WBSC

SOFTBALL DIVISION

WBSC-SD FIELD MECHANICS

3 & 4 UMPIRE SYSTEM

(Including 5 and 6 Umpire Outfield Coverage)

Reissued by WBSC-SD Director of Umpires

May 2017

Text changes are bolded and italicized. Text and Graphic changes are tagged

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WBSC-SD MECHANICS FUNDAMENTALS

Terminology

P (Plate Umpire); U1 (1st Base Umpire); U2 (2nd Base Umpire); U3 (3rd Base Umpire; ULF (Left Field Umpire); URF (Right Field Umpire)

Ready Position:

The ready position is the body position a base umpire takes immediately prior to the pitcher bringing his hands together for the pause and up until the pitch is released.

As the pitcher assumes the pause position, (hands together), the umpire should take the ready position by placing the feet at a comfortable distance apart, (normally shoulder width) staying relaxed but still. As the pitcher releases the pitch, soften the knees (slightly bend), adjust body weight to the balls of the feet and draw the hands in, close to the body at belt level.

If the ball is hit, push off the ball of the outer foot and move to the appropriate position for a possible play. If the ball is not hit, relax until the start of the next pitch but always be aware of pick off plays, passed balls, etc that may cause the umpire to move to a position to call a play.

Set Position   May 2017

This is the position an umpire should take, prior to making a call on a play. ***The set position mimics the ready position in that the feet are spread apart, normally shoulder width, knees are soften and slightly bent with the hands drawn towards the body at belt level.***

On a force play, the umpire moves to a proper position to see the play; ***6 meters (18 feet)*** back, 90 degrees to the throw; on plays at 1st base, do not go beyond 45 degrees to the base. Once at this position the umpire should ***stop, set, see the play and then make the call.***

On a tag play, the umpire moves to a proper position to see the play, ***4 meters (12 feet)*** back and not in line with the throw, 90 degrees to the runner's base path and just short of the leading edge of the base ***or home plate.*** Once at this position the umpire should ***stop, set, see the play and then make the call.***

Making the Call   May 2017

While in the set position, the umpire should pick the ball up with the eyes and track the ball by turning the head with the ball. On force plays, just prior to the thrown ball reaching the receiver, change your focus to the ball, fielder and runner, watching ***all the elements*** come together. Once you have made your decision on the play, rise from the set position and signal and verbalize your call, using appropriate emphasis and voice. On tag plays, watch the thrown ball into the fielder's glove and follow the ball and glove to the area of the tag, picking up the runner in your field of vision as the fielder begins to move towards the area where the tag will happen. With the Four Essential Elements in front of you judge whether the tag was made prior to the runner touching the base. ***Stop, set, see the play*** and make the signal and verbal call, using the appropriate emphasis and voice. If required you may adjust your position to best see all the Four Essential Elements.

Fly Ball Coverage   May 2017

On a fly ball to the outfield, one base umpire shall go out to determine whether the ball is fair or foul ***(including balls leaving the field of play)*** and whether a fielder has made a catch or there is no catch. If a catch, the umpire is to signal the out. In the 3-umpire system if, the responsible umpire is at the 2nd base position, then the plate umpire shall make the call fair or foul ***(including balls leaving the field of play),*** catch or no catch from F7 or F9 to the fence.

In/Out Theory   May 2017

On hit balls to the infield, base umpires should stay on the outside of the base paths and either stay at their starting position or move to the correct calling position.

On balls to the outfield, base umpires not going out on a fly ball should rotate into the inside of the diamond. With no runners on base, U2 may stay outside only if it will keep U2 out of a possible throwing lane.

Once the ball returns to the infield, the base umpires having rotated to their proper coverages may move back out beyond the base path when it is clear that there will no play at an umpire's area of coverage and there is time to move out while keeping all the Four Essential Elements in front.

If runners are moving and there is a possibility of a play at an umpires area of coverage, open up to the ball, staying out of any possible throwing lane and move to the proper angle and distance for a possible play and call.

On hits to right field or right center field, U3, if not rotating to 2nd base, may come down the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether U3 should rotate inside or go back out beyond the base line. If there is a possibility of a play at 3rd base on the throw back rotate inside. If the throw is to home with no immediate play at 3rd base, move back out beyond the base line in fair territory.

Rotations

Umpire infield rotations shall be clockwise. Exception: if required to backfill, trail a runner or return from a holding position.

Holding Position   May 2017

A position in foul territory, halfway between home plate and 3rd base or home plate and 1st base, 4-5 meters (12-15 feet) off the foul line *or to an area where the umpire can observe all four essential elements and be ready to move to their next position.* Umpires use the holding position, while watching the play develop to determine which base they are required to cover. U1 shall use the holding zone before rotating to home plate. If no immediate play at home and with U3 abandoning his position, move to home plate and push the PU up to 3rd base.

Backfilling   May 2017

This is when the play requires an umpire to counter-rotate to cover a position **not filled by** another umpire being required to cover a play situation elsewhere. An umpire must be ready to move to cover off a play when the responsible umpire cannot get in position to make the call.

Example: With a runner at 2nd or 3rd base or runners at 2nd and 3rd base and either U2 or U3 goes out to cover a fly ball to the outfield and the PU stays or moves back to home for a play. Depending on the development of the play, the BU at 2nd base may need to backfill to provide coverage at 3rd base. (Note: this rotation is not shown)

Four Essential Element Theory (FEET)   May 2017

The four Essential Elements are;

1. *The BALL.*

2. *The Defensive player.*

3. *The Offensive players*

4. *The base or the area of the play.*

The umpire positions and rotations shown in the following diagrams for Live Ball plays from the Infield and Outfield, and Fly-Ball Coverage are WBSC-SD best practice for the large majority of primary plays. It is acknowledged that as some plays develop (this is particularly so for secondary plays) umpires will be required to adjust their position to better see the Four Essential Elements.

Starting Positions – Base and Outfield Umpires

3 Umpire System

With no runners on, U1 and U3's preliminary starting position should be **6 meters (18 feet)** behind the base, 15–30 cm (6–12 inches) off the line in foul territory (measured from the outside of the foot closest to the foul line).

With a runner on 1st base only, U3 moves to a position **5 meters (15 feet)** back, on the 1st base side of 2nd base, just short of the leading edge. **U1 should take a position 5 meters (15 feet) behind 1st base in foul territory. All umpires shall have an unobstructed view of the pitcher, runner and home plate.**

With any runner on 2nd base, (or 1st and 3rd base), U1 moves to a position **5 meters (15 feet)** back no closer than halfway but not more than 2/3rds from 1st base, between 1st and 2nd bases. In both these cases, U1 should adjust his position prior to the pitch dependant on possible play back or steal situations, and the infielder's positions. U1 must not set-up in a position ahead of any infielder and must also be in a position to have clear vision to home plate.

With any runner on 2nd or 3rd base, U3 moves back to his original starting position but only **5 meters (15 feet)** behind 3rd base. Exception: With any runner on 3rd base **U3 should take a position 5 meters (15 feet) behind 3rd base in foul territory so the umpire's view of the pitcher, runner and home plate is not obstructed by the runner leaving 3rd base on the release of the pitch.**

With a runner on 3rd base only U1 moves back to the original starting position. On a ground ball to the outfield with no possible play at 3rd base, U3 rotates inside for any call at 2nd base.

On a pick off (throw back) at 1st base when U1's starting position is off the line in foul territory behind 1st base. U1 moves forward from the starting position **keeping all Four Essential Elements in front. Depending on the umpires reading of the play, should move to a position 4 meters (12 feet) back from the play by stepping inside to fair territory or by moving forward in foul territory provided the umpire does not move beyond a 45 degree line though 1st base.**

On a pick off play (throw back) at 3rd base, U3 moves to a position 4 meters (12 feet) back, keeping all Four Essential Elements in front by moving forward towards 3rd base or to a position closer to the foul line. The umpire should not move down in foul territory beyond a 45 degree line through 3rd base.

When either U1 or U3 goes out to cover a fly ball to the outfield the base umpire remaining shall stay with the <u>Batter Runner</u> for possible calls at 2nd and 3rd base. (Note: this rotation is not shown)

4 Umpire System

With no runners on, U1 and U3's preliminary starting position should **be 6 meters (18 feet)** behind the base, 15–30 cm (6–12 inches) off the line in foul territory (measured from the outside of the foot closest to the foul line); U2's preliminary starting position should be **6 meters (18 feet)** back, on the 1st base side of 2nd base, just short of the leading edge.

With any runner on base, U1, U2 and U3 should be in their original starting position but only **5 meters (15 feet)** behind the base. Exception: **With a runner at 1st base, U1 should take a position 5 meters (15 feet) behind 1st base in foul territory so as to have an unobstructed view of the pitcher, runner and home plate. With a runner at 3rd base, U3 should take a position 5 meters (15 feet) behind 3rd base in foul territory so the umpire's view of the pitcher, runner and home plate is not obstructed by the runner leaving 3rd base on the release of the pitch.**

On a pick off (throw back) at 1st base U1 moves forward from the starting position **keeping all Four Essential Elements in front. Depending on the umpires reading of the play, the umpire should move to a position 4 meters (12 feet) back from the play by stepping inside to fair territory or by moving forward in foul territory provided the umpire does not move beyond a 45 degree line though 1st base.**

On a pick off play (throw back) at 3rd base, U3 moves to a position 4 meters (12 feet) back, keeping all Four Essential Elements in front by moving forward towards 3rd base or to a position closer to the foul line. The umpire should not move down in foul territory beyond a 45 degree line through 3rd base.

5 and 6 Umpire Systems

ULF and URF preliminary starting position should in front of the outfielder half way between the outfielder and the base umpire; up to one metre off the line in fair territory so as to have clear vision to home plate.

Umpires to run parallel to the flight path of the ball until they get an angle on the play. When tracking a ball leaving the field of play close to the foul pole stay well back from the foul pole and on the foul line.

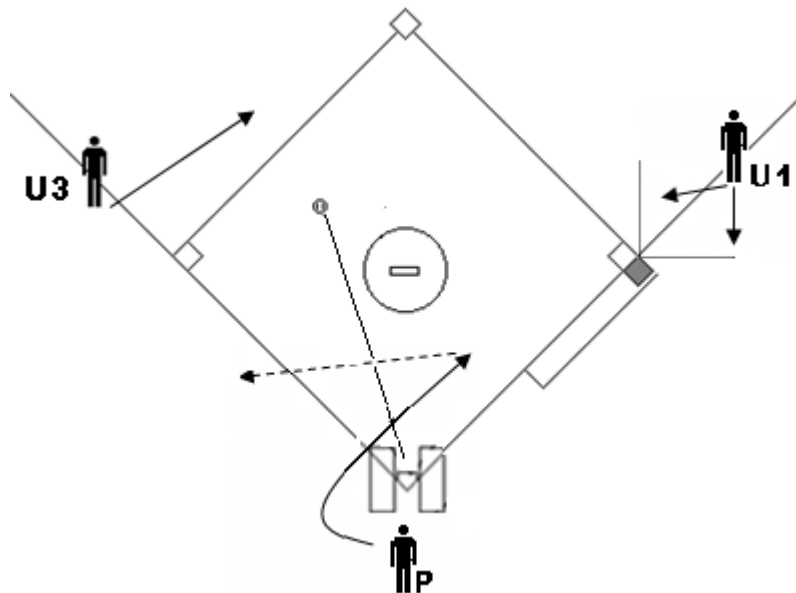# No runners on base – Live Ball Play from Infield

3 Umpire System

P - Trails the **Batter-Runner** for the swipe tag, watch for interference by **Batter-Runner** or to assist at 1st base if required; responsible for fair/foul call. Moves to holding zone between home and 3rd base when **Batter-Runner** reaches 1st.

U1 - **Ball thrown from fair territory** – Move into fair ground but no further than a line at 45 degrees through 1st base.
Ball thrown from foul territory – Move into foul ground but no further than a line at 45 degrees through 1st base.
If the **Batter-Runner** advances safely to 2nd base, move to the holding zone and be prepared to move to home for possible call.

U3 - Rotate inside for any call at 2nd base.

4 Umpire System

P - Trails the **Batter-Runner** for the swipe tag, watch for interference by **Batter-Runner** or to assist at 1st base if required; responsible for fair/foul call. Moves back to home when **Batter-Runner** reaches 1st.
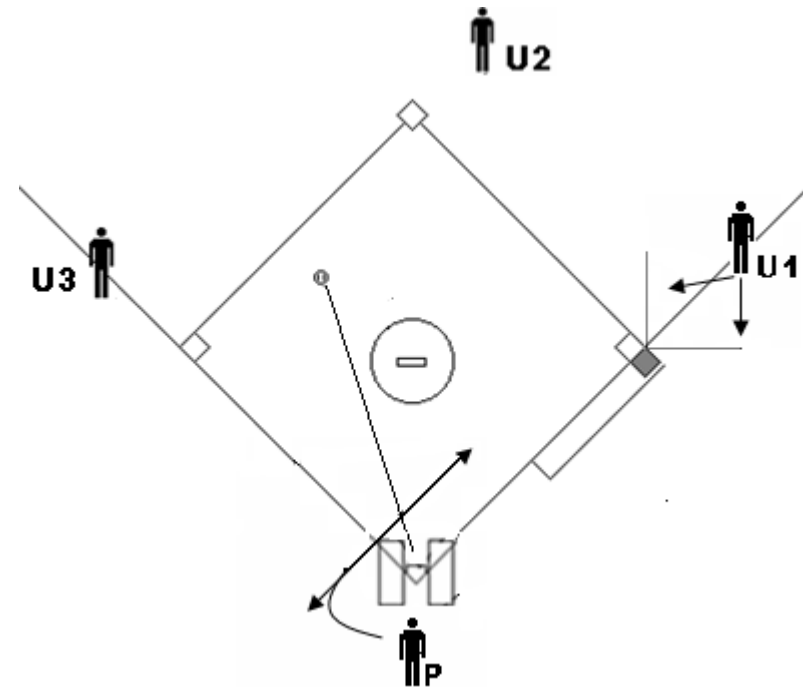
U1 - **Ball thrown from fair territory** –
Move into fair ground but no further than a line at 45 degrees through 1st base.
Ball thrown from foul territory –
Move into foul ground but no further than a line at 45 degrees through 1st base.

U2 & U3 - Need not leave their starting position unless the **Batter-Runner** continues from 1st base.

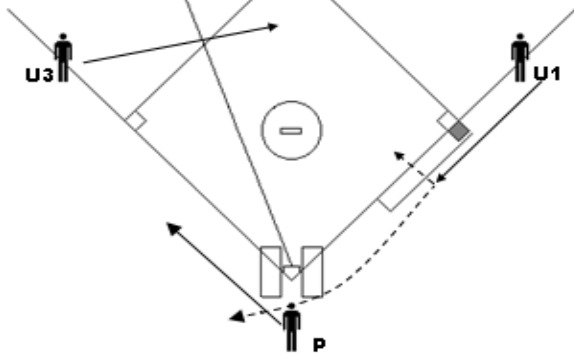# No runners on base – Ground Ball to Outfield

3 Umpire System

- No base umpire goes out any ground ball to the outfield -

P - Move into holding position; be prepared to bounce inside for the call at 3rd base on the **Batter-Runner.**

U1 - Move down the foul line and be prepared to bounce inside for a possible call at 1st base. Rotate to the plate, **only** if the **Batter-Runner** progresses from 2nd to 3rd base, for a possible call at Home.

U3 - Rotate inside for any call at 2nd base.

