

# Plays That Trip You Up



## The Squeeze Play



# Key Points: Plate Umpire

- **Recognize and anticipate the play**
  - The expected situation
  - The unexpected situation
- **First responsibility- *CALL THE PITCH!***
  - Resist temptation to turn your head
  - Ensure the pitch reaches the plate
- **Second responsibility- *FAIR OR FOUL***






# Key Points: Plate Umpire

- **Be prepared to rule on interference/obstruction**
  - Immediate vs. delayed dead ball
  - Contact by the runner with the ball
  - Runner in the running lane
- **The play at the plate**
  - Be aware of the potential for a swipe tag
  - Be aware of the potential for contact

# Key Points: Plate Umpire

- **The play at first**
  - Avoid entanglement with fielders
  - Angle takes precedence over distance
- **Other plays**
  - Plays at third and home
  - Other obstruction/interference calls

# Key Points: Base Umpire

-  Be aware of the balk potential
-  Be able to assist Plate Umpire who may be screened
-  Move to get angle for call at first
-  Be able to assist Plate Umpire who is hindered
-  Be in position to cover the plate should the Plate Umpire need to cover a play at third

