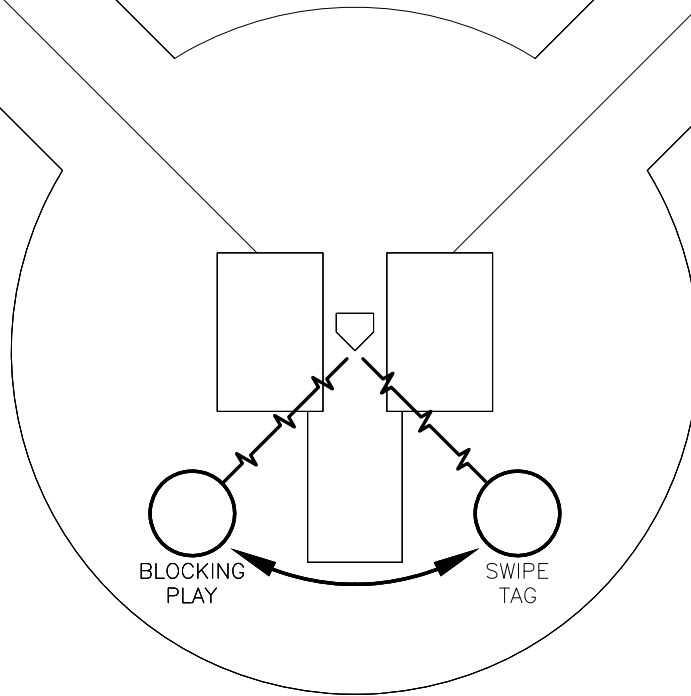


# 2-MAN UMPIRE MECHANICS & TIPS

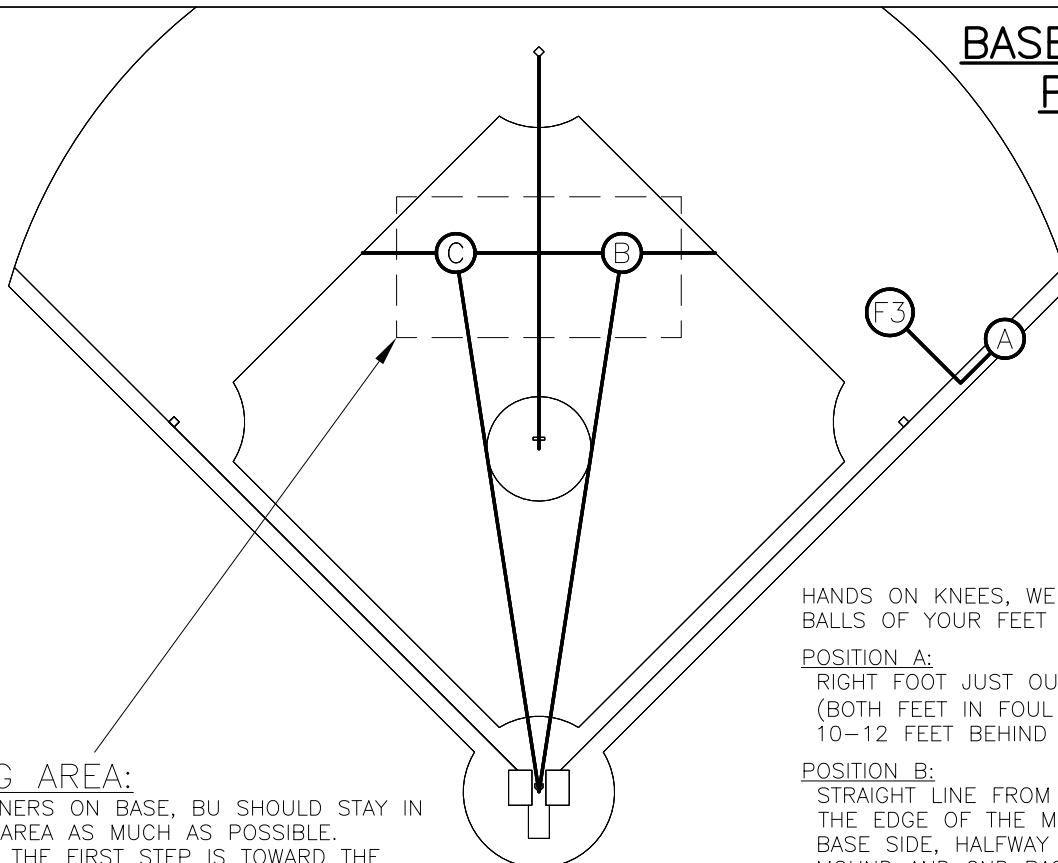
## GENERAL NOTES:

- PLATE UMPIRE IS REFERRED TO AS PU.
- BASE UMPIRE IS REFERRED TO AS BU.
- BATTER-RUNNER IS REFERRED TO AS B-R.
- FIELDERS ARE REFERRED TO AS THEIR POSITION NUMBER WITH A PRECEDING 'F'. FOR EXAMPLE, F1 IS THE PITCHER.
- RUNNERS ARE REFERRED TO AS THEIR BASE AT THE TIME OF PITCH WITH A PRECEDING 'R'. FOR EXAMPLE, R1 IS A RUNNER AT FIRST.
- INFIELD HITS REFER TO ANYTHING HIT IN THE INFIELD AND DO NOT NECESSARILY RESULT IN BASE HITS.
- CLEAN BASE HITS REFER TO ANY HIT TO THE OUTFIELD WHERE THE B-R REACHES AT LEAST 1ST BASE (SINGLE, DOUBLE, TRIPLE, HOME-RUN)
- FLY BALLS REFER TO ALL FLY BALLS TO THE OUTFIELD.
  
- PU AND BU PRE-GAME MEETING (BEFORE THE COACHES MEETING PRIOR TO FIRST PITCH):
  - REVIEW GROUND RULES.
  - REVIEW LEAGUE-SPECIFIC RULES (NFHS, SLIDE RULE, LEGAL BATS, ETC.).
  - REVIEW CALL RESPONSIBILITY (WHO GOES WHERE AND WHEN).
  - DETERMINE AN INFIELD FLY SIGNAL TO REMIND EACH OTHER.
    - A HAND TO THE CHEST OR FINGER TO THE BILL OF YOUR CAP.
    - GOOD PRACTICE TO INDICATE THE NUMBER OF OUTS WITH THE OTHER HAND.
- TIMING PLAY:
  - REMIND EACH OTHER WITH 2 OUTS AND RUNNERS ON, THAT THERE MAY BE A TIMING PLAY AT THE PLATE (A NON-FORCE OUT TO END THE INNING). RUN SCORES IF RUNNER CROSSES THE PLATE BEFORE THE OUT.
  - USE TWO FINGERS TO POINT TO YOUR WRIST AS IF YOU WERE WEARING A WATCH.
  
- CALL PRIORITY (IN THIS ORDER):
  1. FAIR/FOUL.
  2. CATCH/NO CATCH.
  3. ANY CALLS ON RUNNERS. DO NOT FOLLOW ANY RUNNERS UNTIL YOU ARE SURE OF #1 AND #2.
  
