

UMPIRE MANUAL

reaching 1B. If you have a tag play at a base and there is a runner attempting to score you must glance at the runner but prioritize the tag play. Make the call and immediately look at Home plate and use your best judgment to determine if the run scored. Once you determined the run scored, prior to the third out, turn to the score keeper and point to the plate empathetically and announce "run counts" or "run scores". Once you determined the runner does not score before the third out then announce, "THAT RUN DOES NOT COUNT". You must be loud and confident in order to sell the call.

TWO-UMPIRE SYSTEM - FAST PITCH

Key to Diagrams: P—Plate Umpire; B—Base Umpire

NO RUNNERS ON BASE

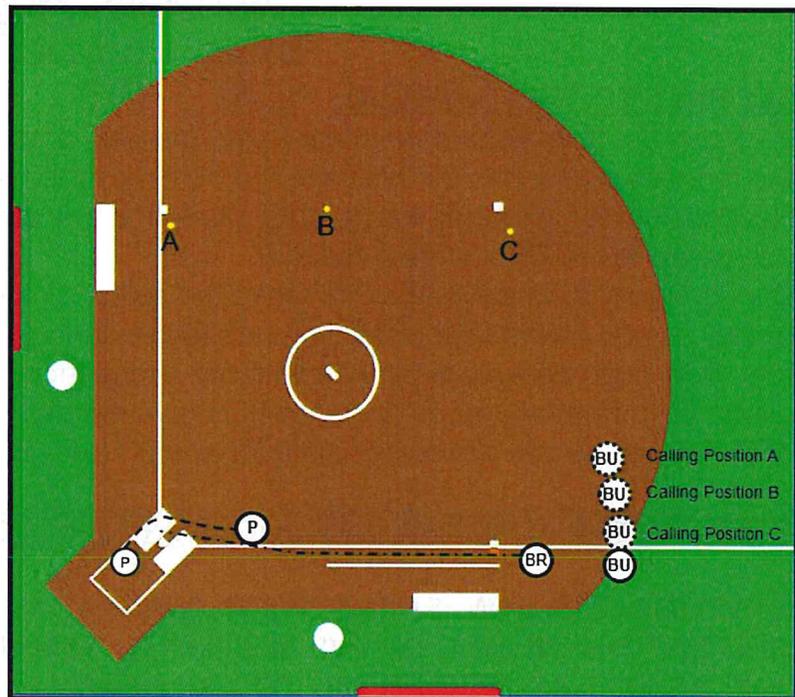
STARTING POSITION: 18 TO 21 FEET, IN FOUL TERRITORY AND WALK THE LINE AND SQUARE TO THE PLATE. [PLAY VIDEO](#)

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 - Step into the fair territory, at an angle 90 degrees to the path of the throw, no more than a 45 degree angle from the foul line and let the ball take you to the play. Responsible for any play at 1B, 2B or 3B.

[PLAY VIDEO](#)



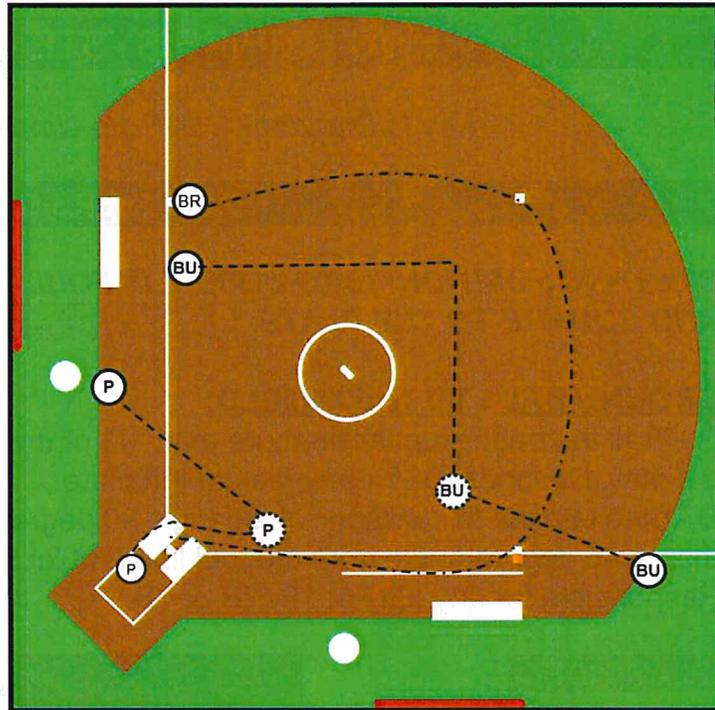
UMPIRE MANUAL

BASE HIT TO THE OUTFIELD:

P - Trail the batter-runner no more than 1/3 of the way to 1B in fair territory and read the play. As the runner approaches 2B, move to the holding zone half way to 3B in foul ground

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 glancing at 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, 3B.

