

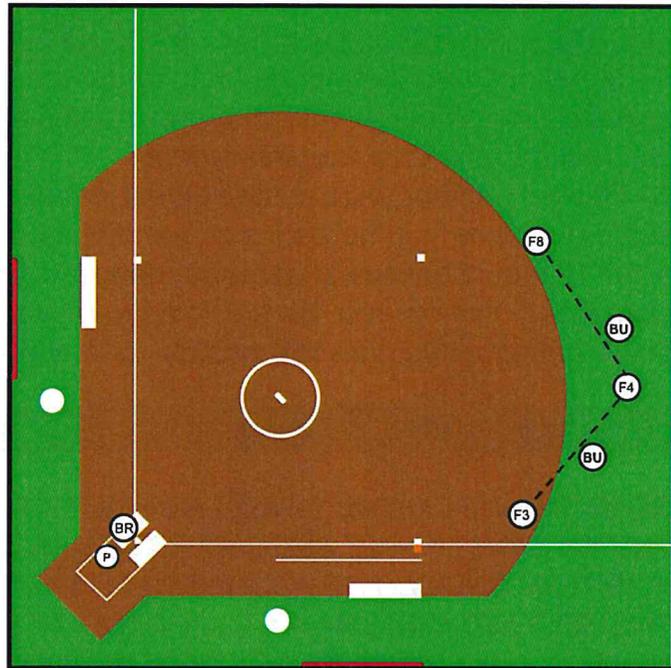
UMPIRE MANUAL

TWO UMPIRE SYSTEM - SLOW PITCH

NO RUNNERS ON BASE

STARTING POSITION: SHADE 1B. START BEHIND OR OFF OF THE 1B SIDE OF THE SECOND BASEMAN AND SQUARE TO THE PLATE. THIS POSITION SHOULD BE ADJUSTED BASED ON THE DEPTH AND LOCATION OF THE SECOND BASEMAN OR ANY ADDITIONAL PLAYERS POSITIONED IN THE INFIELD. GO TO THE READY POSITION AT THE START OF THE PITCH.

PLAY VIDEO

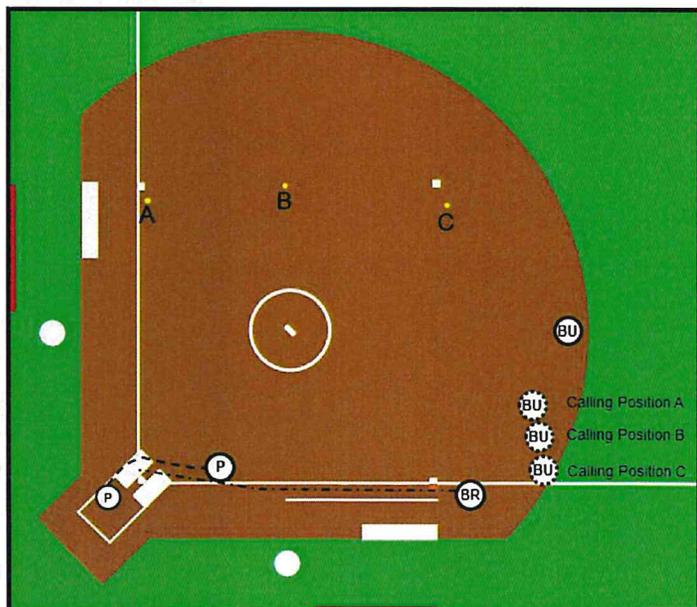


GROUND BALL TO THE INFIELD:

P - Trail the batter-runner no more than 1/3 of the way to 1B in fair territory and read the play. Responsible for any play at the plate.

B - Move parallel to the baseline toward 1B without taking your eyes off of the ball to a position you would have reached had you started on the foul line. Responsible for any play at 1B, 2B or 3B.

PLAY VIDEO



UMPIRE MANUAL

BASE HIT TO THE OUTFIELD: [PLAY VIDEO](#)

P - Trail the batter-runner no more than 1/3 of the way to 1B in fair territory and read the play. Responsible for any play at the plate.

B - Pick up the ball and glance at the runner as you hustle inside the diamond to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner as you are responsible for any play at 1B, 2B, or 3B.