- PLATE UMPIRE:
  - STAY IN FOUL TERRITORY AS MUCH AS POSSIBLE, ESPECIALLY WITH RUNNERS ON BASE. HOWEVER, DO NOT HESITATE TO COME INTO FAIR TERRITORY, JUST BE SURE TO AVOID INTERFERING WITH POSSIBLE PLAYS AT THE PLATE.
  - CLEARING THE BAT IS ONLY A COURTESY TO BOTH TEAMS. IF YOU HAVE TIME, CLEAR THE BAT, BUT ONLY IF IT WILL NOT PUT YOU OUT OF POSITION FOR A CALL. IT IS ALSO A GOOD IDEA TO CLEAR F2'S MASK IF POSSIBLE.
  
- BASE UMPIRE:
  - RESPONSIBLE FOR THE FIRST PLAY AT ANY BASE EXCEPT WHERE NOTED.
  - RESPONSIBLE FOR ALL PICK-OFF ATTEMPTS ON RUNNERS AT ALL BASES.
  - RESPONSIBLE FOR STEALS OF ALL BASES. PU IS NOT RESPONSIBLE FOR A STEAL OF 3RD BASE.



## PLAY AT THE PLATE

- BEGIN DIRECTLY BEHIND THE PLATE AND ADJUST EITHER LEFT OR RIGHT.
- ADJUST LEFT (1ST BASE LINE EXTENDED) FOR BLOCKING PLAY.
- ADJUST RIGHT (3RD BASE LINE EXTENDED) FOR SWIPE TAG.
- STAY IN FOUL TERRITORY.
- ON A WILD PITCH/PASSED BALL, IT MAY BE NECESSARY TO GO INTO FAIR TERRITORY TO NOT INTERFERE WITH THE PLAY.



## BASE UMPIRE POSITIONS

HANDS ON KNEES, WEIGHT ON THE BALLS OF YOUR FEET READY TO REACT.

### POSITION A:

RIGHT FOOT JUST OUTSIDE THE LINE (BOTH FEET IN FOUL TERRITORY) 10-12 FEET BEHIND F3.

### POSITION B:

STRAIGHT LINE FROM HOME PLATE TO THE EDGE OF THE MOUND ON THE 1ST BASE SIDE, HALFWAY BETWEEN THE MOUND AND 2ND BASE.

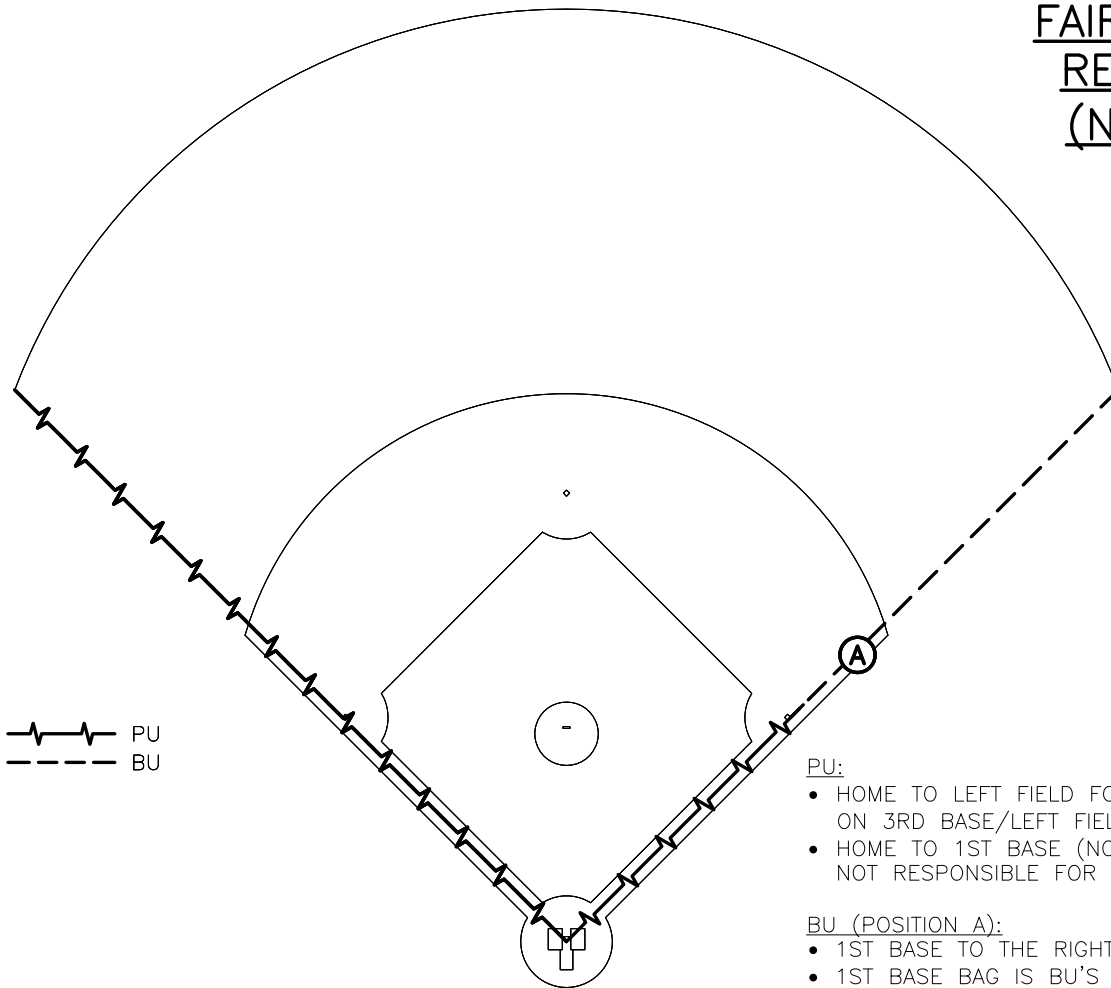
### POSITION C:

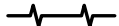
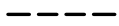
STRAIGHT LINE FROM HOME PLATE TO THE EDGE OF THE MOUND ON THE 3RD BASE SIDE, HALFWAY BETWEEN THE MOUND AND 2ND BASE.

### WORKING AREA:

- WITH RUNNERS ON BASE, BU SHOULD STAY IN WORKING AREA AS MUCH AS POSSIBLE.
- TYPICALLY THE FIRST STEP IS TOWARD THE MOUND TO ACHIEVE THE BEST POSSIBLE ANGLE.
- ONLY COMMIT TO A BASE WHEN THERE IS A DEFINITE PLAY.
- DO NOT OVER-COMMIT SO THAT YOU CANNOT GET TO ANOTHER BASE TO MAKE A CALL.
- ANGLE IS MORE IMPORTANT THAN DISTANCE !!

