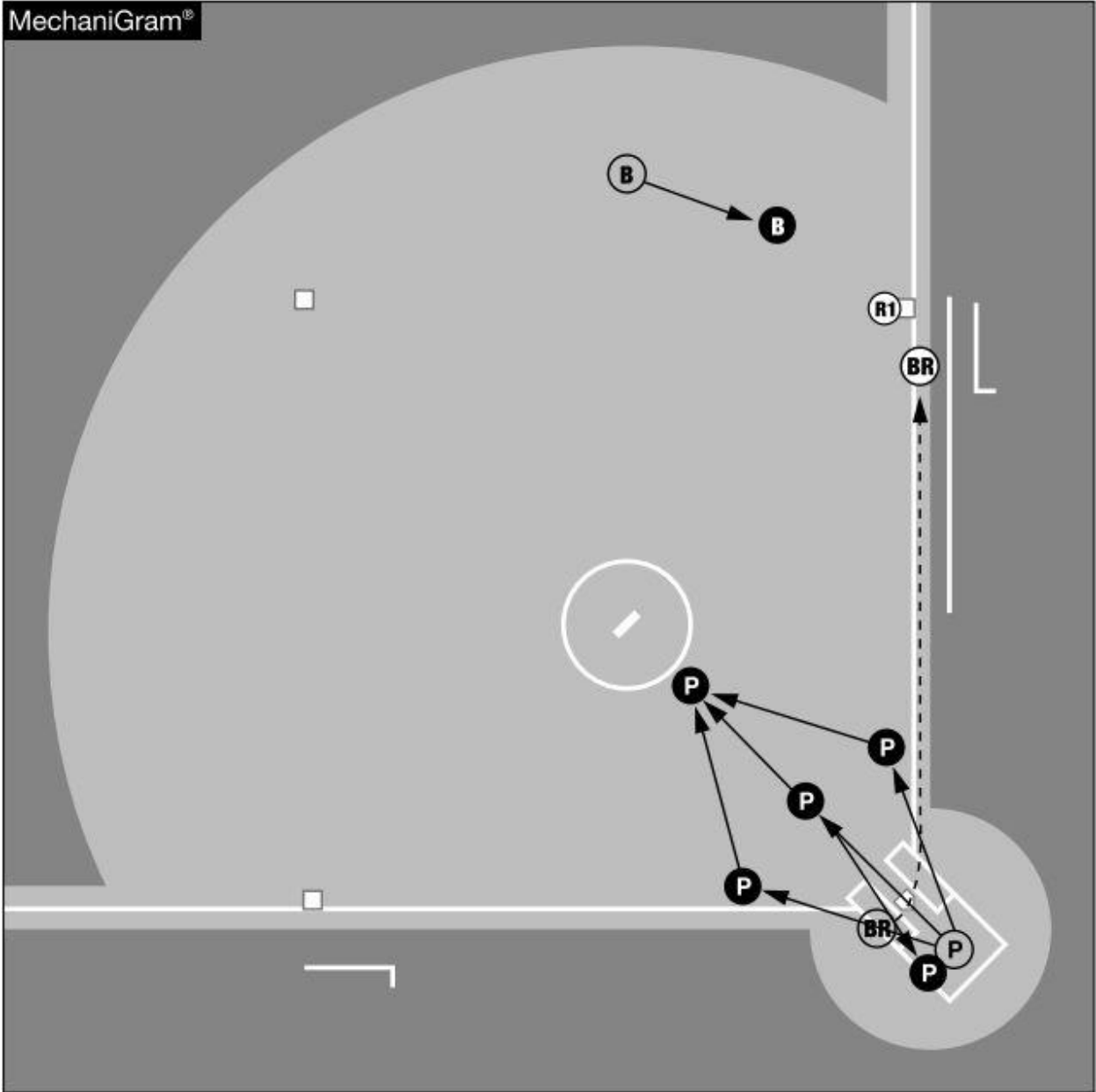
- Leave the plate area using the most expedient route.
- When the ball is hit near the foul line, move to a credible position straddling the line. On a line drive or fly ball, move into the infield to get the best angle.
- Move into the infield, watch any play at second base, and be prepared to give help if requested.
- On a throw to first base, trail the batter-runner in fair territory no more than 10 feet up the line; stop near the foul line in fair territory in a prepared position.
- Watch any play at first base and be prepared to give help if requested.
- Do not trail if there is no throw to first base. Move to a primary position for a tag play at third base.
- Take any play on R1 at third base and the plate.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- On a line drive or fly ball, see R1 return and take any play at first base.
- Make any call on R1 at second base and the batter-runner at first, second, and third base.
- When the initial throw is to second base with no possibility for a double play, commit to a primary position for the force play.
- When a double play is attempted, commit to the force play at second base by moving a few steps toward a primary position.
  - Stop and square to second base to make the call.
  - Immediately turn with the throw to first base and move quickly toward a primary position for the force play at first base.
- When the initial throw is to first base, commit to a primary position for the force play.
- When the batter-runner is safe or there is no throw, watch the batter-runner approach, touch, overrun, or round first base.
- After the play is finished at first base, be ready to move toward second base for a possible play on R1 rounding too far.
- Wait for the play to conclude before heading to the next starting position.

# Runner on First

Fly Ball/Line Drive to the Outfield – Ball is Caught



# Runner on First

## Fly Ball/Line Drive to the Outfield – Ball is Caught

P:

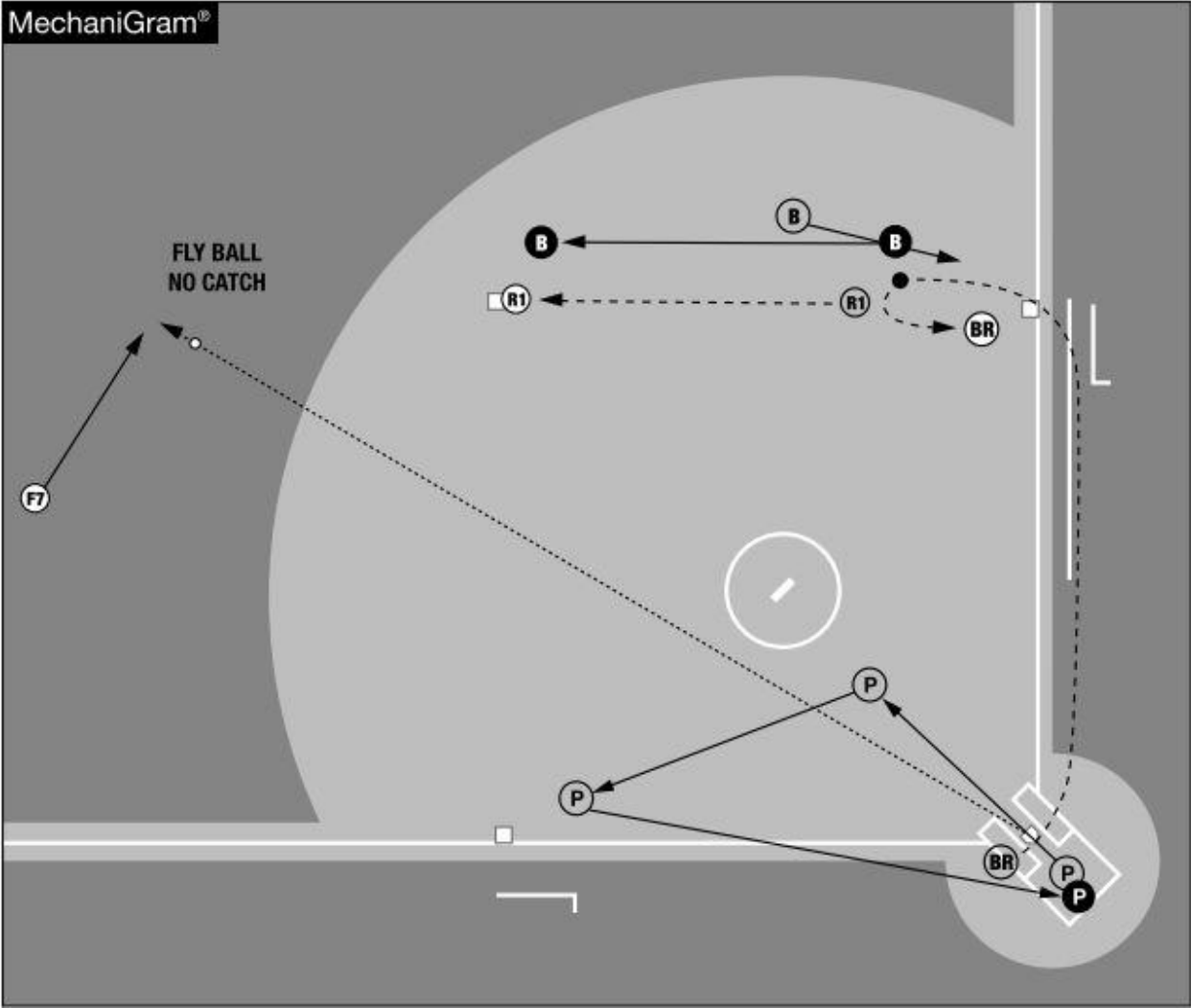
- Move into the infield or foul territory, parallel to the flight of the ball to obtain the best angle with credible distance to watch the catch/no catch.
- When the ball is hit near the foul line, move to a credible position straddling the line.
- After the catch, move to the front of the circle.
- Watch any play at first, second, or third base and be prepared to give help if requested.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Read and process where the ball is hit and the fielder(s) movement.
- Immediately move to get the best angle to watch R1 tag-up.
- Read the throw from the outfield and adjust positioning.
- Watch R1 return and make any call at first base.
- If R1 advances to second base, take any play at second and third base.
- Wait for the play to conclude before heading to the next starting position.

# Runner on First

## Single to the Outfield



# Runner on First

## Single to the Outfield

P:

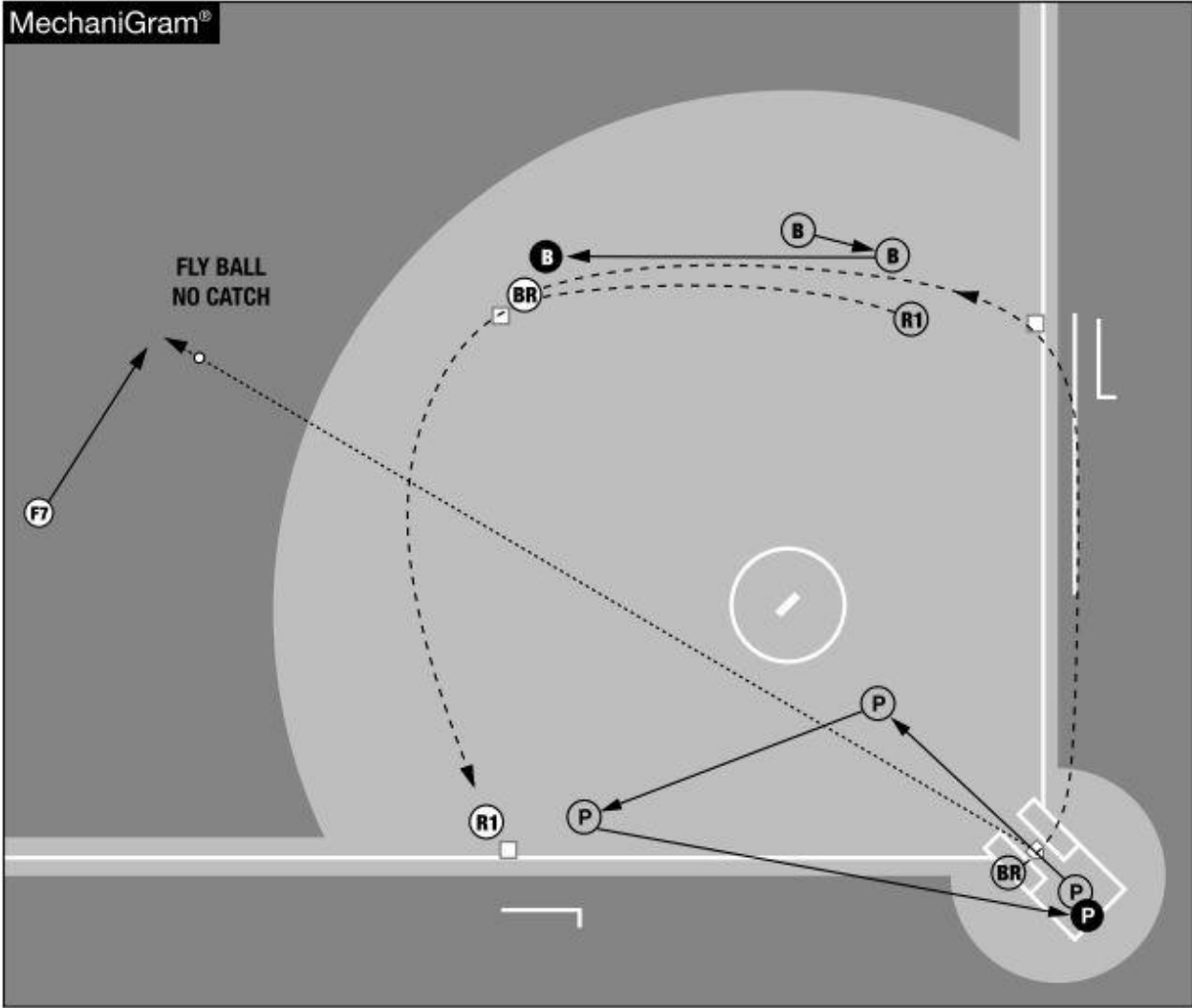
- Leave the plate area using the most expedient route.
- Follow and track the ball while moving toward the holding area in front of the circle.
- As R1 advances to second base, move to a primary position for a tag play at third base.
- Watch any play at first or second base and be prepared to give help if requested.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Read and process where the ball is batted and the fielder(s) movement.
- Stay outside the diamond, or pivot inside if necessary on a fly ball over your head, reading where the most likely play will be.
- Be prepared for a force play at either first or second base.
- Watch R1 approach, touch, and round second base and make any call at second base.
- Watch the batter-runner approach, touch, overrun, or round and make any call at first base.
- Take any plays on the batter-runner at second and third base.
- Wait for the play to conclude before heading to the next starting position.

# Runner on First

## Extra Base Hit to the Outfield



# Runner on First

## Extra Base Hit to the Outfield

P:

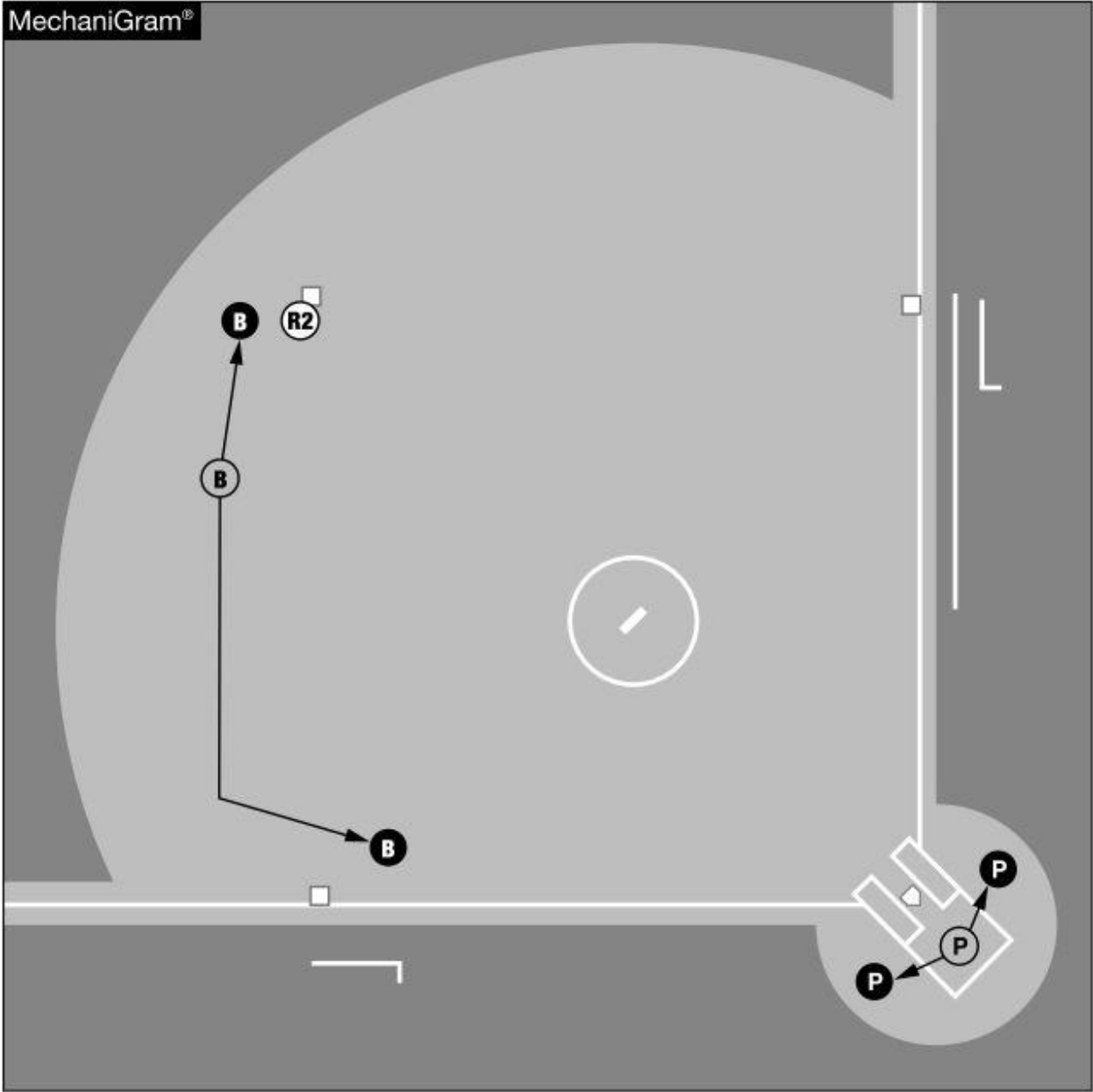
- Leave the plate area using the most expedient route.
- Follow and track the ball while moving toward the holding area in front of the circle.
- As R1 advances to second base, move to a primary position for a tag play at third base.
- Watch R1 approach, touch, and round third base and make any call at third base.
- Watch R1 and the batter-runner approach and touch home plate. Make any call at home plate.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Read and process where the ball is batted and the fielder(s) movement.
- Stay outside the diamond or pivot inside if necessary on a fly ball over your head.
- Watch R1 approach, touch, and round at second base and make any call at second base.
- Watch the batter-runner approach, touch, and round and make any call at first, second, and third base.
- Wait for the play to conclude before heading to the next starting position.

# Runner on Second

Working Between Pitches, Pickoff, Steal





# Runner on Second

## Working Between Pitches

P:

- Move out of stance when the pitch is over, completing verbal and/or signal.
- Remain alert to the batter's actions and the catcher for any play.