FLY BALL TO THE OUTFIELD: [PLAY VIDEO](#)

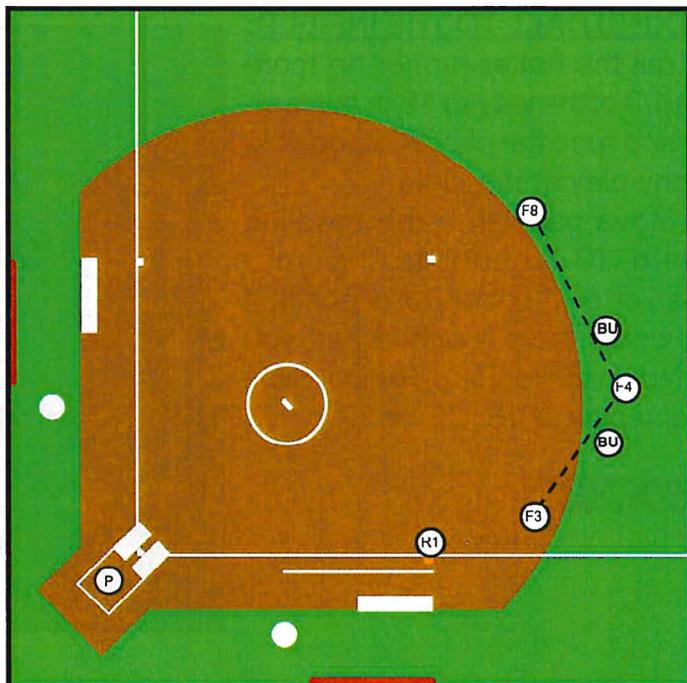
P - Move out from behind the plate to get the best angle and distance possible. Responsible for fair or foul and catch or no catch and any play at the plate. If the BU goes out, revert to the One Umpire System.

B - Decide whether to go to the outfield to make the call or pick up the ball and glance at the runner as you hustle inside the diamond to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner as you are responsible for any play at 1B, 2B, or 3B.

RUNNER ON FIRST BASE

STARTING POSITION: SHADE RUNNER AT 1B. START BEHIND OR OFF OF THE 1B SIDE OF THE SECOND BASEMAN AND SQUARE TO THE PLATE. THIS POSITION SHOULD BE ADJUSTED BASED ON THE DEPTH AND LOCATION OF THE SECOND BASEMAN OR ANY ADDITIONAL PLAYERS POSITIONED IN THE INFIELD. GO TO THE READY POSITION AT THE START OF THE PITCH.

[PLAY VIDEO](#)



GROUND BALL TO THE INFIELD: PLAY VIDEO

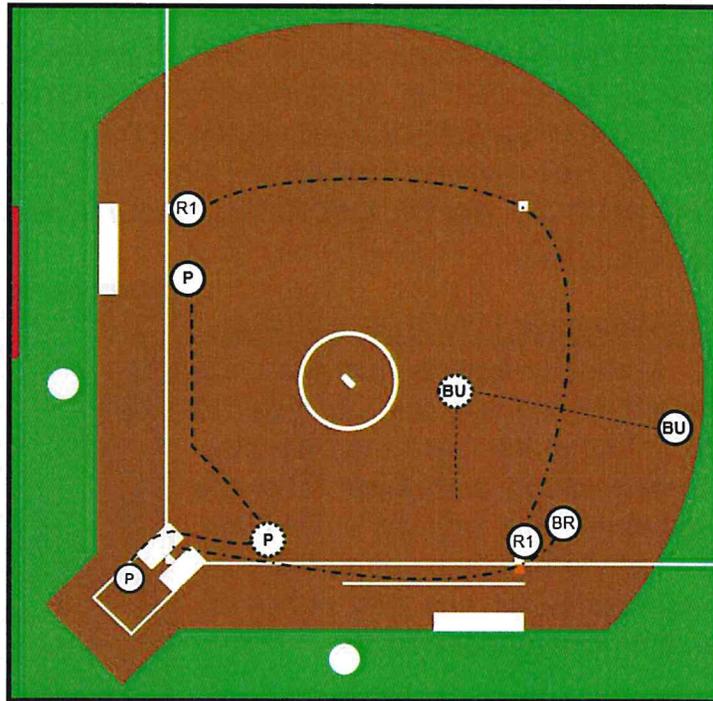
P - Trail the batter-runner no more than 1/3 of the way to 1B in fair territory and read the play. As the lead runner approaches 2B move toward 3B to first obtain the proper angle, then close your distance as the play develops working to get an unobstructed view of the play and to obtain a minimum distance of 10-12 feet from the play. Remember as the four elements come together; stop, read the play and make the call. Responsible for any play on the lead runner at 3B and any play at the plate.

B - Let the ball take you to the play. Responsible for any play at 1B or 2B, and the last runner into 3B.

BASE HIT TO THE OUTFIELD: PLAY VIDEO

P - Trail the batter-runner no more than 1/3 of the way to 1B in fair territory and read the play. As the lead runner approaches 2B, move toward 3B to first obtain the proper angle, then close your distance as the play develops working to get an unobstructed view of the play and to obtain a final calling distance of 10-12 feet from the play. Remember as the four elements come together; stop, read the play and make the call. Responsible for any play on the lead runner at 3B and any play at the plate.