PLAY VIDEO



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

P - Move out from behind the plate to get the best angle and distance possible. As the runner approaches 2B, move to the holding zone halfway to 3B in foul ground. Responsible for fair / foul, catch or no catch and any play at the plate. If the BU goes out, revert to the One Umpire System.

B - Decide 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 glancing at 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 ONLY

STARTING POSITION: SHADE THE RUNNER AT 1B WHILE STARTING BEHIND AND OFF THE 1B SIDE OF THE SECOND BASEMAN, SQUARE TO THE PLATE AND ADJUST AS NEEDED. 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 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 a subsequent throw to 3B on the lead runner and any play at the plate.

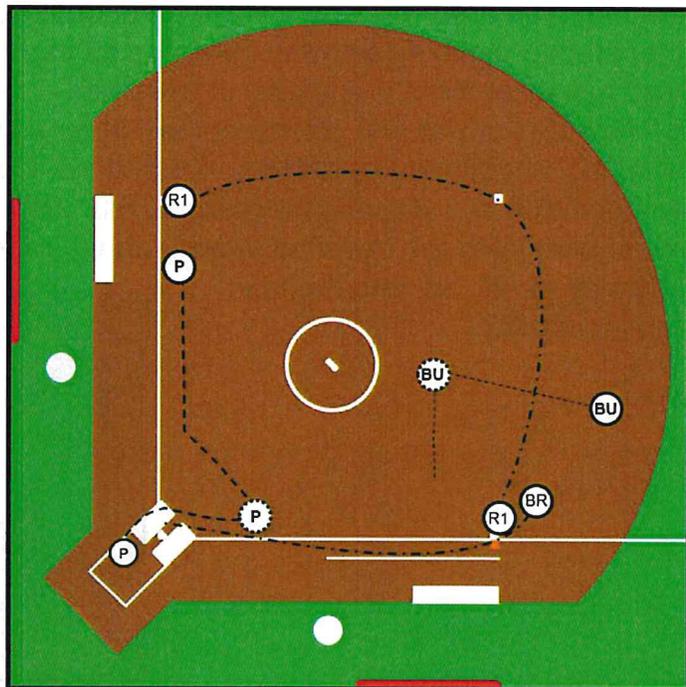
B - Let the ball take you to the play. Responsible for any play at 1B, 2B and the last runner to 3B.

BASE HIT TO THE OUTFIELD:

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 a 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 to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and glancing at 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 the last runner into 3B.

PLAY VIDEO



FLY BALL TO THE OUTFIELD: PLAY VIDEO

P - Move out from behind the plate to get the best angle and distance possible. As the runner approaches 2B, move to the holding zone halfway to 3B in foul ground. Responsible for fair / 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.

UMPIRE MANUAL

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 the tag-up at 1B, any play at 1B, 2B, and the last runner into 3B.

RUNNER ON SECOND BASE ONLY

STARTING POSITION: SHADE THE RUNNER AT 2B, WHILE STARTING BEHIND AND OFF THE 2B SIDE OF THE SHORTSTOP SQUARE TO THE PLATE AND ADJUST AS NEEDED. GO TO THE READY POSITION AT THE START OF THE PITCH.

PLAY VIDEO

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

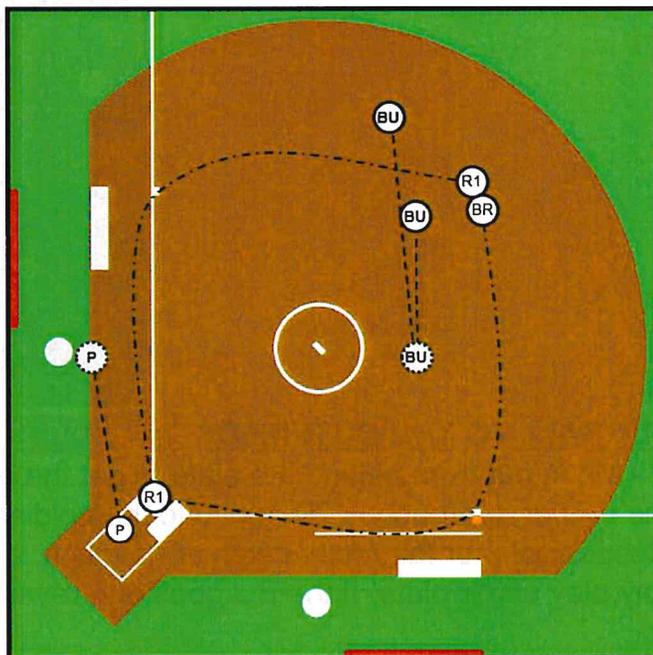
P - Move out from behind the plate toward the holding zone halfway to 3B in foul ground and read the play. Responsible for a subsequent throw to 3B on the lead runner and any play at the plate.