B:

- Move out of the set position. Move toward second base parallel to the baseline, or slightly diagonal toward the primary position at second base, depending on the starting depth.
- Watch for a possible play or obstruction.
- When the ball is in the circle with the pitcher and R2 has returned to second base, return to starting position.

## Pickoff

P:

- When the pitch is over, watch the catcher's attempt to throw and look for batter interference.
- After the throw, step out to either the left or right clearing the catcher and batter to watch the play at second base; be prepared to give help if requested.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Move out of the set position. Move toward second base parallel to the baseline, or slightly diagonal toward the primary position at second base, depending on the starting depth.
- Take any play on R2 at second and third base.
- Wait for the play to conclude before heading to the next starting position.

## Steal

P:

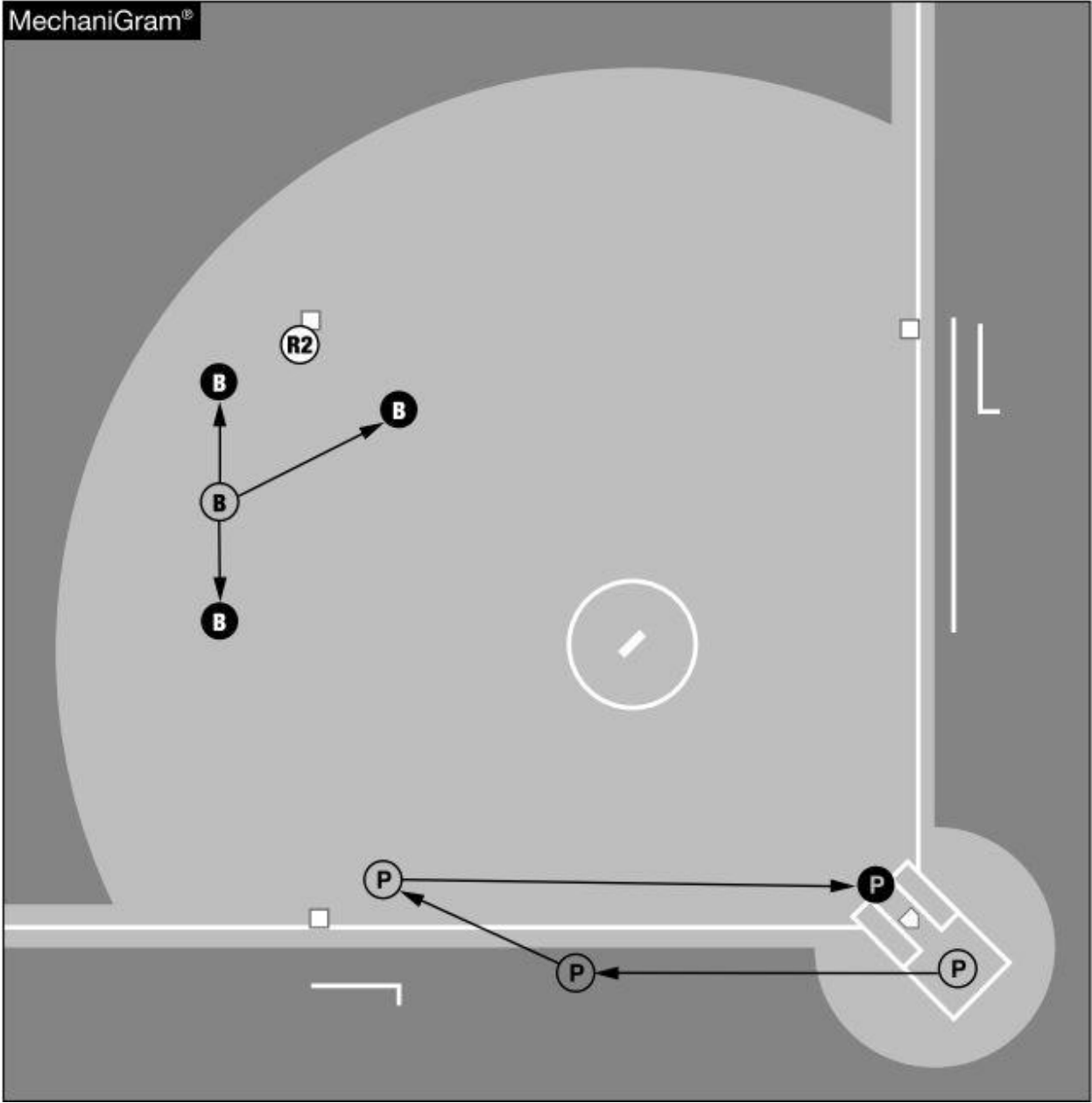
- When the pitch is over, watch the catcher's attempt to throw and look for batter interference.
- After the throw is released, step out to the left and watch the play at third base.
- Be prepared to give help if requested.
- If the pitch is a passed ball, remain in the plate area avoiding any throwing lanes to third base.
- Keep tracking the ball and make the call on any play on a passed ball (blocked ball, interference, dead ball).
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Move out of the set position. Move toward third base parallel to the baseline, or slightly diagonal toward the primary position at third base, depending on the starting depth.
- Wait for the play to conclude before heading to the next starting position.

# Runner on Second

## Hit to the Infield



# Runner on Second

## Hit to the Infield

P:

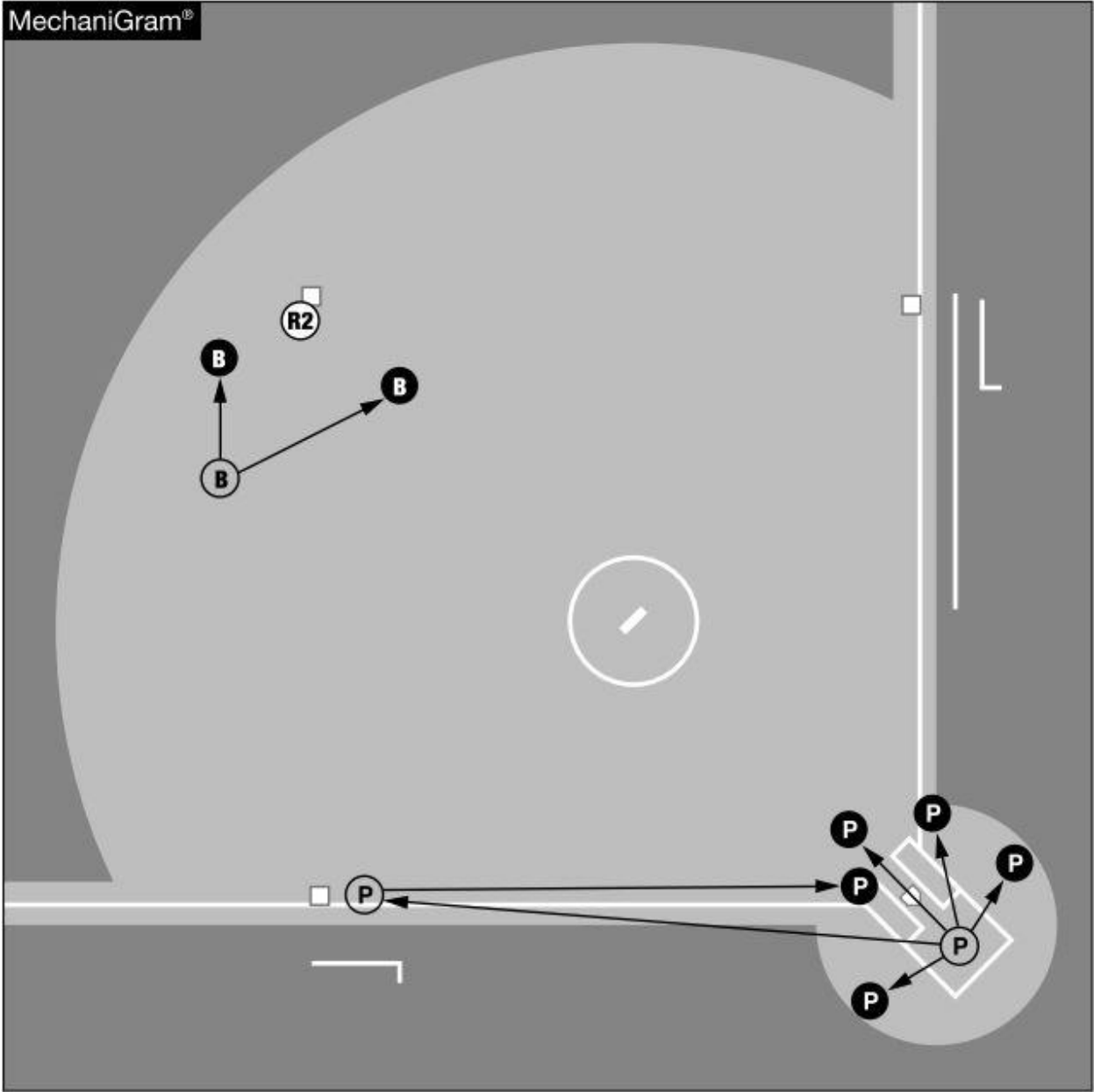
- When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line in foul territory.
- Start moving toward the holding area as you watch any play on R2 at second base or the batter-runner at first base.
- Be prepared to help if requested.
- When R2 advances to third base after the initial play to first base, commit to third base.
- After the initial play at first base, make any call on R2 at third base and home.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- When the initial throw is to first base, move into the diamond as far as possible to get the best angle and distance for the force play at first base, staying out of throwing lanes.
- If the batter-runner is out at first base, watch the play at third base; be prepared to help if requested.
- If the batter-runner is safe at first base, commit toward the batter-runner, staying out of throwing lanes.
- When the initial throw is to second or third base, move toward that base parallel to the baseline, or slightly diagonal toward the primary position at that base, depending on the starting depth. Make the call.
- Wait for the play to conclude before heading to the next starting position.

# Runner on Second

Fly Ball/Line Drive to the Outfield – Ball is Caught



# Runner on Second

## Fly Ball/Line Drive to the Outfield – Ball is Caught

P:

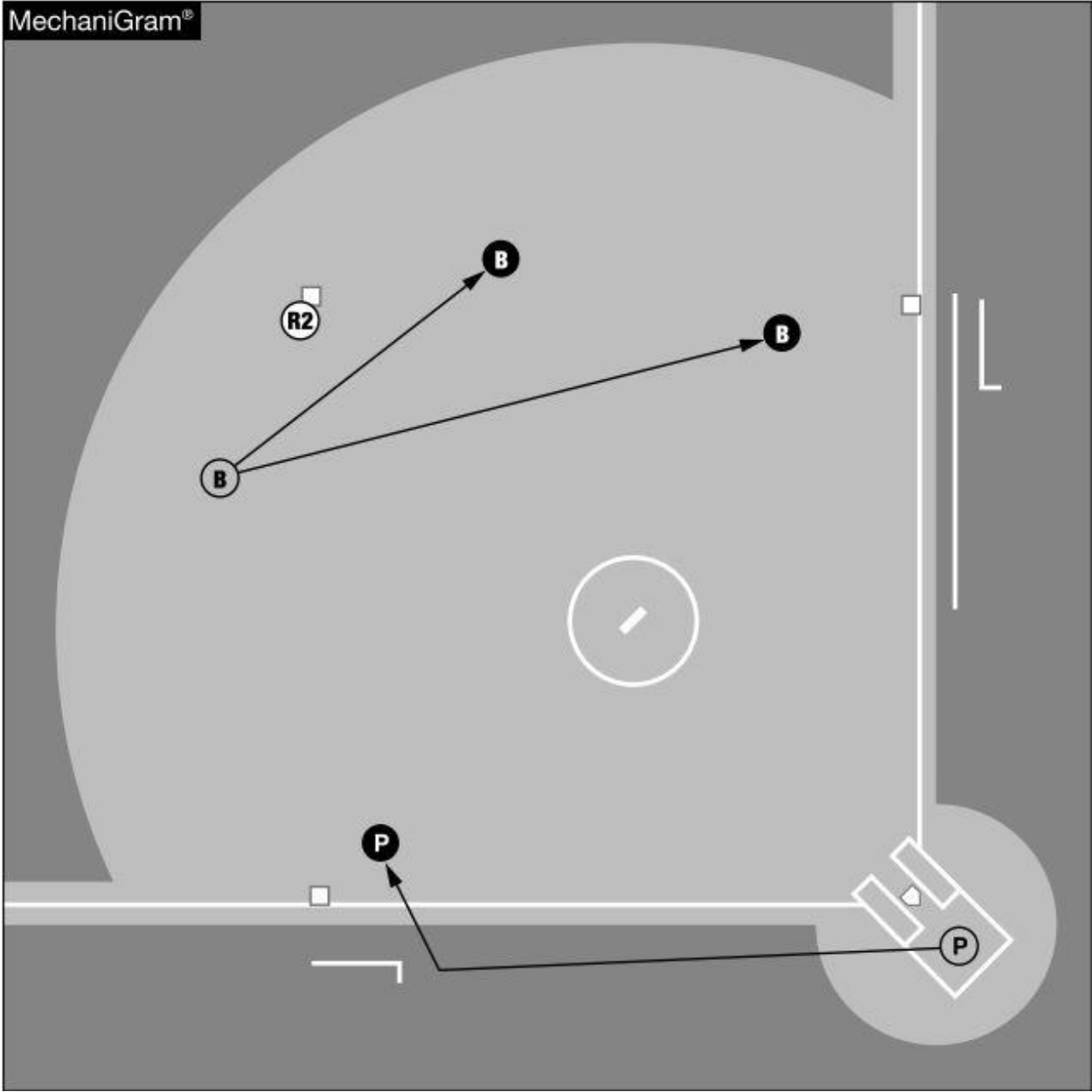
- Move into the infield (or third base foul territory if hit to left field) parallel to the flight of the ball to obtain the best angle with credible distance to watch the catch/no catch.
- When the ball is hit near the foul line, move to a credible position straddling the line.
- If R2 advances to third base, commit to third base; make any call on R2 at third base and home.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Immediately move to a position in a straight line with the ball and R2 to see the tag-up.
- After the catch, read the throw from the outfield and adjust positioning.
- If R2 returns to second base, make any call at second base.
- If R2 advances to third base or home, watch the play and be prepared to give help if requested.
- Wait for the play to conclude before heading to the next starting position.

# Runner on Second

## Single to the Outfield



# Runner on Second

## Single to the Outfield

P:

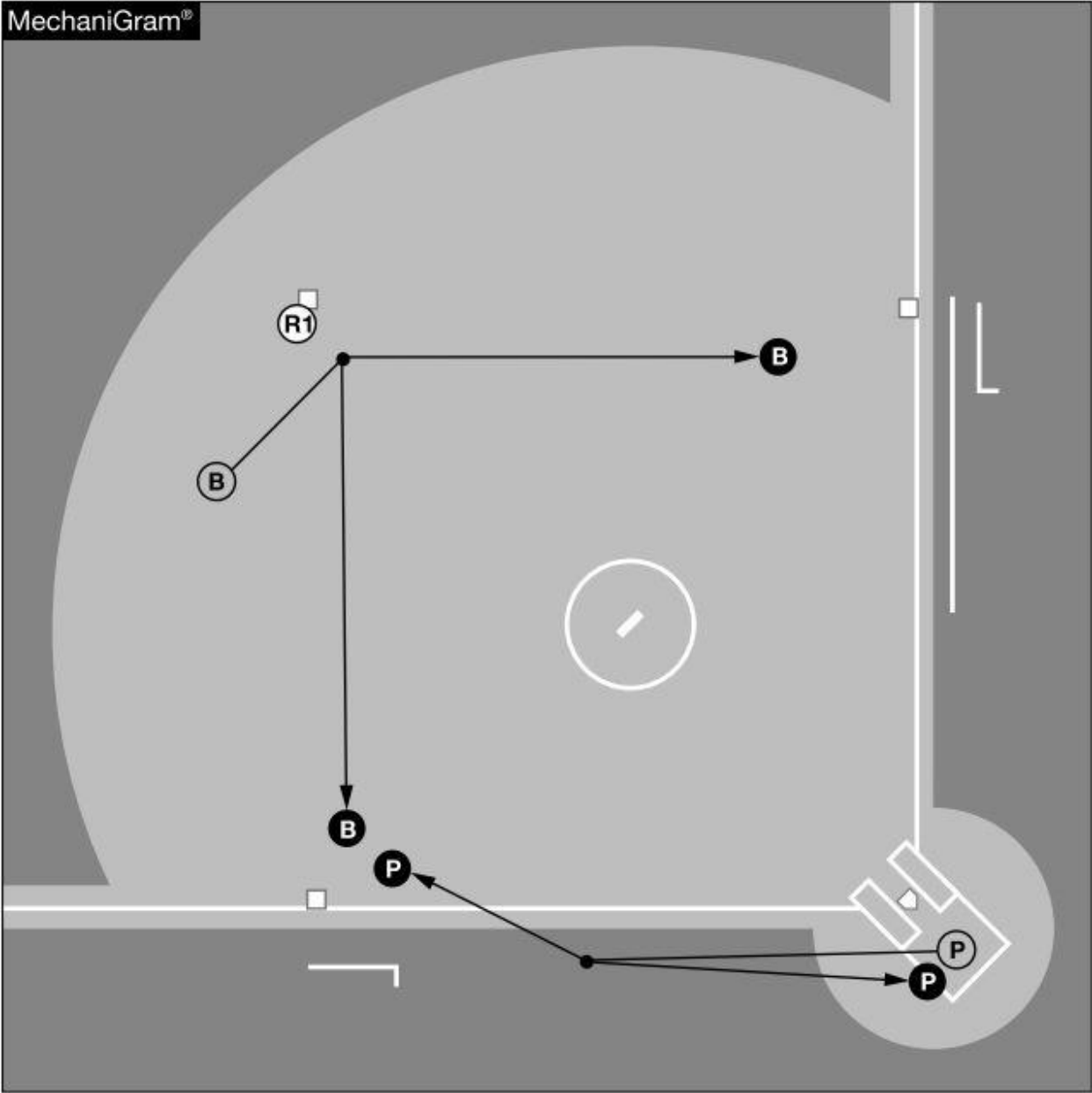
- Immediately move to the holding area in foul territory between home and third base OR:
- If you read that there is no possible play at third base but a good chance for a play at home plate:
  - Move to the point-of-the-plate.
  - Read the throw and the catcher; adjust to the play.
- If there is a play at third base, read the throw from the outfield and adjust positioning closer to third base.
- If there is no immediate play at third base, read the play and be ready to move to third base or home plate for a play there.
- Watch any play at first or second base and be prepared to give help if requested.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Immediately move into the diamond or around second base to a position as close to first base as possible, staying out of running lanes and throwing lanes.
- Watch the batter-runner approach, touch, and round first base.
- Make any call on the batter-runner at first, second, and third base.
- Watch any play on R2 or the batter-runner at home plate; be prepared to give help if requested.
- Wait for the play to conclude before heading to the next starting position.