## FAIR/FOUL BALL RESPONSIBILITY (NO RUNNERS)



 PU  
 BU

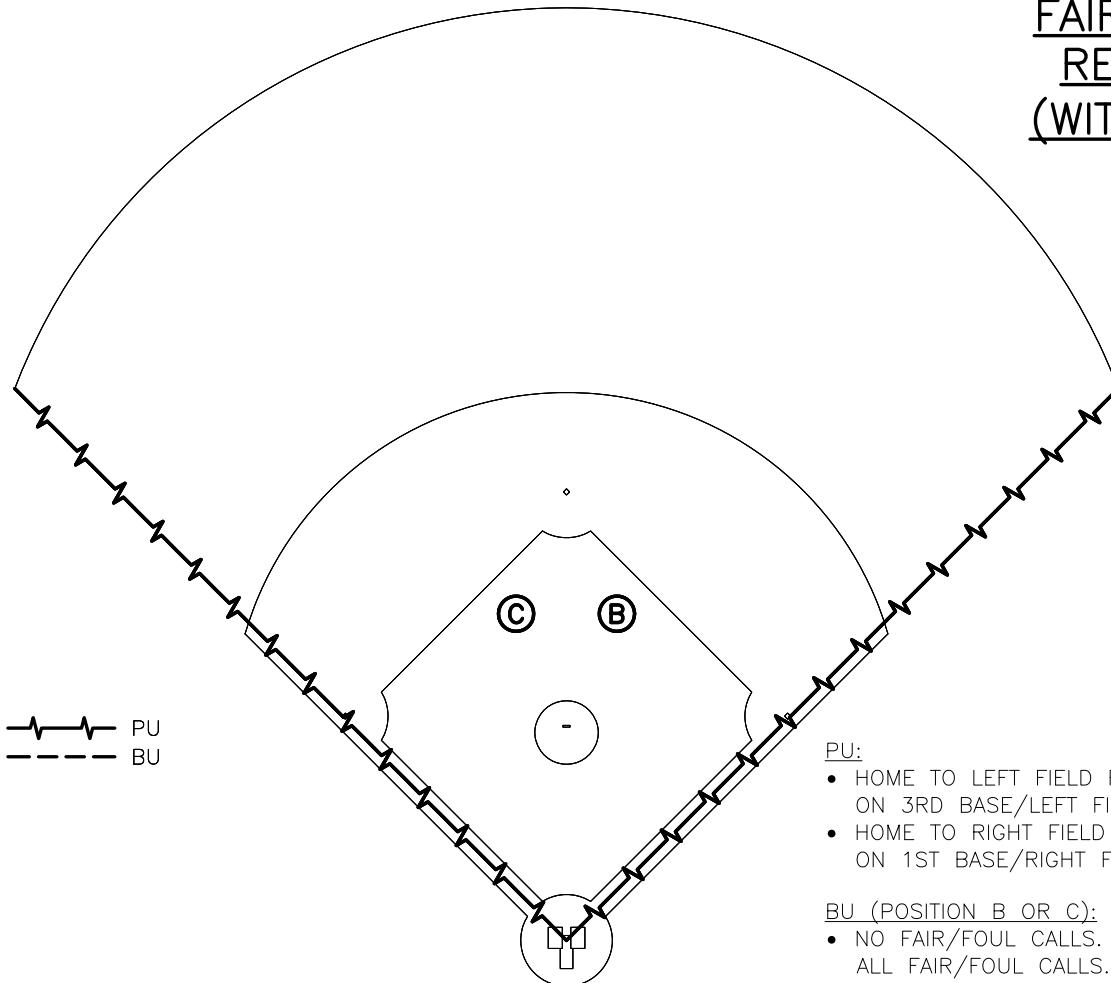
PU:



- HOME TO LEFT FIELD FOUL POLE (ALL CALLS ON 3RD BASE/LEFT FIELD LINE)
- HOME TO 1ST BASE (NOT INCLUDING 1ST BASE). NOT RESPONSIBLE FOR 1ST BASE.

BU (POSITION A):

- 1ST BASE TO THE RIGHT FIELD FOUL POLE.
- 1ST BASE BAG IS BU'S RESPONSIBILITY.

## FAIR/FOUL BALL RESPONSIBILITY (WITH RUNNERS)



 PU  
 BU

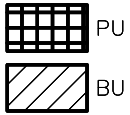
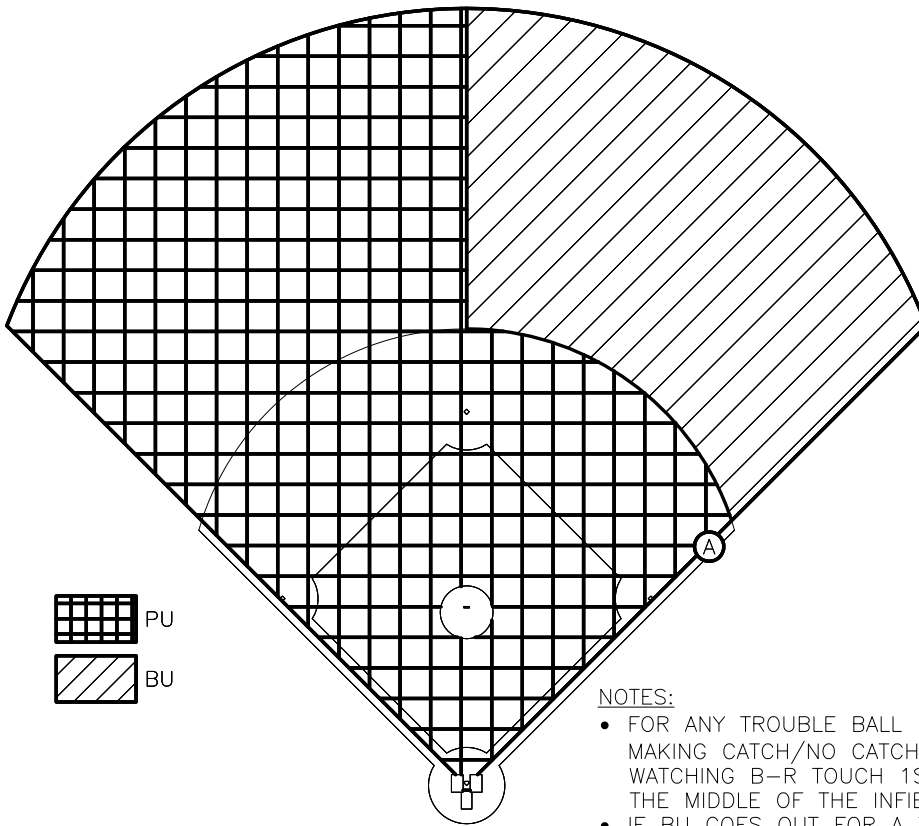
PU:

- HOME TO LEFT FIELD FOUL POLE (ALL CALLS ON 3RD BASE/LEFT FIELD LINE).
- HOME TO RIGHT FIELD FOUL POLE (ALL CALLS ON 1ST BASE/RIGHT FIELD LINE).

BU (POSITION B OR C):

- NO FAIR/FOUL CALLS. PU RESPONSIBLE FOR ALL FAIR/FOUL CALLS.