B - Pick up the ball and glance at the runner as you hustle inside the diamond about half way between 1B and 2B to buttonhook at a minimum depth of 10-12 feet.



Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner as you are responsible for any play at 1B, 2B, and last runner into 3B.

UMPIRE MANUAL

FLY BALL TO THE OUTFIELD: [PLAY VIDEO](#)

P - Move out from behind the plate to get the best angle and distance possible. Responsible for fair or foul, catch or no catch, any play on the lead runner at 3B and any play at the plate. If the BU goes out, revert to the One Umpire System.

B - Decide whether to go to the outfield or pick up the ball and glance at the runner as you hustle inside the diamond about half way between 1B and 2B to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and the runner's keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner as you are responsible for the tag-up at 1B, any play at 1B, 2B, and last runner into 3B.

RUNNERS ON SECOND BASE ONLY

STARTING POSITION: SHADE THE RUNNER AT 2B. START BEHIND OR OFF THE 2B SIDE OF THE SECOND BASEMAN AND SQUARE TO THE PLATE. THIS POSITION SHOULD BE ADJUSTED BASED ON THE DEPTH AND LOCATION OF THE SECOND BASEMAN OR ANY ADDITIONAL PLAYERS POSITIONED IN THE INFIELD. GO TO THE READY POSITION AT THE START OF THE PITCH.

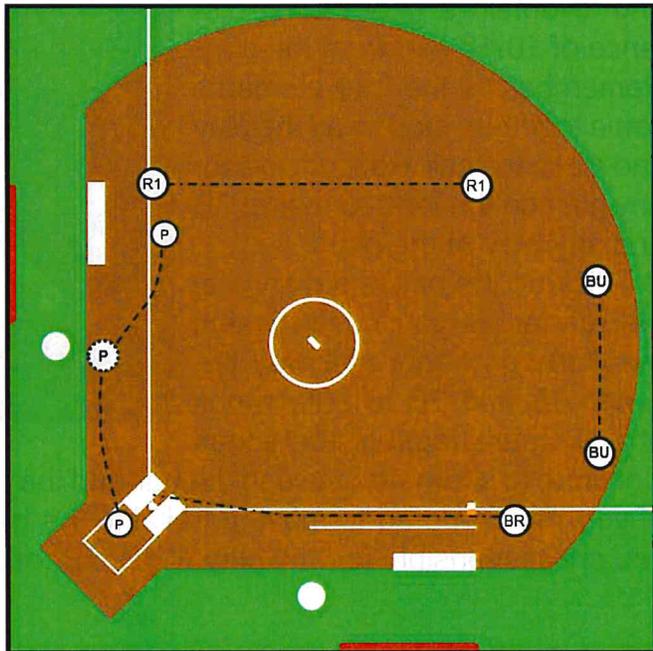
[PLAY VIDEO](#)

GROUND BALL TO THE INFIELD:

P - Move out from behind the plate toward the holding zone halfway to 3B in foul ground and read the play. Responsible for any play at 3B on the lead runner and any play at the plate.

B - Let the ball take you to the play. Responsible for any play at 1B, 2B and the last runner into 3B.

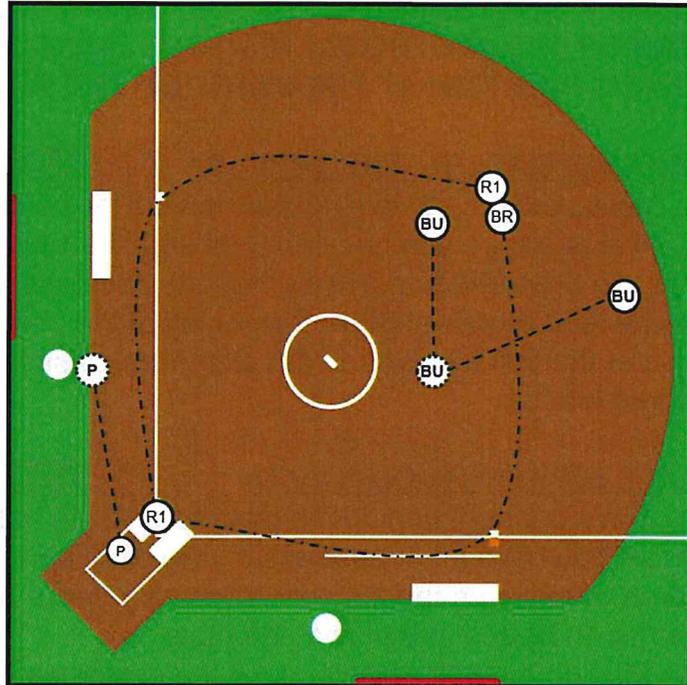
[PLAY VIDEO](#)



BASE HIT TO THE OUTFIELD: PLAY VIDEO

P - Move out from behind home plate toward the holding zone halfway to 3B in foul ground to an area where you have an unobstructed view of all four elements. Be prepared to move as the play develops as you are responsible for any play on the lead runner at 3rd and any play at the plate.