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

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 3B and any play at the plate.

B - Pick up the ball and glance at the runner as you hustle inside the diamond toward 1B, about halfway between 2B and 1B. Continue to alternate between the ball and glancing at 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 the last runner into 3B.



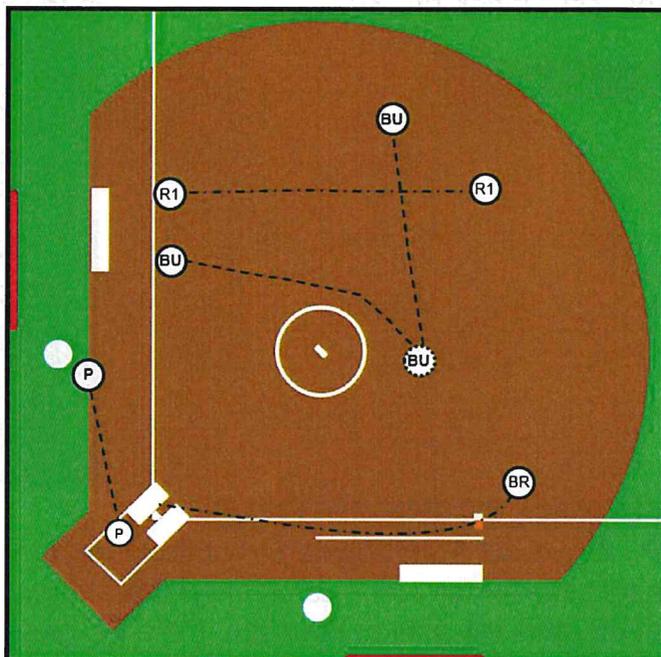
UMPIRE MANUAL

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 to make the call or pick up the ball and glance at the runner as you hustle inside the diamond about halfway between 2B and 1B. 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.



RUNNER ON THIRD BASE ONLY

STARTING POSITION: SHADE THE RUNNER AT 3B WHILE STARTING BEHIND AND OFF THE 3B SIDE OF THE SHORTSTOP, SQUARE TO THE PLATE AND ADJUST AS NEEDED. 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 to an area where you have an unobstructed view of all four elements and read the play. Responsible for the lead runner on a subsequent throw to 3B and any play at the plate.

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

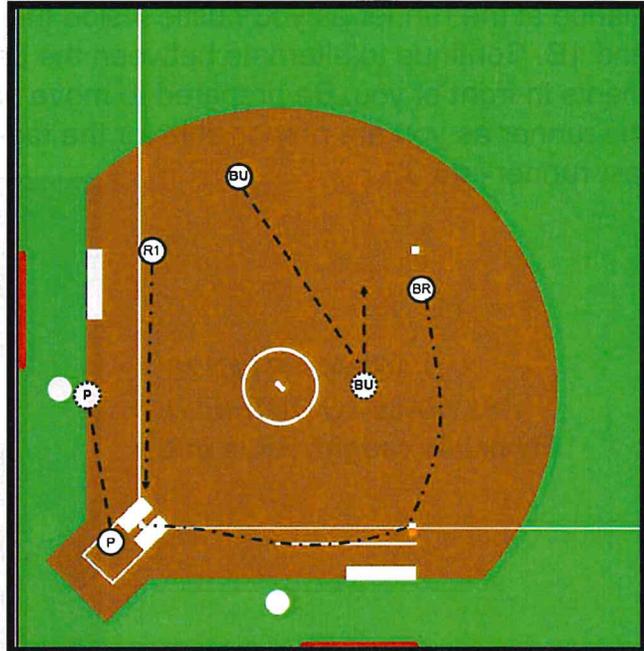
BASE HIT TO THE OUTFIELD:

P - Move out from behind home plate towards the holding zone halfway to 3B in foul ground to an area where you have an unobstructed view of all four elements. Be pre-

pared 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 to buttonhook at a minimum depth of 10-12 feet. Continue to alternate between the ball and glancing at 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 the last runner into 3B.