# CATCH/NO CATCH (NO RUNNERS)



### PU RESPONSIBILITIES:

- F1: ALL DIRECTIONS
- F2: ALL DIRECTIONS
- F3: MOVING TO HIS LEFT, RIGHT, OR IN
- F4: MOVING TO HIS LEFT, RIGHT, OR IN
- F5: ALL DIRECTIONS
- F6: ALL DIRECTIONS
- F7: ALL DIRECTIONS
- F8: MOVING TO HIS RIGHT
- F9: NONE

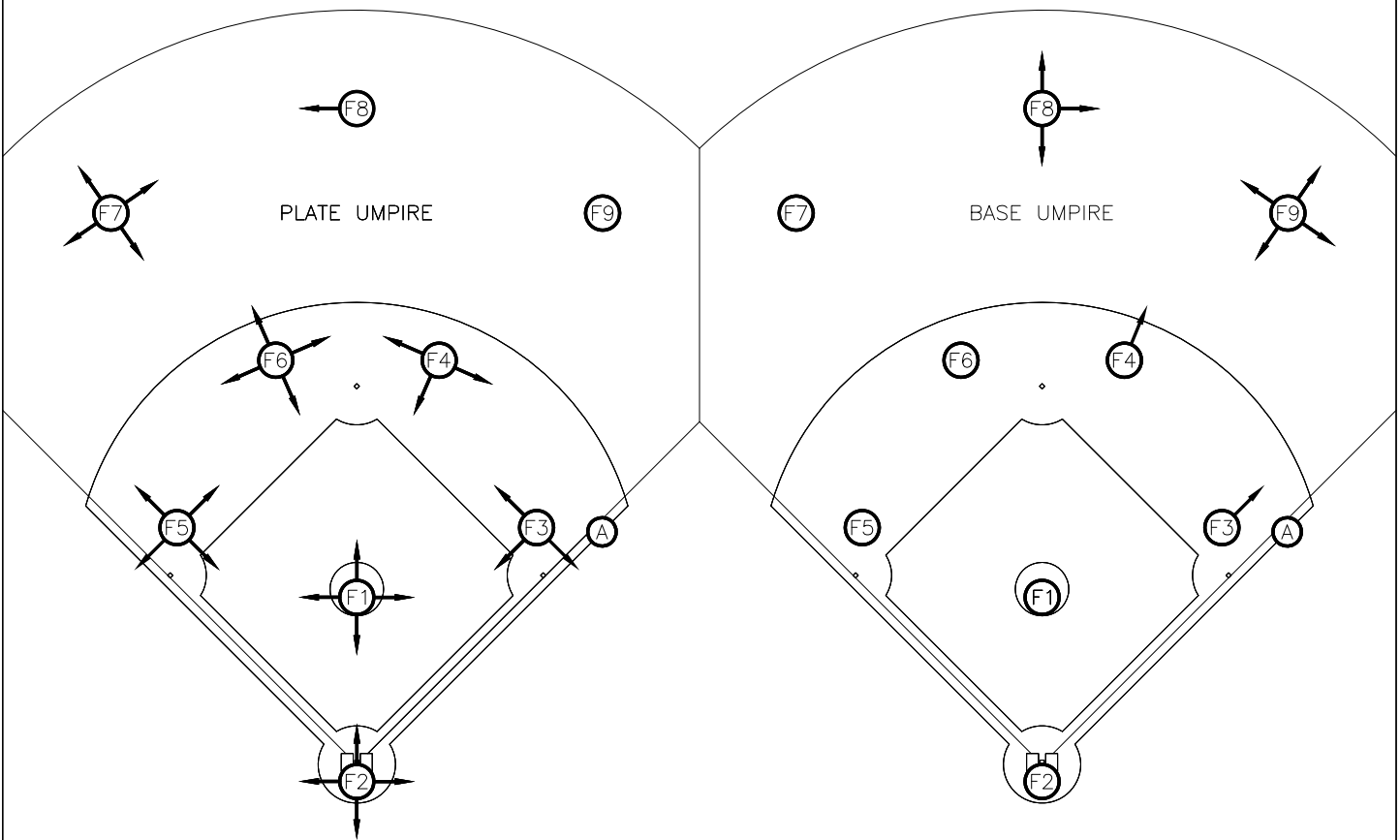
### BU RESPONSIBILITIES (POSITION A):

- F1: NONE
- F2: NONE
- F3: MOVING BACK
- F4: MOVING BACK
- F5: NONE
- F6: NONE
- F7: NONE
- F8: MOVING IN, BACK & TO HIS LEFT
- F9: ALL DIRECTIONS

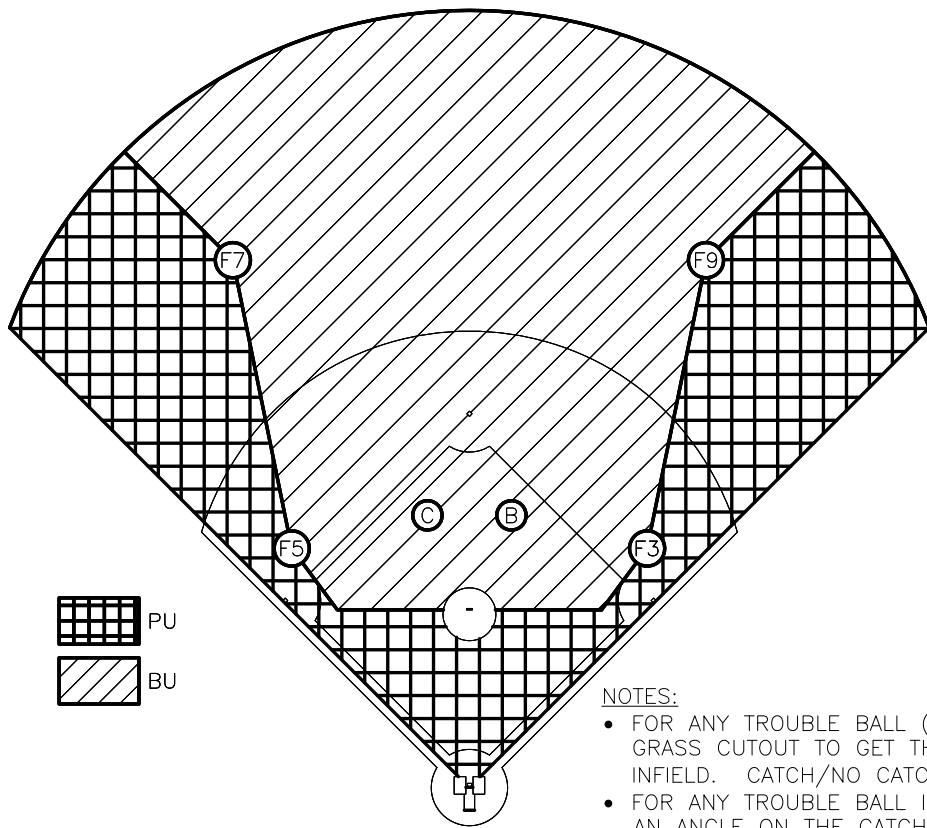
### NOTES:

- FOR ANY TROUBLE BALL IN PU'S AREA, BU SHOULD ASSIST PU IN MAKING CATCH/NO CATCH CALL, WHICH IS MORE IMPORTANT THAN WATCHING B-R TOUCH 1ST BASE. DO NOT PIVOT, JUST RUN TO THE MIDDLE OF THE INFIELD WATCHING THE PLAY AND B-R.
- IF BU GOES OUT FOR A TROUBLE BALL IN HIS AREA, PU MUST FOLLOW RUNNER UNTIL BU CAN ASSUME RESPONSIBILITY.
- IF BALL IS DEFINITELY FOUL AND HAS NO CHANCE OF BECOMING FAIR, PU SHOULD ASSIST BU WITH F3, AND BU SHOULD ASSIST PU WITH F1 OR F2.
- WHEN ASSISTING, MAINTAIN YOUR CATCH/NO CATCH RESPONSIBILITY, DO NOT OVER-RULE THE OTHER UMPIRE UNTIL ASKED FOR HELP.

