

*The One Umpire System is being used in many areas of the country today, mostly in the game of Slow Pitch. It should be used only when necessity demands. The one umpire system takes a tremendous amount of hustle, alertness and keen anticipation. The theory of "angle over distance" is paramount when working this system. With this in mind, let's now look at the proper mechanics of the One Umpire System.*

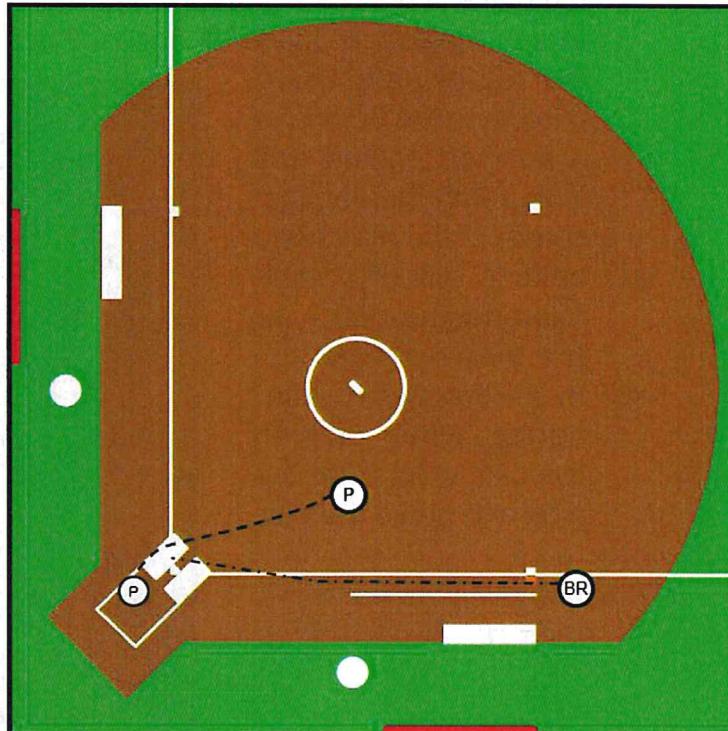
*The umpire's starting position for each pitch should be in the slot behind home plate. This is the best position for calling balls and strikes, and fair and foul balls. This also enables the umpire to have a clear view of the complete playing field.*

**GROUND BALL TO THE INFIELD:****STARTING POSITION: ALWAYS START BEHIND HOME PLATE****NO RUNNER ON BASE, RUNNER AT 1B  
ONLY, 2B ONLY, OR RUNNERS AT 1B  
AND 2B:**

*Move out from behind the plate into the diamond and read the play. Be in a position to move where the play takes you.*

1. **No runner on – play at 1B:** Move up the line toward 1B getting the best angle and distance possible. Stop, read the play, and make the call.
2. **Runner on 1B only, 2B only, or 1B and 2B:** Move out from behind the plate toward the middle of the diamond and read the play. Be prepared for a subsequent throw to take you to your next play. Be prepared for any additional plays by returning to the middle of diamond. In every situation remember to call time when all action ceases.

**DIAGRAM: NO RUNNER'S ON.  
GROUND BALL HIT TO INFIELD**



**RUNNER AT 3B ONLY, RUNNERS AT 1B AND 3B, 2B AND 3B, OR BASES LOADED:**

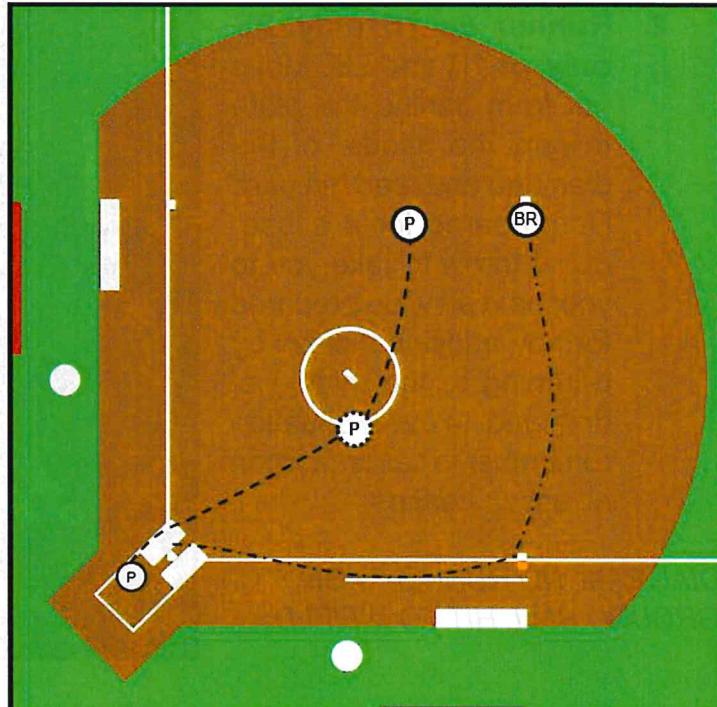
*Move out from behind the plate staying in foul ground along the 3B line.*