# Runner on Second

## Extra Base Hit to the Outfield





# Runner on Second

## Extra Base Hit to the Outfield

P:

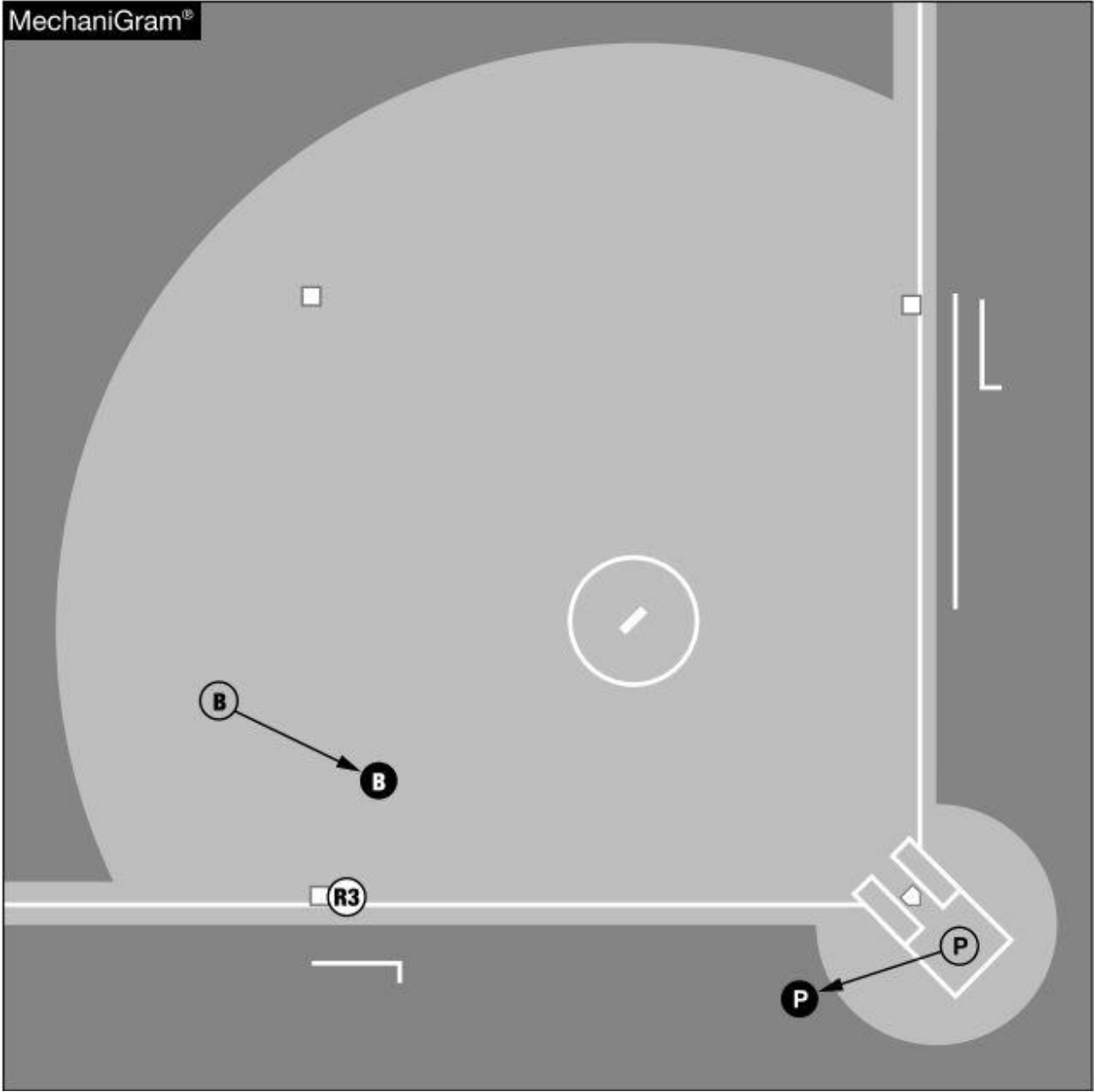
- Immediately move to the holding area in foul territory between home and third base OR:
- If you read that there is no possible play at third base but a good chance for a play at home plate:
  - Move to the point-of-the-plate.
  - Read the throw and the catcher; adjust to the play.
- Watch R2 approach, touch, and round at third base.
- As R2 advances to home plate, move to a primary position for a tag play at home plate.
- If there will be no play at home plate, move into the diamond as you watch R2 touch home plate.
- Watch any play at first, second, or third base on the batter-runner; be prepared to help if requested.
- As the batter-runner approaches third base, move back to a primary position at the plate.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Immediately move into the diamond or around second base staying out of running lanes and throwing lanes.
- Watch the batter-runner approach, touch, round each base; make any call at those bases.
- Read the play to determine where the most likely first play on the batter-runner will be.
- If it is at second base, move to the play there.
- If it is at third base, cut straight across the diamond staying out of running lanes and throwing lanes while you watch the batter-runner touch second base.
- Watch any play on R2 or the batter-runner at home plate; be prepared to give help if requested.
- Wait for the play to conclude before heading to the next starting position.

# Runner on Third

## Working Between Pitches, Pickoff



# Runner on Third

## Working Between Pitches

P:

- Move out of stance when the pitch is over, completing verbal and/or signal.
- Remain alert to the batter's actions and the catcher for any play.

B:

- Move out of the set position. Move parallel to the third/home baseline, or slightly diagonal toward the primary position at third base, depending on the starting depth.
- When the ball is in the circle with the pitcher and R3 has returned to third base, return to starting position.

## Pickoff

P:

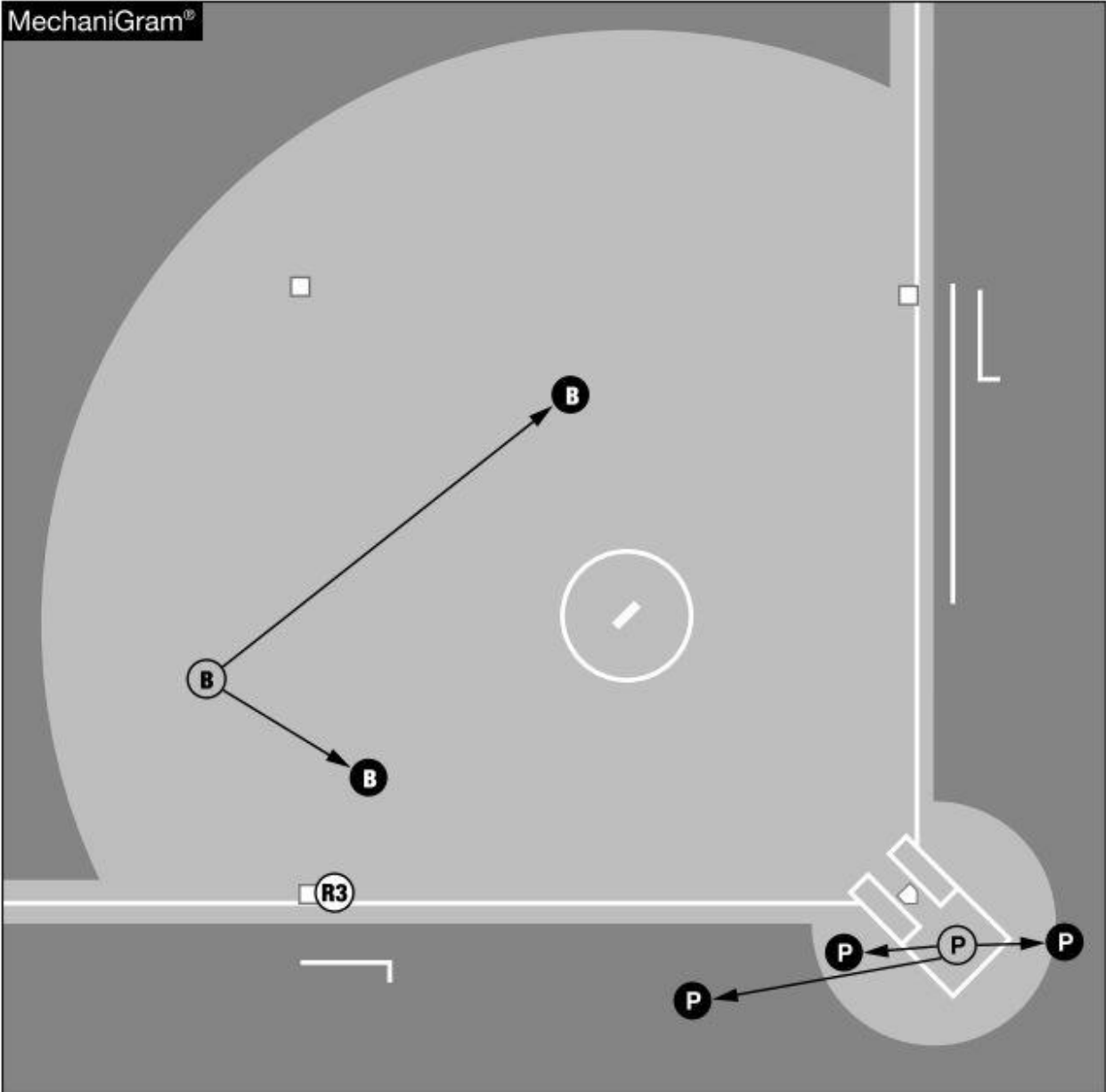
- When the pitch is over, watch the catcher's attempt to throw and look for batter interference.
- After the throw, step out to the left clearing the catcher and batter to watch the play at third base; be prepared to give help if requested.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Move out of the set position. Move parallel to the third/home baseline, or slightly diagonal toward the primary position at third base, depending on the starting depth.
- Watch for a possible play or obstruction.
- Wait for the play to conclude before heading to the next starting position.

# Runner on Third

## Hit to the Infield



# Runner on Third

## Hit to the Infield

P:

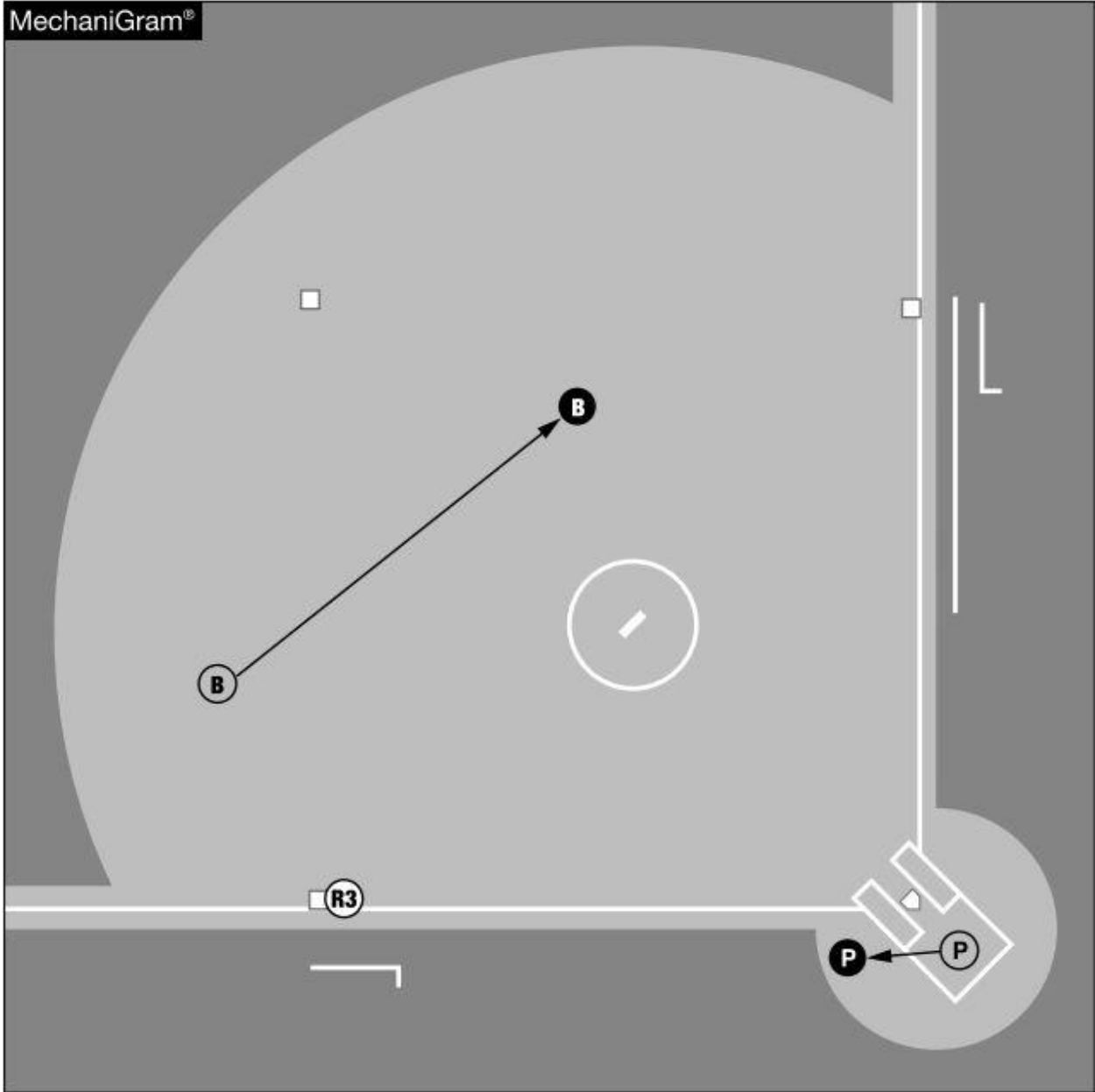
- When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line in foul territory.
- On a throw to first base, move to a first base line extended trail position in foul territory
- If the initial play is to the plate, read the throw and the catcher; adjust to the play.
- If the initial play is to first base, move toward the holding area as you watch the play.
- Be ready to help if requested.
- After the initial play to first base, take any play on R3 at third base or the plate.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- When the initial throw is to first base, move into the diamond as far as possible to get the best angle and distance for the force play at first base, staying out of throwing lanes.
- If the batter-runner is out at first base, watch the play at third base; be prepared to help if requested.
- If the batter-runner is safe at first base, commit toward the batter-runner, staying out of throwing lanes.
- When the initial throw is to third base, move toward the primary position at third base, staying out of the throwing lane.
- Wait for the play to conclude before heading to the next starting position.

# Runner on Third

Fly Ball/Line Drive to the Outfield – Ball is Caught



# Runner on Third

## Fly Ball/Line Drive to the Outfield – Ball is Caught

P:

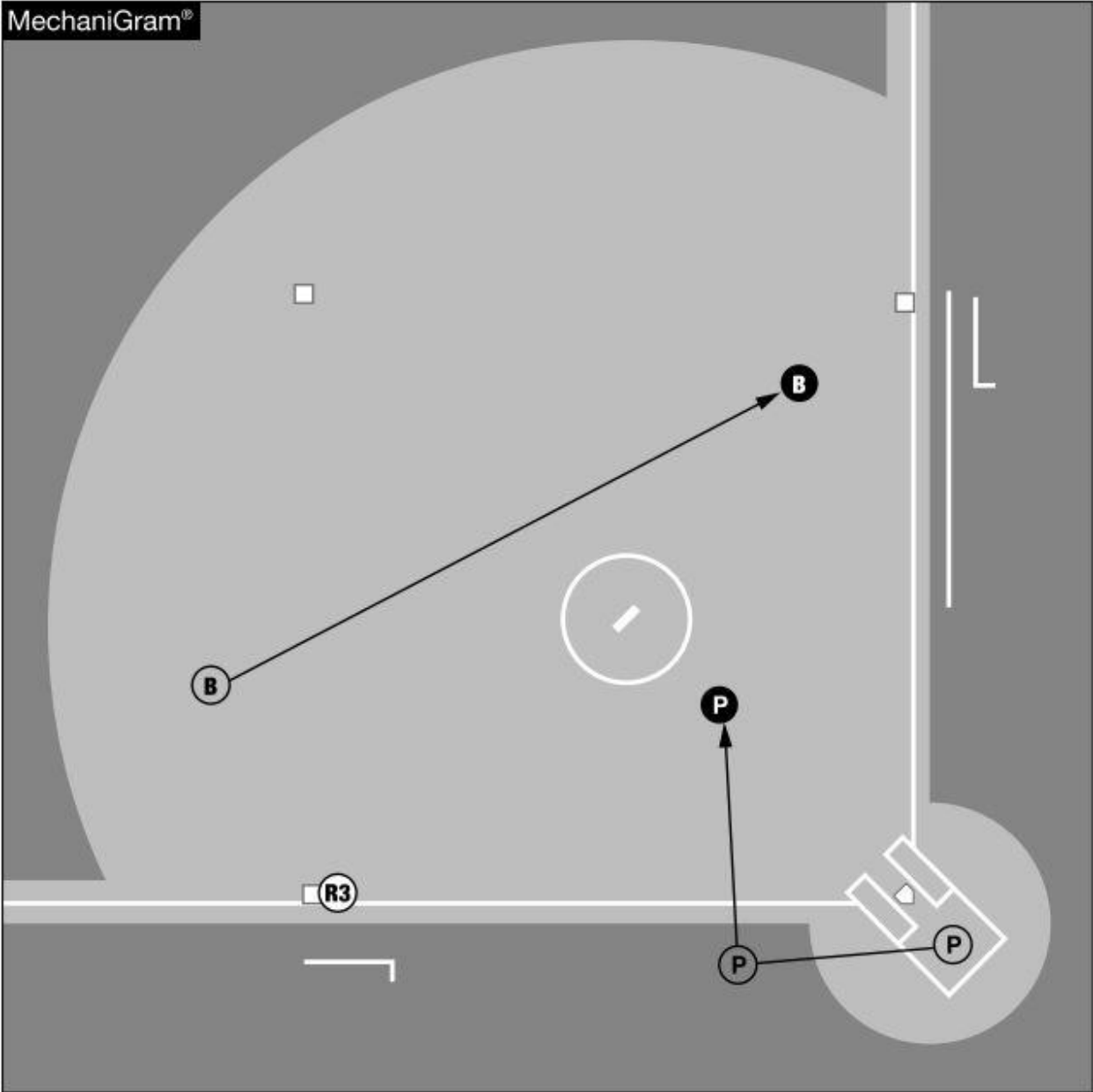
- Move to obtain the best angle to watch the catch/no catch and the tag-up at third base.
  - When the ball is hit near the foul line, move to a credible position straddling the line.
  - When R3 advances to home plate, read the play as it develops and adjust.
  - Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area.
- There should always be a set of eyes on the runner.

B:

- Immediately move across the field toward first base.
- Glance at R3 tagging up if the batter-runner has not approached first base so you can help if requested by the plate umpire for a legal tag-up.
- Watch the play at the plate or third base so you can help if requested by the plate umpire.
- Wait for the play to conclude before heading to the next starting position.