PLAY VIDEO

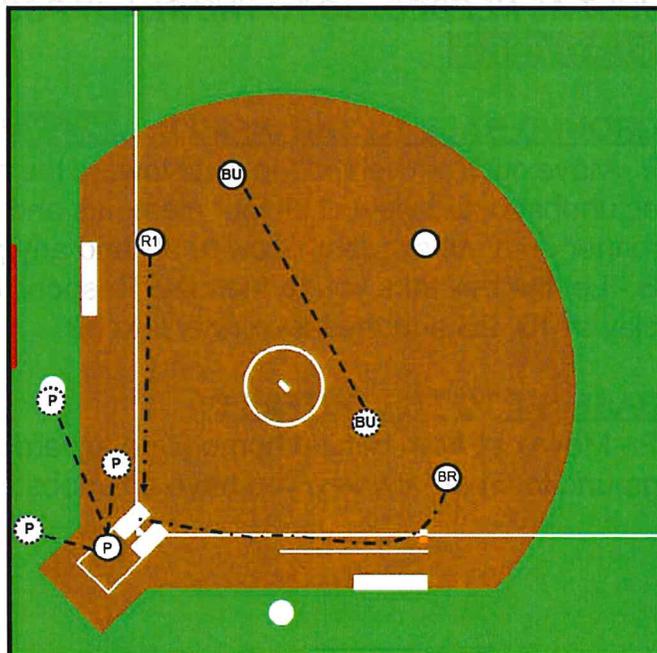


FLY BALL TO THE OUTFIELD:

P - Move out from behind the plate 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 or pick up the ball and glance at the runner as you hustle inside the diamond to button hook 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 the last runner into 3B.

PLAY VIDEO



RUNNERS ON FIRST AND SECOND BASE

STARTING POSITION: SHADE THE LEAD RUNNER AT 2B WHILE STARTING BEHIND AND OFF THE 2B SIDE OF THE SHORTSTOP, SQUARE TO THE PLATE AND ADJUST AS NEEDED. GO TO THE READY POSITION AT THE START OF THE PITCH. [PLAY VIDEO](#)

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

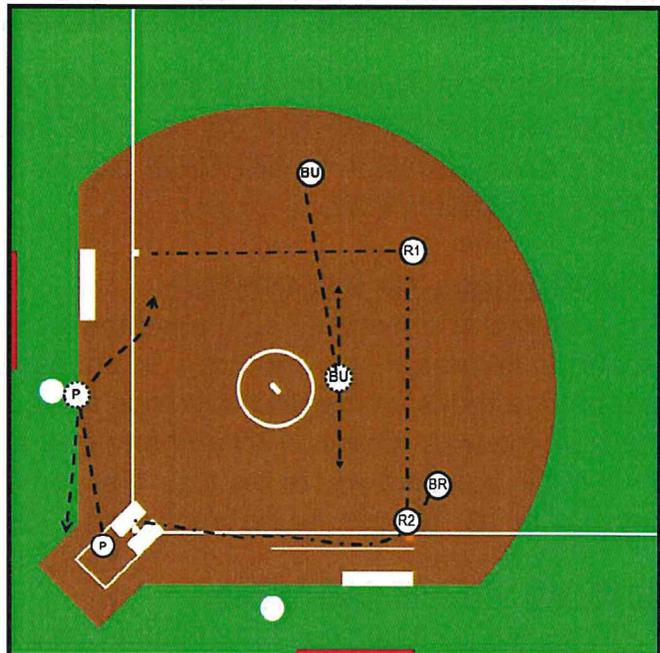
P - Move out from behind home plate towards the holding zone halfway to 3B in foul ground to an area where you have an unobstructed view of all four elements. Be prepared to move as the play develops as you are responsible for any subsequent throw on the lead runner at 3B and any play at the plate.

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

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 3B and 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 glancing at 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 the last runner into 3B.