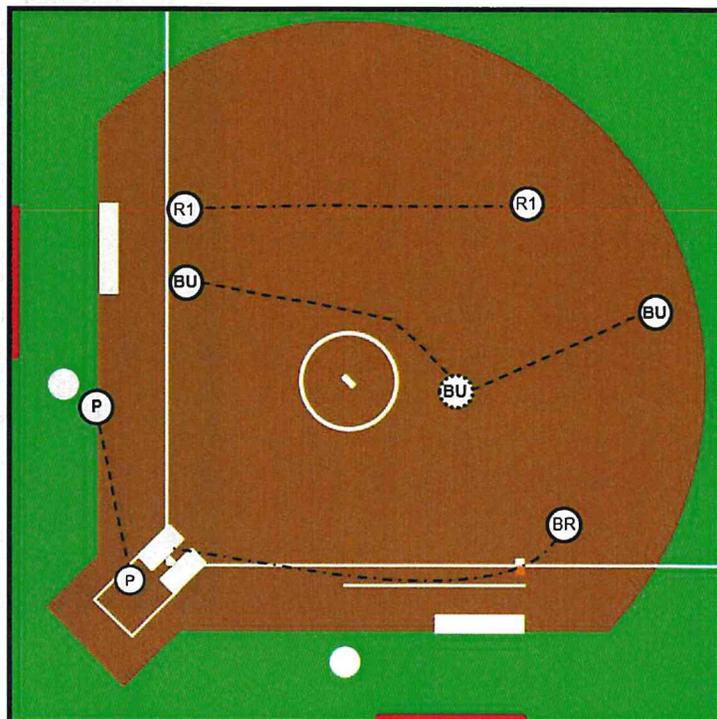
B - Pick up the ball and glance at the runner as you hustle inside the diamond about half way between 1B and 2B to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner as you are responsible for any play at 1B, 2B, and last runner into 3B.



FLY BALL TO THE OUTFIELD:

P - Move out from behind the plate to get the best angle and distance possible. Responsible for fair or foul, catch or no catch, any play on the lead runner at 3B and any play at the plate. If the BU goes out, revert to the One Umpire System.

B - Decide whether to go to the outfield to make the call or pick up the ball and glance at the runner as you hustle inside the diamond about half way between 1B and 2B to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner as you are responsible for the tag-up at 2B, any play at 1B, 2B, and the last runner into 3B.



*DIAGRAM: R1 @ 2B.
FLYBALL TO OUTFIELD.
Fly ball is caught, BR is out.*

UMPIRE MANUAL

RUNNER ON THIRD BASE ONLY

STARTING POSITION: SHADE 1B. START BEHIND OR OFF OF THE 1B SIDE OF THE SECOND BASEMAN AND SQUARE TO THE PLATE. THIS POSITION SHOULD BE ADJUSTED BASED ON THE DEPTH AND LOCATION OF THE SECOND BASEMAN OR ANY ADDITIONAL PLAYERS POSITIONED IN THE INFIELD. GO TO THE READY POSITION AT THE START OF THE PITCH. [PLAY VIDEO](#)

GROUND BALL TO THE INFIELD: [PLAY VIDEO](#)

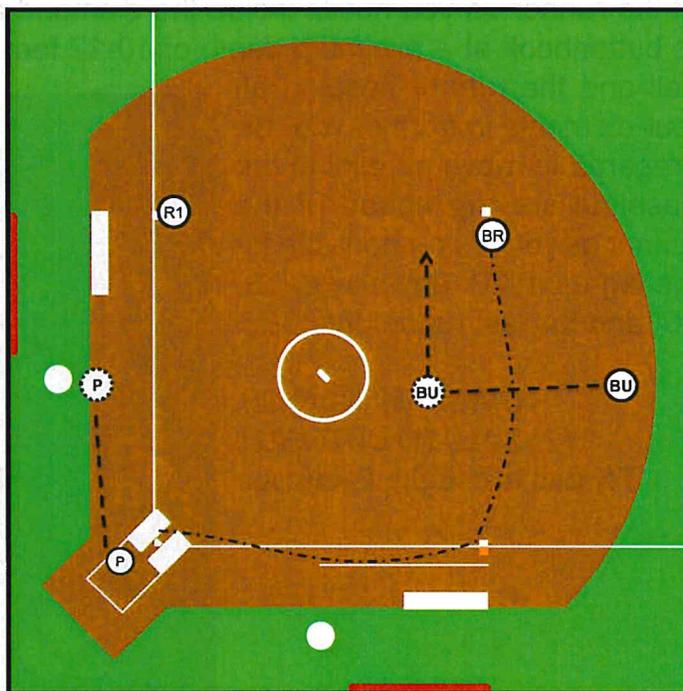
P - Move out from behind the plate toward the holding zone halfway to 3B in foul ground to an area where you have an unobstructed view of all four elements and read the play. Be prepared to move as the play develops as you are responsible for any play on the lead runner at 3B and any play at the plate.