4 Umpire System

Hit to RF - No base umpire goes out -

P - Move to the left of the plate, watch for interference by the **Batter-Runner** or to assist at 1st base if required; responsible for fair/foul call.
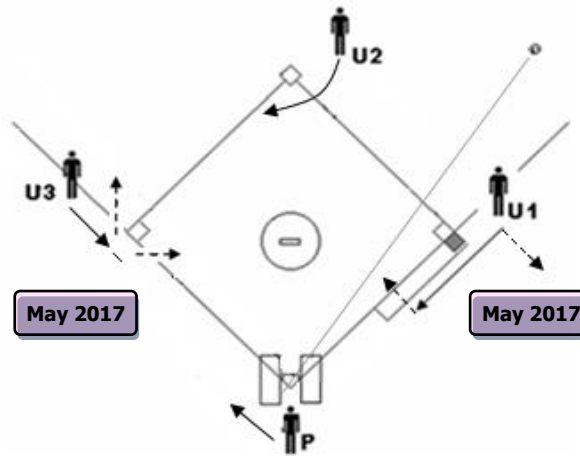
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U1 - Move down the foul line and be prepared to bounce inside for a possible call at 1st base. *For a possible 9-3 play move further back in foul territory, 90 degrees to the throw.*

U2 - Buttonhook inside for any call at 2nd base

U3 - Move *down the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.* `May 2017`
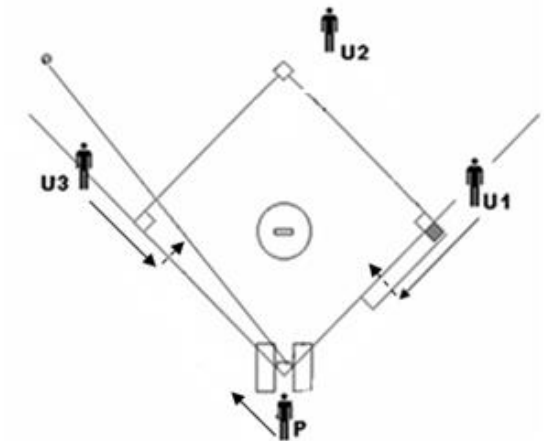
4 Umpire System

Hit to CF/LF - No base umpire goes out -

P - Move to the left of the plate, watch for interference by the **Batter-Runner** or to assist at 1st base if required; responsible for fair/foul call.

U1 - Move down the foul line and be prepared to bounce inside for a possible call at 1st base
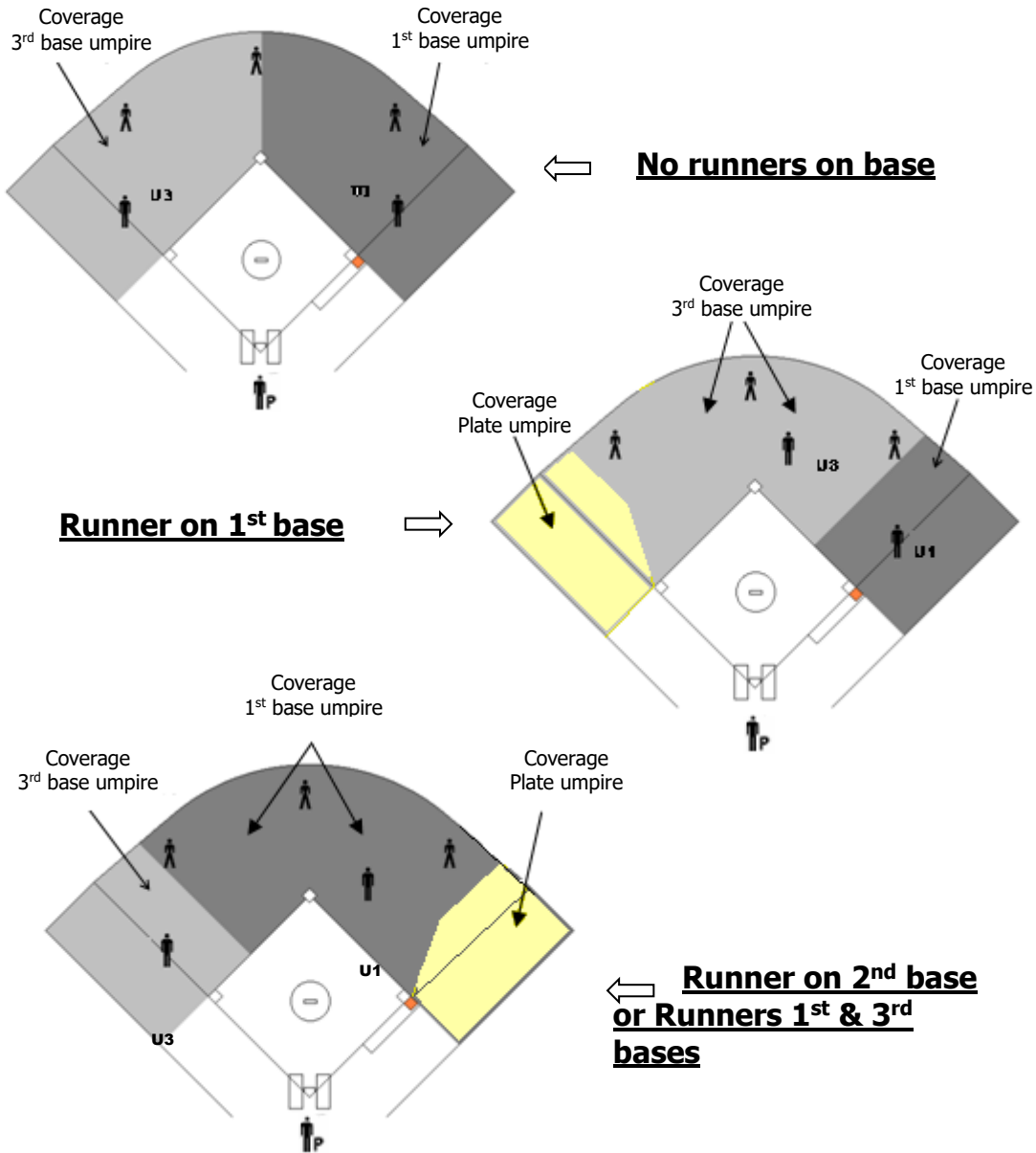
U2 - Stay out for an acute angle on the throw from LF for any call at 2nd base.

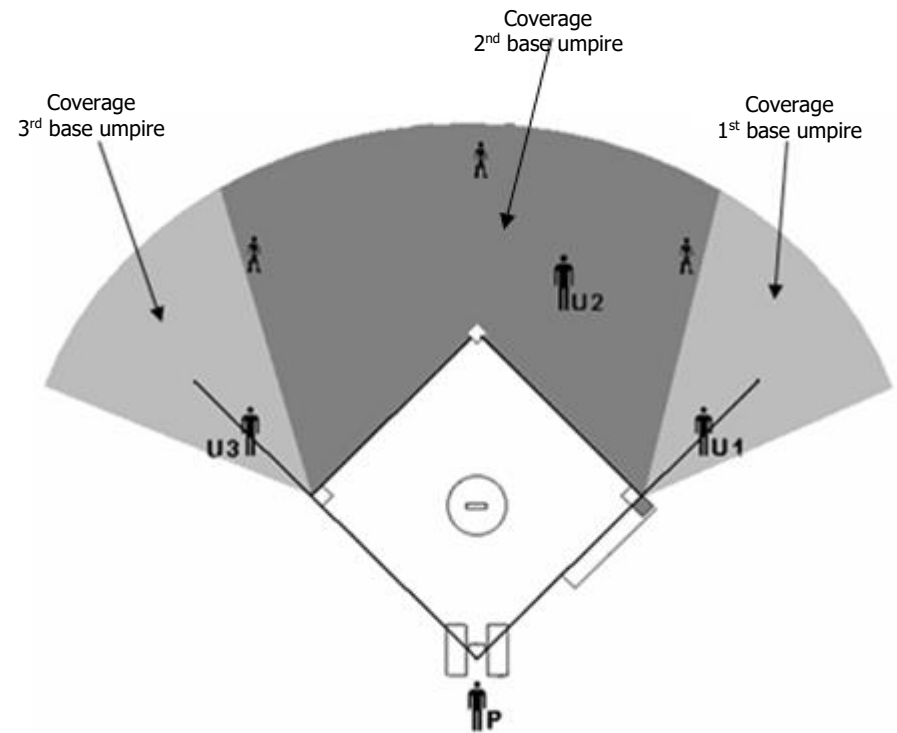U3 - Move down foul territory, bounce into the infield for any play at 3rd base.

Fly-Ball Coverage

3 Umpire System

Coverage
3rd base umpire

Coverage
1st base umpire

U3   U1

P

⇐ **No runners on base**

Coverage
3rd base umpire

Coverage
1st base umpire

U3

Coverage
Plate umpire

U1

P

Runner on 1st base ⇨

Coverage
1st base umpire

Coverage
3rd base umpire

Coverage
Plate umpire

U1

U3

P

⇐ **Runner on 2nd base
or Runners 1st & 3rd
bases**

4 Umpire System

Fly-ball coverage responsibilities do not change with runners on base:

Coverage
2nd base umpire

Coverage
3rd base umpire

Coverage
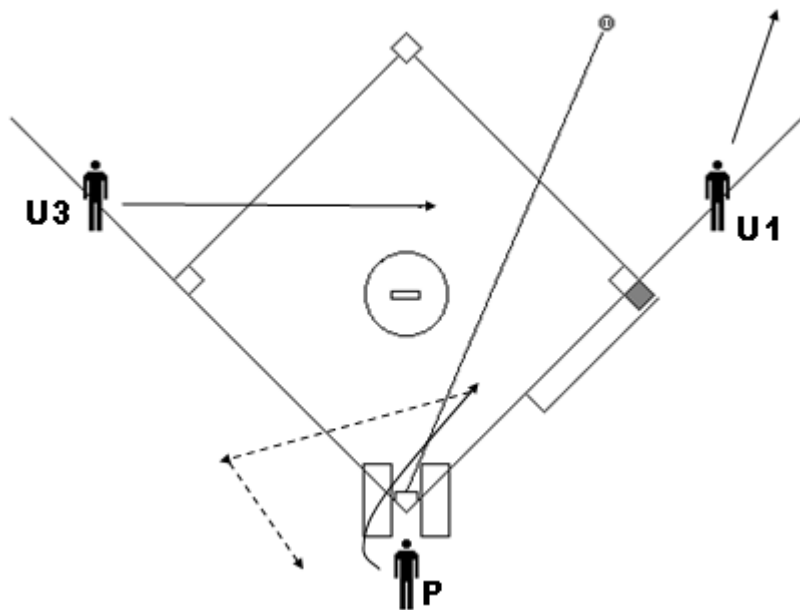1st base umpire

U2

U3   U1

P

No runners on base – Fly-ball down 1st base line (right field):

3 Umpire System

1st base umpire [U1] goes out

P - Move toward the ball no farther than the 8-foot circle and make primary call at 1st base on throw from RF if no catch; watch the catch.- Move into holding position after release of 1st base to U3. Retreat to the plate for a possible call at home, as U3 brings the **Batter-Runner** into 3rd base.

U3 - Moves inside for any calls at 2nd base, responsible for any calls at 1st and 2nd base once the **Batter-Runner** passes 1st base.
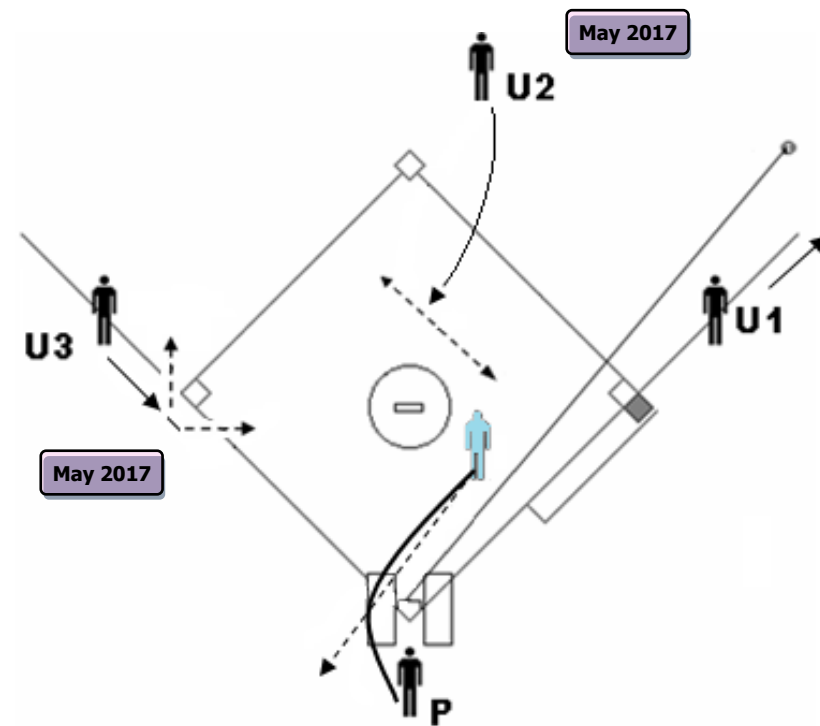
4 Umpire System

1st base umpire [U1] goes out

P - Trail the **Batter-Runner.** Watch the catch and assist with call at 1st base if requested. Move back to the plate for a possible call at home.

U2 - Buttonhook inside, responsible for any calls at 1st and 2nd.

U3 - Move **down the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.** May 2017
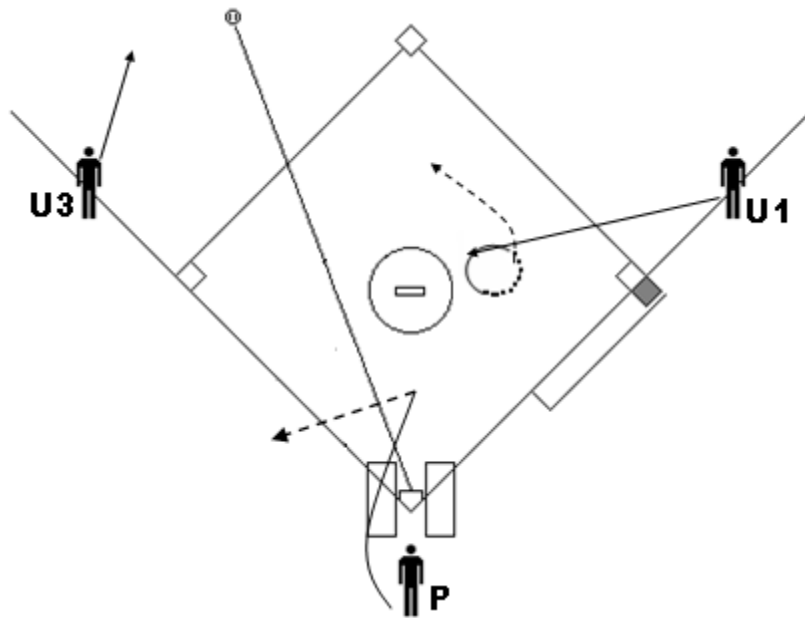
No runners on base – Fly-ball between left and right fields:

3 Umpire System

- 3rd base umpire [U3] goes out -

P - Move out in front no farther than the 8-foot circle to watch the catch; then move to the holding position. Retreat to the plate for a possible call at home, as U1 brings the **Batter-Runner** into 3rd base.

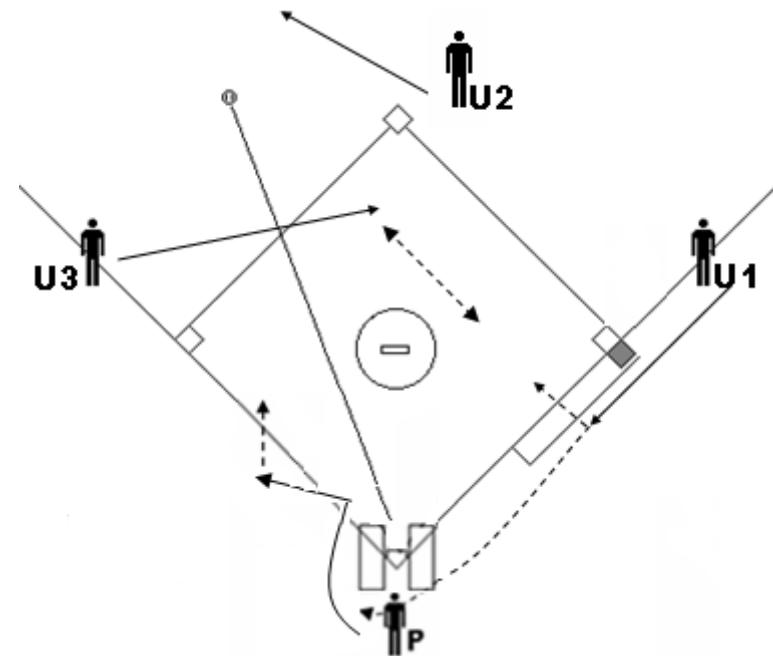U1 - Buttonhook inside for possible call at 1st base.