# Runner on Third

## Single to the Outfield





# Runner on Third

## Single to the Outfield

P:

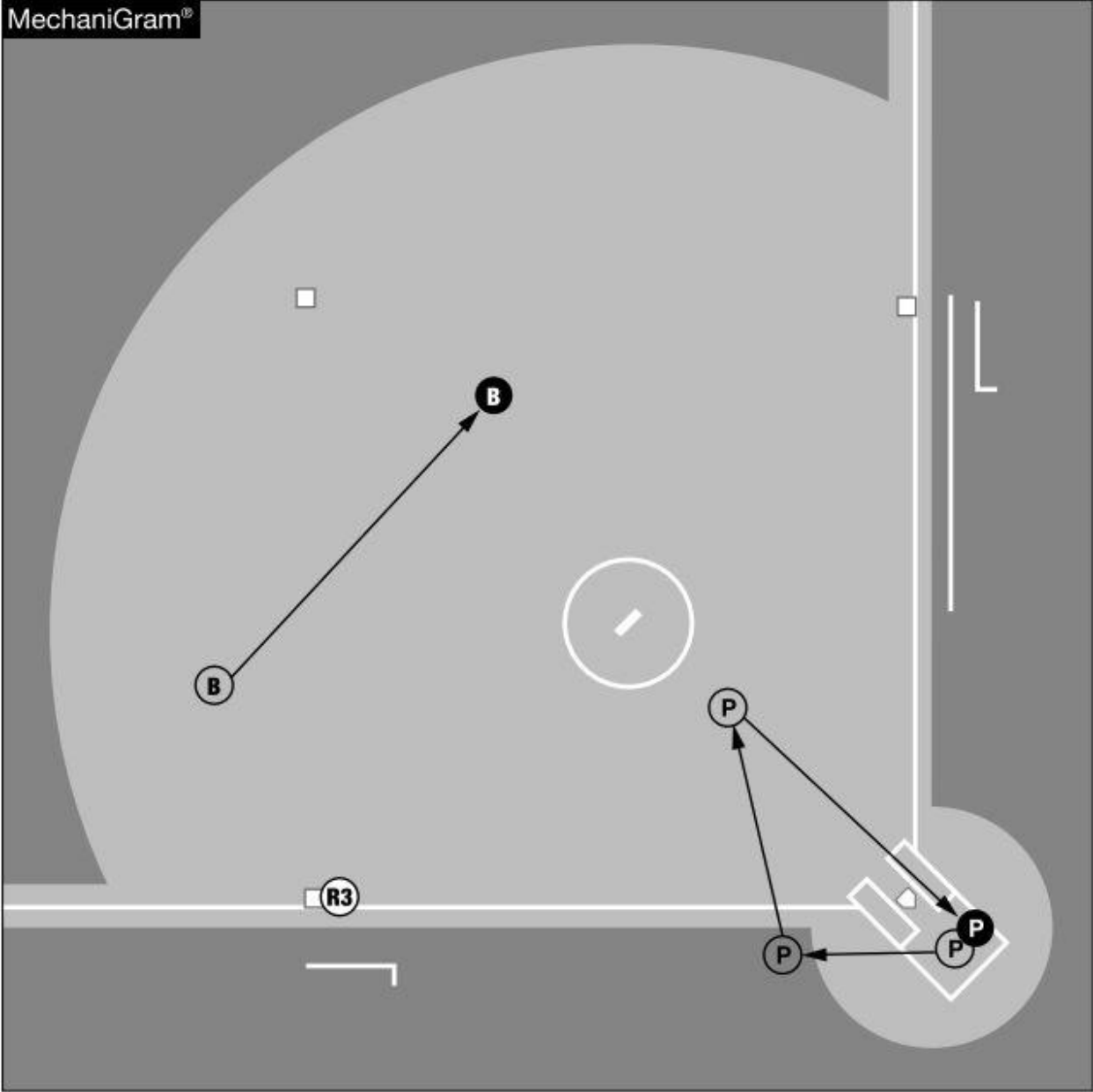
- Immediately move to the holding area in foul territory between home and third base.
  - Move into the diamond toward the holding area in front of the circle as you watch R3 touch home.
  - Watch any play at first, second, or third base on the batter-runner; be prepared to help if requested.
  - Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area.
- There should always be a set of eyes on the runner.

B:

- Immediately move into the diamond or around second base to a position as close to first base as possible, staying out of running lanes and throwing lanes.
- Watch the batter-runner approach, touch, and round at first, second, and third base.
- Make any call on the batter-runner at those bases.
- Wait for the play to conclude before heading to the next starting position.

# Runner on Third

## Extra Base Hit to the Outfield



# Runner on Third

## Extra Base Hit to the Outfield

P:

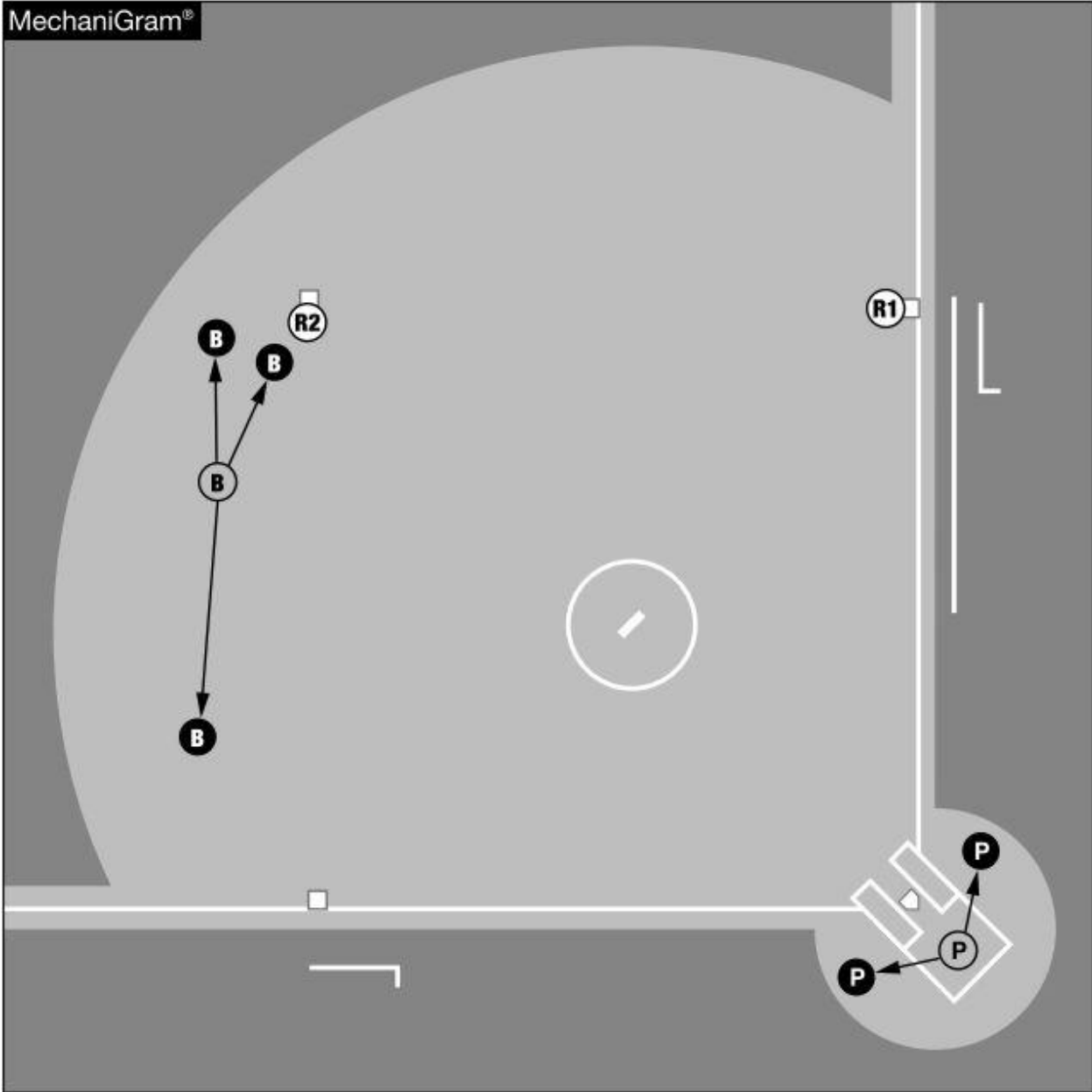
- Immediately move to the holding area in foul territory between home and third base.
- Move into the infield toward the holding area in front of the circle as you watch R3 approach and touch home plate.
- Watch any play at first, second, or third base on the batter-runner; be prepared to help if requested.
- As the batter-runner advances to third base, move to the point of plate holding area.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Immediately move into the diamond or around second base, staying out of running and throwing lanes.
- Watch the batter-runner approach, touch, and round first, second, and third base.
- Make any call on the batter-runner at those bases.
- Read the play to determine where the most likely first play on the batter-runner will be:
  - If it is at second base, move to the play there.
  - If it is at third base, cut straight across the infield staying out of running lanes and throwing lanes while you watch the batter-runner touch second base.
- Wait for the play to conclude before heading to the next starting position.

# Runners on First and Second

Working Between Pitches, Pickoff, Steal



# Runners on First and Second

## Working Between Pitches, Pickoff

P:

- Move out of stance when the pitch is over, completing verbal and/or signal.
- If there is a pickoff attempt, watch the catcher's attempt to throw and look for batter interference. After a throw, step out to the left or right clearing the catcher and batter to watch the play; be prepared to give help if requested, especially if the play is to first base. Be ready to help with a play at third base on R2 if the initial play is to first base.
- If the pitch is a passed ball, remain in the plate area avoiding any throwing lanes to third base.
- Keep tracking the ball and make the call on any play on a passed ball (blocked ball, interference, dead ball).
- Wait for the play to conclude before returning to the plate area.

B:

- Move out of the set position. Move parallel to the second/third baseline, or slightly diagonal toward but not completely to the primary position at second base, depending on the starting depth.
- If the play goes to first base, continue forward and try to get closer to first base.
- Wait for the play to conclude before heading to the next starting position.

## Steal at Third Base

P:

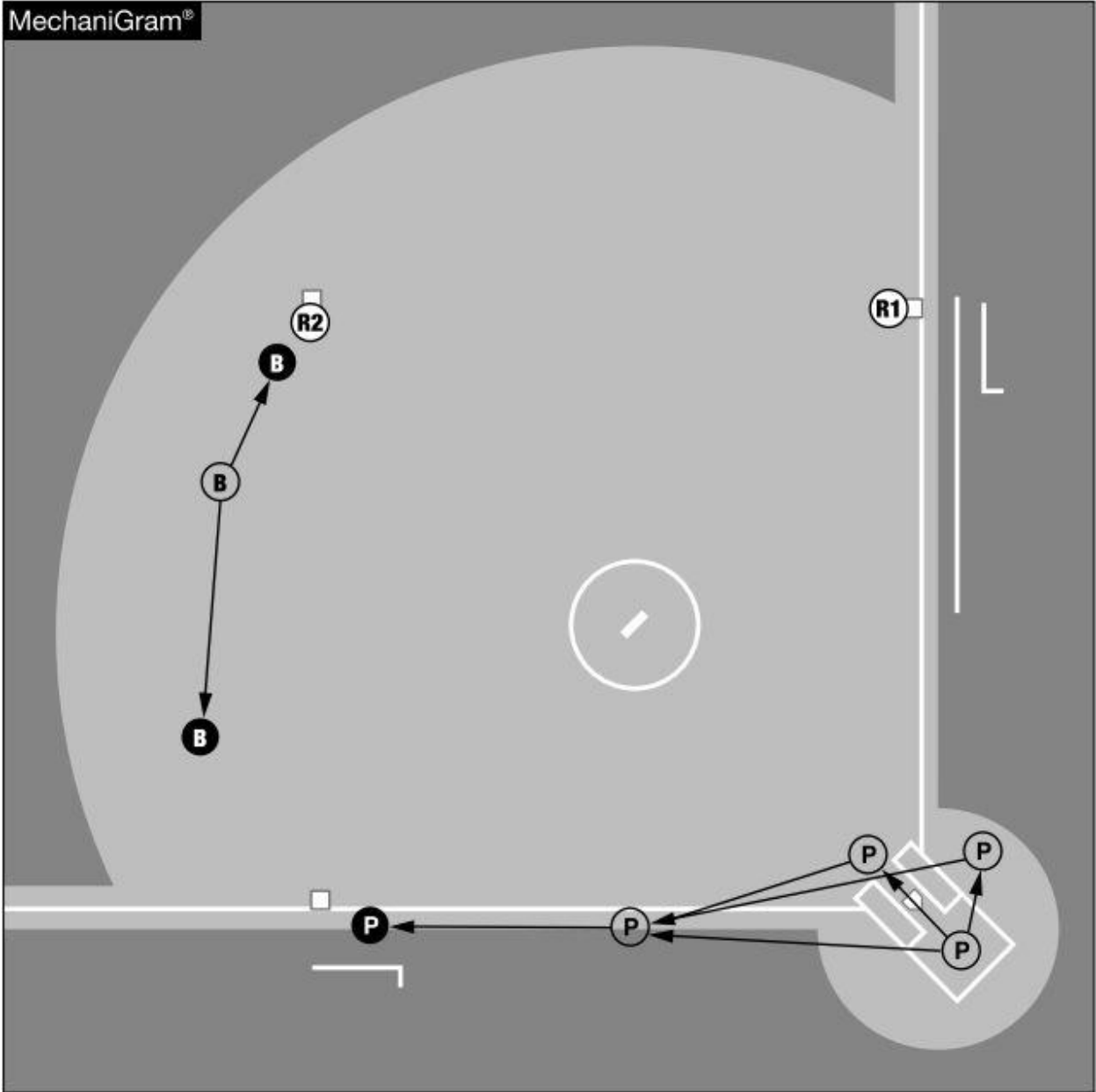
- Move out of stance when the pitch is over, completing verbal and/or signal.
- Step out to the left clearing the catcher and batter to watch the play.
- Be ready to take a subsequent play at the plate on an overthrow.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Move out of the set position. Move parallel to the second/third baseline, or slightly diagonal toward but not completely to the primary position at third base, depending on the starting depth.
- Wait for the play to conclude before heading to the next starting position.

# Runners on First and Second

## Hit to the Infield



# Runners on First and Second

## Hit to the Infield

P:

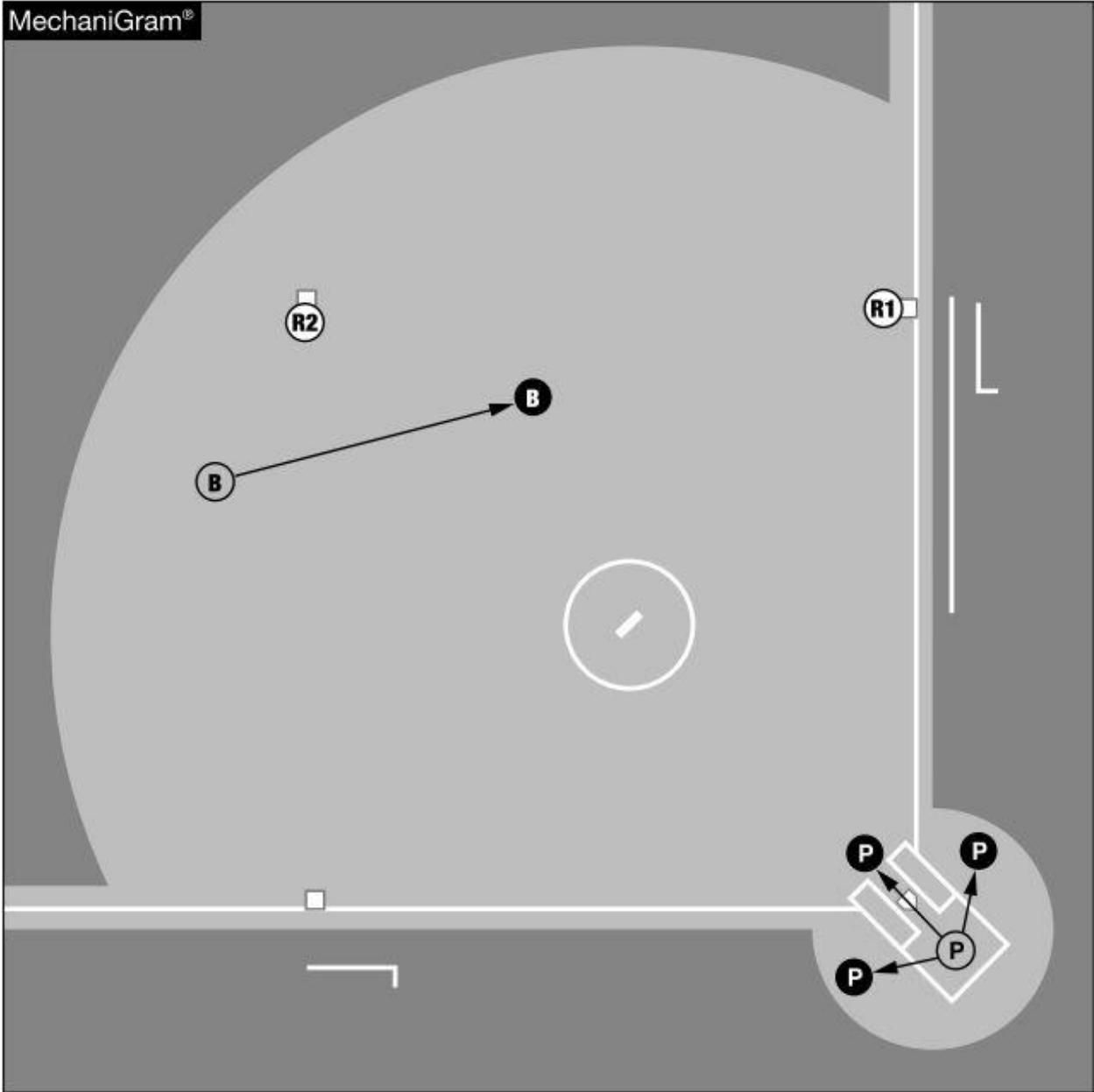
- When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line in foul territory.
- Start moving toward the holding area as you watch any play develop at any of the bases.
- Be prepared to help if requested.
- If the first play is not to third base, commit to third base as you watch the play at first or second base.
- Make the call at third base on any play after the initial play, as well as a subsequent play at home.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Read the fielder and be ready to move quickly toward the play she is making.
- After the play at first base, turn toward a potential play at second base and watch the play at third base; be prepared to help if requested.
- Be prepared for a double play attempt – same mechanics as listed with a runner on first base only.
- Wait for the play to conclude before heading to the next starting position.