B - Let the ball take you to the play. Responsible for any play at 1B, 2B and the last runner into 3B.

BASE HIT TO THE OUTFIELD: [PLAY VIDEO](#)

P - Move out from behind the plate toward the holding zone in foul ground to an area where you have an unobstructed view of all four elements and read the play. Be prepared to move as the play develops as you are responsible for any play on the lead runner at 3B and any play at the plate

B - Pick up the ball and glance at the runner as you hustle inside the diamond about halfway between 1B and 2B to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner as you are responsible for any play at 1B, 2B, and last runner into 3B.



UMPIRE MANUAL

FLY BALL TO THE OUTFIELD: **PLAY VIDEO**

P - Move out from behind the plate to get the best angle and distance possible. Responsible for fair or foul, catch or no catch, the tag up at 3B, any play on the lead runner at 3B and any play at the plate. If the BU goes out, revert to the One Umpire System.

B - Decide whether to go to the outfield to make the call or pick up the ball and glance at the runner as you hustle inside the diamond about half way between 1B and 2B to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner as you are responsible for any play at 1B, 2B, and last runner into 3B.

RUNNERS ON FIRST AND SECOND BASE

STARTING POSITION: SHADE RUNNER AT 2B. START BEHIND OR OFF OF THE 2B SIDE OF THE SECOND BASEMAN AND SQUARE TO THE PLATE. THIS POSITION SHOULD BE ADJUSTED BASED ON THE DEPTH AND LOCATION OF THE SECOND BASEMAN OR ANY ADDITIONAL PLAYERS POSITIONED IN THE INFIELD. GO TO THE READY POSITION AT THE START OF THE PITCH.

PLAY VIDEO

GROUND BALL TO THE INFIELD:

P - Move out from behind the plate toward the holding zone halfway to 3B in foul ground to an area where you have an unobstructed view of all four elements. Be prepared to move as the play develops, as you are responsible for any play on the lead runner at 3B and any play at the plate.

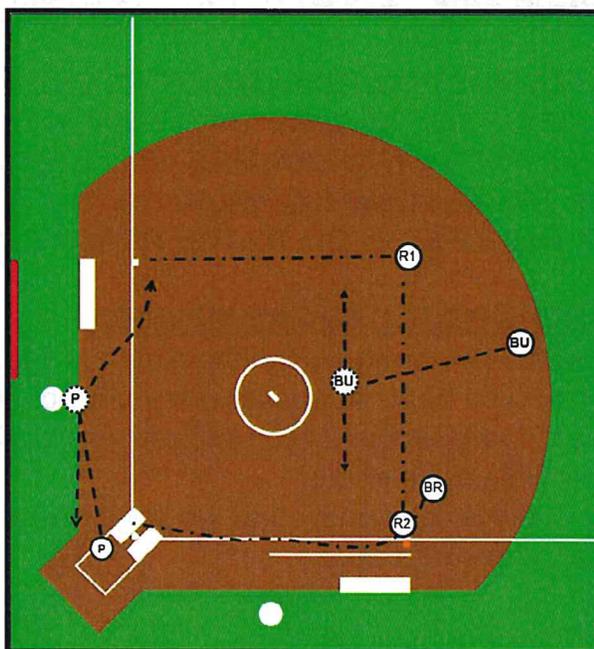
B - Let the ball take you to the play. Responsible for any play at 1B, 2B and the last runner into 3B.

BASE HIT TO THE OUTFIELD:

PLAY VIDEO

P - Move out from behind the plate toward the holding zone halfway to 3B in foul ground to an area where you have an unobstructed view of all four elements. Be prepared to move as the play develops, as you are responsible for any play on the lead runner at 3B and any play at the plate.