4 Umpire System

- 2nd base umpire [U2] goes out -

P - Move to the holding position; be prepared to bounce inside for possible call at 3rd base.

U1 - Move down the foul line; be prepared to bounce inside for a possible call at 1st base, **_alternatively button hook inside for a possible call at 1st base._** Rotate to the plate **only** if the **Lead Runner** progresses from 2nd to 3rd base, for a possible call at home.

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U3 - Rotate inside for any call at 2nd base; responsible for the **Batter-Runner** at 1st base after the release by U1.
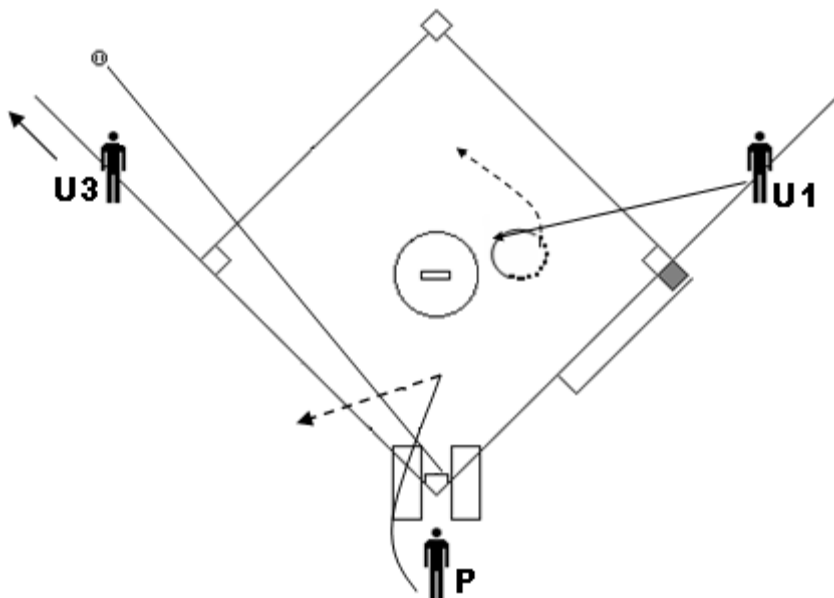
No runner on base – Fly-ball down 3ʳᵈ base line (left field):

3 Umpire System

- 3ʳᵈ base umpire [U3] goes out -

P -	Move out in front no farther than the 8-foot circle to watch the catch; then move to holding position. Retreat to the plate for a possible call at home, as U1 brings the **Batter-Runner** into 3ʳᵈ base.

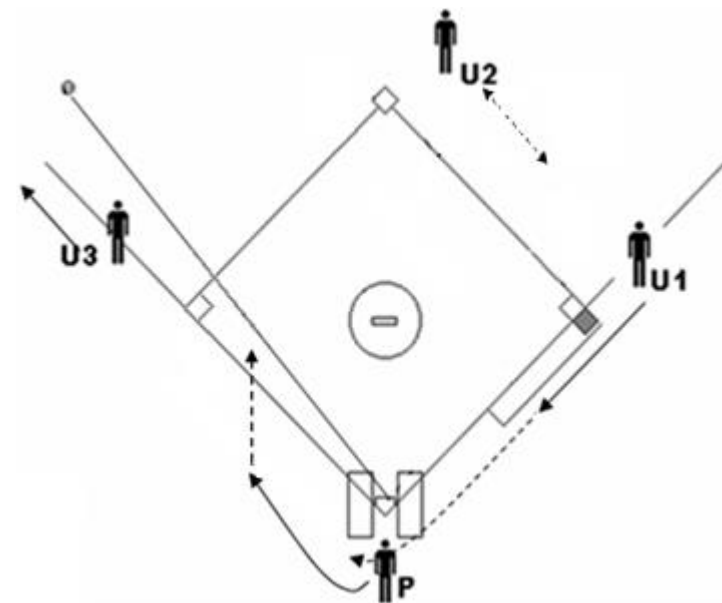U1 -	Buttonhook inside for possible call at 1ˢᵗ base.

4 Umpire System

- 3ʳᵈ base umpire [U3] goes out -

P -	Move to the holding position; be prepared to bounce inside for possible call at 3ʳᵈ base.

U1 -	Move down the foul line; be prepared to bounce inside for a possible call at 1ˢᵗ base, *alternatively button hook inside for a possible call at 1ˢᵗ base.* Rotate to the plate, **only** if the **Batter-Runner** progresses from 2ⁿᵈ to 3ʳᵈ base, for a possible call at Home.	May 2017

U2 - Stay out for an acute angle on the throw from LF for possible call at 2ⁿᵈ base; responsible for the **Batter-Runner** at 1ˢᵗ base after the release by U1.
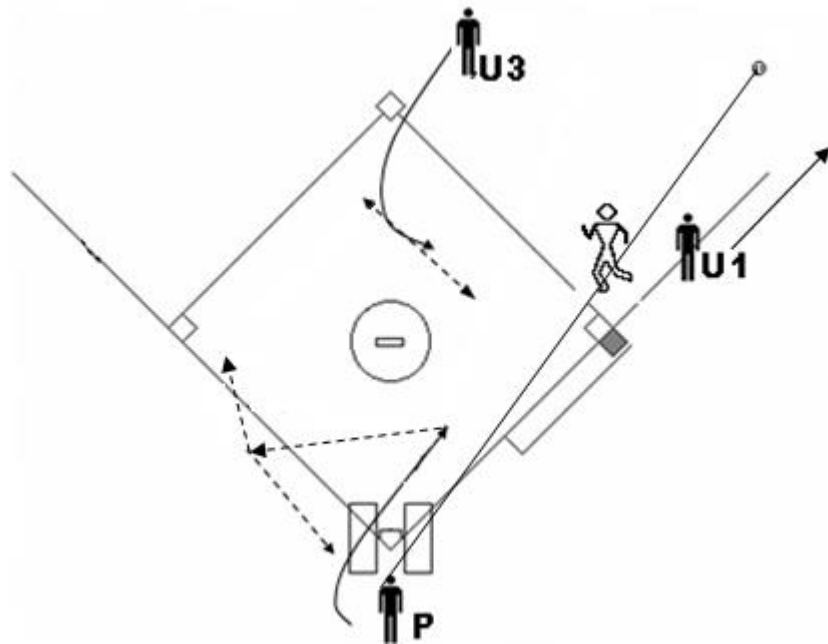
Runner on 1st base – Fly-ball down 1st base line (right field):

3 Umpire System

- 1st base umpire [U1] goes out -

P - Trail the **Batter-Runner** for a possible assist at 1st base and watch the catch. Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3rd base. Retreat to the plate as U3 brings the **Batter-Runner** into 3rd base.

U3 - Buttonhook inside for any calls at 1st and 2nd base.
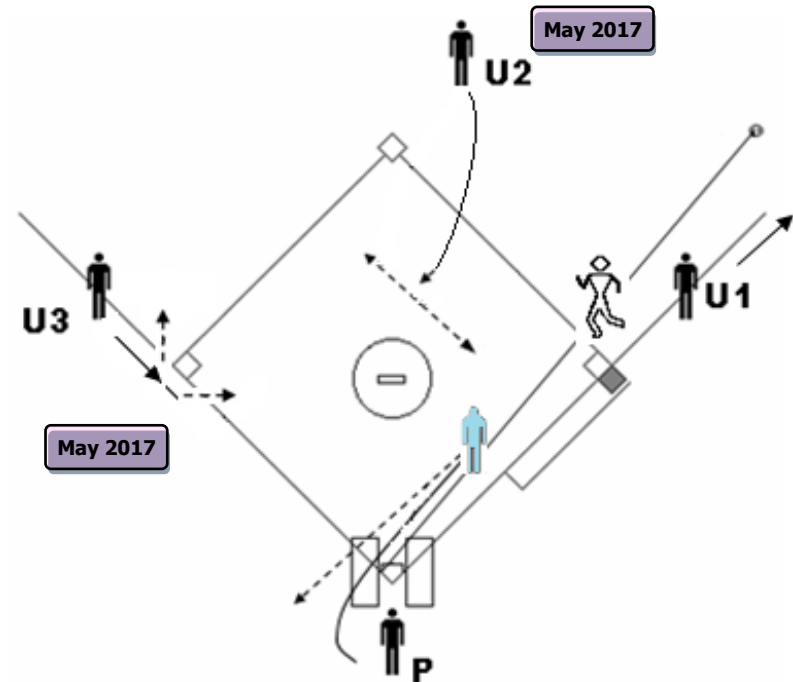
4 Umpire System

- 1st base umpire [U1] goes out -

P - Trail the **Batter-Runner.** Watch the catch and assist with the call at 1st base if requested. Move back to the plate for a possible call at home.

U2 - Buttonhook inside, responsible for any calls at 1st and 2nd.

U3 - Move ***down the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.*** May 2017
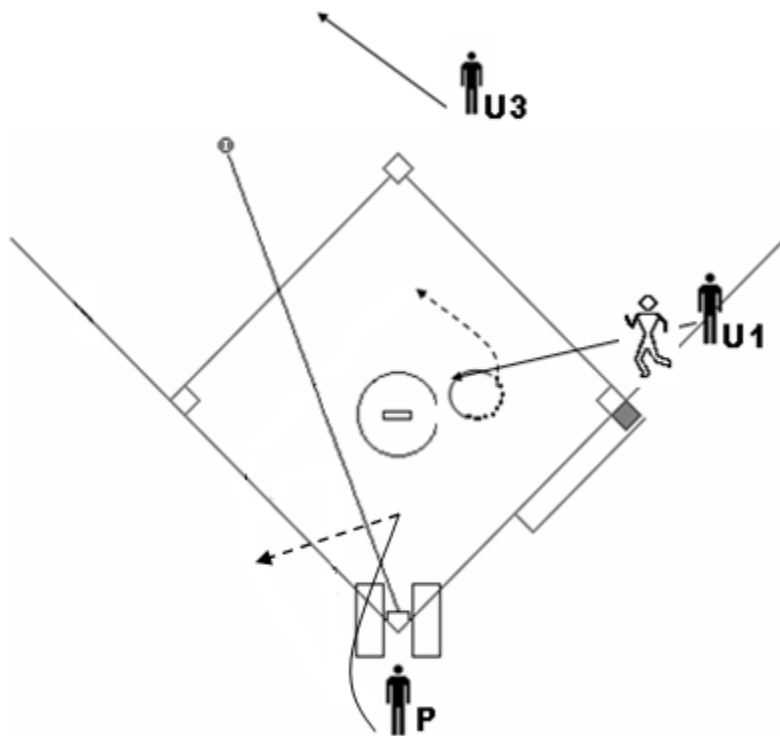
Runner on 1st base – Fly-ball between left and right fields:

3 Umpire System

- 3rd base umpire [U3] goes out -

P - Move out in front no farther than the 8-foot circle to watch the catch; then move to the holding position. Be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3rd base. Retreat to the plate as U1 brings the **Batter-Runner** into 3rd base.

U1 - Buttonhook inside for any calls at 1st and 2nd base.
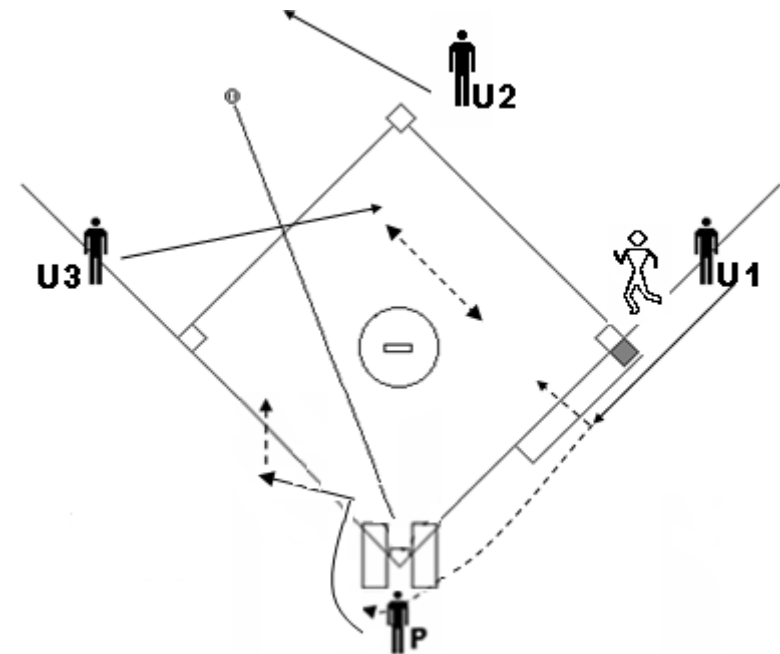
4 Umpire System

- 2nd base umpire [U2] goes out -

P - Move to the holding position; be prepared to bounce inside for a possible call at 3rd base.

U1 - Move down the foul line; be prepared to bounce inside for a possible call at 1st base, *alternatively button hook inside for a possible call at 1st base.* Rotate to the plate **only** if the **Lead Runner** progresses from 2nd to 3rd base, for a possible call at home.

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U3 - Rotate inside for any call at 2nd base; responsible for the **Batter-Runner** at 1st base after the release by U1.

Runner on 1ˢᵗ base – Fly-ball down 3ʳᵈ base line (left field):
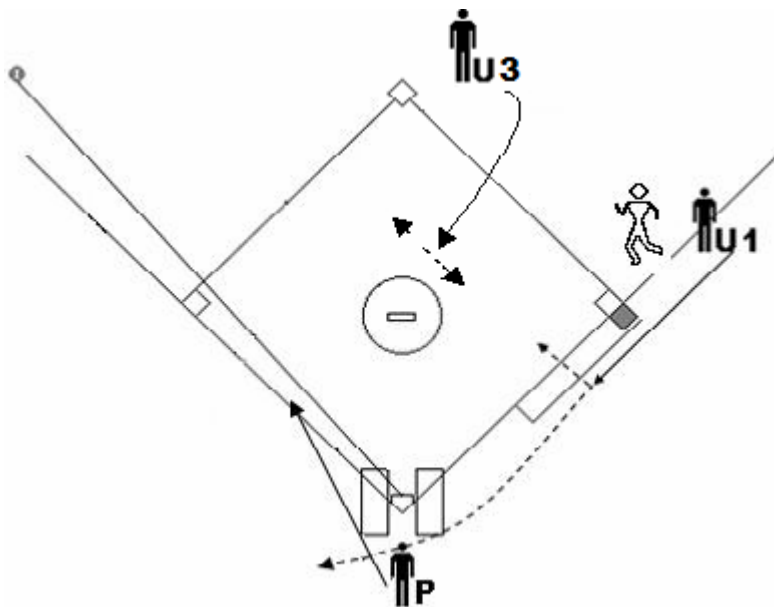
3 Umpire System

- Plate umpire [P] calls the catch -

P - As the hit is to the right side of the Left Fielder - Move down the 3ʳᵈ base line to call the catch and indicate Fair/Foul on the touch of the ball; call "Foul" if necessary. Be prepared to bounce inside for a possible call at 3ʳᵈ base.

U1 - Move down the foul line; be prepared to bounce inside for a possible call at 1ˢᵗ base. Rotate to the plate, **only** if the **Lead Runner** progresses from 2ⁿᵈ to 3ʳᵈ base, for a possible call at Home.