# Runners on First and Second

Fly Ball/Line Drive to the Outfield – Ball is Caught





# Runners on First and Second

## Fly Ball/Line Drive to the Outfield – Ball is Caught

P:

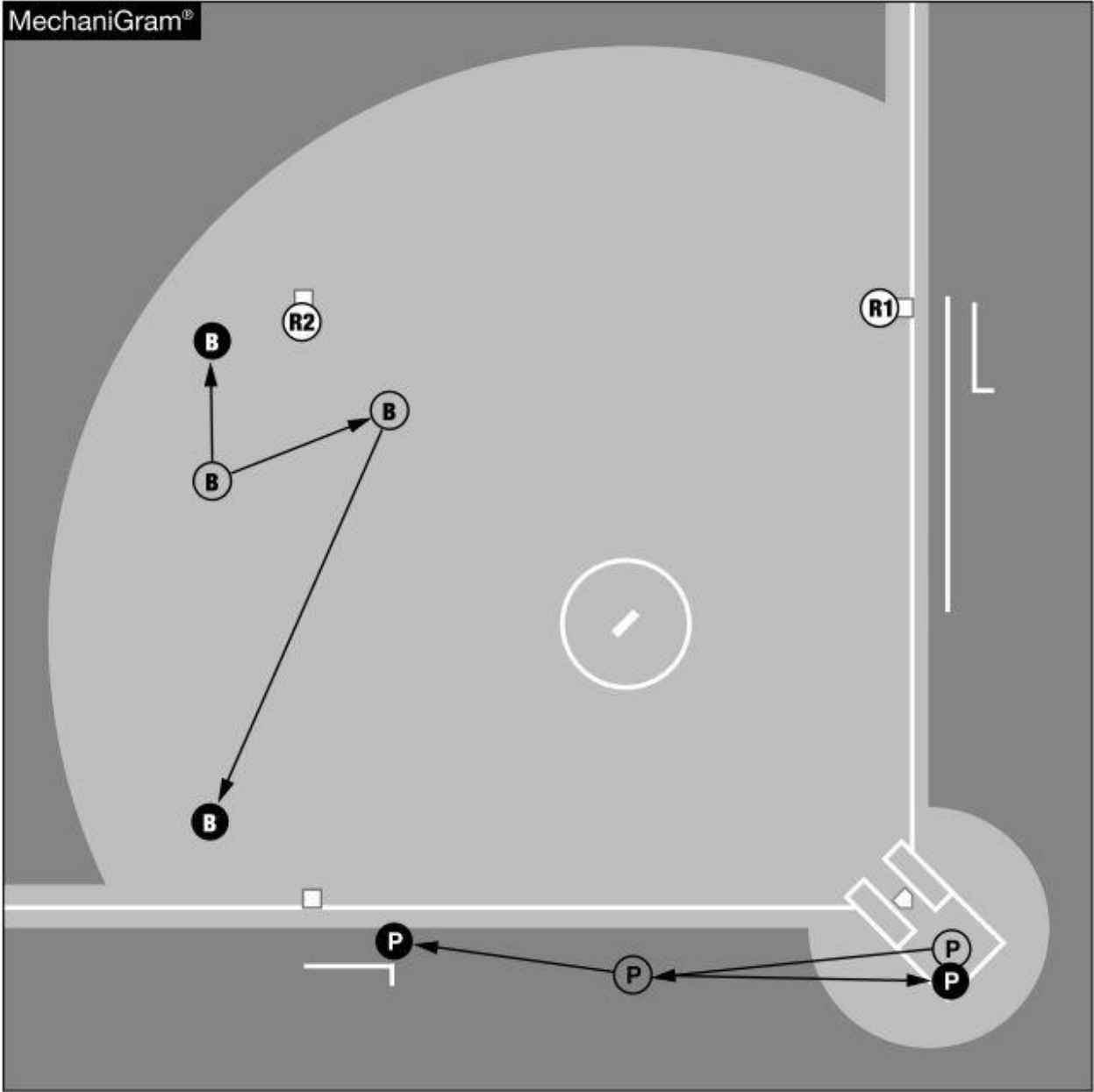
- Move into the infield (or third base foul territory if hit to left field) parallel to the flight of the ball to obtain the best angle with credible distance to watch the catch/no catch.
- When the ball is hit near the foul line, move to a credible position straddling the line.
- If R2 advances to third base, commit to third base.
- Make any call on R2 at third base and home.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Immediately move to a position to allow you to see both R1 and R2 tag-up.
- After the catch, read the throw from the outfield and adjust positioning.
- If the play is on R1 or R2 returning to their bases, move to the best angle and distance possible to make the call.
- If R2 advances to third base or home, watch the play and be prepared to help if requested.
- Watch for a subsequent play at second or third base if the plate umpire is making a call at the plate.
- Wait for the play to conclude before heading to the next starting position.

# Runners on First and Second

## Single to the Outfield



# Runners on First and Second

## Single to the Outfield

P:

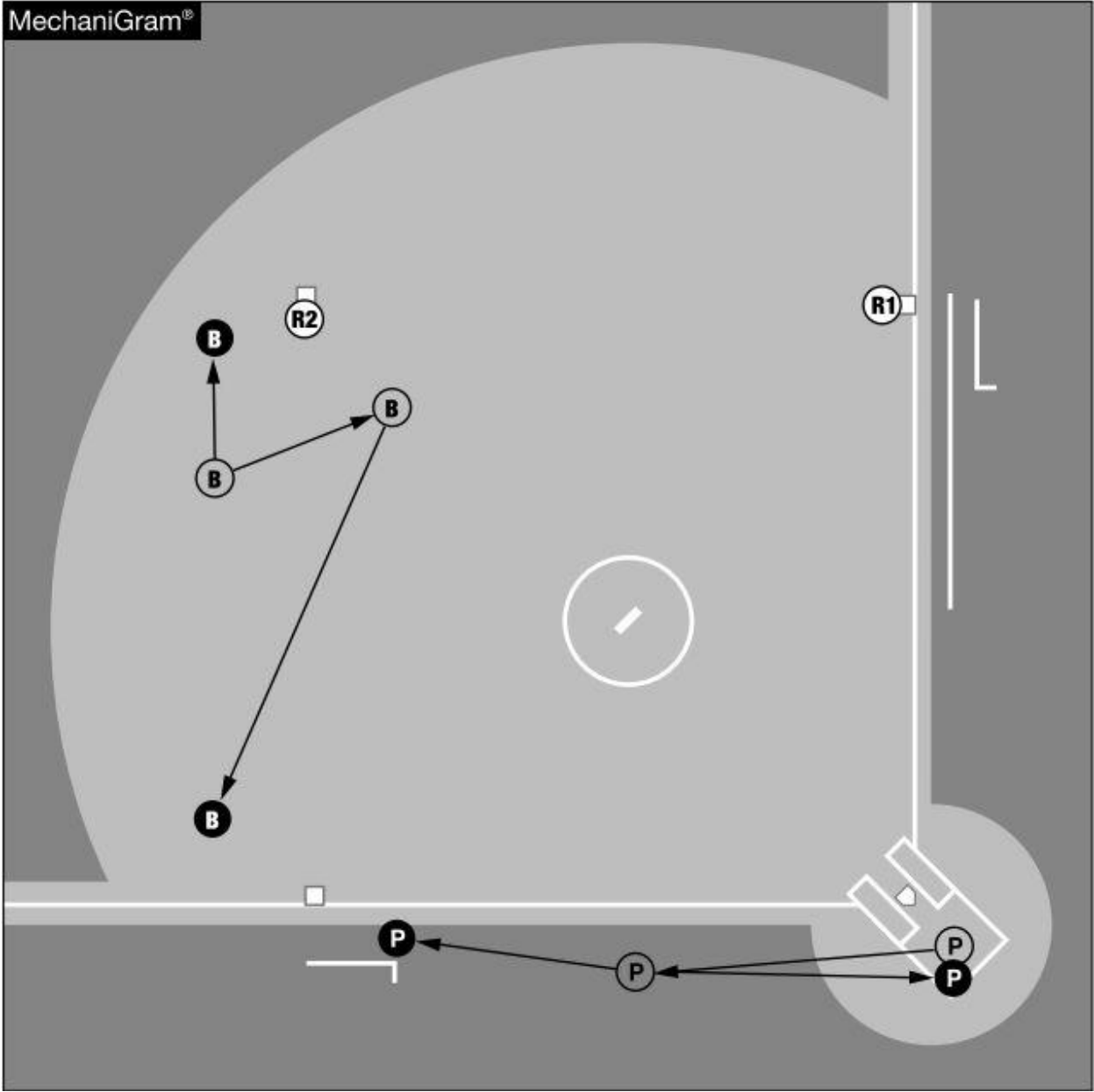
- Immediately move to the holding area in foul territory between home and third base; read the play and move closer to third base or the plate as appropriate, OR:
- If you read that there is no possible play at third base but a good chance for a play at home plate:
  - Move to the point-of-the-plate.
  - Read the throw and the catcher; adjust to the play.
- If there is a play at third base, read the throw from the outfield and adjust positioning closer to third base.
- If there is no immediate play at third base, read the play and be ready to move to third base or home plate for a play there.
- Watch any play at first or second base and be prepared to give help if requested.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Read and process where the ball is hit and the fielder(s) movement.
- Stay outside the diamond, or pivot inside if necessary on a fly ball over your head, reading where the most likely play will be.
- Be prepared for a force play at either first or second base.
- Watch the batter-runner approach, touch, and round first, second, and third base.
- Make any call on the batter-runner at first, second, and third base.
- Watch R1 approach, touch, and round and make any call at second base.
- Watch for a subsequent play at second or third base if the plate umpire is making a call at the plate.
- Watch any play on all runners at home plate; be prepared to give help if requested.
- Wait for the play to conclude before heading to the next starting position.

# Runners on First and Second

## Extra Base Hit to the Outfield



# Runners on First and Second

## Extra Base Hit to the Outfield

P:

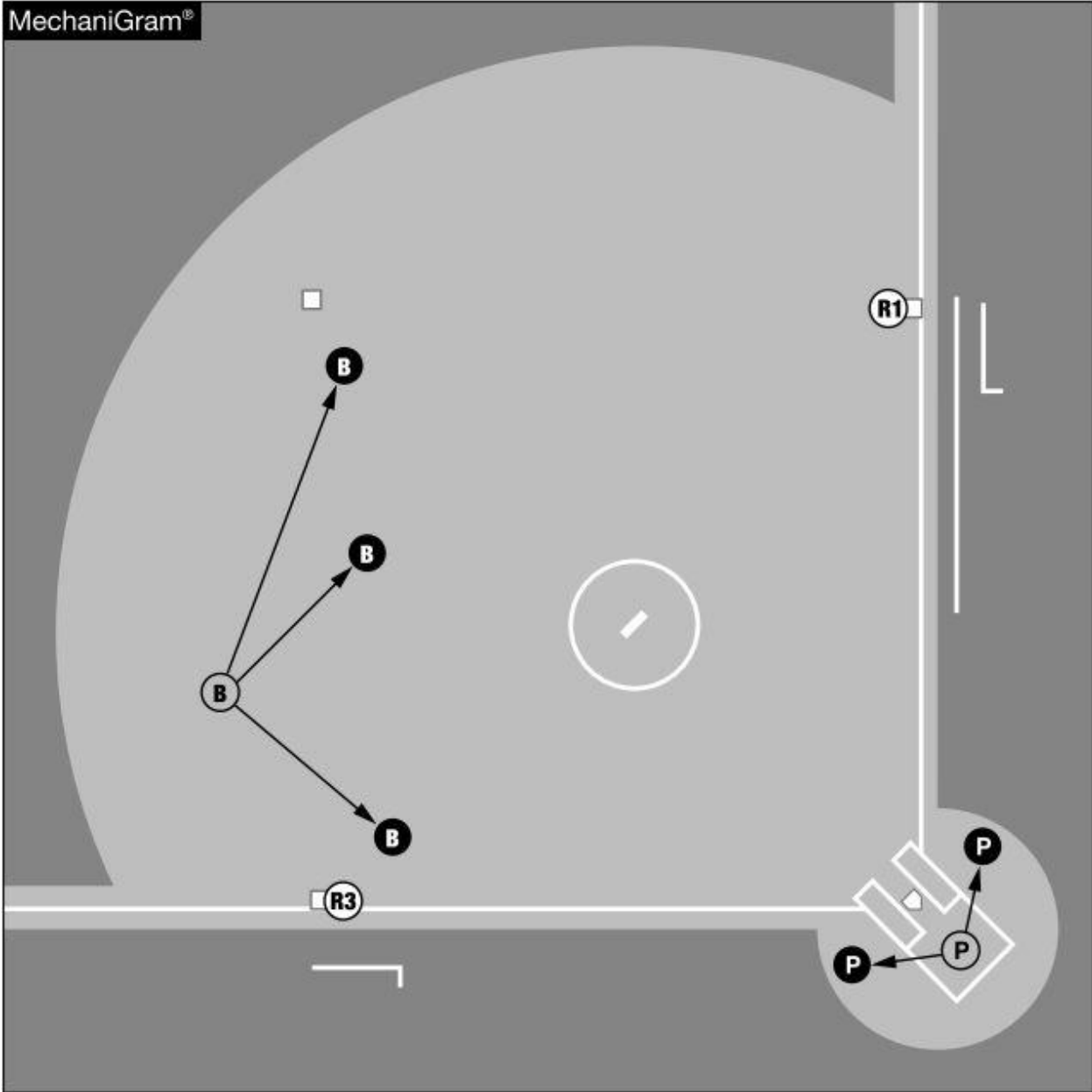
- Immediately move to the holding area in foul territory between home and third base, OR:
- If you read that there is no possible play at third base on the lead runner but a good chance for a play at home plate:
  - Move to the point-of-the-plate.
  - Read the throw and the catcher; adjust to the play.
- Watch R2 approach, touch, and round at third base.
- As R2 advances to home plate, move to a primary position for a tag play at home plate.
- If there will be no play at home plate, move toward third base as you watch R2 touch home plate.
- Take any play on R1 at third base unless you have an imminent play at the plate on R2.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Read and process where the ball is hit and the fielder(s) movement.
- Stay outside the diamond, or pivot inside if necessary on a fly ball over your head, reading where the most likely play will be.
- Watch the batter-runner approach, touch, and round first, second, and third base.
- Make any call on the batter-runner at first, second, and third base.
- Watch R1 approach, touch, round and make any call at second base
- Watch for a subsequent play at second or third base if the plate umpire is making a call at the plate.
- Watch any play on all runners at home plate; be prepared to give help if requested.
- Wait for the play to conclude before heading to the next starting position.

# Runners on First and Third

Working Between Pitches, Pickoff, Steal



# Runners on First and Third

## Working Between Pitches, Pickoff

P:

- Move out of stance when the pitch is over, completing verbal and/or signal.
- If there is a pickoff attempt, watch the catcher's attempt to throw and look for batter interference.
  - After a throw, step out to the left or right clearing the catcher and batter to watch the play; be prepared to give help if requested, especially if the play is to first base.
  - Be ready to help with a play at third base on R3 if the initial play is to first base.
- If the pitch is a passed ball, remain in the plate area avoiding any throwing lanes to third base. Keep tracking the ball and make the call on any play on the ball (blocked ball, interference, enters dead ball area, etc.).
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Move out of the set position. Move toward the second/third baseline to achieve the angle for R3.
- If the play goes to first base continue forward and try to get closer to first base.
- If the initial play is to first base, be ready for a quick back-pick at third base.
- Wait for the play to conclude before heading to the next starting position.

## Steal at Second Base

P:

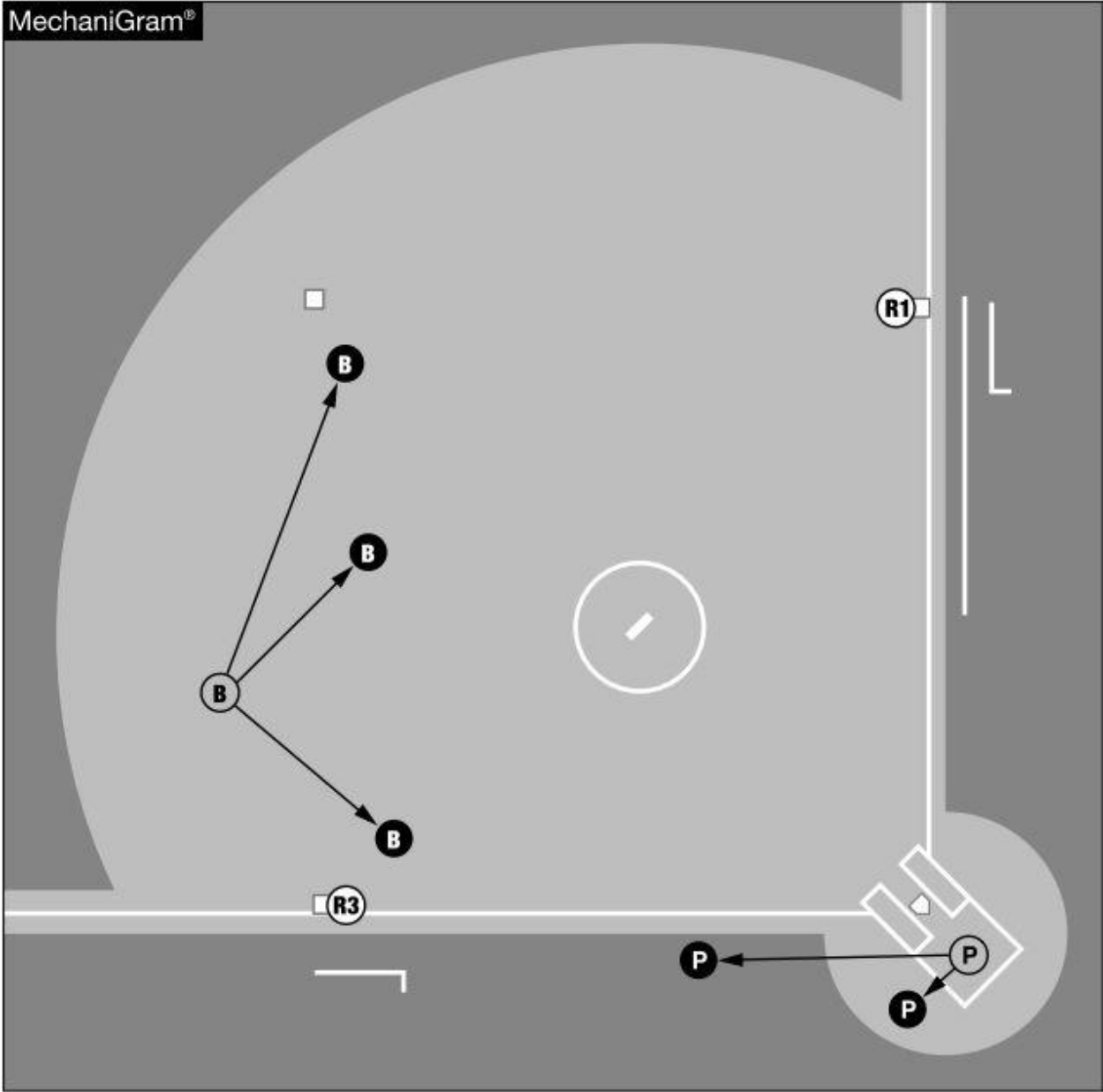
- Move out of stance when the pitch is over, completing verbal and/or signal.
- Step out to the left clearing the catcher and batter to watch the play while moving toward the holding area.
- Read R3 to see if she will attempt to come home or is staying at third base.
- Move aggressively to third base or the plate as appropriate; be prepared for a rundown.
- Wait for the play to conclude.