B - Pick up the ball and glance at the runner as you hustle inside the diamond about halfway between 1B and 2B to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner as you are responsible for any



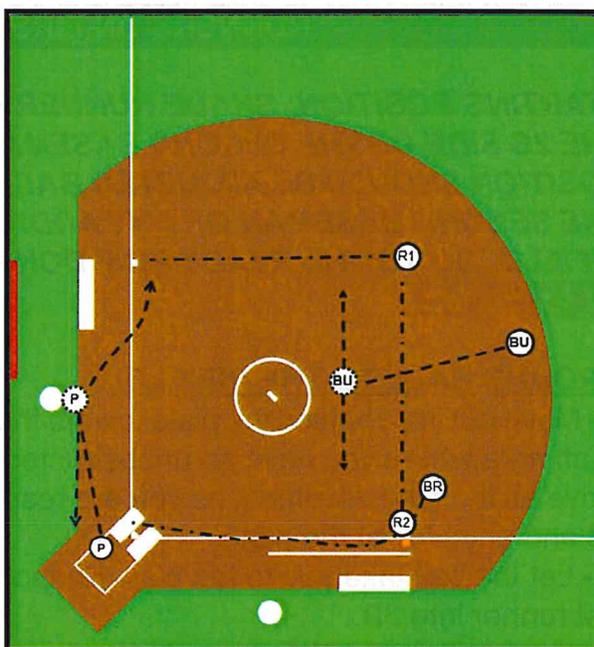
play at 1B, 2B, and last runner into 3B.

FLY BALL TO THE OUTFIELD:

P - Move out from behind the plate to get the best angle and distance possible. Responsible for fair or foul, catch or no catch, the tag-up at 2B, any play on the lead runner at 3B and any play at the plate. If the BU goes out, revert to the One Umpire System.

B - Decide whether to go to the outfield to make the call or pick up the ball and glance at the runner as you hustle inside the diamond about halfway between 1B and 2B to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner as you are responsible for the tag-up at 1B, any play at 1B, 2B, and last runner into 3B.

PLAY VIDEO



RUNNERS ON FIRST AND THIRD BASE

STARTING POSITION: SHADE RUNNER AT 1B. START BEHIND OR OFF THE 1B SIDE OF THE SECOND BASEMAN AND SQUARE TO THE PLATE. THIS POSITION SHOULD BE ADJUSTED BASED ON THE DEPTH AND LOCATION OF THE SECOND BASEMAN OR ANY ADDITIONAL PLAYERS POSITIONED IN THE INFIELD. GO TO THE READY POSITION AT THE START OF THE PITCH.

GROUND BALL TO THE INFIELD:

P - Move out from behind the plate toward the holding zone in foul ground to an area where you have an unobstructed view of all four elements. Be prepared to move as the play develops, as you are responsible for any play on the lead runner at 3B and any play at the plate.

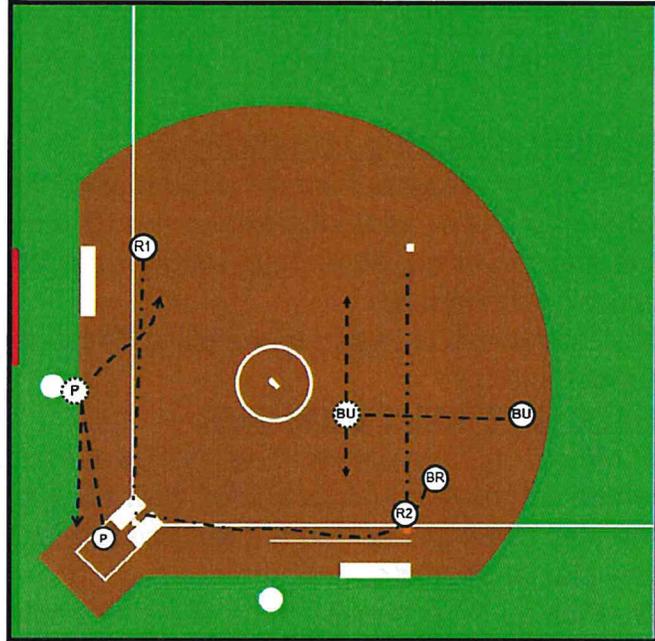
B - Let the ball take you to the play. Responsible for any play at 1B, 2B and the last runner into 3B.

BASE HIT TO THE OUTFIELD: PLAY VIDEO

P - Move out from behind the plate toward the holding zone halfway to 3B in foul ground to an area where you have an unobstructed view of all four elements. Be prepared to move as the play develops, as you are responsible for any play on the lead runner at 3B and any play at the plate.

B - Pick up the ball and glance at the runner as you hustle inside the diamond about halfway between 1B and 2B to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you.