U3 - Buttonhook inside for any call at 2ⁿᵈ base; responsible for the **Batter-Runner** at 1ˢᵗ base after the release by U1.
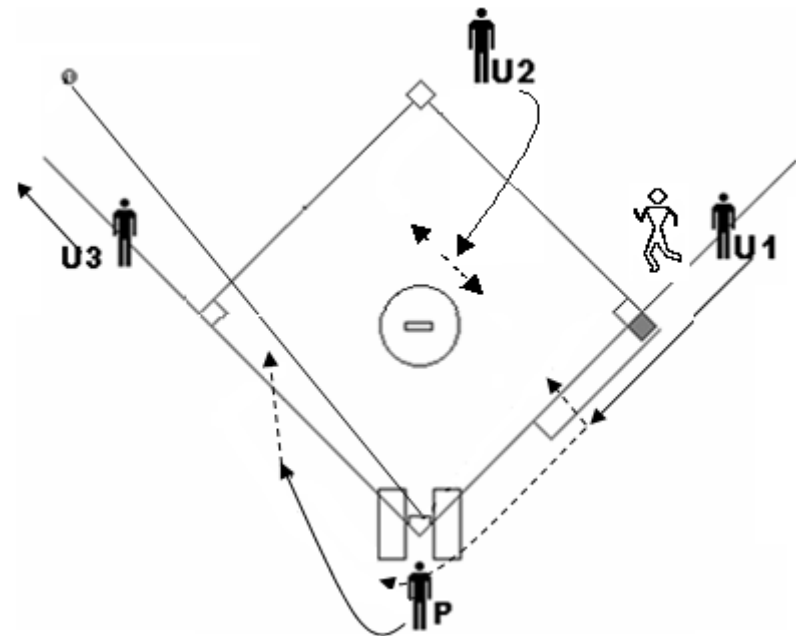
4 Umpire System

- 3ʳᵈ base umpire [U3] goes out -

P - Move to the holding position; be prepared to bounce inside for a possible call at 3ʳᵈ base.

U1 - Move down the foul line; be prepared to bounce inside for a possible call at 1ˢᵗ base, *alternatively button hook inside for a possible call at 1ˢᵗ base.* Rotate to the plate, **only** if the **Lead Runner** progresses from 2ⁿᵈ to 3ʳᵈ base, for a possible call at Home.

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U2 - Buttonhook inside for any call at 2ⁿᵈ base; Responsible for the **Batter-Runner** at 1ˢᵗ and 2ⁿᵈ base after the release by U1.

Runner on 2nd base – Fly-ball down 1st base line (right field):

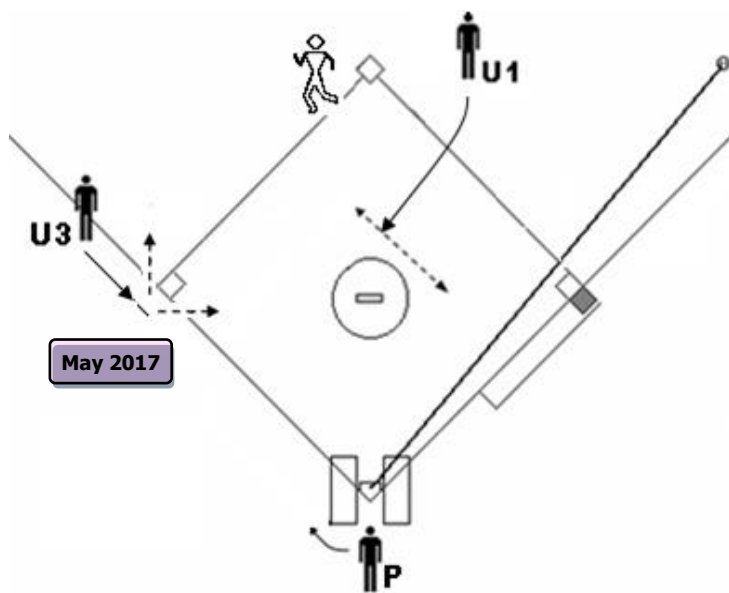| **3 Umpire System**	**4 Umpire System**

3 Umpire System

- Plate umpire [P] calls the catch -

P -   As the hit is to the left side of the Right Fielder - Moves to the left of the plate; watch down the 1st base line for the catch and indicates Fair/Foul on the touch of the ball; calls "Foul" if necessary. Remains at the plate for possible call on runner.

U1 -   Buttonhook inside for all calls at 1st and 2nd base.

U3 -   Move ***down the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.***

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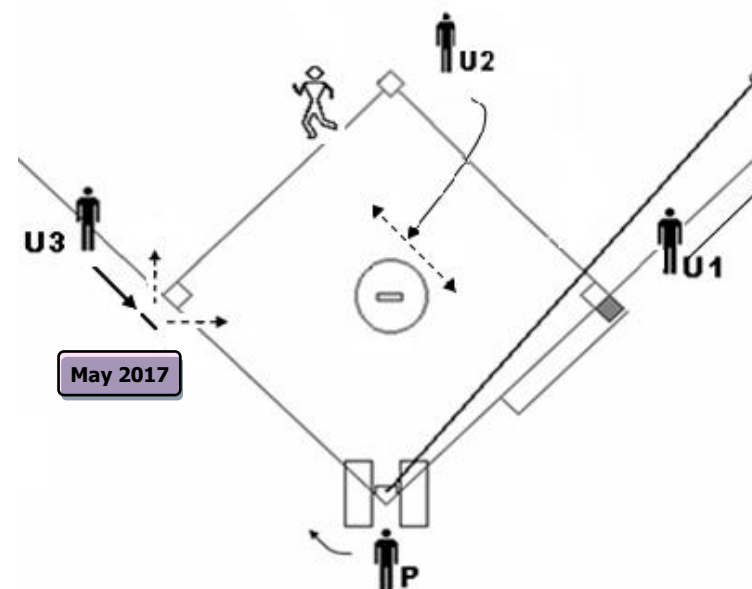**4 Umpire System**

- 1st base umpire [U1] goes out -

P -   Move to the left of the plate watch the catch and assist with the call at 1st base, if requested. Responsible for all calls at Home.

U2 -   Buttonhook inside for any calls at 1st and 2nd base.

U3 -   Move ***down the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.***
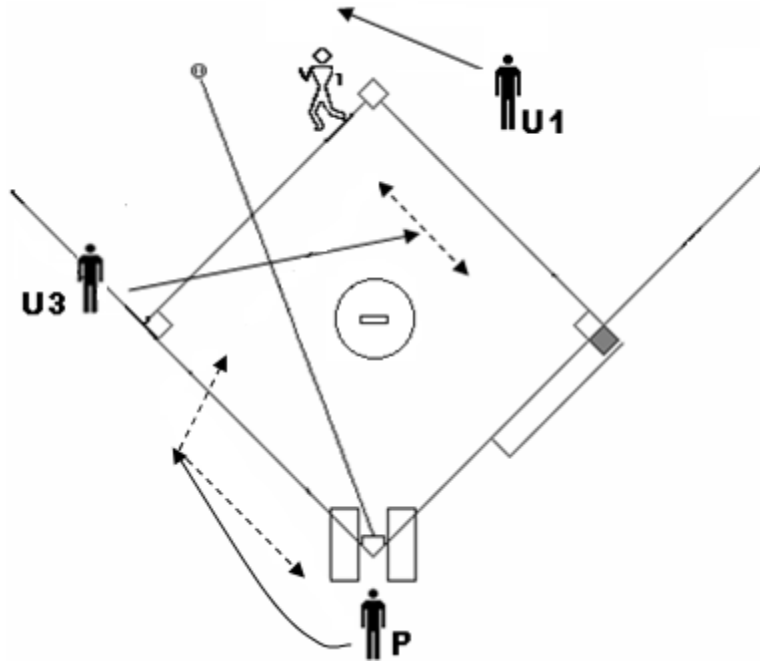
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Runner on 2nd base – Fly-ball between left and right fields:

3 Umpire System

- 1st base umpire [U1] goes out -

P -   Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3rd base. Retreat to the plate as U3 brings the **Batter-Runner** into 3rd base.

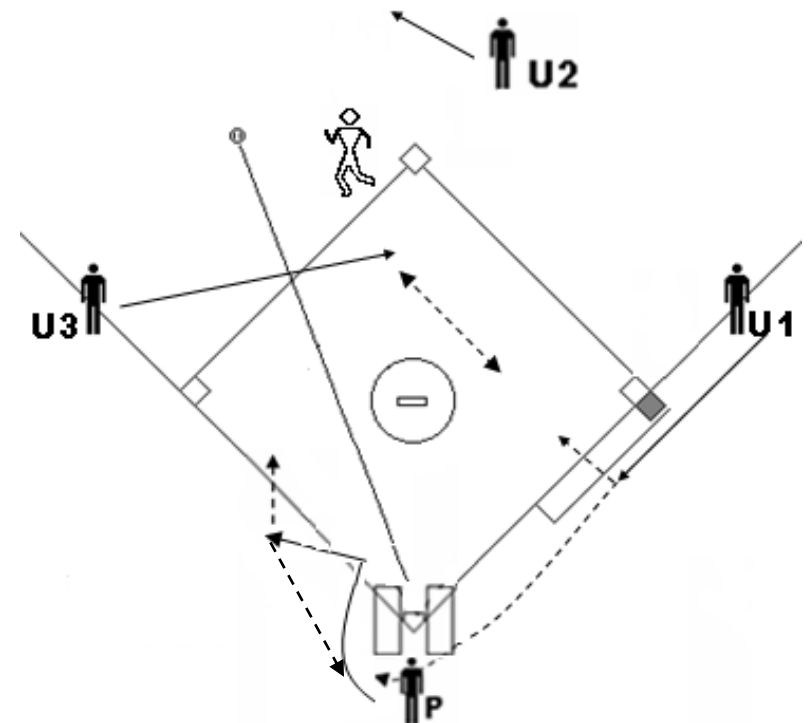U3   Rotate inside for any calls at 1st and 2nd base.

4 Umpire System

- 2nd base umpire [U2] goes out -

P -   Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3rd base

U1 -   Move down the foul line; be prepared to bounce inside for a possible call at 1st base, *alternatively button hook inside for a possible call at 1st base.* Rotate to the plate for a possible call at Home, **only** if the **Lead Runner** progresses from 2nd to 3rd base and [P] has moved up to 3rd.

U3 -   Rotate inside for any call at 2nd base; responsible for the **Batter-Runner** at 1st base after the release by U1.
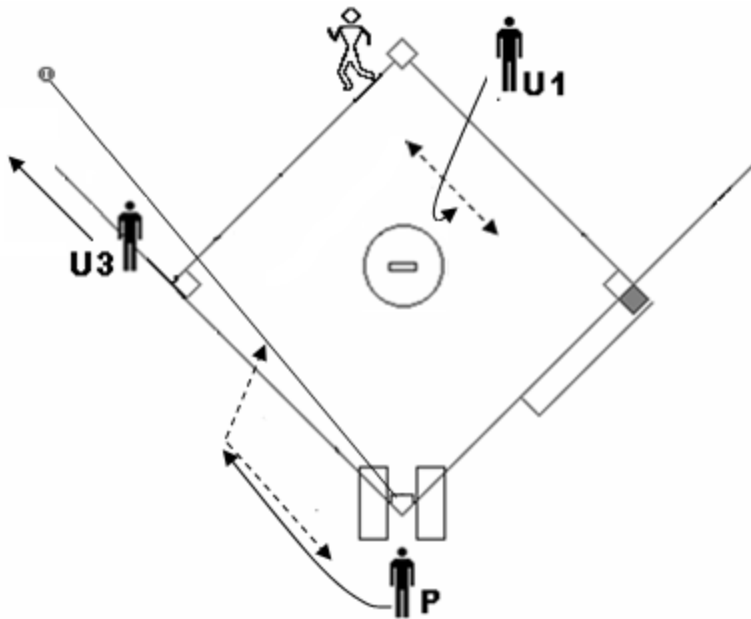
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Runner on 2ⁿᵈ base – Fly-ball down 3ʳᵈ base line (left field):
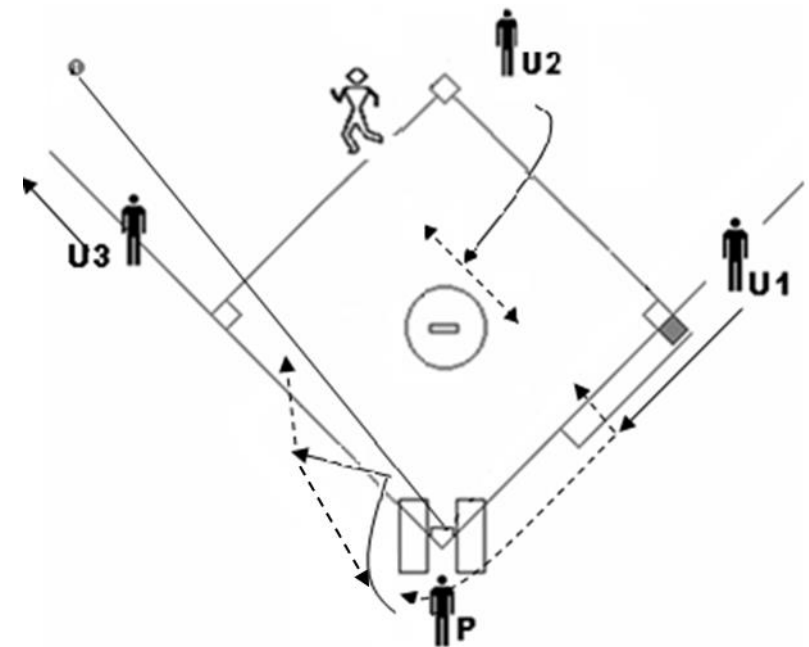
3 Umpire system

- 3ʳᵈ base umpire [U3] goes out -

P - Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3ʳᵈ base. Retreat to the plate as U1 brings the **Batter-Runner** into 3ʳᵈ base.

U1 - Buttonhook inside for any calls at 1ˢᵗ and 2ⁿᵈ base.

4 umpire system

- 3ʳᵈ base umpire [U3] goes out -

P - Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3rd base.

U1 - Move down the foul line; be prepared to bounce inside for possible call at 1ˢᵗ base, *alternatively button hook inside for a possible call at 1ˢᵗ base.* Rotate to the plate, **only** if the **Lead Runner** progresses from 2ⁿᵈ to 3ʳᵈ base, for a possible call at Home. **May 2017**

U2 **-** Rotate inside for any call at 2ⁿᵈ base; responsible for the **Batter-Runner** at 1ˢᵗ and 2ⁿᵈ base after the release by U1.
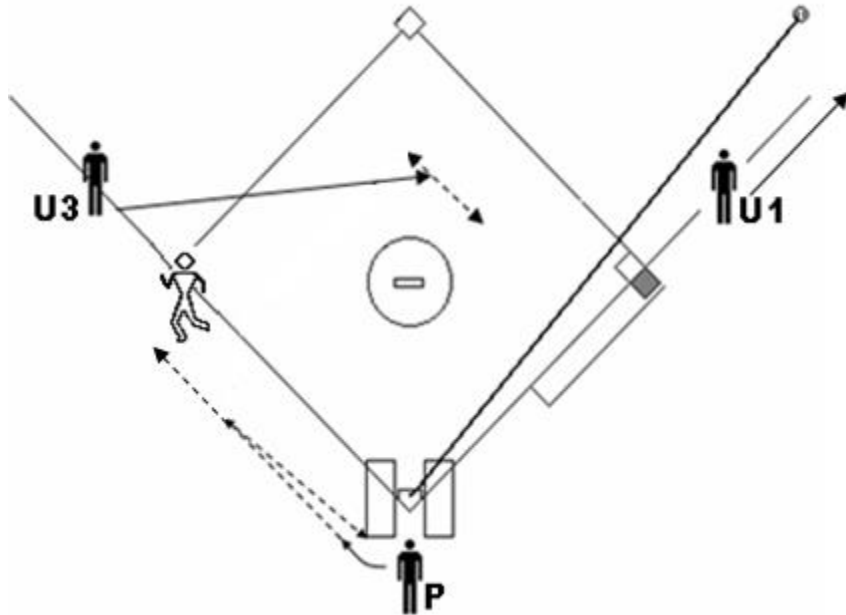
Runner on 3rd base – Fly-ball down 1st base line (right field):

3 Umpire System

- 1st base umpire [U1] goes out -

P - Move to the left of the plate; watch down the 1st base line to assist at 1st base. Move to the holding position; be prepared to move up the foul line toward 3rd base for a possible play-back; or back to the plate for the call at home. Retreat to the plate as U3 brings the **Batter-Runner** into 3rd base.