B:

- Move out of the set position. Move into the diamond to achieve the angle at second base.
- If the throw is to second base, move into the play to the best angle and distance possible.
- If the throw is cut off, read the play and be ready to stay with R1 or help with a rundown on R3.

# Runners on First and Third

## Hit to the Infield





# Runners on First and Third

## Hit to the Infield

P:

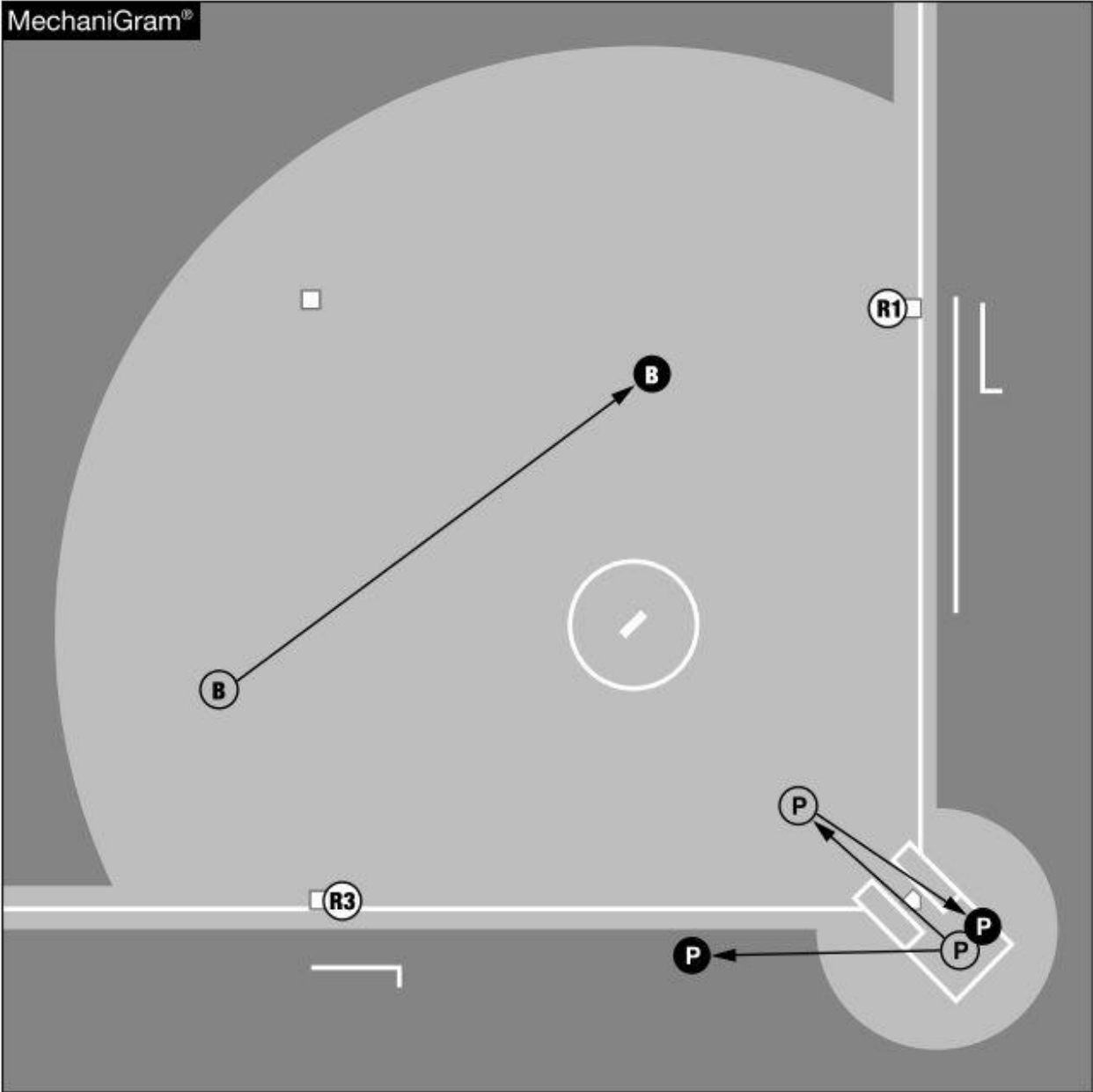
- When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line in foul territory.
- Read the play while moving toward the holding area so you can help at first base if necessary.
- If R3 advances, move back to the plate to make the call.
- If the first play is to first or second base:
  - If R3 stays at third base, move toward third base for a possible back-pick.
  - If R3 advances, read the play as it develops and adjust to see the applied tag.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Read the fielder and be ready to move quickly toward the play she is making.
- After the initial play at first base, turn toward a potential play at second base.
- Wait for the play to conclude before heading to the next starting position.

# Runners on First and Third

Fly Ball/Line Drive to the Outfield – Ball is Caught



# Runners on First and Third

## Fly Ball/Line Drive to the Outfield – Ball is Caught

P:

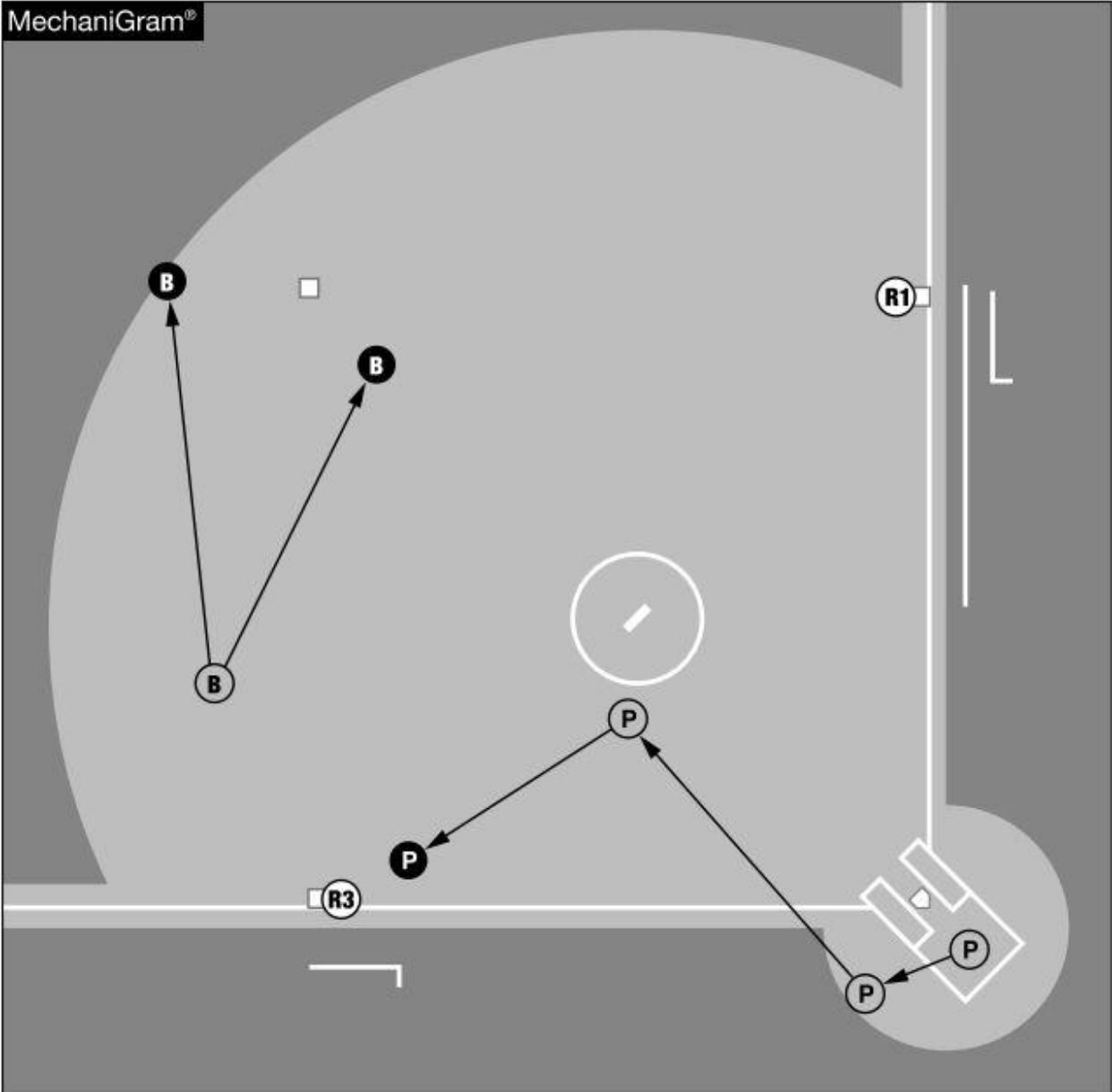
- Move to obtain the best angle to watch the catch/no catch and the tag-up at third base.
- When the ball is hit near the foul line, move to a credible position straddling the line.
- After the catch, read R3:
  - If she stays at third base, commit to third base.
  - If she advances, read the play as it develops and adjust to see the applied tag.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Immediately move to a position to allow you to see R1 tag-up.
- After the catch, read the throw from the outfield and adjust positioning.
- Take any play on R1 at first, second, or third base.
- Watch for a subsequent play at third base or the plate; be ready to help if requested.
- Wait for the play to conclude before heading to the next starting position.

# Runners on First and Third

## Single and Extra Base Hit to the Outfield



# Runners on First and Third

## Single and Extra Base Hit to the Outfield

P:

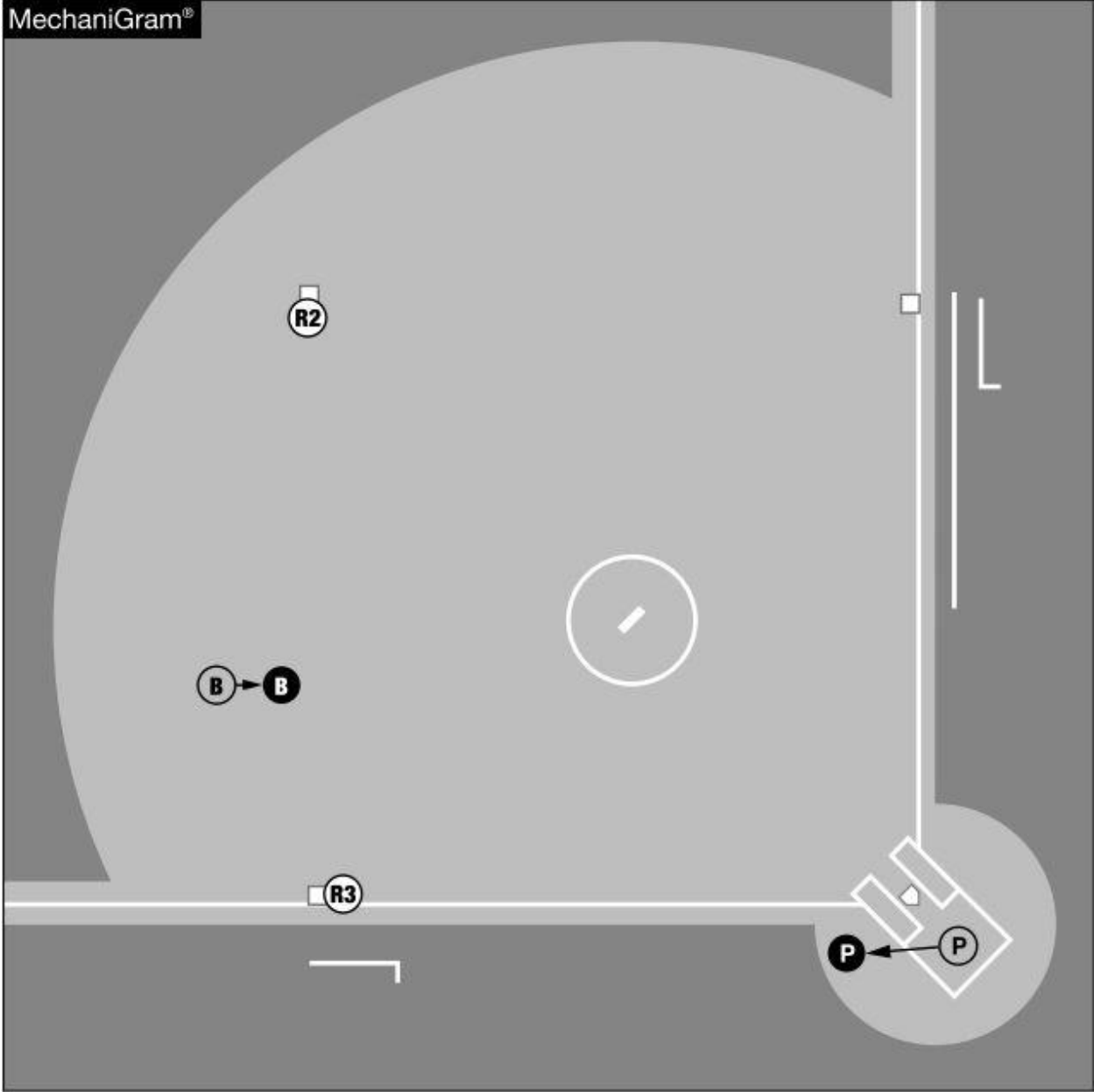
- Immediately move to the holding area in foul territory between home and third base.
  - Move into the infield as you watch R3 touch home plate.
  - If R1 is advancing to third base, commit to third base and adjust to the play.
  - Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area.
- There should always be a set of eyes on the runner.

B:

- Read and process where the ball is hit and the fielder(s) movement.
- Stay outside the diamond, or pivot inside if necessary on a fly ball over your head, reading where the most likely play will be.
- Be prepared for a force play at either first or second base.
- Watch the batter-runner approach, touch, and round first, second, and third base.
- Make any call on the batter-runner at first, second, and third base.
- Watch R1 approach, touch, and round second base; make any call at second base.
- Wait for the play to conclude before heading to the next starting position.

# Runners on Second and Third

Working Between Pitches, Pickoff



# Runners on Second and Third

## Working Between Pitches, Pickoff

P:

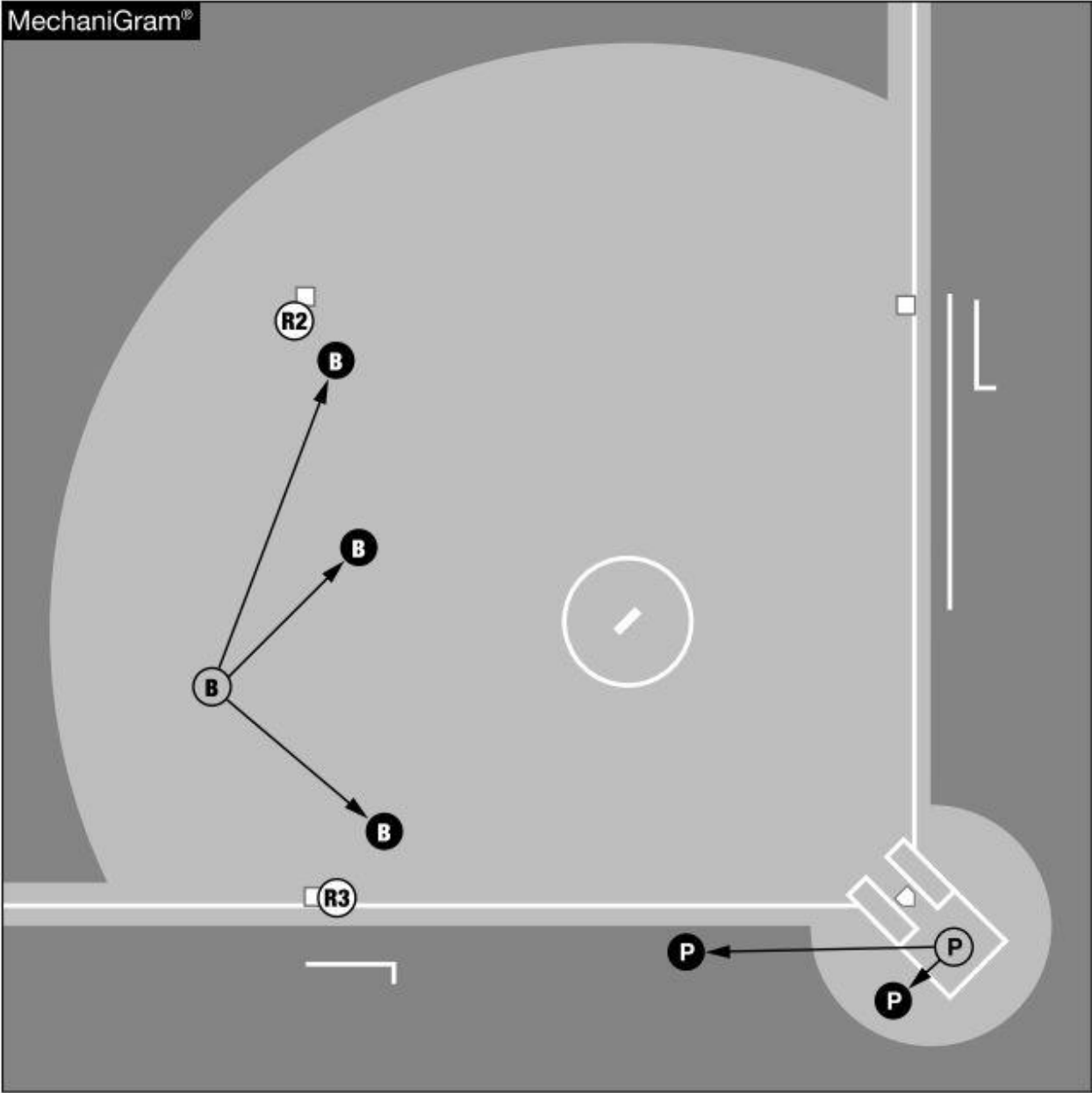
- Move out of stance when the pitch is over, completing verbal and/or signal.
- If there is a pickoff attempt, step out to the left clearing the catcher and batter to watch the play.
  - Be prepared to give help if requested.
- If the pitch is a passed ball, remain in the plate area avoiding any throwing lanes and the catcher.
  - Keep tracking the ball while watching R3 and the catcher.
  - Adjust to any play at home plate.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Move out of the set position and read the runners and catcher.
- Movement should be forward in the direction of the intersection with the imaginary line between the primary position at second base and third base.
- React quickly if a play develops, getting the best angle and distance for the play.
- Be ready for a subsequent throw to the other base after the initial play.
- When the ball is in the circle with the pitcher and all runners have returned to the base, return to starting position.