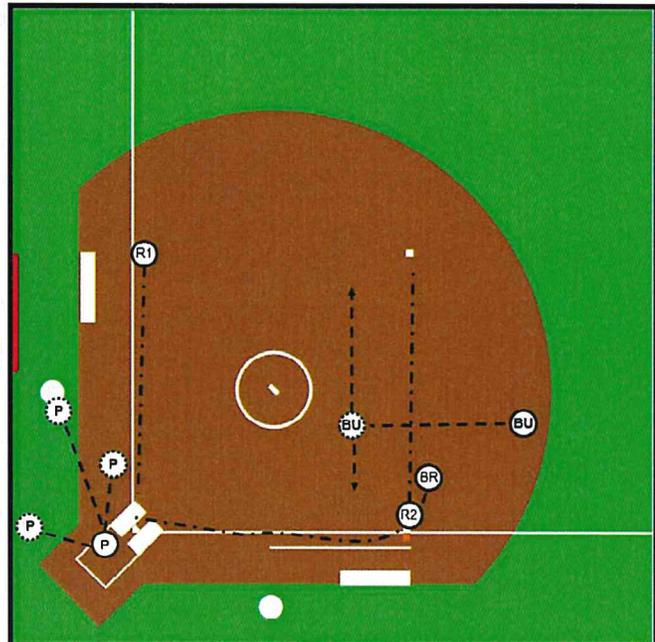
Be prepared to move parallel to the baseline staying ahead of the runner as you are responsible for any play at 1B, 2B, and last runner into 3B.



FLY BALL TO THE OUTFIELD:

P - Move out from behind the plate to get the best angle and distance possible. Responsible for fair or foul, catch or no catch, the tag-up at 3B, any play on the lead runner at 3B and any play at the plate. If the BU goes out, revert to the One Umpire System.

B - Decide whether to go to the outfield to make the call or pick up the ball and glance at the runner as you hustle inside the diamond about halfway between 1B and 2B to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner as you are responsible for the tag-up at 1B, any play at 1B, 2B, and last runner into 3B.



UMPIRE MANUAL

RUNNERS ON SECOND AND THIRD BASE

STARTING POSITION: SHADE RUNNER AT 2B. START BEHIND OR OFF THE 2B SIDE OF THE SECOND BASEMAN AND SQUARE TO THE PLATE.
THIS POSITION SHOULD BE ADJUSTED BASED ON THE DEPTH AND LOCATION OF THE SECOND BASEMAN OR ANY ADDITIONAL PLAYERS POSITIONED IN THE INFIELD. GO TO THE READY POSITION AT THE START OF THE PITCH.

GROUND BALL TO THE INFIELD:

P - Move out from behind the plate toward the holding zone in foul ground to an area where you have an unobstructed view of all four elements. Be prepared to move as the play develops, as you are responsible for any play on the lead runner at 3B and any play at the plate.

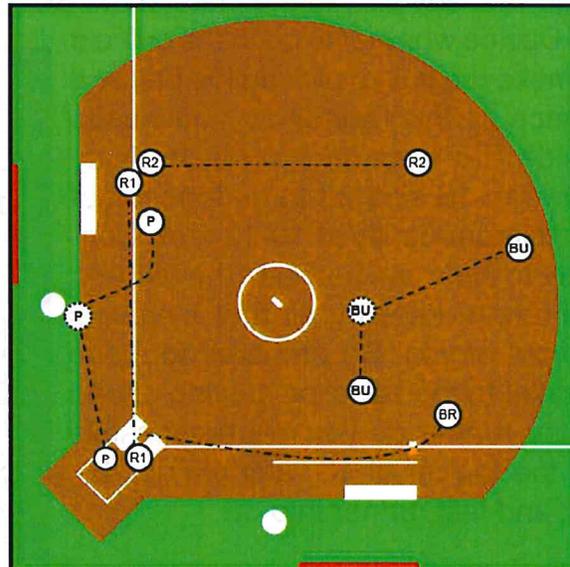
B - Let the ball take you to the play. Responsible for any play at 1B, 2B and the last runner into 3B.

BASE HIT TO THE OUTFIELD:

P - Move out from behind the plate toward the holding zone in foul ground to an area where you have an unobstructed view of all four elements. Be prepared to move as the play develops, as you are responsible for any play on the lead runner at 3B and any play at the plate.

B - Pick up the ball and glance at the runner as you hustle inside the diamond about halfway between 1B and 2B to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner as you are responsible for any play at 1B, 2B, and last runner into 3B.