U3 - Rotate inside for any calls at 1st and 2nd base.
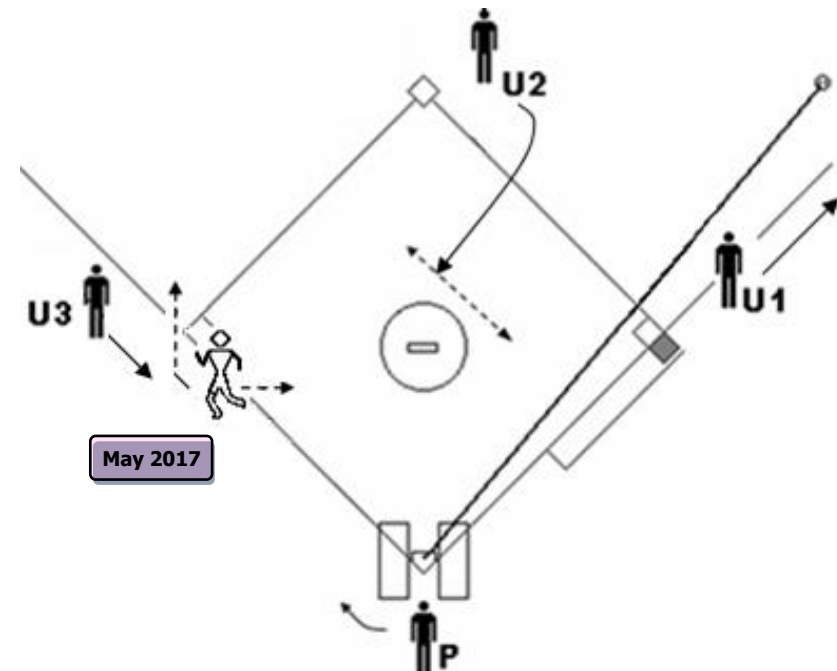
4 Umpire System

- 1st base umpire [U1] goes out -

P - Move to the left of the plate watch the catch and assist with a possible call at 1st base, if requested; responsible for all calls at home.

U2 - Buttonhook inside for any call at 1st and 2nd base.

U3 - Move *down the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.*
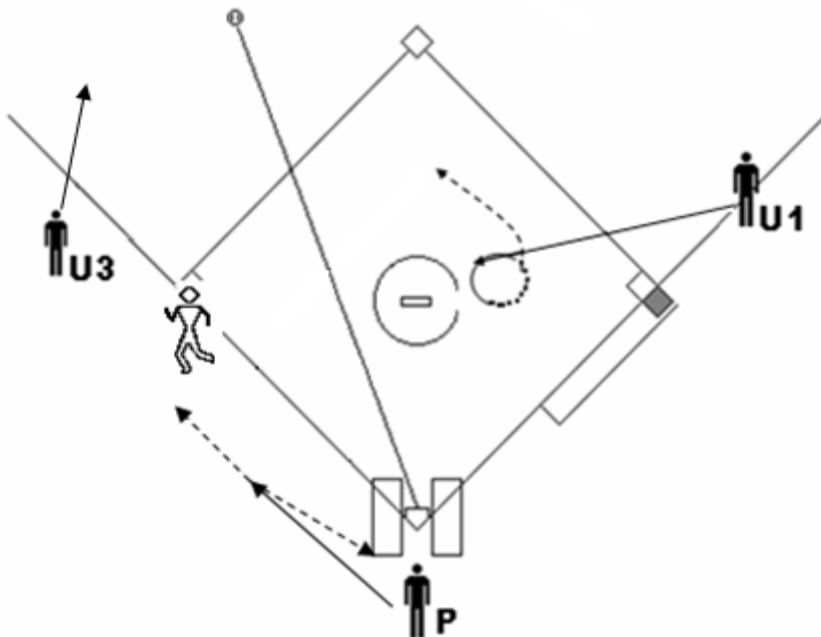
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Runner on 3rd base – Fly-ball between left and right fields:

3 Umpire System

- 3rd base umpire [U3] goes out -

P -   Move to the holding position; be prepared to move up the foul line toward 3rd base for a possible play-back; or back to the plate for the call at home. Retreat to the plate as U1 brings the **Batter-Runner** into 3rd base.

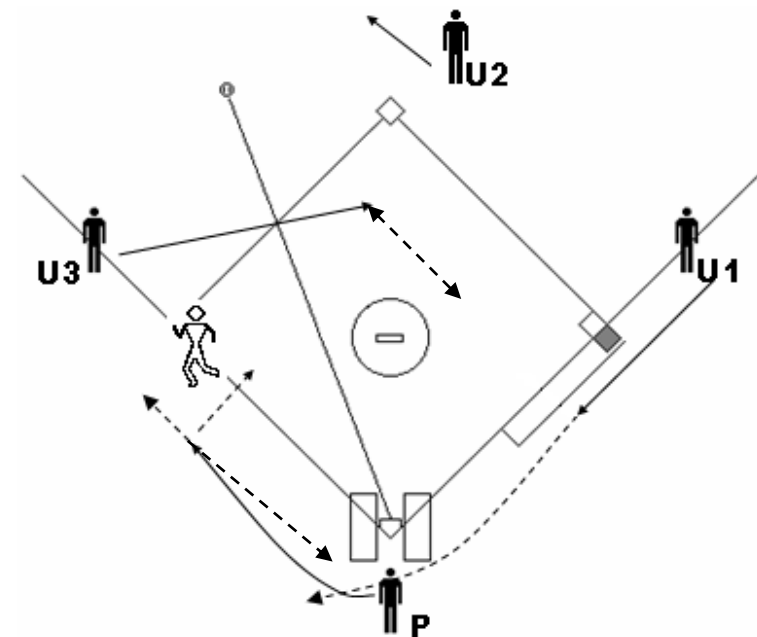U1 -   Buttonhook inside for any calls at 1st and 2nd base.

4 Umpire System

- 2nd base umpire [U2] goes out -

P -   Move to the holding position; be prepared to move up the foul line toward 3rd base for a possible play-back; or back to the plate for the call at home on the **Lead Runner.** Bounce inside for a possible call at 3rd base on the **Batter-Runner**.

U1 -   Move down the foul line, watch the **Batter-Runner** touch 1st base; rotate to the plate **only** when the plate umpire moves to 3rd base, for a possible call at Home.

U3 -   Rotate inside for any call at 2nd base; responsible for the **Batter-Runner** at 1st base after the release by U1.
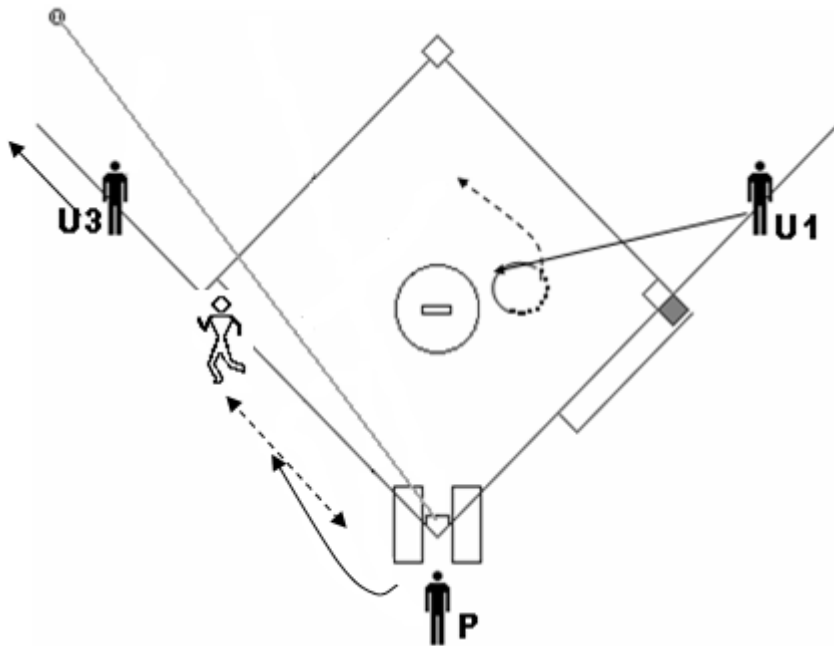
Runner on 3rd base – Fly-ball down 3rd base line (left field):

3 Umpire system

- 3rd base umpire [U3] goes out -

P - Move to the holding position; be prepared to move up the foul line toward 3rd base for a possible play-back; or back to the plate for the call at home. Retreat to the plate as U1 brings the **Batter-Runner** into 3rd base.

U1 - Buttonhook inside for any calls at 1st and 2nd base.
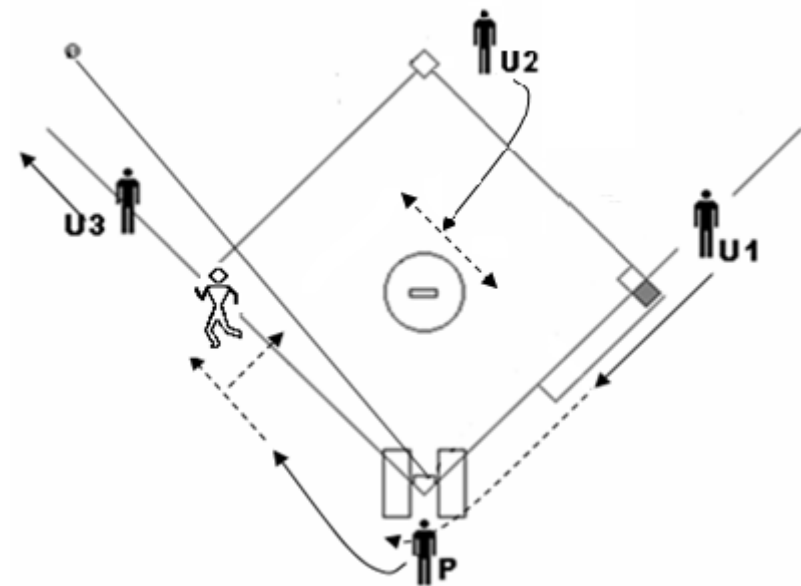
4 umpire system

- 3rd base umpire [U3] goes out -

P - Move to the holding position; be prepared to move up the foul line toward 3rd base for a possible play-back; or back to the plate for the call at home on the **Lead Runner.** Bounce inside for the call at 3rd base on the **Batter-Runner**.

U1 - Move down the foul line, watch the **Batter-Runner** touch 1st base; rotate to the plate for a possible call at home, **only** if the plate umpire moves to 3rd base.

U2 - Buttonhook inside for any call at 2nd base; responsible for the **Batter-Runner** at 1st and 2nd base after the release by U1.

Runners on 1ˢᵗ and 2ⁿᵈ bases – Fly-ball down 1ˢᵗ base line (right field):
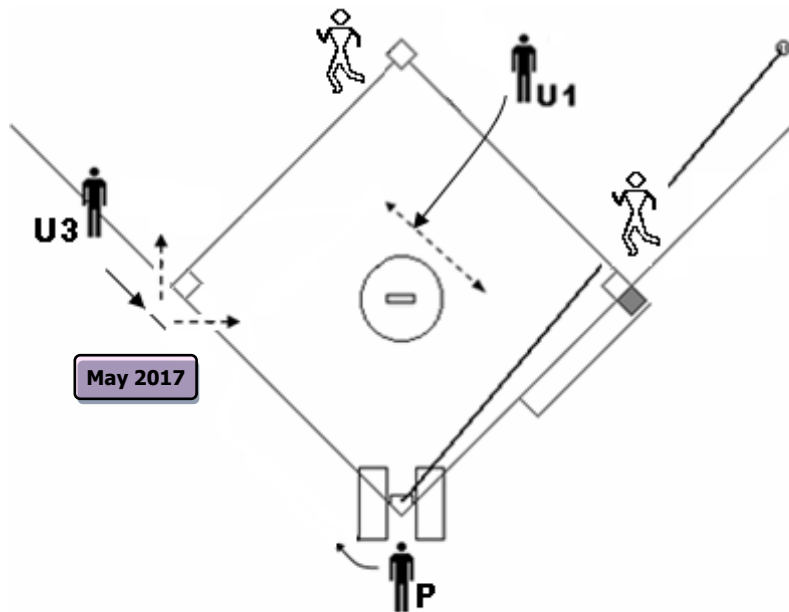
3 Umpire System

- Plate umpire [P] calls the catch -

P -   As the hit is to the left side of the Right Fielder - Moves to the left of the plate; watch down the 1ˢᵗ base line for the catch and indicates Fair/Foul on the touch of the ball; calls "Foul" if necessary. Remains at the plate for possible call on runner.

U1 -   Buttonhook inside for all calls at 1ˢᵗ and 2ⁿᵈ base.

U3 -   Move **down the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.** May 2017
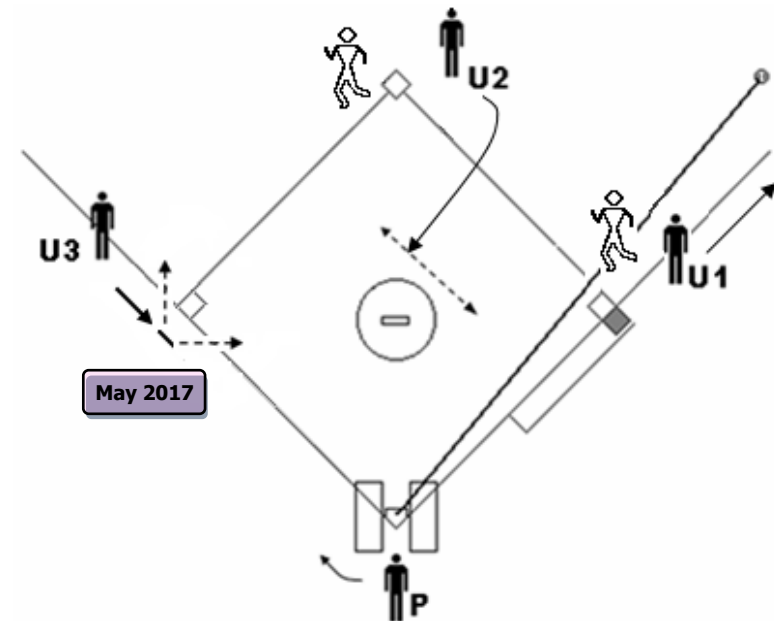
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4 Umpire System

- 1ˢᵗ base umpire [U1] goes out -

P -   Move to the left of the plate watch the catch and assist with the call at 1ˢᵗ base, if requested; responsible for all calls at Home.

U2 -   Buttonhook inside for all calls at 1ˢᵗ and 2ⁿᵈ base. Note: should not pass in front of **Runner** to enter infield.

U3 -   Move **down the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.** May 2017
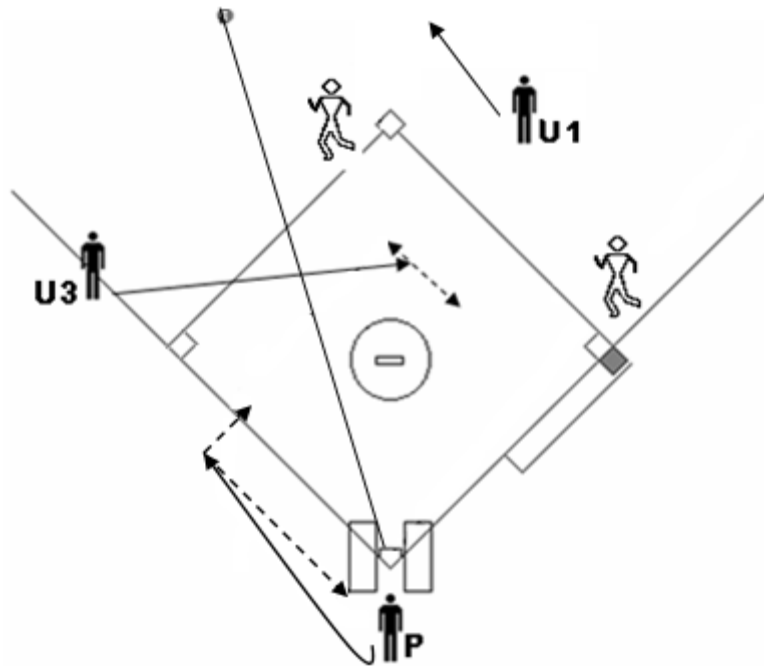
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Runners on 1st and 2nd base – Fly-ball between left and right fields:

3 umpire System

- 1st base umpire [U1] goes out -

P -   Move to the left of the plate; watch down the 1st base line to assist at 1st base. Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3rd base. Retreat to the plate as U3 brings the **Batter-Runner** into 3rd base.