# CATCH/NO CATCH (NO RUNNERS)



# CATCH/NO CATCH (WITH RUNNERS)



### PU RESPONSIBILITIES:

- F1: MOVING TO HIS LEFT, RIGHT OR IN
- F2: ALL DIRECTIONS
- F3: MOVING TO HIS LEFT
- F4: NONE
- F5: MOVING TO HIS RIGHT
- F6: NONE
- F7: MOVING TO HIS RIGHT
- F8: NONE
- F9: MOVING TO HIS LEFT

\*\*PU HAS ALL CATCH/NO CATCH  
IN FRONT OF PITCHING RUBBER

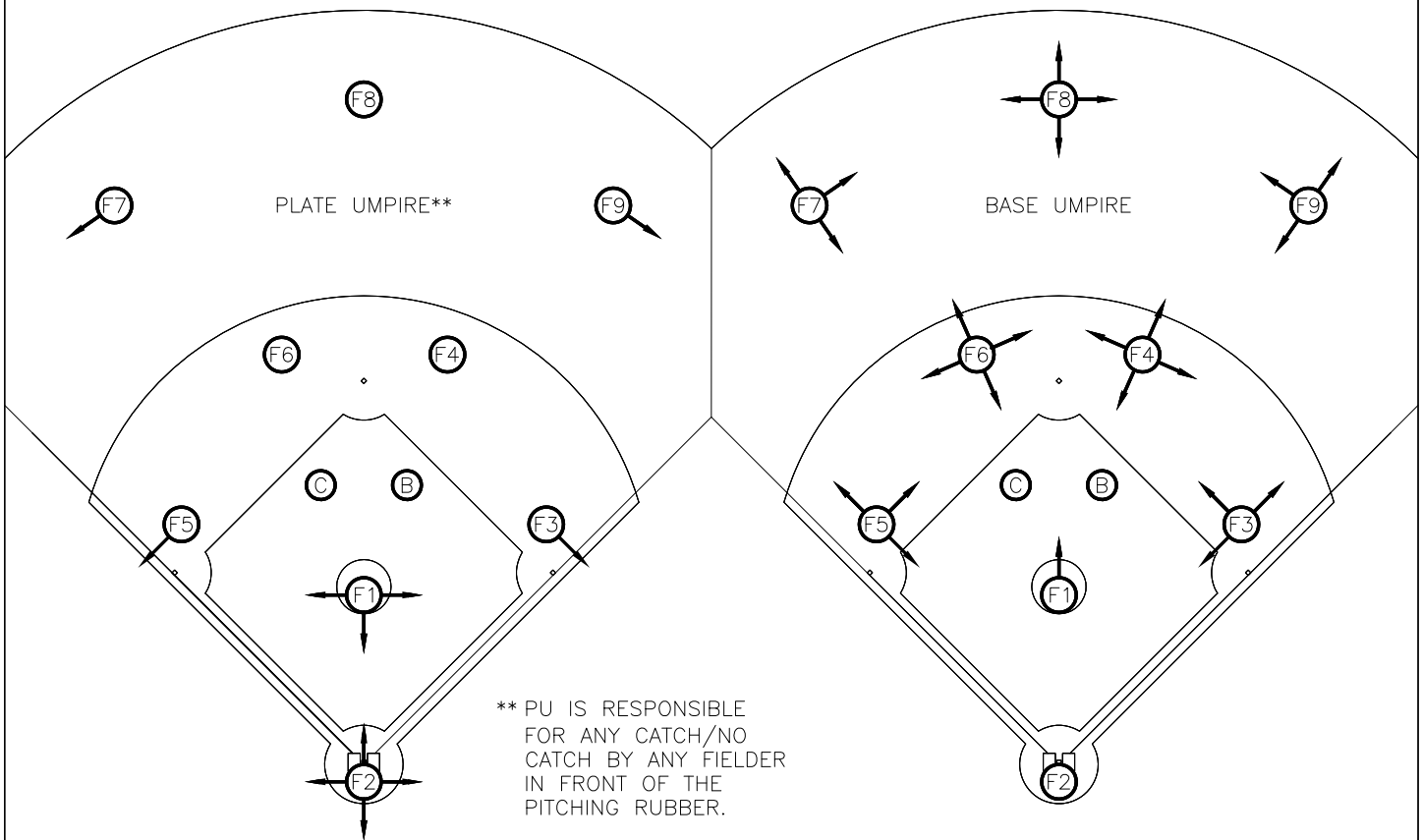
### BU RESPONSIBILITIES (POSITION B OR C):

- F1: MOVING BACK
- F2: NONE
- F3: MOVING IN, BACK & TO HIS RIGHT
- F4: ALL DIRECTIONS
- F5: MOVING IN, BACK & TO HIS LEFT
- F6: ALL DIRECTIONS
- F7: MOVING IN, BACK & TO HIS LEFT
- F8: ALL DIRECTIONS
- F9: MOVING IN, BACK & TO HIS RIGHT

### NOTES:

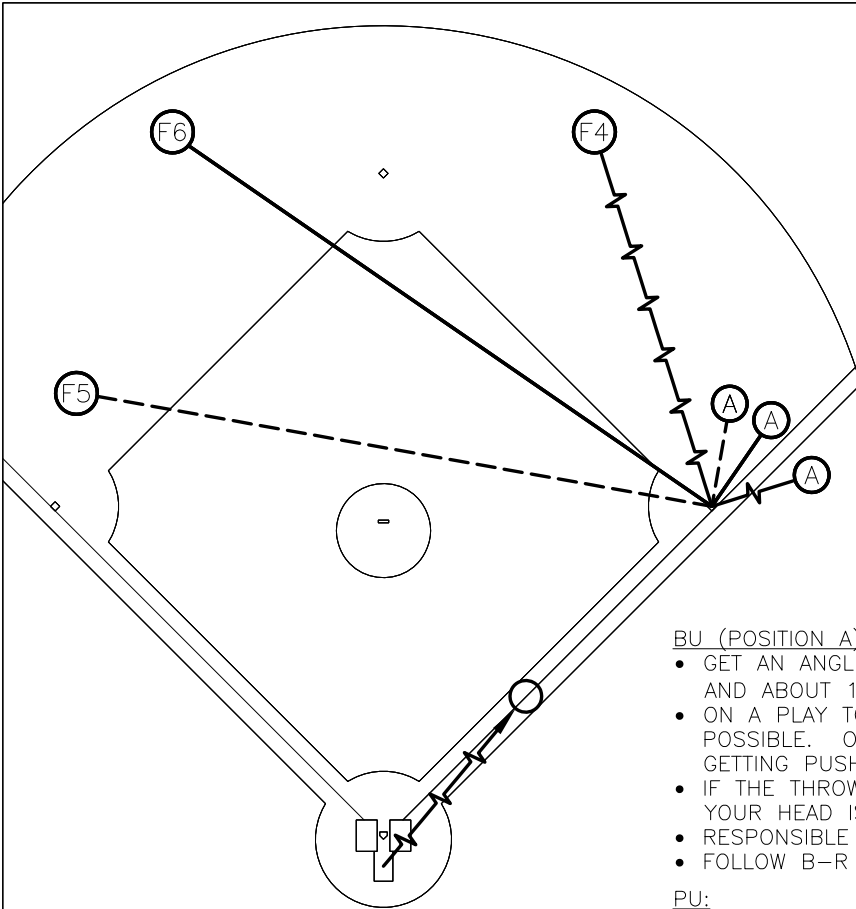
- FOR ANY TROUBLE BALL (BU'S CALL), BU SHOULD MOVE TO THE GRASS CUTOUT TO GET THE BEST ANGLE. DO NOT LEAVE THE INFIELD. CATCH/NO CATCH IS BU'S FIRST PRIORITY.
- FOR ANY TROUBLE BALL IN PU'S AREA, BU SHOULD MOVE TO GET AN ANGLE ON THE CATCH TO ASSIST PU WHILE ALSO WATCHING THE RUNNERS.
- WHEN ASSISTING, MAINTAIN YOUR CATCH/NO CATCH RESPONSIBILITY, DO NOT OVER-RULE THE OTHER UMPIRE UNTIL ASKED FOR HELP.
- WHEN ASSISTING, WATCH RUNNERS TOUCH BASES.
- FOR INFIELD FLY SITUATIONS, USE THIS DIAGRAM FOR DETERMINING WHICH UMPIRE SHOULD MAKE THE CALL.

