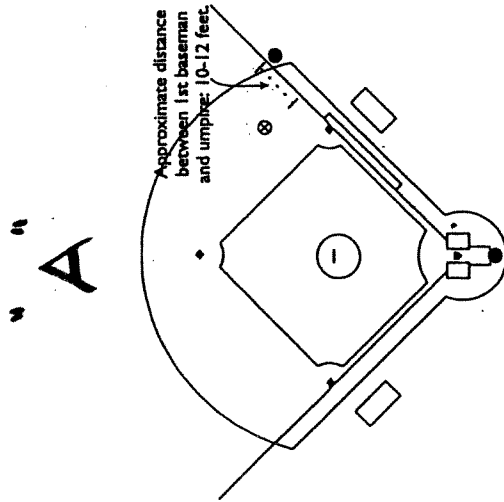
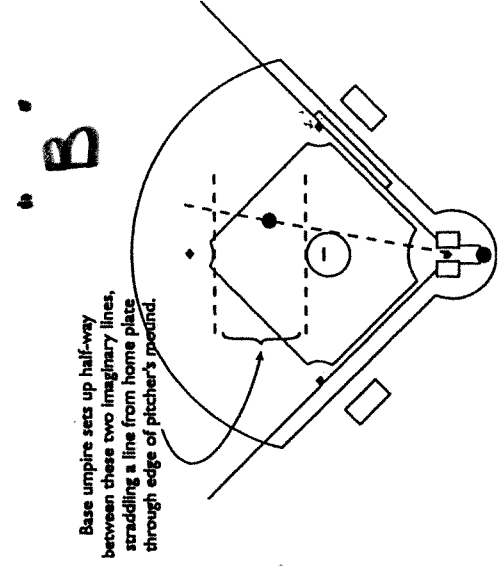


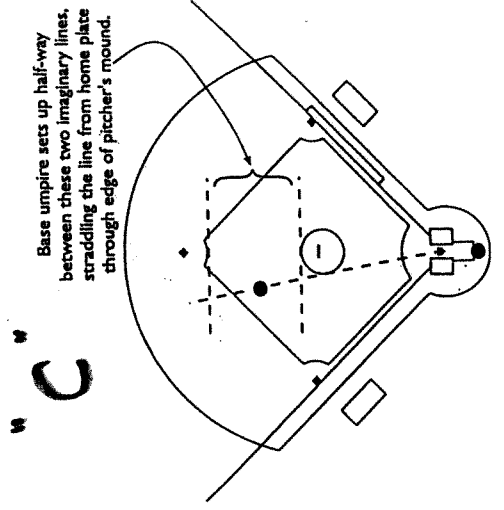
Positioning



- No runners



- 1B
- 1B and 3B



- 2B
- 3B
- 1B and 2B
- 2B and 3B
- 1B, 2B, and 3B

Umpire Tips

General

- ✓ Arrive on time and be prepared.
- ✓ ALWAYS hustle.
- ✓ Slow down your timing!!
- ✓ Watch EVERY touch of the bases by the runners.
- ✓ NEVER make a call or a decision on the run.
- ✓ Stop constantly looking at your ball/strike indicator.