U3 -   Rotate inside for any calls at 1st and 2nd base.
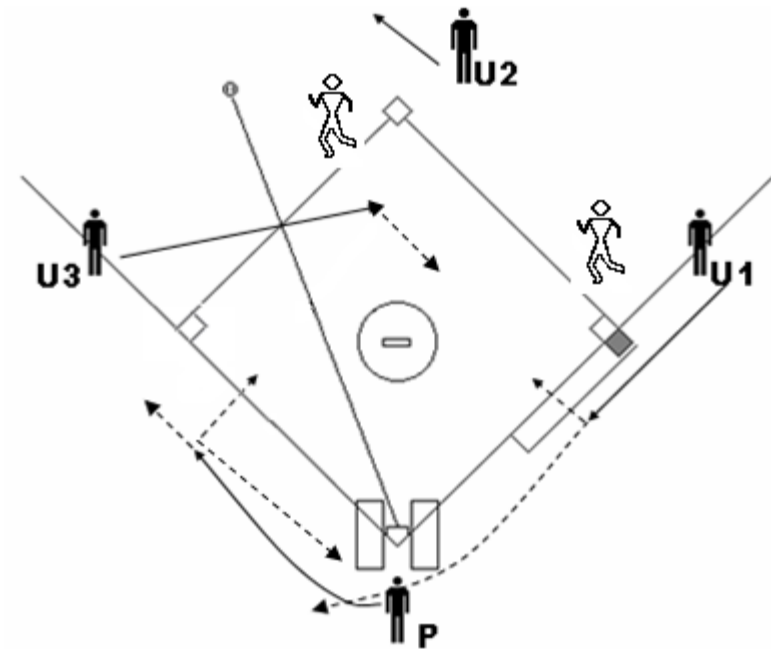
4 Umpire System

- 2nd base umpire [U2] goes out -

P -   Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3rd base.

U1 -   Move down the foul line and be prepared to bounce inside for a possible call at 1st base, *alternatively button hook inside for a possible call at 1st base.* Rotate to the plate for a possible call at Home, **only** if the runner progresses from 2nd to 3rd base.

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U3 -   Rotate inside for any call at 2nd base; responsible for the **Batter-Runner** at 1st base after the release by U1.
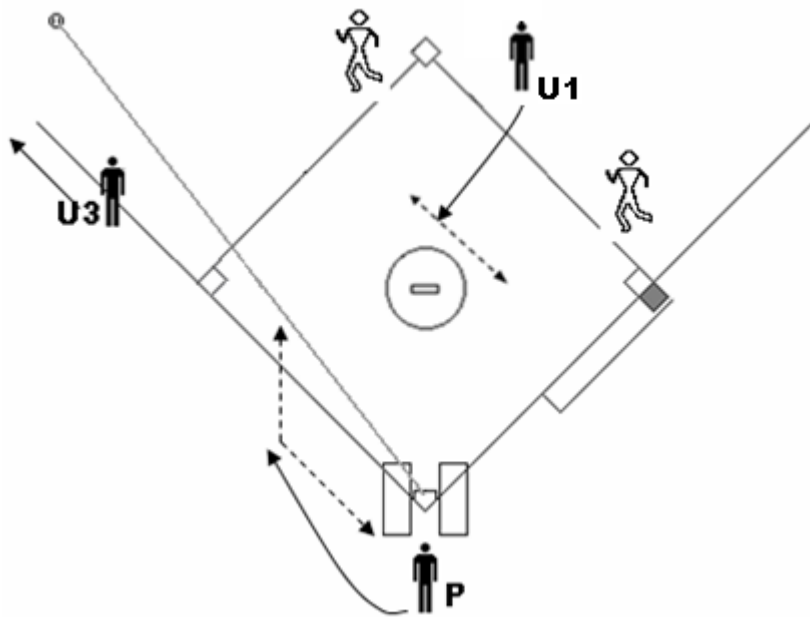
Runners on 1st and 2nd bases – Fly-ball down 3rd base line (left field):

3 umpire system

- 3rd base umpire goes out -

P -   Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3rd base. Retreat to the plate as U1 brings the **Batter-Runner** into 3rd base.

U1 -   Buttonhook inside for any calls at 1st and 2nd bases and the **Batter-Runner** into 3rd bas.
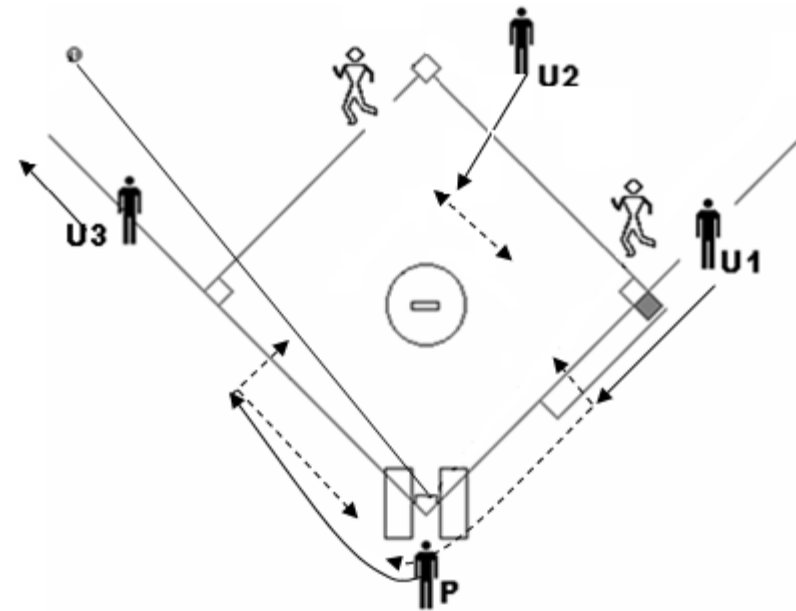
4 umpire system

- 3rd base umpire [U3] goes out -

P -   Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3rd base.

U1 -   Move down the foul line; Rotate to the plate, **only** if the Runner progresses from 2nd to 3rd base, for a possible call at Home

U2 -   Rotate inside for any call at 2nd base; responsible for the **Batter-Runner** at 1st and 2nd base after the release by U1.

Runners on 1ˢᵗ and 3ʳᵈ bases – Fly-ball down 1ˢᵗ base line (right field):
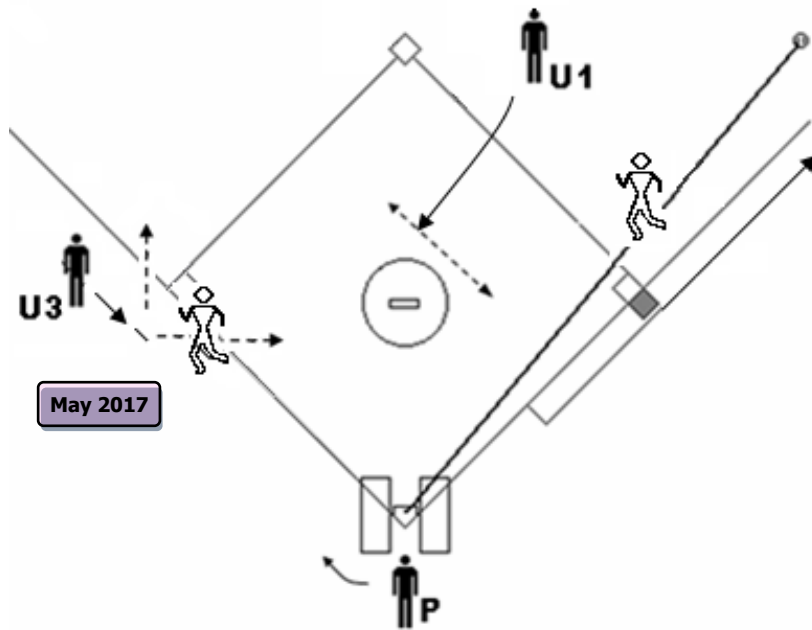
3 Umpire System

- Plate umpire [P] calls the catch -

P -   As the hit is to the left side of the Right Fielder - Moves to the left of the plate; watch down the 1ˢᵗ base line for the catch and indicates Fair/Foul on the touch of the ball; calls "Foul" if necessary. Remains at the plate for possible call on runner.

U1 -   Buttonhook inside for all calls at 1ˢᵗ and 2ⁿᵈ base.

U3 - Move **down the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.**   May 2017
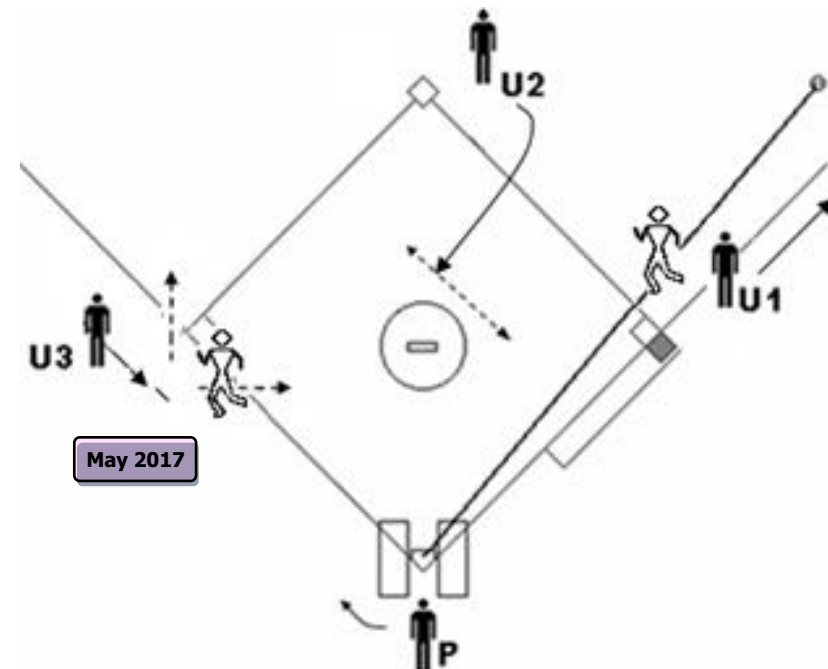
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4 Umpire System

- 1ˢᵗ base umpire [U1] goes out -

P -   Move to the left of the plate watch the catch and assist with the call at 1ˢᵗ base, if requested; responsible for all calls at Home.

U2 -   Buttonhook inside for any call at 1ˢᵗ and 2ⁿᵈ base.

U3 -   Move **down the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.**   May 2017
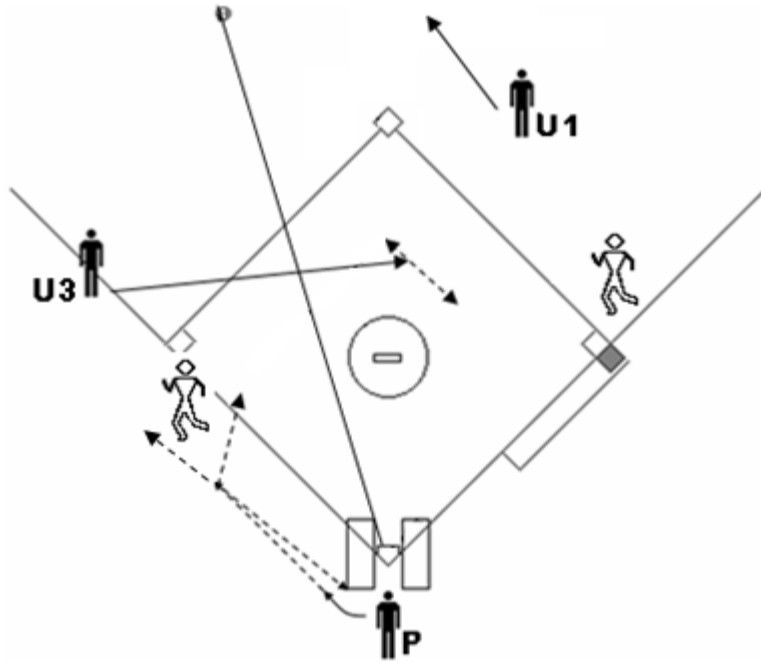
May 2017

Runners on 1st and 3rd bases – Fly-ball between left and right fields:

3 Umpire System

- 1st base umpire [U1] goes out -

P - Move to the holding position; be prepared for the play-back at 3rd base; move back to the plate for the call at home; or any call at 3rd base. Retreat to the plate as U3 brings the **Batter-Runner** into 3rd base.

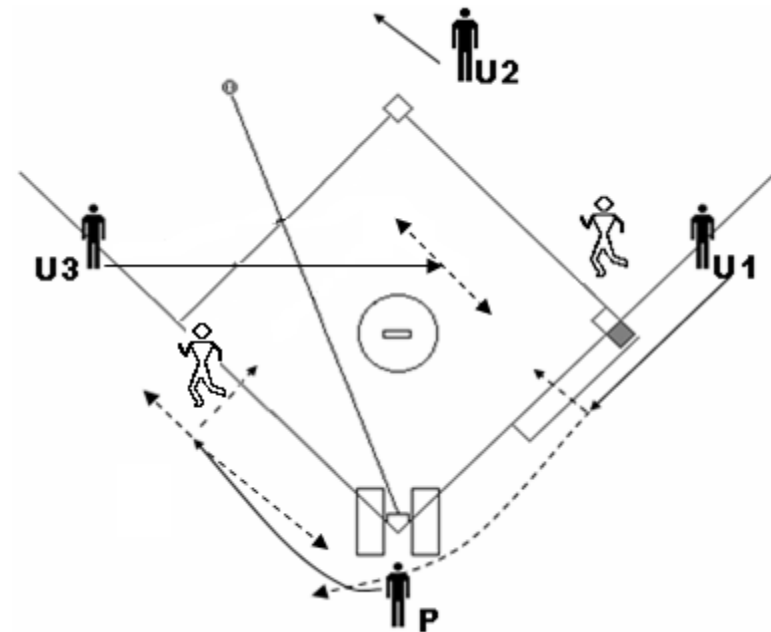U3 - Rotate inside for any calls at 1st and 2nd base.

4 Umpire System

- 2nd base umpire [U2] goes out -

P - Move to the holding position; be prepared to move up the foul line toward 3rd base for a possible play-back; or back to the plate for the call at home on the **Lead Runner.** Bounce inside for all calls at 3rd base.

U1 - Move down the foul line, watch the **Batter-Runner** touch 1st base; rotate to the plate **only** when the plate umpire moves to 3rd base, for a possible call at Home.

U3 - Rotate inside for any call at 2nd base; responsible for the **Batter-Runner** at 1st base after the release by U1.
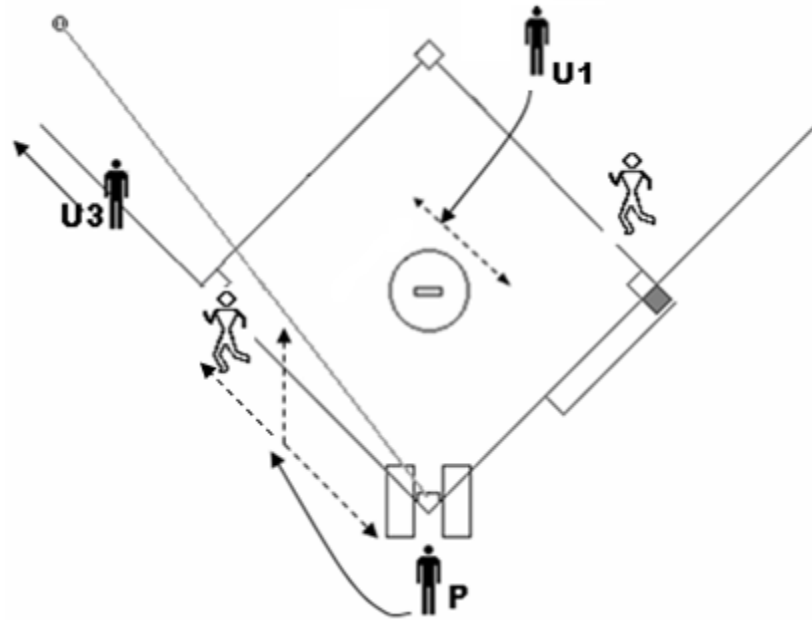
Runners on 1ˢᵗ and 3ʳᵈ bases – Fly-ball down 3ʳᵈ base line (left field):

3 Umpire System

- 3ʳᵈ base umpire goes out -

P -   Move to the holding position; be prepared for the play-back at 3ʳᵈ base; move back to the plate for the call at home; or any call at 3ʳᵈ base. Retreat to the plate as U1 brings the **Batter-Runner** into 3ʳᵈ base.