# CATCH/NO CATCH (WITH RUNNERS)



\*\* PU IS RESPONSIBLE  
FOR ANY CATCH/NO  
CATCH BY ANY FIELDER  
IN FRONT OF THE  
PITCHING RUBBER.

## NO RUNNERS, PLAY AT FIRST BASE



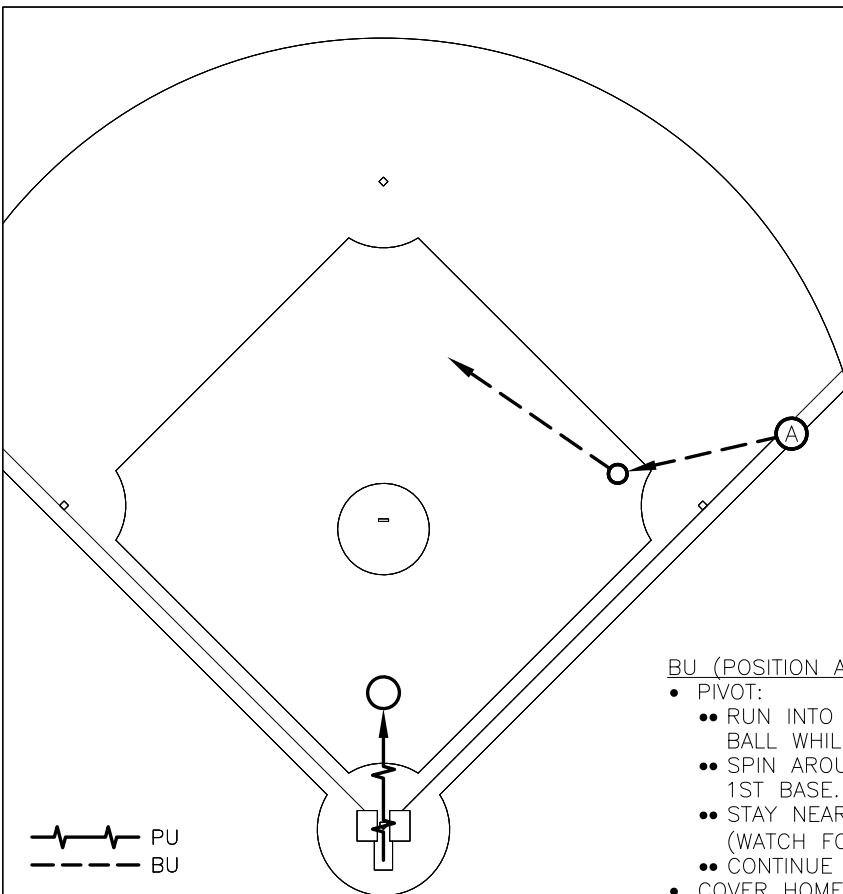
### BU (POSITION A):

- GET AN ANGLE TO 1ST BASE THAT IS 90° FROM THE THROW AND ABOUT 15–18' FROM THE BAG.
- ON A PLAY TO THE RIGHT SIDE, STAY IN FAIR TERRITORY IF POSSIBLE. ONLY GO INTO FOUL TERRITORY IF YOU ARE GETTING PUSHED BY F3, F2, ETC. DO NOT GET IN THE WAY.
- IF THE THROW IS TRUE, SHIFT YOUR EYES TO THE BAG SO YOUR HEAD IS STILL WHEN THE BALL ARRIVES.
- RESPONSIBLE FOR PULLED FOOT OF F3 AND SWIPE TAGS.
- FOLLOW B–R ON OVERTHROWS.

### PU:

- FOLLOW THE B–R UP THE 1ST BASE LINE AND ENSURE B–R IS IN THE 45' RUNNING LANE WHEN REQUIRED.
- ASSIST WITH A PULLED FOOT OF F3 AND SWIPE TAGS.
- RESPONSIBLE FOR FOLLOWING OVERTHROWS.

## NO RUNNERS CLEAN BASE HIT (SINGLE)


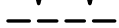


### BU (POSITION A):

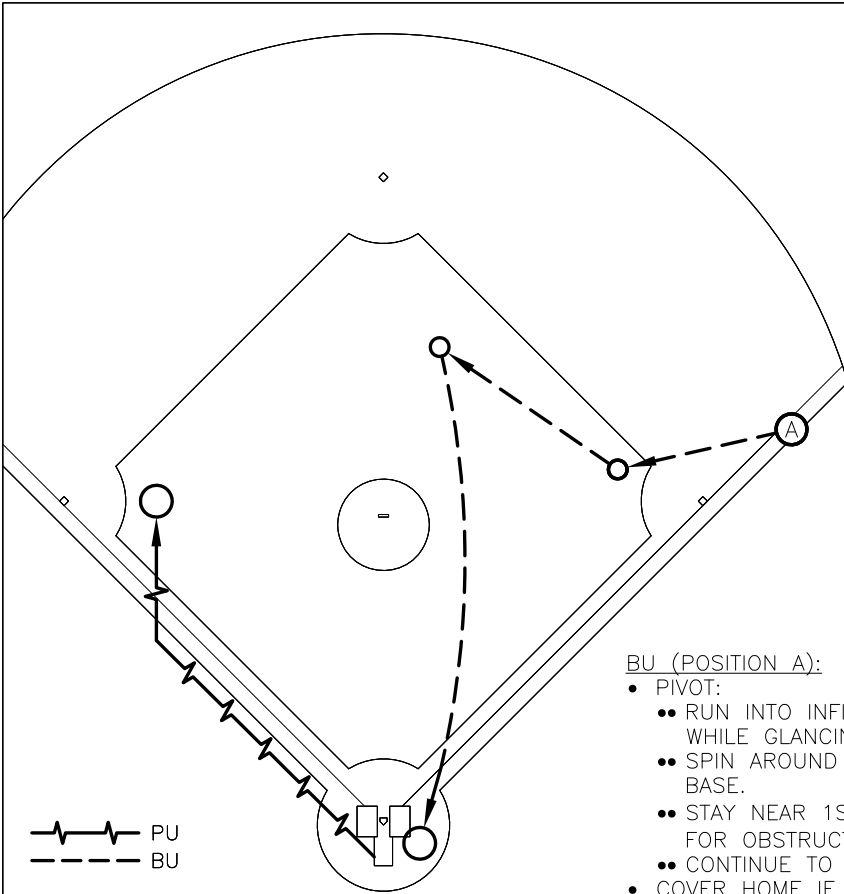
- PIVOT:
  - RUN INTO INFIELD GRASS AHEAD OF B–R, WATCHING THE BALL WHILE GLANCING AT B–R.
  - SPIN AROUND TO FACE 1ST BASE TO WATCH B–R TOUCH 1ST BASE.
  - STAY NEAR 1ST BASE CUTOUT UNTIL B–R CLEARS F3 (WATCH FOR OBSTRUCTION).
  - CONTINUE TO 2ND BASE IF B–R ADVANCES.
- COVER HOME IF B–R CONTINUES HOME FROM 3RD BASE.