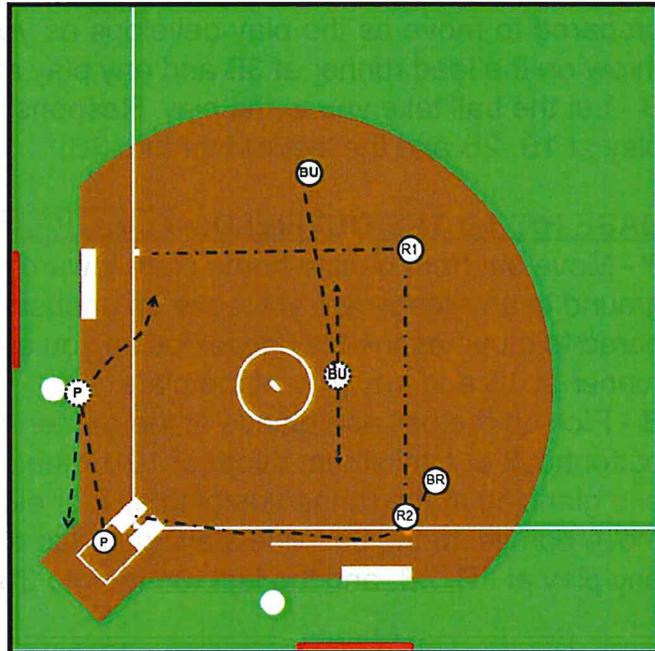


FLY BALL TO THE OUTFIELD:

P - Move out from behind the plate to get the best angle and distance possible. Responsible for fair / 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 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 the last runner into 3B.

PLAY VIDEO



RUNNERS ON FIRST AND THIRD BASE

STARTING POSITION: SHADE THE LEAD RUNNER AT 3B WHILE STARTING BEHIND AND OFF THE 3B SIDE OF THE SHORTSTOP, SQUARE TO THE PLATE AND ADJUST AS NEEDED. GO TO THE READY POSITION AT THE START OF THE PITCH. **PLAY VIDEO**

GROUND BALL TO THE INFIELD:

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 subsequent throw on the lead runner at 3B and any play at the plate.

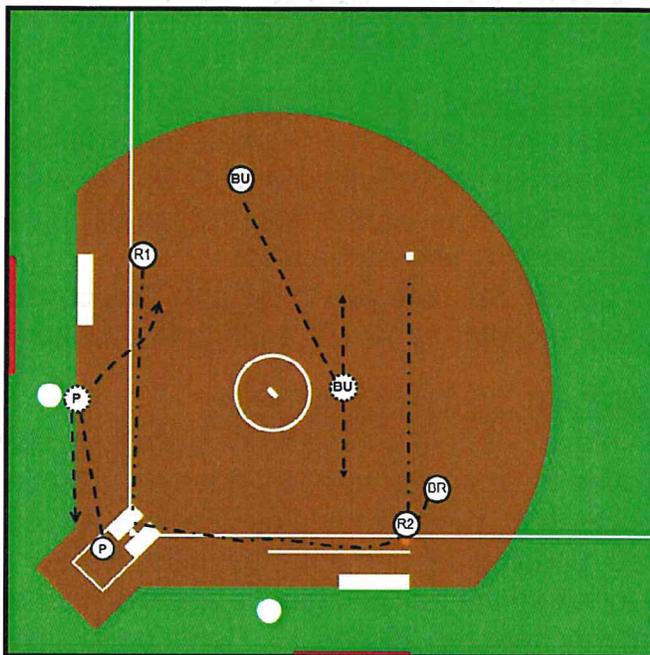
B - Let the ball take you to the play. Responsible for the first throw in the infield, any play at 1B, 2B and the last runner into 3B.

BASE HIT TO THE OUTFIELD:

P - Move out from behind home plate toward the holding zone about 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 2B and 1B. Continue to alternate between the ball and glancing at 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 the last runner into 3B.

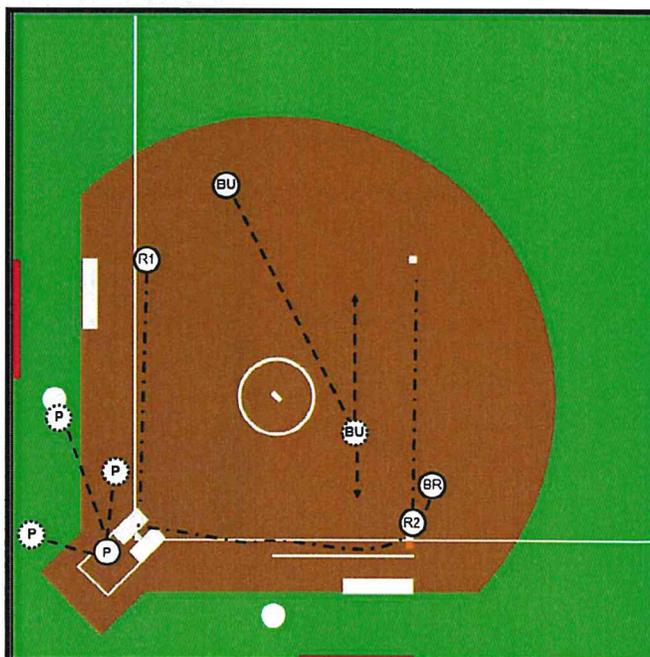
PLAY VIDEO



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 2B and 1B. 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 the last runner into 3B.