U1 -   Buttonhook inside for any calls at 1ˢᵗ and 2ⁿᵈ base.
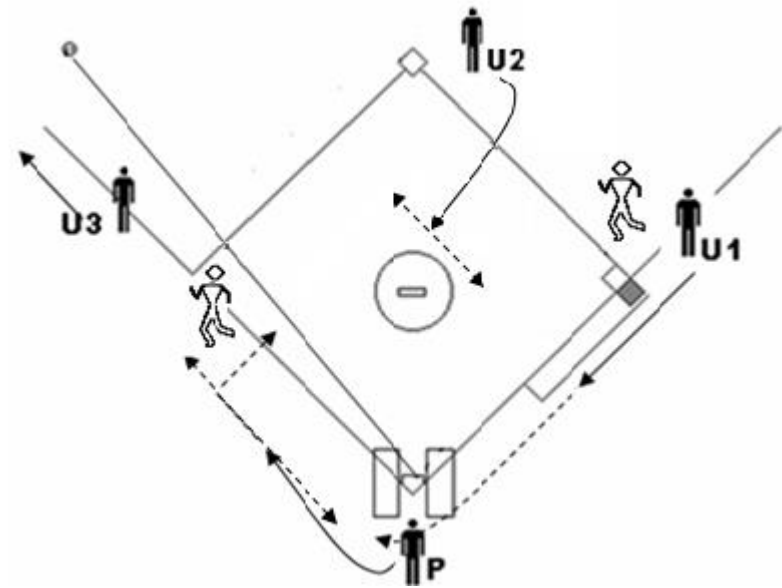
4 umpire system

- 3ʳᵈ base umpire [U3] goes out -

P -   Move to the holding position; be prepared to move up the foul line toward 3ʳᵈ base for a possible play-back; or back to the plate for the call at home on the **Lead Runner.** Bounce inside for all calls at 3ʳᵈ base.

U1 -   Move down the foul line, watch the **Batter-Runner** touch 1ˢᵗ base; rotate to the plate **only** when the plate umpire moves to 3ʳᵈ base, for a possible call at Home.

U2 -   Buttonhook inside for any call at 2ⁿᵈ base; responsible for the **Batter-Runner** at 1ˢᵗ and 2ⁿᵈ base after the release by U1.

Runners on 2nd and 3rd base – Fly-ball down 1st base line (right field):

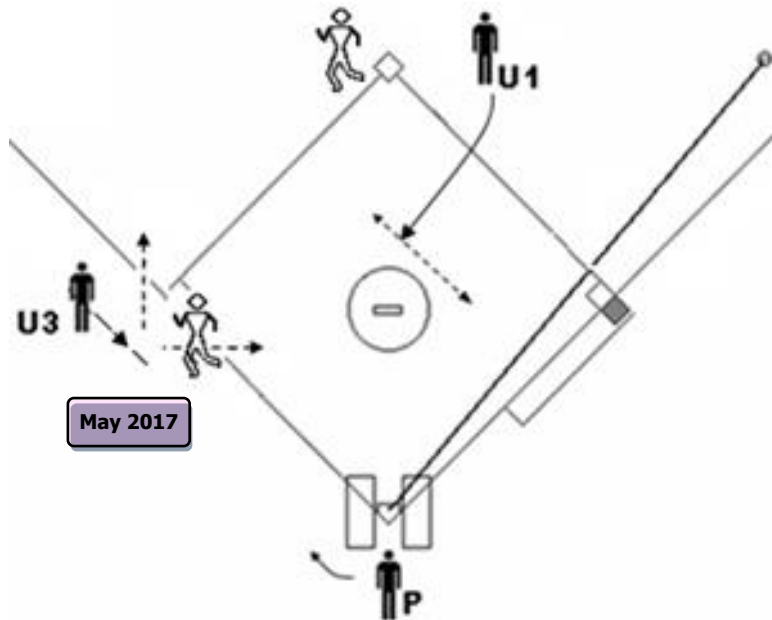## 3 Umpire System

- Plate umpire [P] calls the catch -

P -   As the hit is to the left side of the Right Fielder - Moves to the left of the plate; watch down the 1st base line for the catch and indicates Fair/Foul on the touch of the ball; calls "Foul" if necessary. Remains at the plate for possible call on runner.

U1 -   Buttonhook inside for all calls at 1st and 2nd base.

U3 -   Move **down the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.**   May 2017

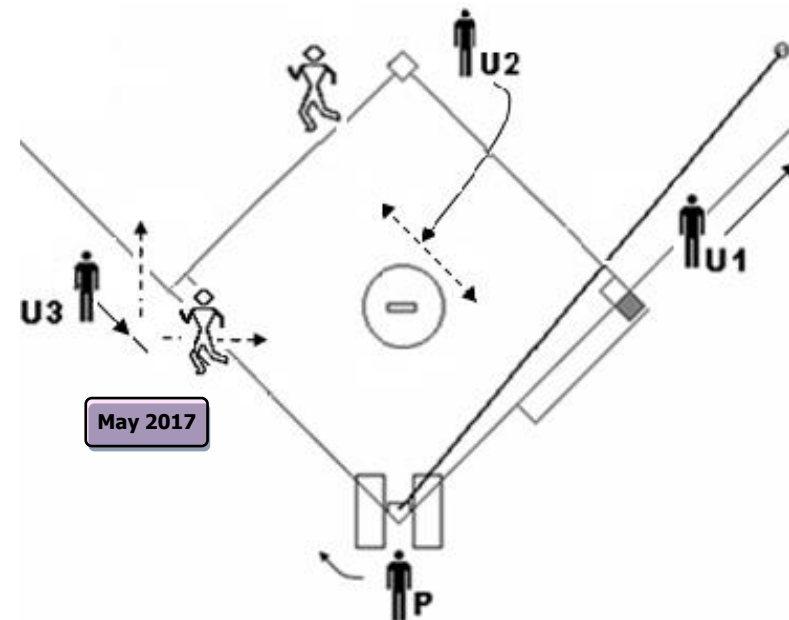May 2017

4 Umpire System

- 1st base umpire [U1] goes out -

P -   Move to the left of the plate watch the catch and assist with the call at 1st base, if requested; responsible for all calls at Home.

U2 -   Buttonhook inside for any call at 1st and 2nd base.

U3 -   Move **down the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.**
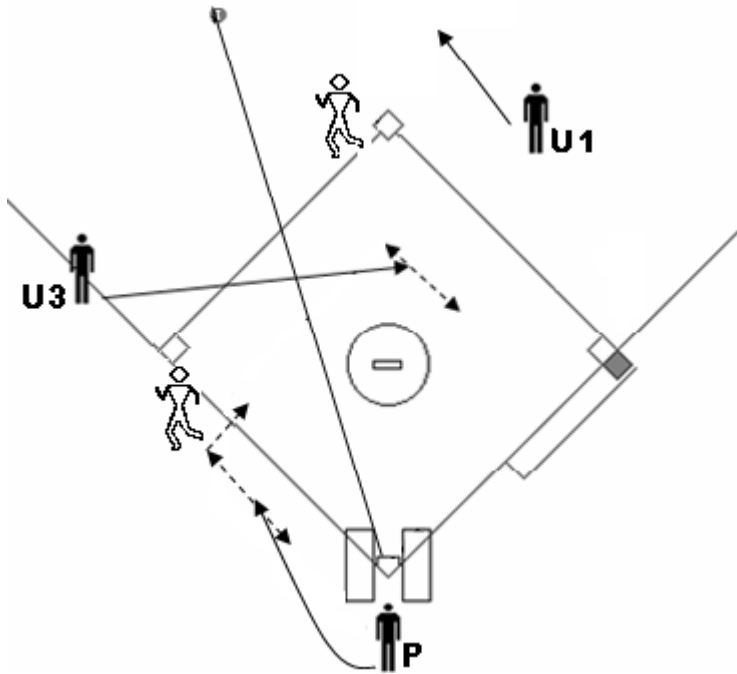
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Runners on 2nd and 3rd bases – Fly-ball between left and right fields:

3 Umpire System

- 1st base umpire [U1] goes out -

P -   Move to the holding position; be prepared for the play-back at 3rd base; move back to the plate for the call at home; or bounce inside for any call at 3rd base. Retreat to the plate as U3 brings the **Batter-Runner** into 3rd base.

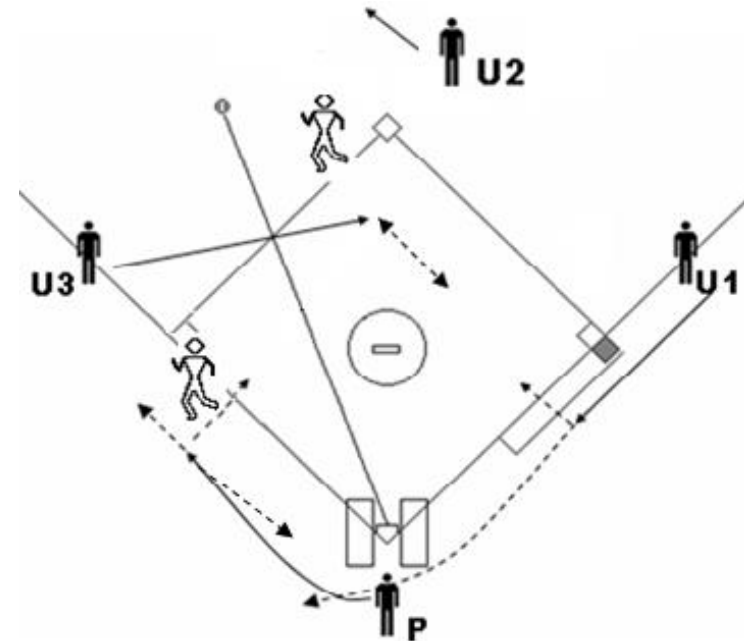U3 -   Rotate inside for any calls at 1st and 2nd base.

4 Umpire System

- 2nd base umpire [U2] goes out -

P -   Move to the holding position; be prepared to move up the foul line toward 3rd base for a possible play-back; or back to the plate for the call at home on the **Lead Runner.** Bounce inside for the call at 3rd base on the **Batter-Runner**.

U1 -   Move down the foul line, watch the **Batter-Runner** touch 1st base; rotate to the plate, for a possible call at Home, **only** if the plate umpire moves to 3rd base.

U3 -   Rotate inside for any call at 2nd base; responsible for the **Batter-Runner** at 1st base after the release by U1.
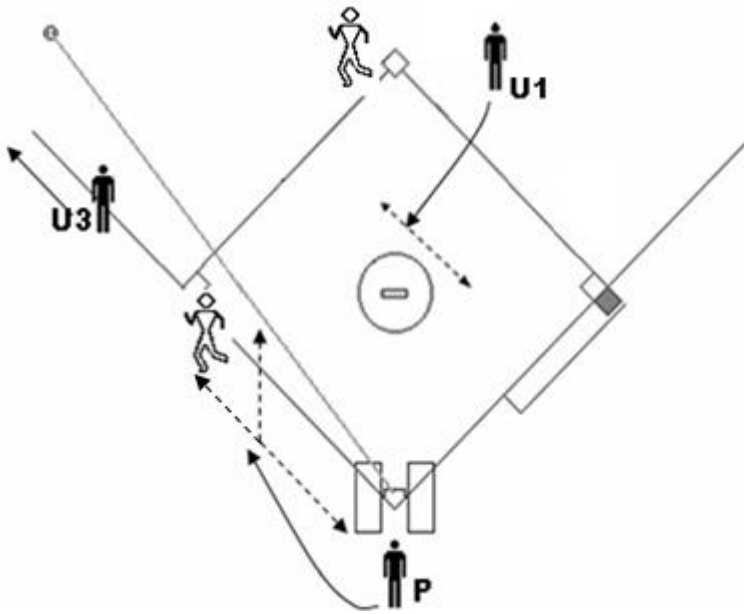
Runners on 2nd and 3rd bases – Fly-ball down 3rd base line (left field):

3 Umpire System

- 3rd base umpire [U3] goes out -

P - Move to the holding position; be prepared for the play-back at 3rd base; move back to the plate for the call at home; or bounce inside for any call at 3rd base. Retreat to the plate as U1 brings the **Batter-Runner** into 3rd base.

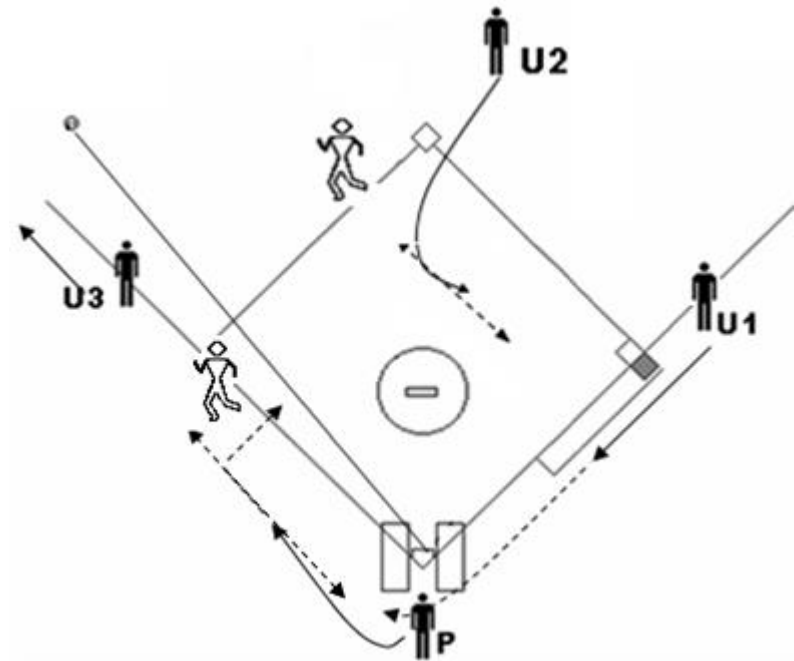U1 - Buttonhook inside for any call at 1st and 2nd base.

4 Umpire System

- 3rd base umpire [U3] goes out -

P - Move to the holding position; be prepared to move up the foul line toward 3rd base for a possible play-back; or back to the plate for the call at home on the **Lead Runner.** Bounce inside for the call at 3rd base on the **Batter-Runner**.

U1 - Move down the foul line, watch the **Batter-Runner** touch 1st base; rotate to the plate, for a possible call at Home, **only** if the plate umpire moves to 3rd base.

U2 - Buttonhook inside for any call at 2nd base; responsible for the **Batter-Runner** at 1st and 2nd base after the release by U1.

Runners on 1ˢᵗ, 2ⁿᵈ and 3rd base – Fly-ball down 1ˢᵗ base line (right field):
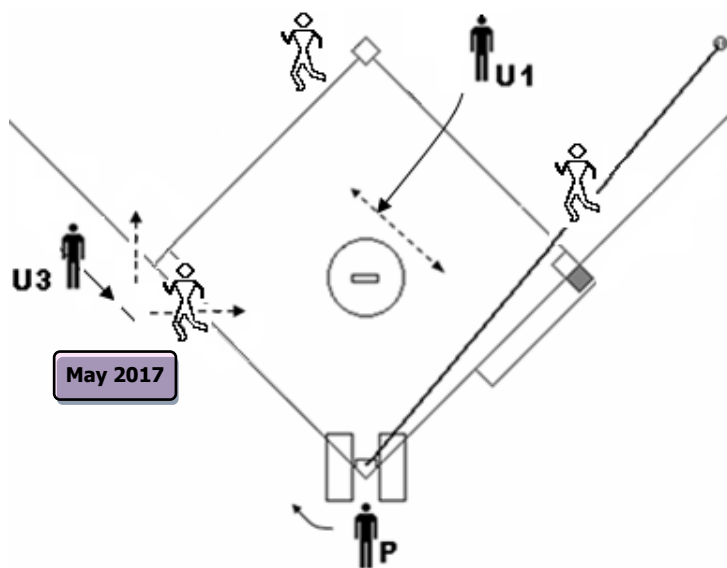
3 Umpire System
- Plate umpire [P] calls the catch -

P -   As the hit is to the left side of the Right Fielder - Moves to the left of the plate; watch down the 1ˢᵗ base line for the catch and indicates Fair/Foul on the touch of the ball; calls "Foul" if necessary. Remains at the plate for possible call on runner.