# Runners on Second and Third

## Hit to the Infield





# Runners on Second and Third

## Hit to the Infield

P:

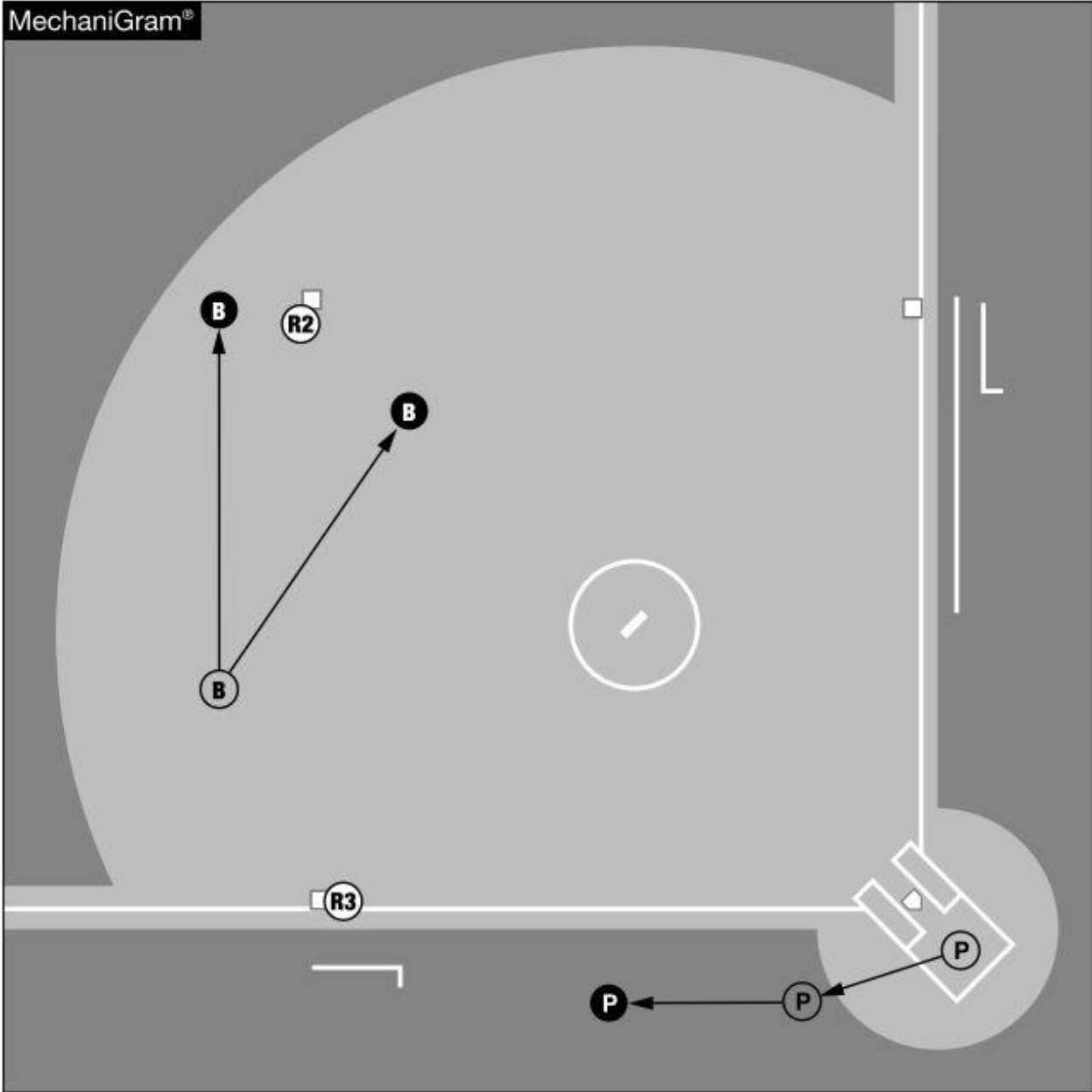
- When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line in foul territory.
- Take a few steps to your left and read R3.
- If R3 is advancing to the plate, read the play and adjust to the tag.
- If she is not initially advancing, watch the play at first or second base and be ready to help.
- If the first play is to first or second base:
  - If R3 stays at third base, move toward third base for a possible back-pick; take the call at third base.
  - If R3 advances, move back to the plate area and adjust to the play.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Read the fielder and be ready to move quickly toward the play she is making.
- After the initial play at first base, turn toward a potential play at second base; be ready to help on any play at third base or the plate.
- Wait for the play to conclude before heading to the next starting position.

# Runners on Second and Third

Fly Ball/Line Drive to the Outfield – Ball is Caught



# Runners on Second and Third

## Fly Ball/Line Drive to the Outfield – Ball is Caught

P:

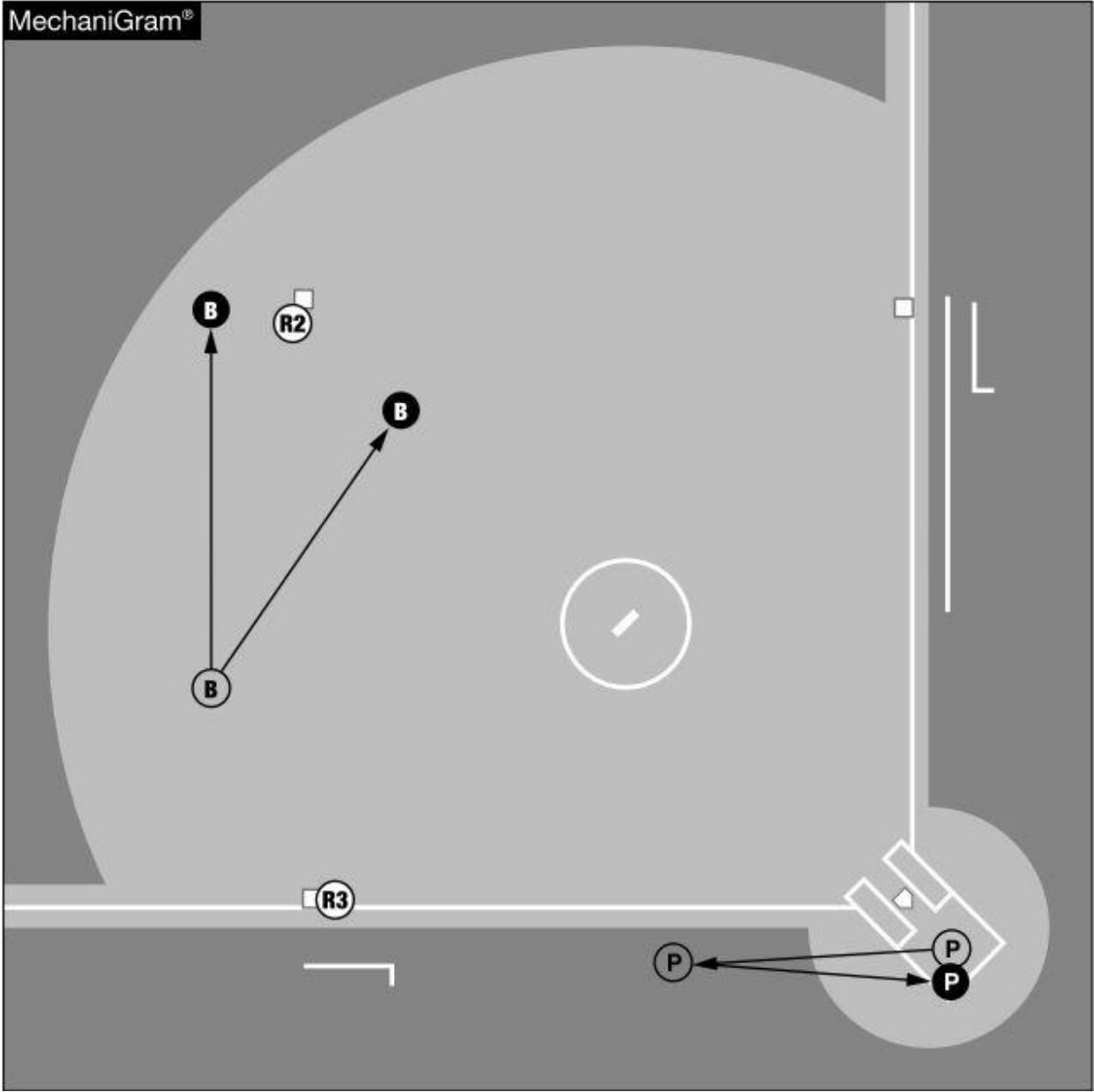
- Move to obtain the best angle to watch the catch/no catch and the tag-up at third base.
- When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.
- After the catch, read R3:
  - If she stays at third base, commit to third base.
  - If she advances, read the play as it develops and adjust to the play.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Immediately move to a position to allow you to see R2 tag-up.
- After the catch, read the throw from the outfield and adjust positioning.
- Take any play on R2 at second and third base.
- Wait for the play to conclude before heading to the next starting position.

# Runners on Second and Third

## Single to the Outfield



# Runners on Second and Third

## Single to the Outfield

P:

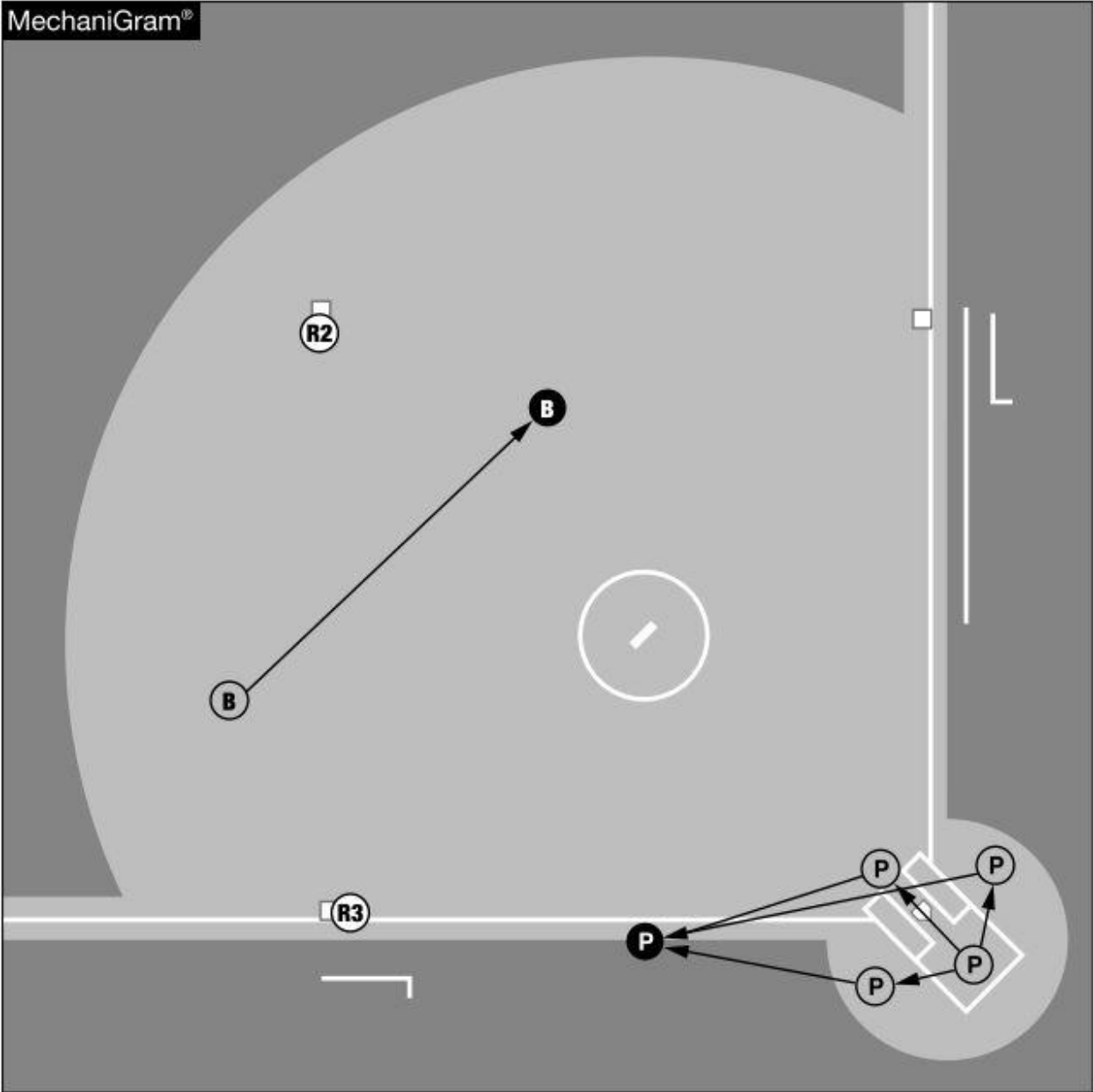
- Immediately move to the holding area in foul territory between home and third base.
- If you read a possible play at third base on R2, watch R3 touch the plate then commit to third base.
- Verbalize to your base umpire that you have third base.
- If R2 advances toward the plate without stopping, move back to the plate and adjust to the play.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Read and process where the ball is hit and the fielder(s) movement.
- Stay outside the diamond unless you read a possible play at first base.
- Watch the batter-runner approach, touch, and round first, second, and third base.
- Make any call on the batter-runner at first, second, and third base.
- If the batter-runner is not advancing to second base and you have not heard the plate umpire verbalize they have third base, glance toward third base and be ready to help if requested.
- Wait for the play to conclude before heading to the next starting position.

# Runners on Second and Third

## Extra Base Hit to the Outfield



# Runners on Second and Third

## Extra Base Hit to the Outfield

P:

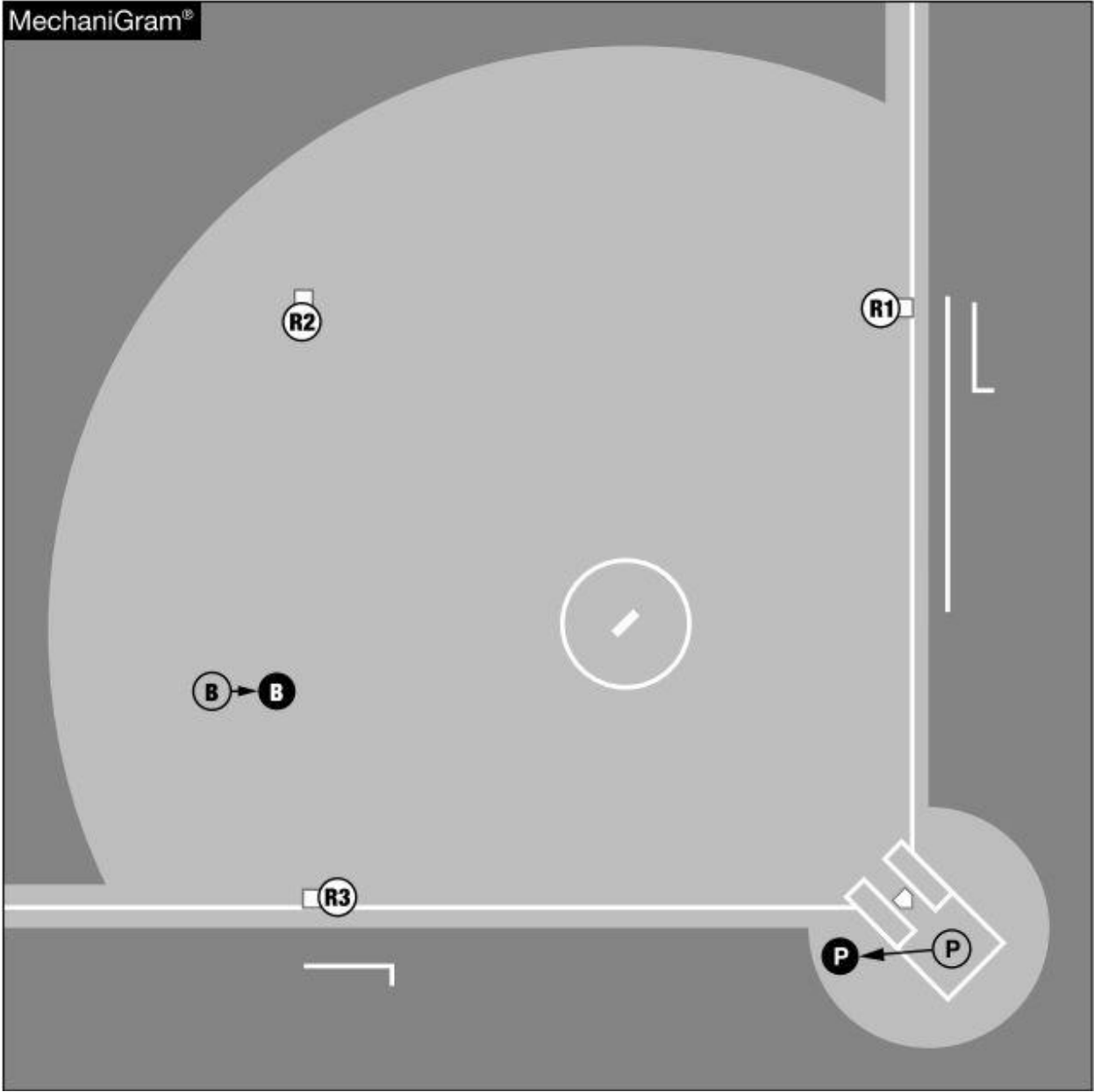
- Immediately move to the holding area in foul territory between home and third base.
- Watch R3 approach and touch home plate.
- Take any play on R2 at the plate.
- As soon as you read that R2 will score without a play, start moving to the holding area and be ready to help if requested on any play at second or third base.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Read and process where the ball is hit and the fielder(s) movement while staying outside.
- Watch the batter-runner approach, touch, and round first, second, and third base.
- Make any call on the batter-runner at first, second, and third base.
- Watch any play on R2 or the batter-runner at home plate; be ready to give help if requested.
- Wait for the play to conclude before heading to the next starting position.