UMPIRE MANUAL

RUNNERS ON SECOND AND THIRD BASE

STARTING POSITION: SHADE THE LEAD RUNNER AT 3B, WHILE STARTING BEHIND AND OFF THE 3B SIDE OF THE SHORTSTOP, SQUARE TO THE PLATE AND ADJUST AS NEEDED. GO TO THE READY POSITION AT THE START OF THE PITCH. [PLAY VIDEO](#)

GROUND BALL TO THE INFIELD:

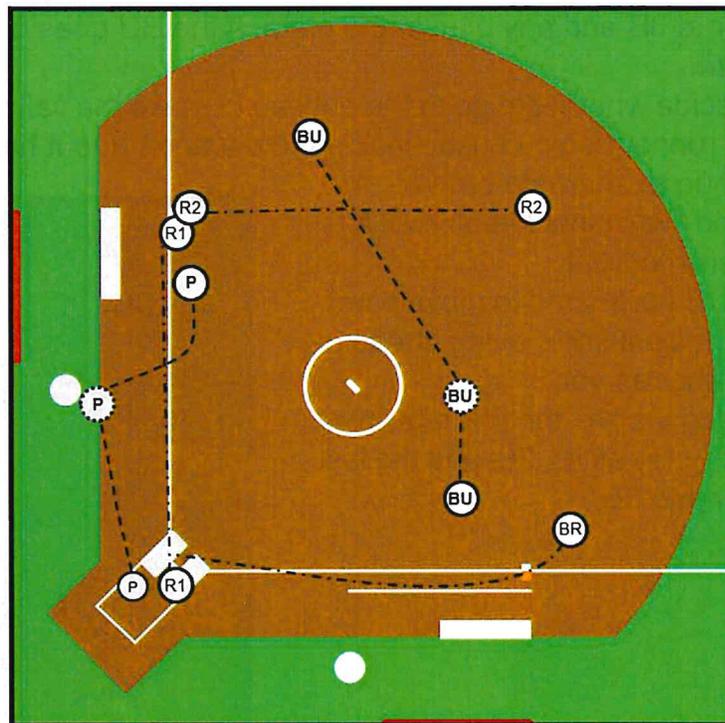
P - Move out from behind home plate towards the holding zone to an area where you have an unobstructed view of all four elements. Be prepared to move as the play develops as you are responsible for any subsequent throw on the lead runner at 3B and any play at the plate.

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

BASE HIT TO THE OUTFIELD:

P - Move out from behind home plate towards 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.

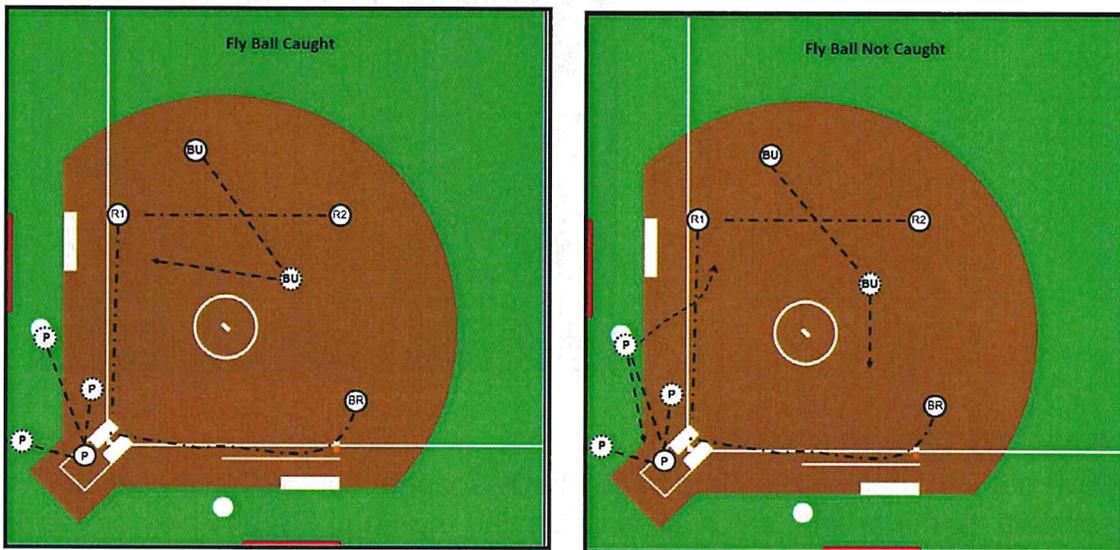
B - Pick up the ball and glance at the runner as you move inside the diamond about halfway between 2B and 1B. Continue to alternate between the ball and glancing at the runner keeping all four elements in front of you. Be prepared to move parallel to the baseline staying ahead of the runner as you are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