U1 -   Buttonhook inside for all calls at 1ˢᵗ and 2ⁿᵈ base.

U3 -   Move ***down the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.***   **May 2017**
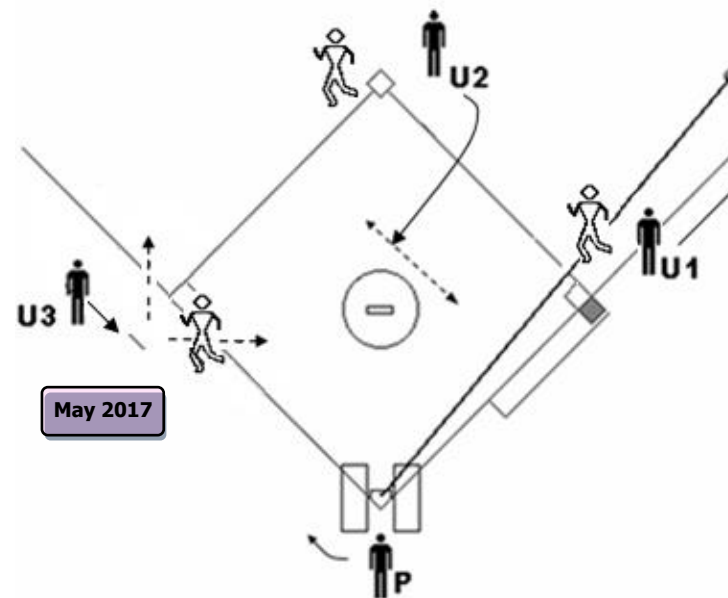
4 Umpire System
- 1ˢᵗ base umpire [U1] goes out -

P -   Move to the left of the plate watch the catch and assist with the call at 1ˢᵗ base, if requested; responsible for all calls at Home.

U2 -   Buttonhook inside for any call at 1ˢᵗ and 2ⁿᵈ base.

U3 -   Move ***down the line in foul territory, to a point even with the bag and allow the Four Essential Elements dictate whether to rotate inside or go back out beyond the base line.***   **May 2017**
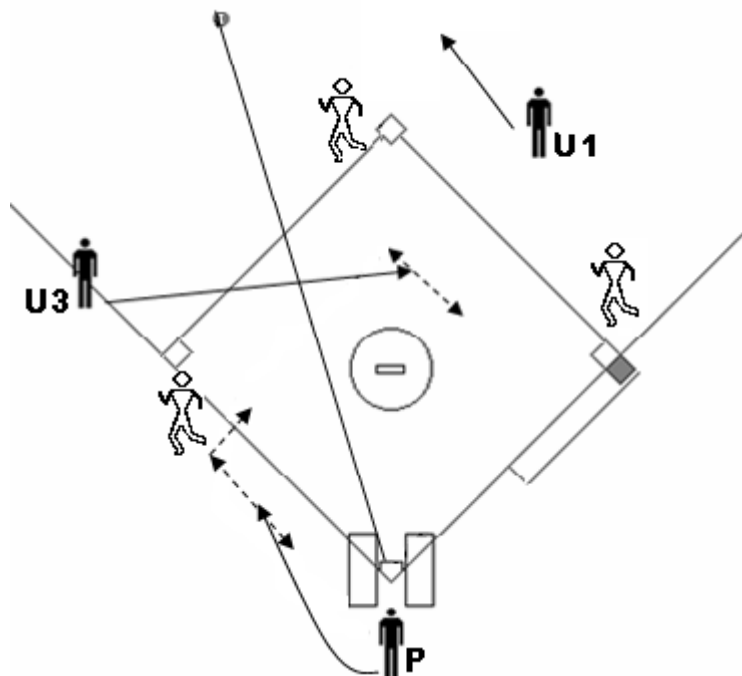
Runners on 1ˢᵗ, 2ⁿᵈ and 3ʳᵈ bases – Fly-ball between left and right fields:

3 Umpire System

- 1ˢᵗ base umpire [U1] goes out -

P - Move to the holding position; be prepared for the play-back at 3ʳᵈ base; move back to the plate for the call at home; or bounce inside for any call at 3ʳᵈ base. Retreat to the plate as U3 brings the **Batter-Runner** into 3ʳᵈ base.

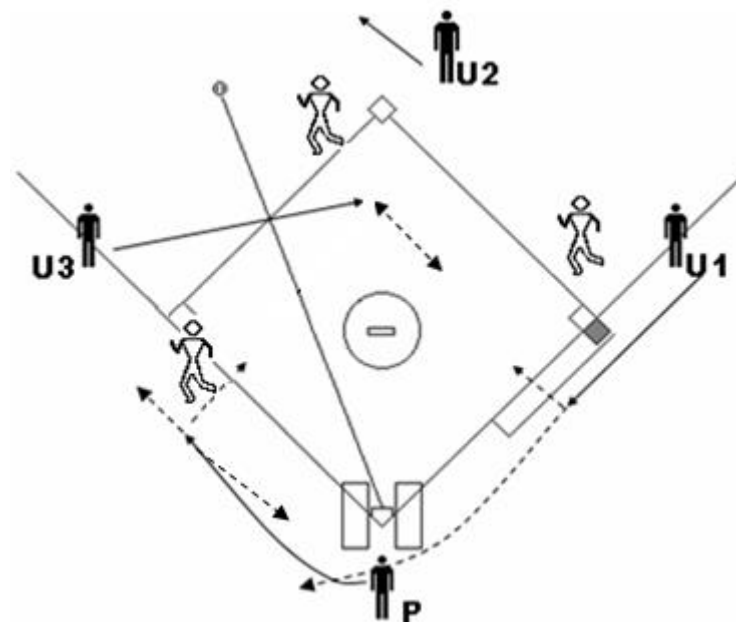U3 - Rotate inside for any calls at 1ˢᵗ and 2ⁿᵈ base.

4 Umpire System

- 2ⁿᵈ base umpire [U2] goes out -

P - Move to the holding position; be prepared to move up the foul line toward 3ʳᵈ base for a possible play-back; or back to the plate for the call at home on the **Lead Runner.** Bounce inside for the call at 3ʳᵈ base on the **Batter-Runner**.

U1 - Move down the foul line, watch the **Batter-Runner** touch 1ˢᵗ base; rotate to the plate, for a possible call at Home, only if the plate umpire moves to 3ʳᵈ base.

U3 - Rotate inside for any call at 2ⁿᵈ base; responsible for the **Batter-Runner** at 1ˢᵗ base after the release by U1.
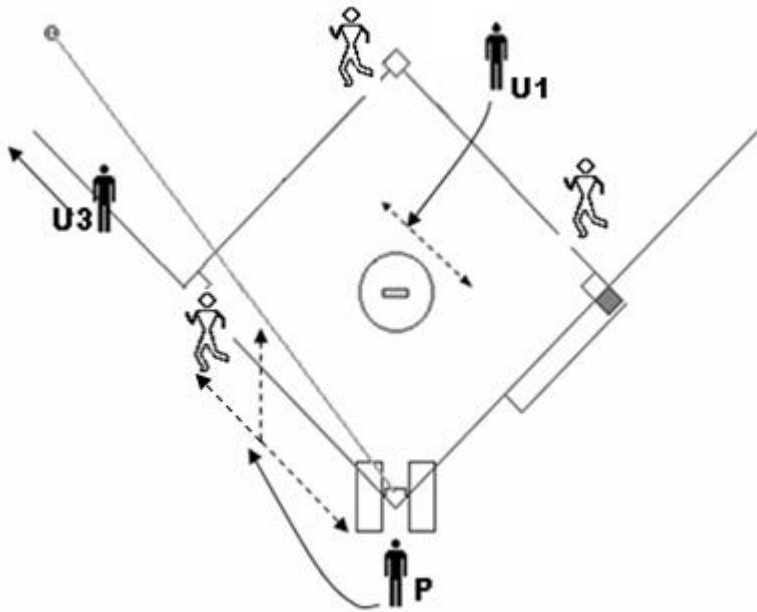
Runners on 1ˢᵗ, 2ⁿᵈ and 3ʳᵈ bases – Fly-ball down 3ʳᵈ base line (left field):

3 Umpire System

- 3ʳᵈ base umpire [U3] goes out -

P -   Move to the holding position; be prepared for the play-back at 3ʳᵈ base; move back to the plate for the call at home; or bounce inside for any call at 3ʳᵈ base. Retreat to the plate as U1 brings the **Batter-Runner** into 3ʳᵈ base.

U1 -   Buttonhook inside for any call at 1ˢᵗ and 2ⁿᵈ base.
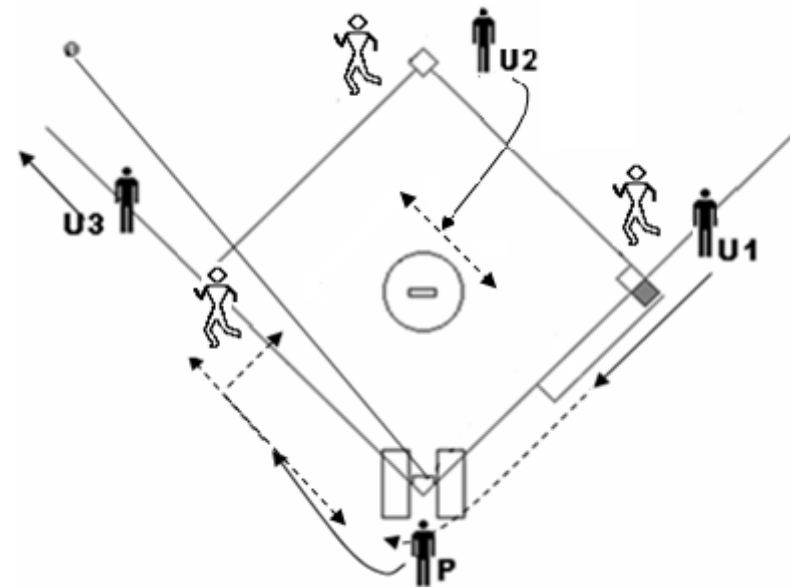
4 Umpire System

- 3ʳᵈ base umpire [U3] goes out -

P -   Move to the holding position; be prepared to move up the foul line toward 3ʳᵈ base for a possible play-back; or back to the plate for the call at home on the **Lead Runner.** Bounce inside for the call at 3ʳᵈ base on the **Batter-Runner**.

U1 -   Move down the foul line, watch the **Batter-Runner** touch 1ˢᵗ base; rotate to the plate, for a possible call at Home, only if the plate umpire moves to 3ʳᵈ base.
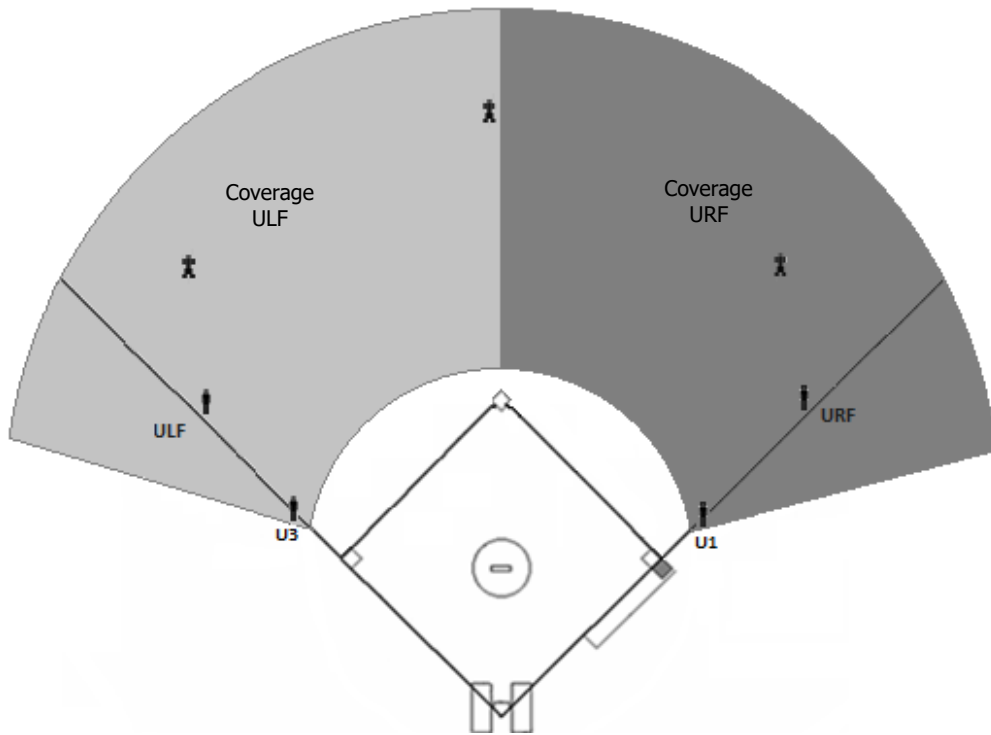
U2 -   Buttonhook inside for any call at 2ⁿᵈ base; responsible for the **Batter-Runner** at 1ˢᵗ and 2ⁿᵈ base after the release by U1.

Fly-ball Coverage – 5/6 umpire system:
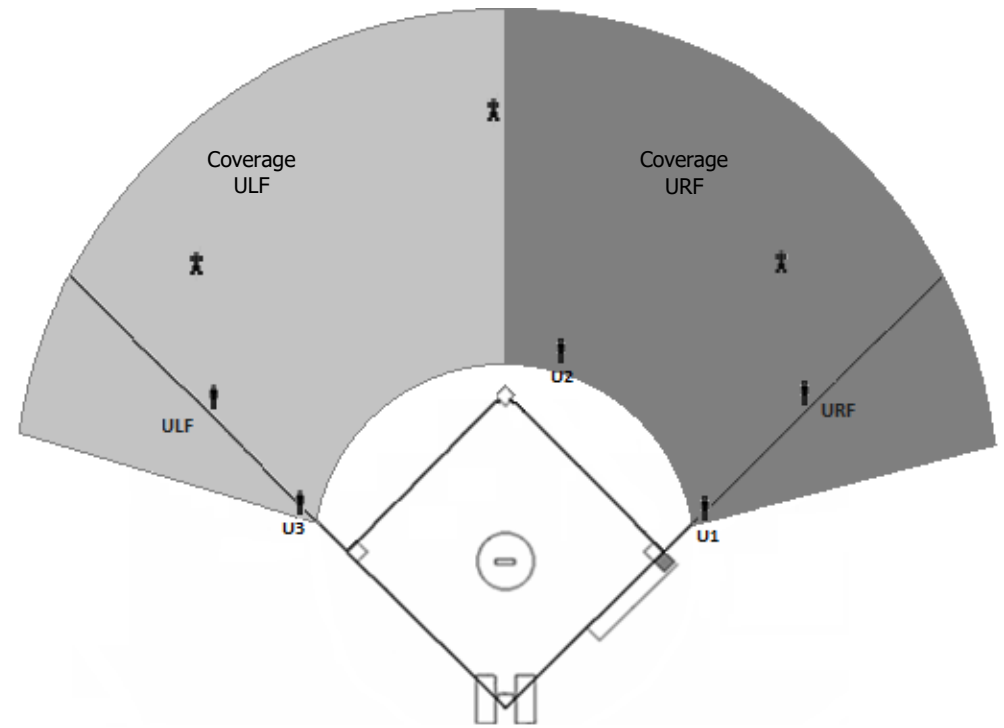
5 Umpire System

ULF/URF – Responsible for all calls beyond the base umpire and behind the infielders (fair or foul, catch or no catch and the status of a ball leaving the field of play). Responsibilities do not change with runners on base.

No base umpires go out. Refer pages 4, 11 and 12 for base umpire rotations.

6 Umpire System

ULF/URF – Responsible for all calls beyond the base umpire and behind the infielders (fair or foul, catch or no catch and the status of a ball leaving the field of play). Responsibilities do not change with runners on base.

No base umpires go out. Refer page 4 for base umpire rotations.