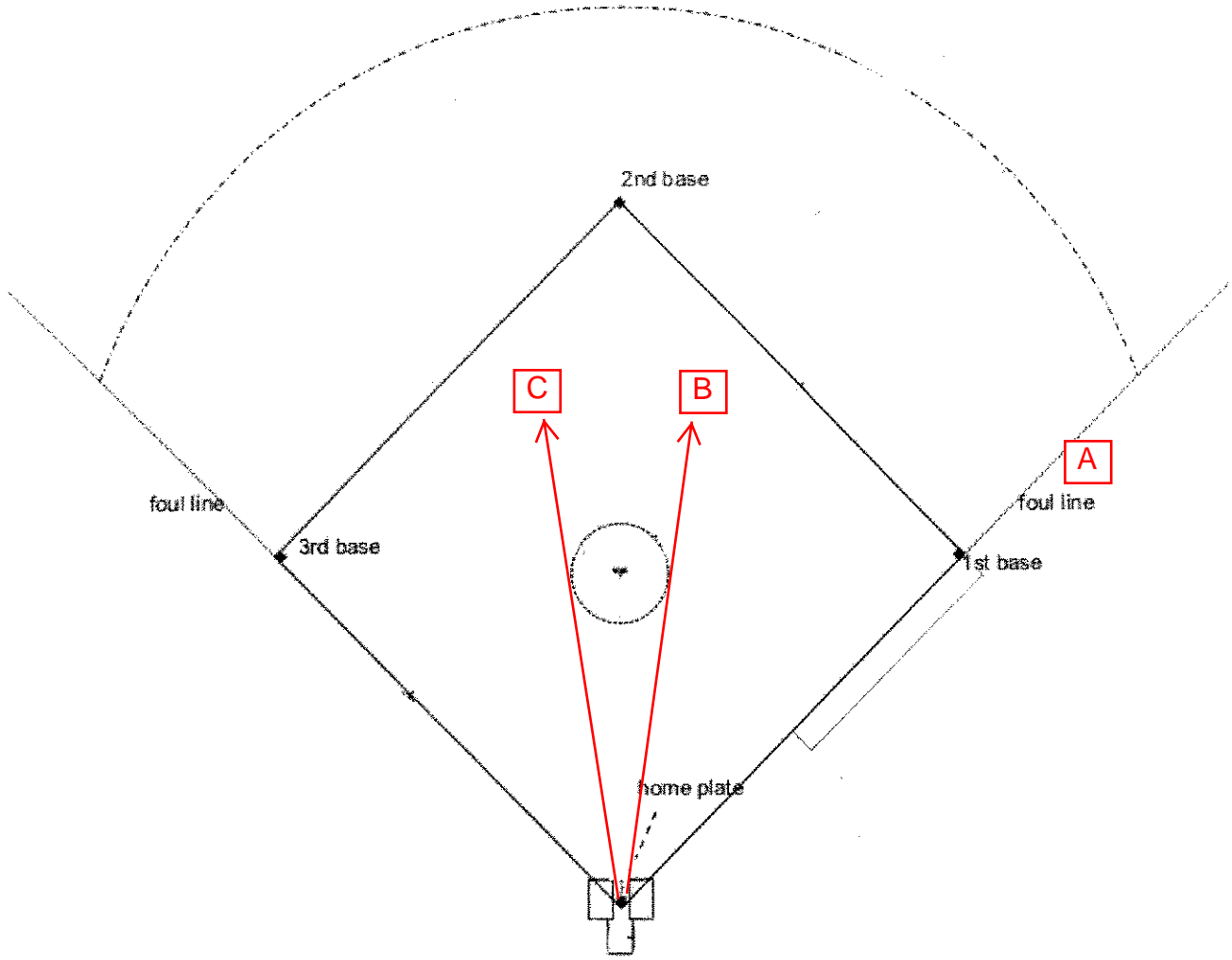
Plate Umpire

- ✓ ALWAYS put the ball back into play.
- ✓ Get out from behind the dish.
- ✓ Don't say "Strike three, you're out", "Ball four, take your base" or point the batter-runner down to first.
- ✓ A foul ball is never a foul tip and a foul tip is never a foul ball.
- ✓ Don't hold your mask by the strap, and ALWAYS remove it with your left hand.

***** Read the appropriate umpire manual and rule book regularly.**

Laws of Umpiring

- ✓ Anticipate all play possibilities BUT not their outcome.
- ✓ Proper positioning is defined by angle and distance.
- ✓ Angle is primary to distance.
- ✓ Positioning is a function of time.
- ✓ No play can be considered until it is over.



Game Situation Communications

Play

Besides officially beginning the contest, the plate umpire must **always** point the ball back in play with runners on base when (A) the pitcher is on the rubber with the ball and (B) the batter is in the batters box. It allows the players and your partner to know **exactly** when a ball is back in play.

Time

Both arms raised above head, palms facing out. Verbal mechanic is "Time!"
Can be signaled by any umpire.

Swinging Strike

No verbal signal. Plate umpire gives strike mechanic only.

Called Strike

Both verbalized and physically signaled with right hand while coming up into an upright position. The call is designated by number (e.g., strike 1, strike 2, strike 3) and loud enough to be heard in the nearby stands.

Ball

No physical signal. Plate umpire stays down and gives a verbal signal of "Ball 1!" loud enough to be heard in the dugouts. Do not indicate location of the pitch.

Fair Ball

There is never a verbalization for a fair ball. The appropriate umpire simply points toward fair ground with the index finger of the hand closer to fair territory. The umpire should "pump" the ball fair on close calls.

Foul Ball

Both arms raised above head, palms facing out. The verbalization is "Foul!" not "Foul Ball!" Not needed for a ball that everyone already knows is foul.

Foul Tip

Slide right hand up left arm and then come up with strike mechanic. Since is usually a swinging strike and always a live ball, no verbal signal is needed.

Safe

Lift your arms from your side, fingers together and extended, and lift them chest high. Then come **straight** across to the sides of your body while stating "Safe!"

Out

The right arm should form a right angle at the elbow and the hand should be in a fist, covered by the thumb. Lift your arm above your head level and state "He's out!"

Crew Field Communications

Lost Count

Get your partner's attention and twirl your hands around each other in small circles to let them know you need a count reload.

Number of Outs

Right arm pointed downward and facing outward with the appropriate number of fingers extended. Do this on a regular basis when runners are on base.