1. **If the first play goes to Home Plate for a tag play:** Move back to a position behind and in line with the deepest corner of the right hand batter's box at a minimum depth of 10 – 12 feet from the plate. Stop, read the play and make the call.
2. **If the play goes elsewhere:** Read the play and be ready to move and let the ball take you to the play. If the throw is to home for a force play; stop, read the play and make the call.
3. **If the throw goes to 1B:** Move inside the diamond, get the best angle and distance possible. Stop, read the play and make the call. If the next throw goes from 1B to 3B for a tag play, move to the best angle and distance possible. Stop read the play make the call.
4. **If the throw goes to Home Plate for a force play and the next throw is to 3B:** Move up toward 3B staying outside the 3B line and get the best angle and distance possible. Stop, read the play and make the call.

**BASE HIT TO THE OUTFIELD:****NO RUNNER ON BASE: [PLAY VIDEO](#)**

1. Move out from behind the plate to the middle of the diamond and read the play.
2. When there is no play at 3B and the runner continues to the plate, stay inside the diamond moving parallel to the 3B base line while watching the ball and glancing at the runner.
3. On an obvious extra base hit, read the play and move accordingly. If the batted ball is a possible Home Run or a play at the plate, move into the diamond to see the runner touch all bases. Prior to the runner reaching 3B return to foul territory and move parallel to the 3B line to a position behind and in line with the deepest corner of the right hand batter's box at a minimum depth of 10 – 12 feet from the plate.
4. In all the above scenarios, when making the call, stop, read the play and make the call.

**DIAGRAM: NO RUNNER'S ON.  
BASE HIT TO OUTFIELD**

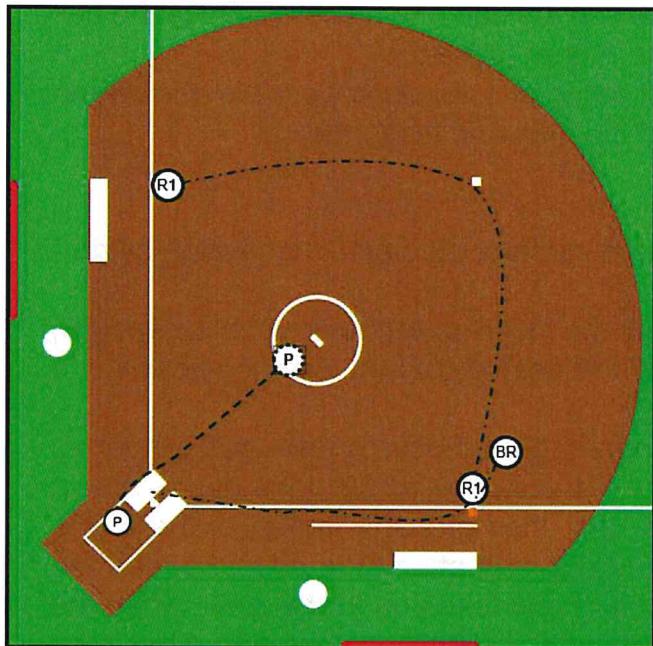


**RUNNERS ON BASE:**

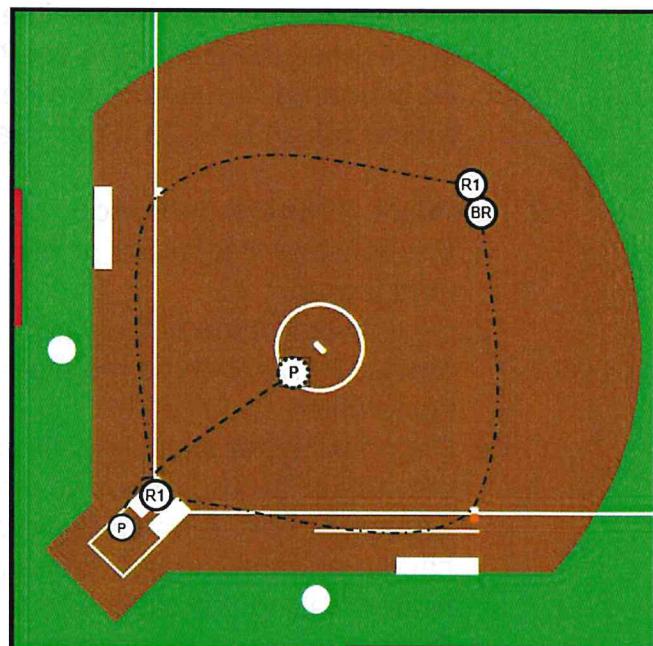
1. Move out from behind the plate to the middle of the diamond and read the play. With a runner on 1B only be prepared for a possible throw to 2B or 3B. Read the outfielder and if the throw goes to 3B move toward 3B getting the best angle and distance possible for a tag play. Stop, read the play and make the call.
2. With multiple runners on base, move out from behind the plate toward the middle of the diamond and read the play. With runners on 2B and 3B, glance and see the runner from 3B touch the plate while moving to the middle of the diamond. If the throw goes to the home, open up to the throw and move toward the plate, obtaining the best angle and distance possible. Stop, read the play and make the call.
3. In all the above scenarios, be prepared for a subsequent throw letting the ball take you to the play. Remember, multiple plays require the umpire to watch the ball, read the play, hustle into position and make the call on each play as they happen.