### PU:

- FOLLOW THE BALL ABOUT 30' INTO FAIR TERRITORY.
- BE PREPARED TO MAKE A CALL AT 3RD SHOULD A PLAY DEVELOP.

 PU  
 BU

## NO RUNNERS CLEAN BASE HIT (DOUBLE, TRIPLE OR HOMERUN)



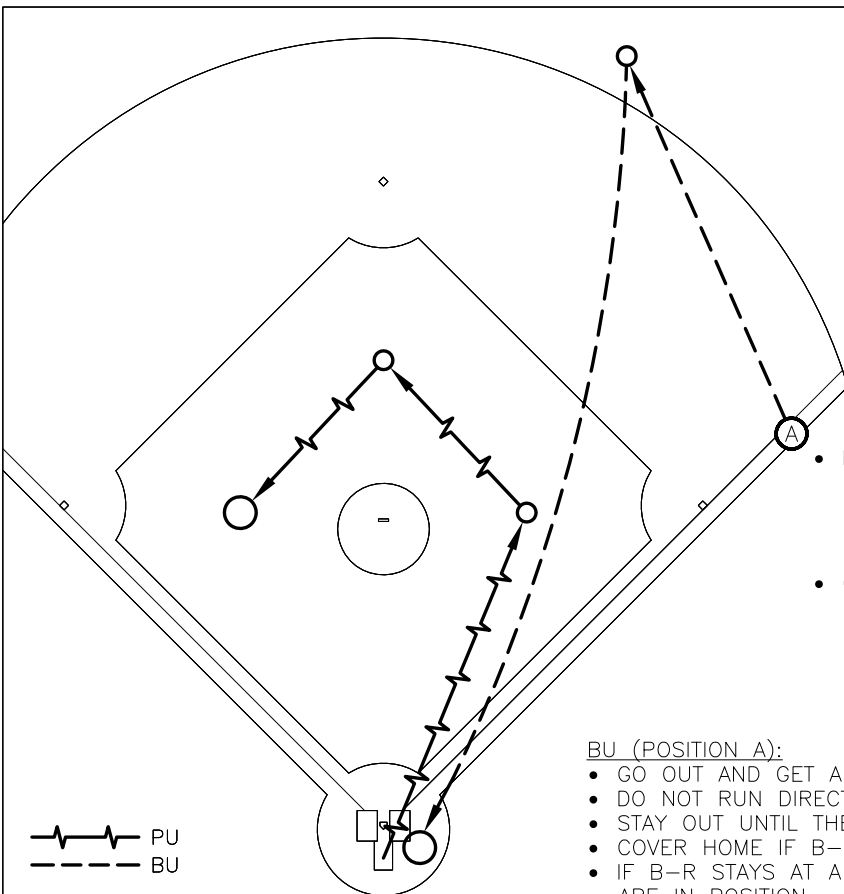
### BU (POSITION A):

- PIVOT:
  - RUN INTO INFIELD GRASS AHEAD OF B-R, WATCHING THE BALL WHILE GLANCING AT B-R.
  - SPIN AROUND TO FACE 1ST BASE TO WATCH B-R TOUCH 1ST BASE.
  - STAY NEAR 1ST BASE CUTOUT UNTIL B-R CLEARS F3 (WATCH FOR OBSTRUCTION).
  - CONTINUE TO 2ND BASE IF B-R ADVANCES.
- COVER HOME IF B-R CONTINUES HOME FROM 3RD BASE.

### PU:

- GO UP THE 3RD BASE LINE FOR A POSSIBLE CALL AT 3RD BASE.
- STAY IN FOUL TERRITORY UNTIL YOU REACH THE CUTOUT.
- GO INTO FAIR TERRITORY ONLY WHEN A CALL MUST BE MADE.

## NO RUNNERS TROUBLE BALL (BU GOES OUT)



- IT IS NECESSARY TO GO OUT IF:
  - FAIR/FOUL IS IN QUESTION.
  - POTENTIALLY TOUGH CATCH.
  - BALL MAY LEAVE THE PLAYING FIELD.
  - FIELDERS ARE CONVERGING.
- GUIDELINES ON WHEN TO GO OUT:
  - WATCH THE FIELDERS, NOT THE BALL.
  - IF FIELDER IS RUNNING HARD FOR THE BALL.
  - IF AN INFILDER IS RUNNING TO THE OUTFIELD.
  - IF A FIELDER IS RUNNING TOWARD THE LINE (FAIR/FOUL).

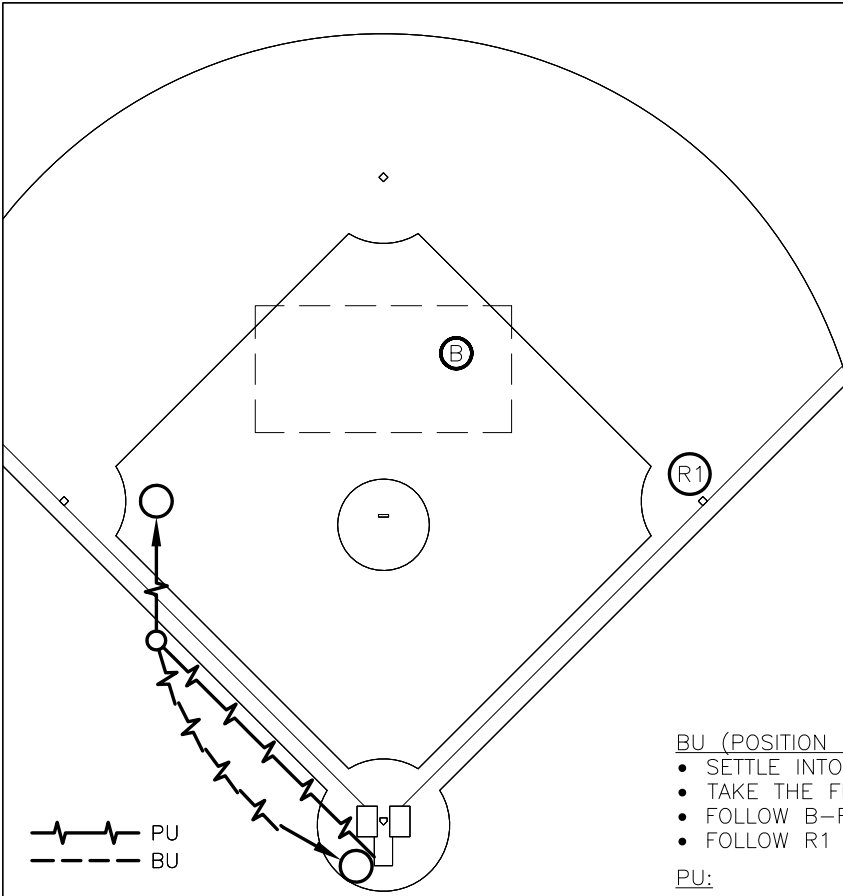
### BU (POSITION A):

- GO OUT AND GET A GOOD ANGLE ON THE PLAY.
- DO NOT RUN DIRECTLY TOWARD THE BALL. GET A SIDE ANGLE.
- STAY OUT UNTIL THE BALL IS THROWN BACK TO THE INFIELD.
- COVER HOME IF B-R ADVANCES.
- IF B-R STAYS AT A BASE, PICK HIM UP FROM PU AS SOON AS YOU ARE IN POSITION.