PLAY VIDEO

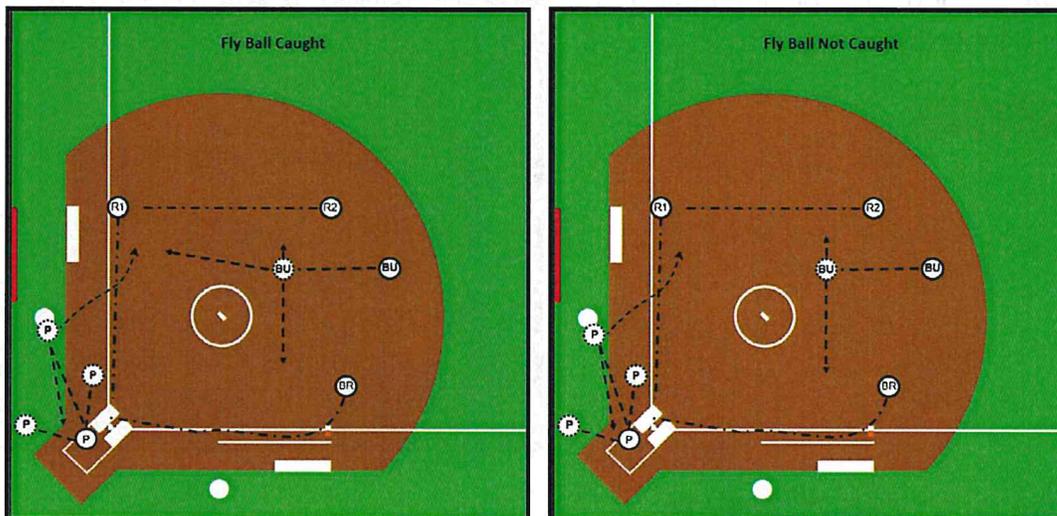


UMPIRE MANUAL

FLY BALL TO THE OUTFIELD:

P - Move out from behind the plate in foul ground to get the best angle and distance possible. Responsible for fair / foul, catch or no-catch, tag-up at 3B, any play on the lead runner at 3B and any play at the plate. If the BU goes out, revert to the One Umpire System.

B - Decide whether to go to the outfield to make the call pick up the ball and glance at the runner as you hustle inside the diamond about halfway between 1B and 2B, to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner as you are responsible for the tag-up at 2B, any play at 1B, 2B and last runner into 3B.



BASES LOADED

STARTING POSITION: SHADE RUNNER AT 2B. START BEHIND OR OFF THE 2B SIDE OF THE SECOND BASEMAN AND SQUARE TO THE PLATE.

THIS POSITION SHOULD BE ADJUSTED BASED ON THE DEPTH AND LOCATION OF THE SECOND BASEMAN OR ANY ADDITIONAL PLAYERS POSITIONED IN THE INFIELD. GO TO THE READY POSITION AT THE START OF THE PITCH.

PLAY VIDEO

GROUND BALL TO THE INFIELD: **PLAY VIDEO**

P - Move out from behind the plate toward the holding zone in foul ground to an area where you have an unobstructed view of all four elements. Be prepared to move as the play develops as you are responsible for any play on the lead runner at 3B and any play at the plate.

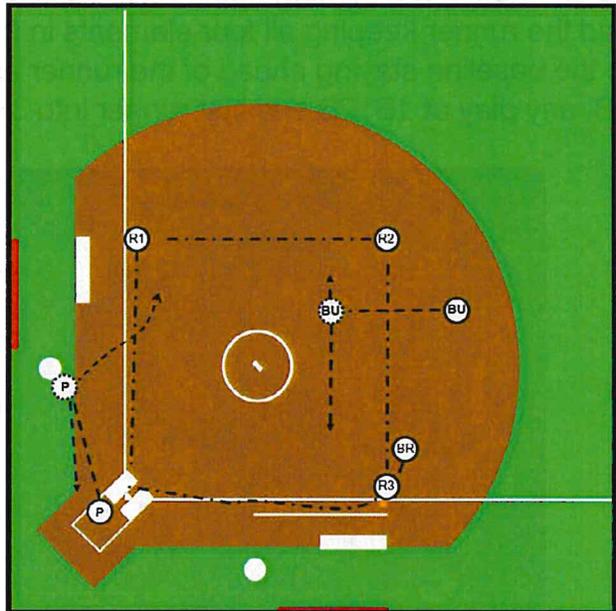
B - Let the ball take you to the play. Responsible for any play at 1B, 2B and the last runner into 3B.

BASE HIT TO THE OUTFIELD:

P - Move out from behind home plate toward the holding zone halfway to 3B in foul ground to an area where you have an unobstructed view of all four elements. Be prepared to move as the play develops as you are responsible for any play on the lead runner at 3B and any play at the plate.

B - Pick up the ball and glance at the runner as you hustle inside the diamond about halfway between 1B and 2B to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner as you are responsible for any play at 1B, 2B, and last runner into 3B.

PLAY VIDEO



FLY BALL TO THE OUTFIELD:

P - Move out from behind the plate in foul ground to get the best angle and distance possible. Responsible for fair / foul, catch or no-catch, the tag-up at 3B, any play on the lead runner at 3B and any play at the plate. If the BU goes out, revert to the One Umpire System.

B - Decide whether to go to the outfield to make the call and pick up the ball and glance at the runner as you hustle inside the diamond about halfway between 1B and 2B, to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner as you are responsible for the tag-up at 1B and 2B, any play at 1B, 2B and last runner into 3B.

PLAY VIDEO