BASES LOADED

STARTING POSITION: SHADE THE LEAD RUNNER AT 3B, WHILE STARTING BEHIND AND OFF THE 3B SIDE OF THE SHORTSTOP SQUARE TO THE PLATE AND ADJUST AS NEEDED. GO TO THE READY POSITION AT THE START OF THE PITCH. [PLAY VIDEO](#)

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

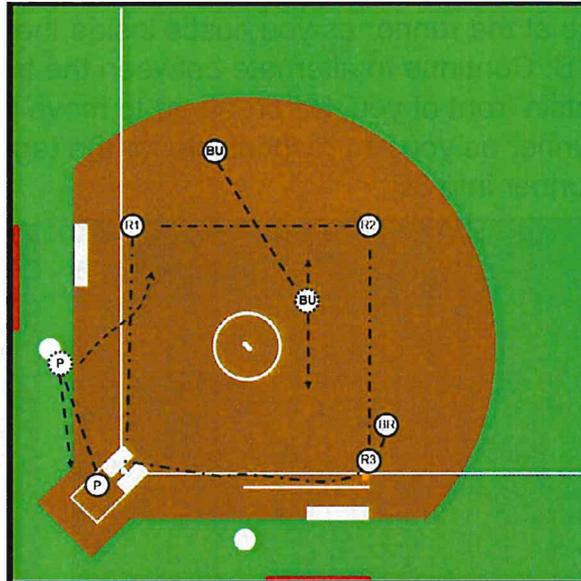
P - Move out from behind home plate toward the holding zone to an area where you have an unobstructed view of all four elements. Be prepared to move as the play develops as you are responsible for any subsequent throw on the lead runner at 3B and any play at the plate.

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

BASE HIT TO THE OUTFIELD:

P - Move out from behind home plate towards 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 2B and 1B. Continue to alternate between the ball and glancing at 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 the last runner into 3B.

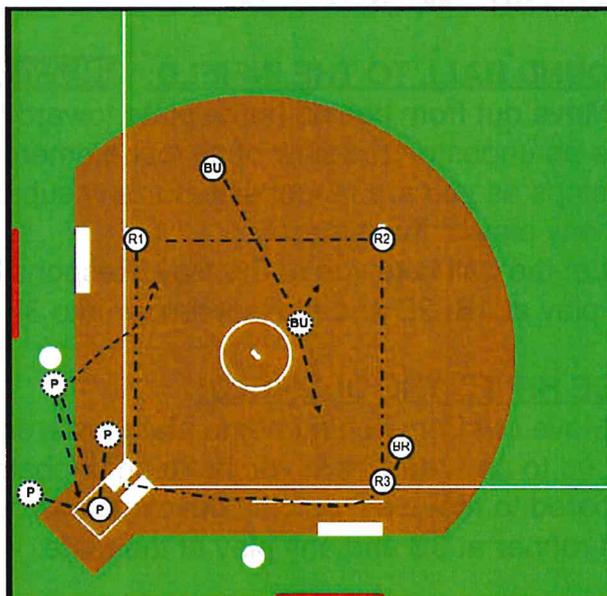


FLY BALL TO THE OUTFIELD:

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

PLAY VIDEO



OTHER SITUATIONS IN THE TWO UMPIRE SYSTEM

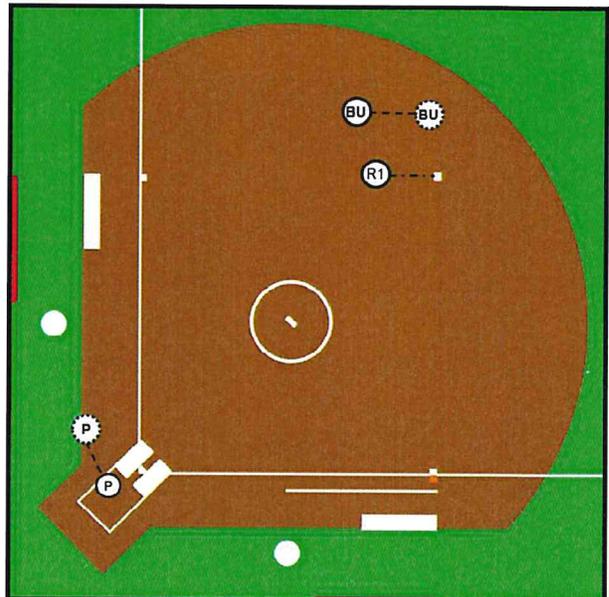
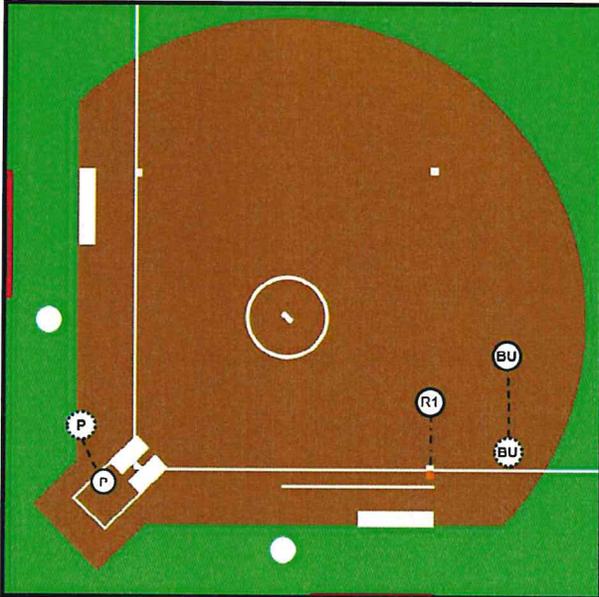
PICK-OFF ATTEMPTS:

B - Move parallel with the base line to the best angle and distance possible, stop, read the play, and make the call.

P - Move out from behind the plate and read the play.

PLAY VIDEO

PLAY VIDEO



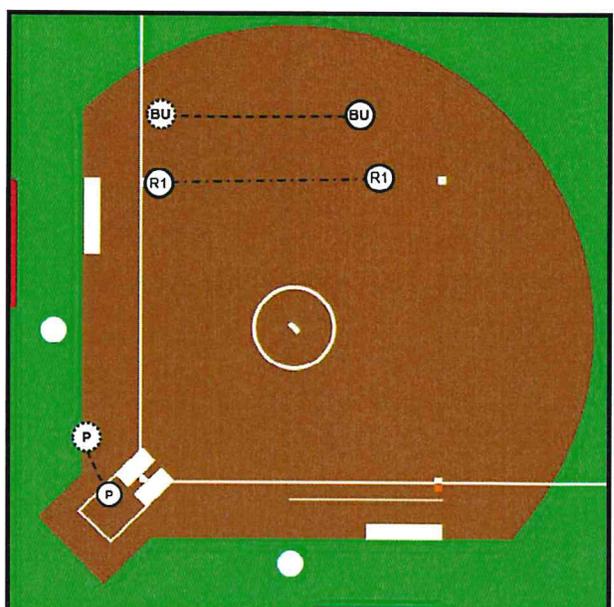
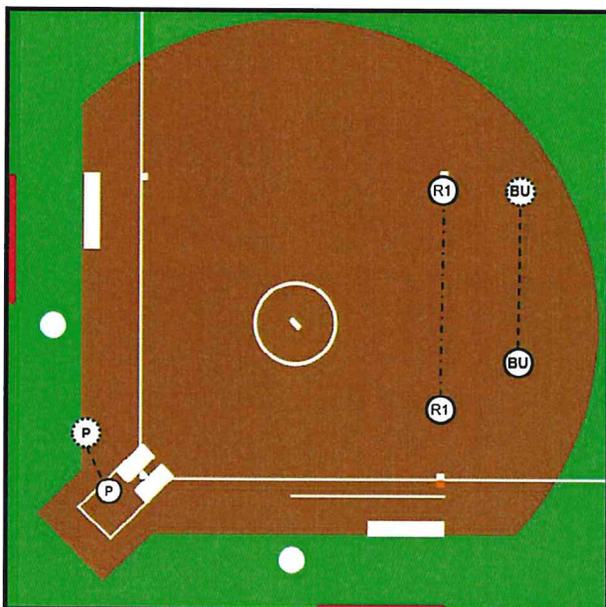
STEAL ATTEMPTS:

B - Move parallel to the base line to the best angle and distance possible. Stop, get an unobstructed view of the play, and make the call.

P - Move out from behind the plate and read the play.

PLAY VIDEO

PLAY VIDEO



PICK-OFF ATTEMPT AT THIRD BASE:

PLAY VIDEO