# Runners on First, Second, and Third

## Working Between Pitches, Pickoff





# Runners on First, Second, and Third

## Working Between Pitches, Pickoff

P:

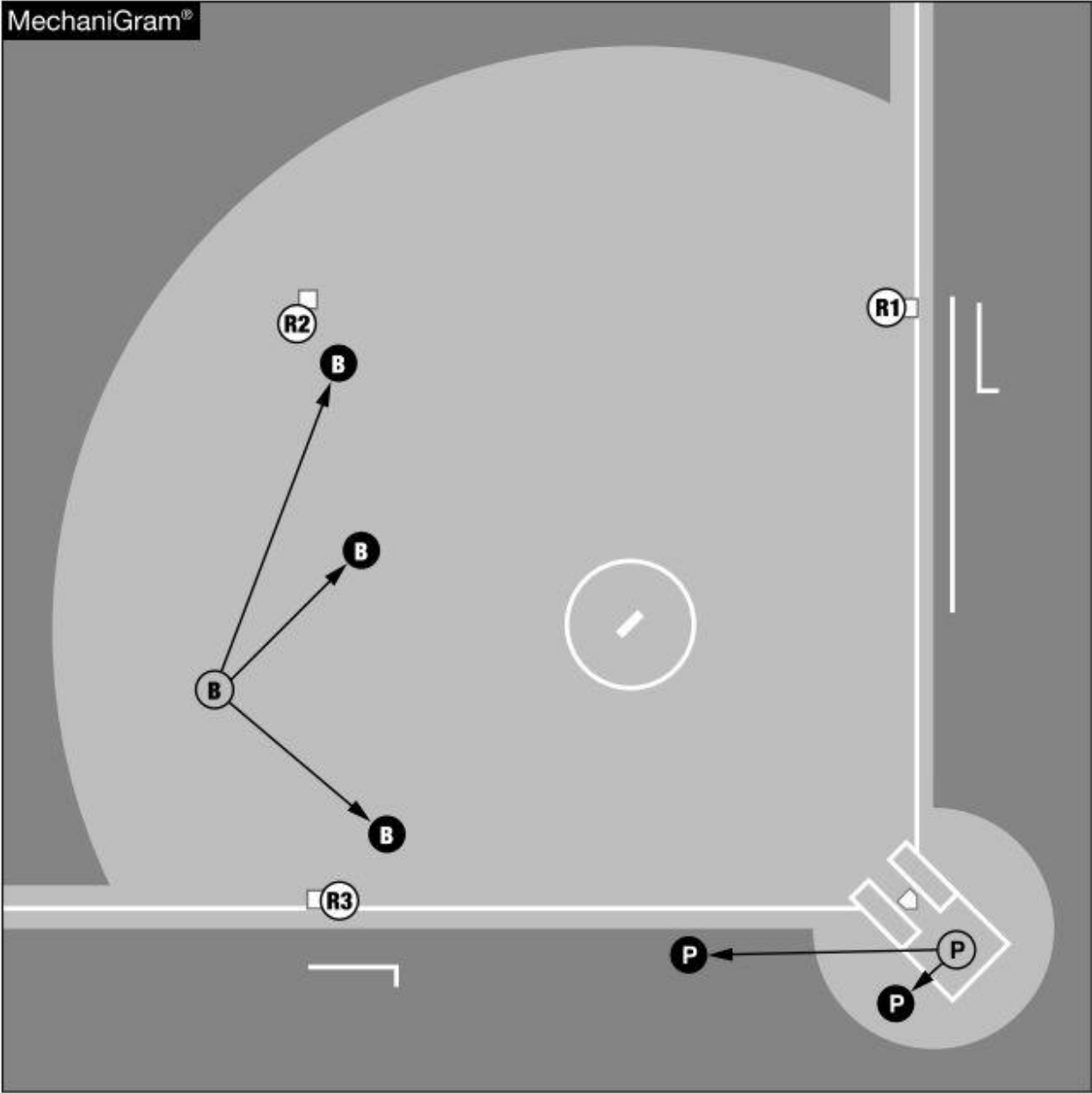
- Move out of stance when the pitch is over, completing verbal and/or signal.
- If there is a pickoff attempt, watch the catcher's attempt to throw and look for batter interference.
- After a throw, step out to the left clearing the catcher and batter to watch the play.
- Be prepared to give help if requested, especially at first base.
- Be ready for R3's attempt to advance to the plate.
- If the pitch is a passed ball, remain in the plate area avoiding any throwing lanes and the catcher.
- Keep tracking the ball while watching R3 and the catcher.
- Adjust to any play at home plate.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Move out of the set position and read the runners and catcher.
- Movement should be forward in the direction of the intersection with the imaginary line between the primary position at second base and third base.
- React quickly if a play develops, getting the best angle and distance for the play.
- Be ready for a subsequent throw to other bases after the initial play.
- When the ball is in the circle with the pitcher and all runners have returned to the base, return to starting position.

# Runners on First, Second, and Third

## Hit to the Infield



# Runners on First, Second, and Third

## Hit to the Infield

P:

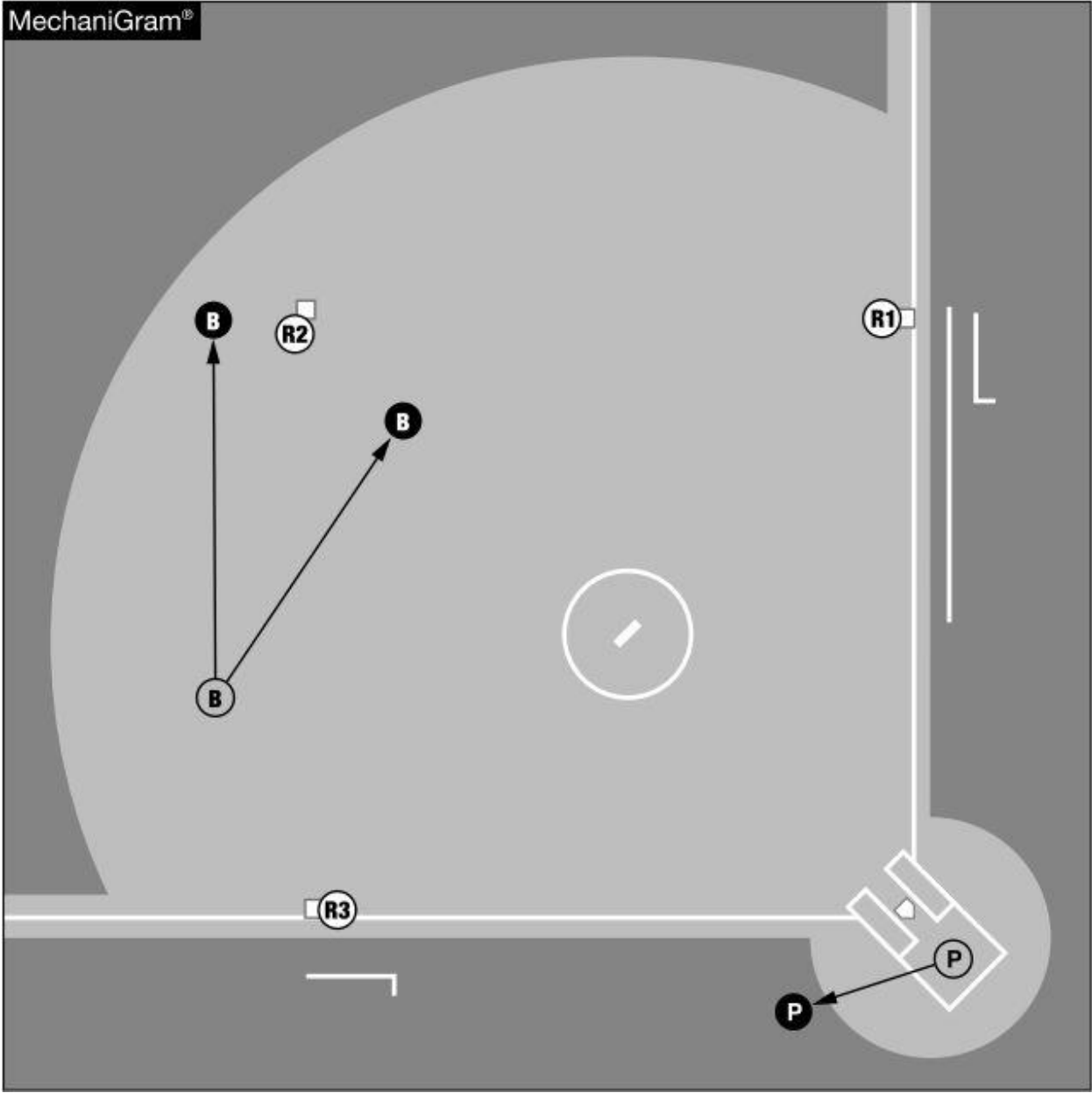
- When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line in foul territory.
- Move to the first base line extended, backing up to force-play depth.
- If the first play is not to the plate, watch R3 score and be ready to help at any base if requested.
- Be ready to move to third base for any subsequent play on R2 or R1.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Read the fielder and be ready to move quickly toward the play she is making.
- If the initial play is to the plate, move aggressively toward first base staying out of running lanes for the potential double-play attempt at first base.
- If the initial play is to first base, when that play is over turn toward a potential play at second base and be ready to help the plate umpire on a play at third base.
- Wait for the play to conclude before heading to the next starting position.

# Runners on First, Second, and Third

## Fly Ball/Line Drive to the Outfield



# Runners on First, Second, and Third

## Fly Ball/Line Drive to the Outfield

P:

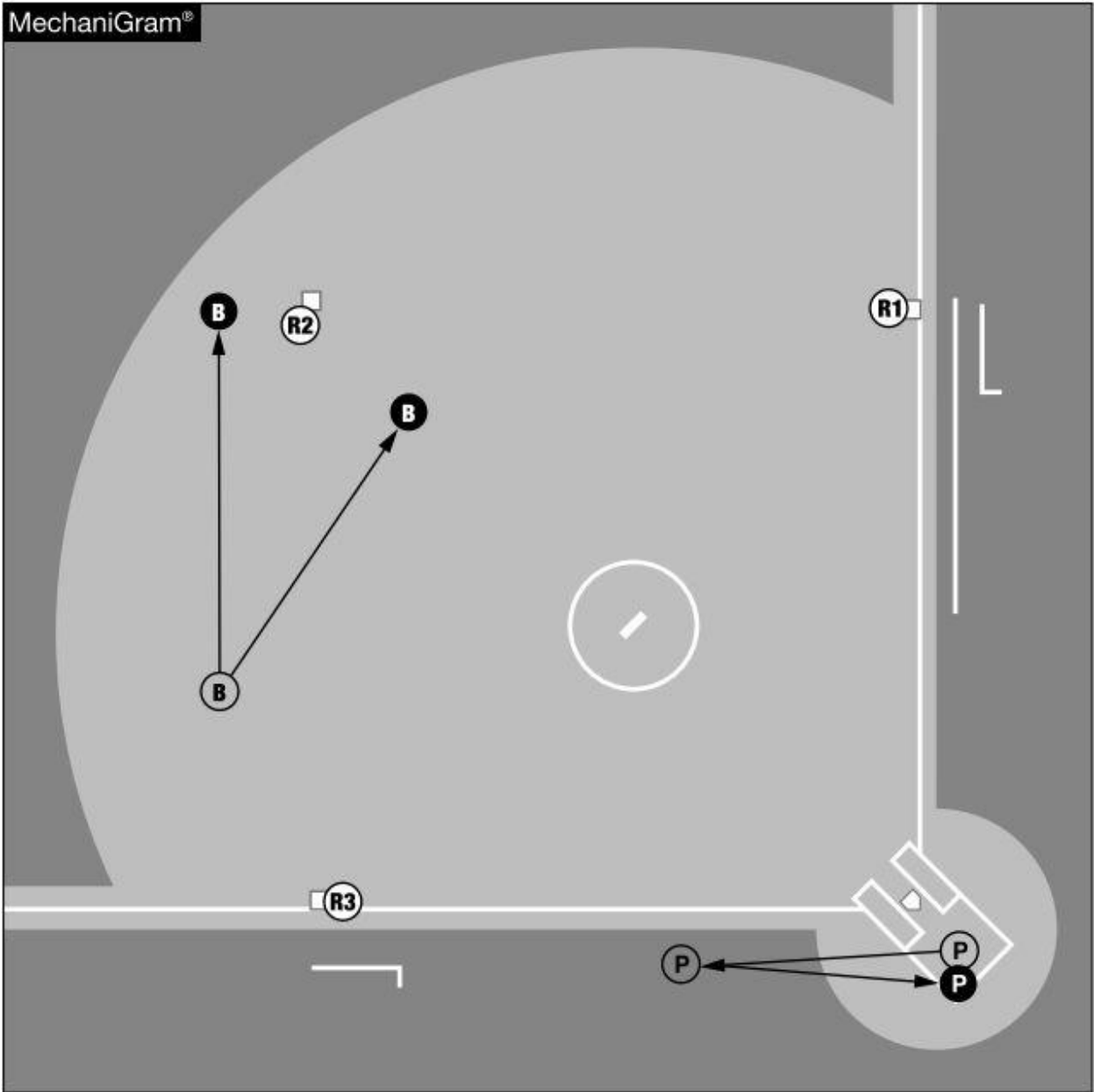
- Move to obtain the best angle to watch the catch/no catch and the tag-up at third base.
- When the ball is hit near the foul line, move to a credible position straddling the line.
- After the catch, read R3:
  - If she stays at third base, commit to third base.
  - If she advances, read the play as it develops and adjust to the play.
- After R3 scores or is called out, be alert for other plays which may develop.
- Verbalize coverage at third base as appropriate.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Immediately move to a position to allow you to see R1 and R2 tag-up.
- After the catch, read the throw from the outfield and adjust positioning.
- Take any play at first base or second base, and be ready to take any play at third base until you hear the plate umpire verbalize coverage at third base.
- Wait for the play to conclude before heading to the next starting position.

# Runners on First, Second, and Third

## Single to the Outfield



# Runners on First, Second, and Third

## Single to the Outfield

P:

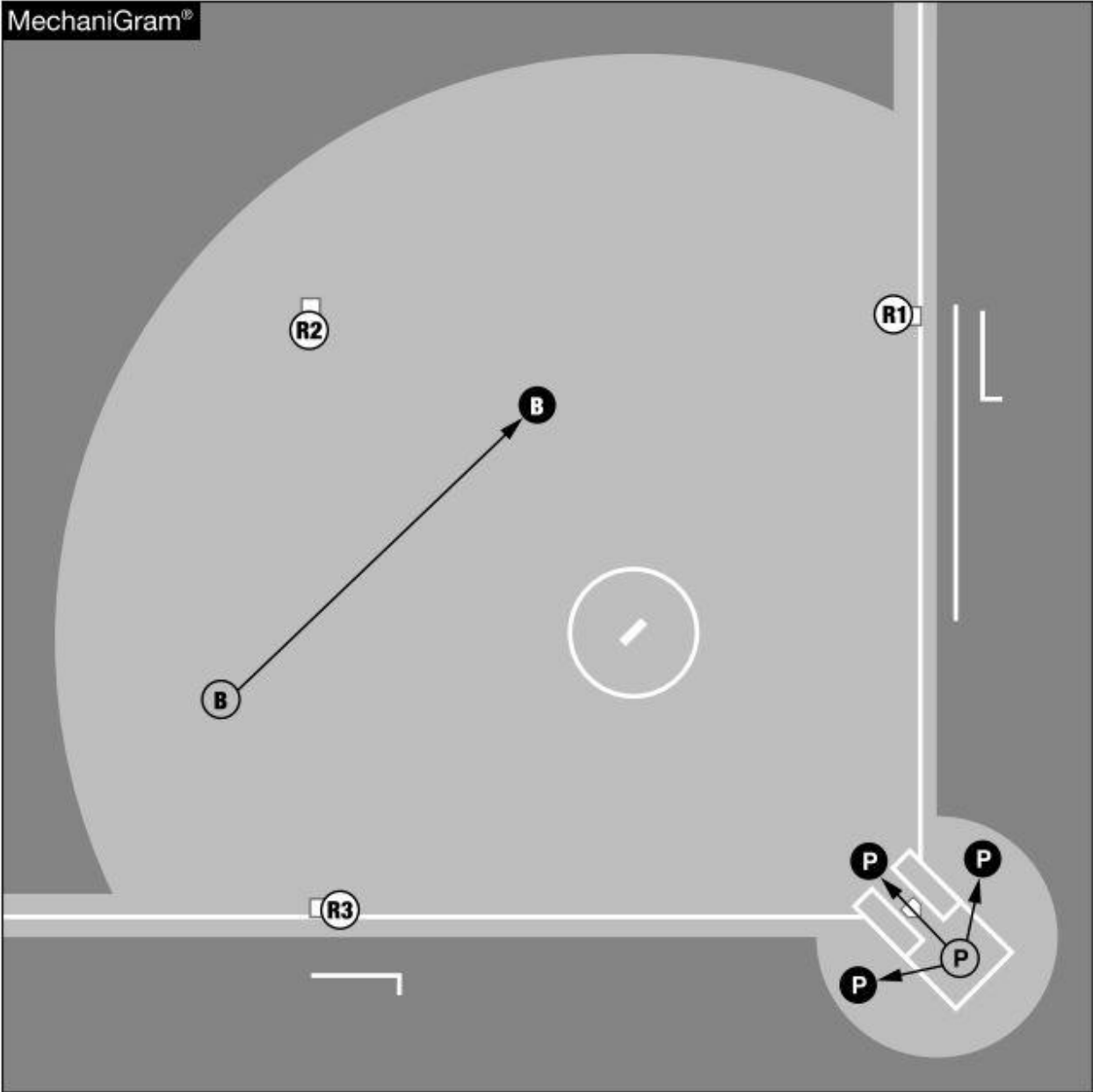
- Immediately move to the holding area in foul territory between home and third base
- If you read a possible play at third base on R2, watch R3 touch the plate then commit to third base.
- Verbalize to the base umpire that you have third base.
- If R2 advances toward the plate without stopping, move back to the plate and adjust to the play.
- Be alert for other plays which may develop.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Read and process where the ball is hit and the fielder(s) movement.
- Stay outside the diamond and be ready for a force play at first or second base.
- Watch the batter-runner approach, touch, and round first, second, and third base.
- Make any call on the batter-runner at first, second, and third base.
- Take all plays on R1 at second base.
- If the batter-runner is not advancing to second base, and you have not heard the plate umpire verbalize coverage at 3rd base, glance toward third base and be ready to help if requested.
- Wait for the play to conclude before heading to the next starting position.

# Runners on First, Second, and Third

## Extra Base Hit to the Outfield





# Runners on First, Second, and Third

## Extra Base Hit to the Outfield

P:

- Immediately move to the holding area in foul territory between home and third base.
- Watch R3 approach and touch home plate.
- Take any play on R2 or R1 at the plate.
- As soon as you read that R2 will score without a play and there is a possible play on R1 at third base, commit to third base and adjust to the play; verbalize coverage at third base.
- As soon as you read that R1 will advance to the plate, move back to the plate and adjust to the play.
- Wait for the play to conclude. Once the base umpire gets to their next position, return to the plate area. There should always be a set of eyes on the runner.

B:

- Read and process where the ball is hit and the fielder(s) movement while staying outside.
- Watch the batter-runner approach, touch, and round first, second, and third base.
- Make any call on the batter-runner at first, second, and third base.
- Take any play at first base or second base, and be ready to take any play at third base until you hear the plate umpire verbalize coverage at third base.
- If the batter-runner is not advancing to second base, and you have not heard the plate umpire verbalize coverage at 3rd base, glance toward third base and be ready to help if requested.
- Wait for the play to conclude before heading to the next starting position.