***DIAGRAM:***

*R1 @ 1B. BASE HIT TO OUTFIELD*

***DIAGRAM:***

*R1 @ 2B. BASE HIT TO OUTFIELD*



**FLY BALL TO THE OUTFIELD:****NO RUNNER ON BASE: [PLAY VIDEO](#)**

1. Move out from behind the plate and focus on the ball. On a fly ball near the foul line move up the line and prioritize, fair or foul and catch or no catch. If the ball is fair and not caught, point fair, then move away from the foul line toward the middle of the diamond, pick up the ball and glance at the runner. If the batter-runner continues to the next base, move to the best angle and distance possible. Stop, read the play and make the call.
2. On a fly ball not near the foul line, move out from behind the plate, not directly at the fielder. Move to obtain an angle that is parallel to the flight of the ball to see the catch or no catch. Prior to the catch or no catch, stop, see the play and make the call.

**RUNNERS ON BASE: [PLAY VIDEO](#)**

1. **A Single Runner on Base:**
  - a. Responsible first for fair or foul then catch or no catch, then watch the runner tag-up.
  - b. On a fly ball to the outfield not near the foul line with a runner on 1B only, move to the best angle possible to see the catch or no catch. Once the ball is touched glance at 1B to see the runner tag-up.
  - c. Be prepared to move to the best angle and distance possible should the runner advance to 2B. Stop, read the play and make the call.
2. **Multiple Runners on Base:**
  - a. Responsible first for fair or foul then catch or no catch, then watch all runners tag-up.
  - b. On a fly ball to the outfield not near the foul line with runners at 1B and 2B, move out from behind the plate to the best angle and distance possible to see a catch or no catch.
  - c. Responsible for watching all runners tag-up. Focus on the lead runner as the runner at 1B cannot advance if the runner at 2B does not advance. Glance at both runners to insure that they properly tag-up. If the ball is caught and the runners properly tag-up and attempt to advance read the fielder making the catch and let the throw take you to the play. When the throw is released, move to the best angle and distance possible. Stop, read the play and make the call.
  - d. Be prepared to move to the next play when necessary. Move to the best angle and distance possible. Stop, read the play and make the call.

**3. Multiple Runners on Base with a Runner Starting at 3B:****a. Fly Ball Near the Foul Line:**

1. Responsible first for fair or foul then catch or no catch, then watch all runners tag-up
2. With a runner on 3B only, 1B and 3B, 2B and 3B or bases loaded and a

fly ball to the outfield, move out from behind the plate and focus on the ball.

3. On a fly ball near the 3B line, move to the 3B line extended and prioritize fair or foul and catch or no catch.
4. If the ball is near the 1B line, move to the first base line extended and prioritize fair or foul and catch or no catch.
5. Responsible for all base runners tagging up. Position yourself to see all runners tag-up giving special attention to the lead runner. If the ball is near the foul line and is touched, point fair or foul to give the ball status. If the ball is caught, give an out signal followed by a verbal out call and read the throw.
6. Be prepared for a subsequent play. Read the throw and let the ball take you to the next play. Move to the best angle and distance possible. Stop, read the play and make the call.

**b. Fly Ball Not Near the Foul Line:**

1. Responsible for catch or no catch then watch the runners tag-up.
2. On a fly ball to the outfield with bases loaded move out from behind the plate into the diamond to the best angle possible to see a catch or no catch.
3. Responsible for all base runners tagging up. Once you have determined a catch or no catch, be prepared to move. Read the throw and let the ball take you to the next play. Move to the best angle and distance possible. Stop, read the play and make the call.
4. If there is a subsequent throw let the ball take you to the next play. While focusing on the ball, open up to the throw. Stop, read the play and make the call.

### DIFFICULT SITUATIONS:

*There are several difficult situations that the umpire must address in the one umpire system. Here are some examples:* [PLAY VIDEO](#)

1. **Runners Touching All Bases:** While you are reading the play and moving toward any play you must watch the runners touch the bases. Keep your eyes focused on the ball, while glancing at the runners. Do not guess any runner out. If you do not see them miss touching a base you cannot call them out.
2. **Base Stealing Attempt:** Move out from behind the plate, hustle and read the play. Get the best angle and distance possible. Stop, read the play and make the call.
3. **Pick-Off Plays:** Move out from behind the plate and HUSTLE to the best angle and distance possible, stop, read the play and make the call. With multiple runners on base, let the ball take you to the next play. Hustle to the best angle and distance possible. Stop, read the play and make the call.
4. **Does The Run Count:** Determine if the run counts when the last out of the inning is a tag play and not a force out or the batter-runner is put out before