### PU:

- FOLLOW THE B-R UNTIL BU CAN PICK HIM UP.
- GET OUT PAST THE MOUND FOR A POSSIBLE CALL AT 2ND BASE.
- FOLLOW B-R TO 3RD IF HE ADVANCES.

## RUNNER ON 1ST, INFIELD HIT



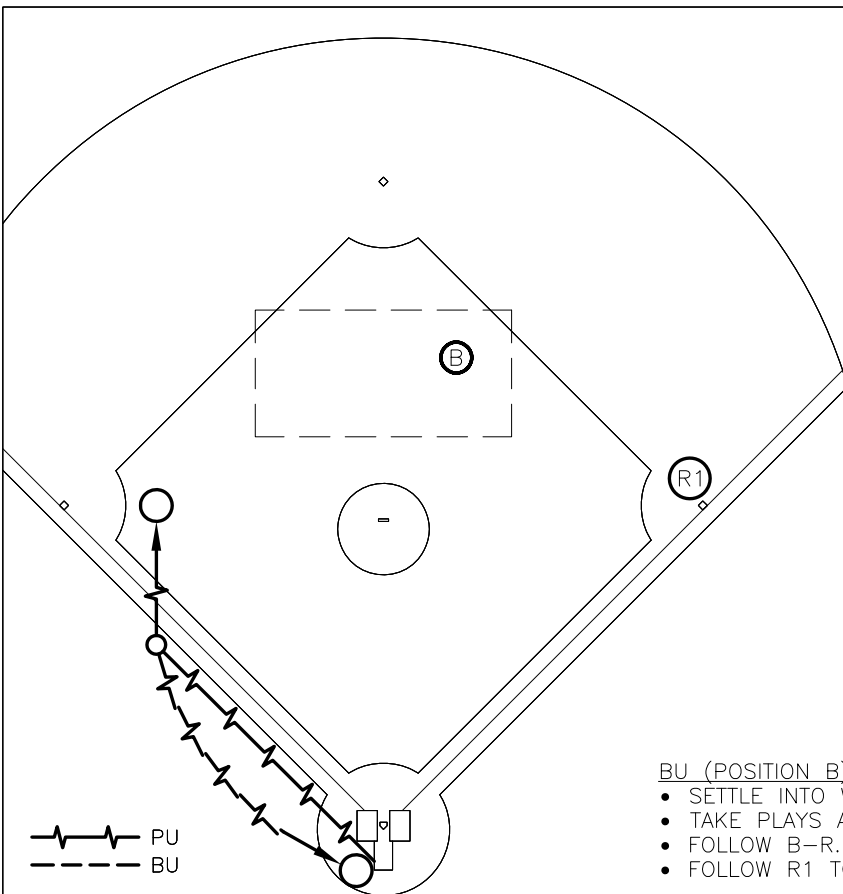
### BU (POSITION B):

- SETTLE INTO WORKING AREA TO ACHIEVE PROPER ANGLE.
- TAKE THE FIRST PLAY AT ANY BASE.
- FOLLOW B-R.
- FOLLOW R1 UNLESS PU HAS RESPONSIBILITY.

### PU:

- IF FIRST PLAY IS AT 2ND OR 1ST BASE, TAKE R1'S ADVANCE TO 3RD BASE.
- STAY IN FOUL TERRITORY UNTIL YOU REACH THE CUTOUT.
- GO INTO FAIR TERRITORY ONLY WHEN A CALL MUST BE MADE.
- FOLLOW R1 HOME IF HE ADVANCES.

## RUNNER ON 1ST, CLEAN BASE HIT



### BU (POSITION B):

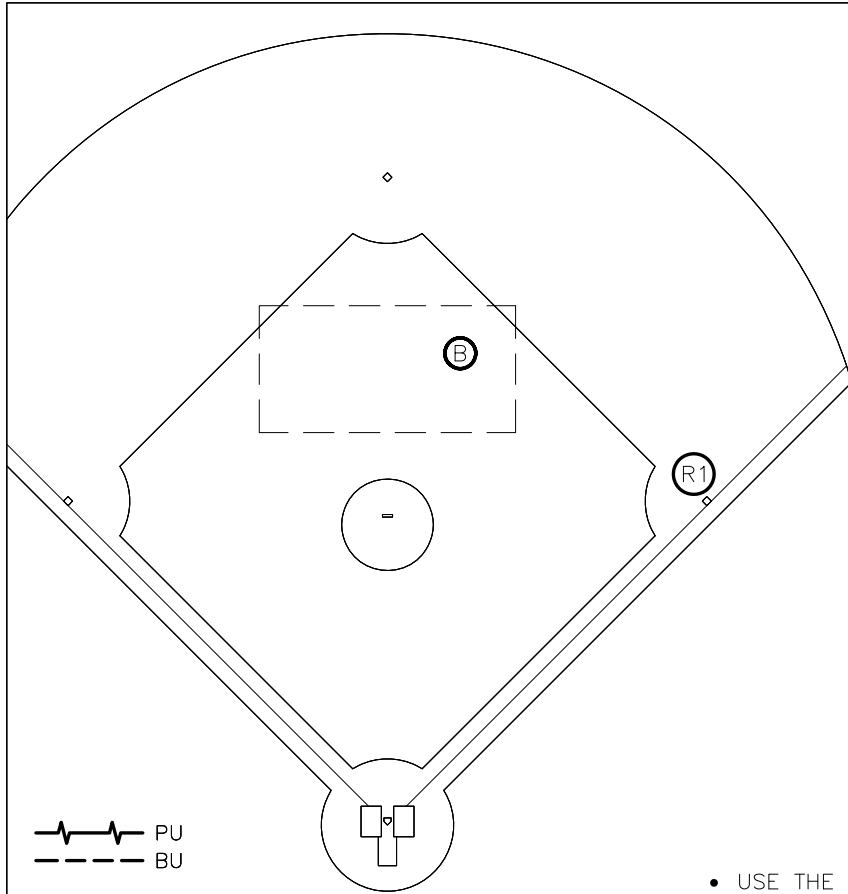
- SETTLE INTO WORKING AREA TO ACHIEVE PROPER ANGLE.
- TAKE PLAYS AT 1ST OR 2ND BASE.
- FOLLOW B-R.
- FOLLOW R1 TO 2ND BASE.

### PU:

- TAKE R1'S ADVANCE TO 3RD BASE.
- STAY IN FOUL TERRITORY UNTIL YOU REACH THE CUTOUT.
- GO INTO FAIR TERRITORY ONLY WHEN A CALL MUST BE MADE.
- FOLLOW R1 HOME IF HE ADVANCES.



## RUNNER ON 1ST, FLY BALL

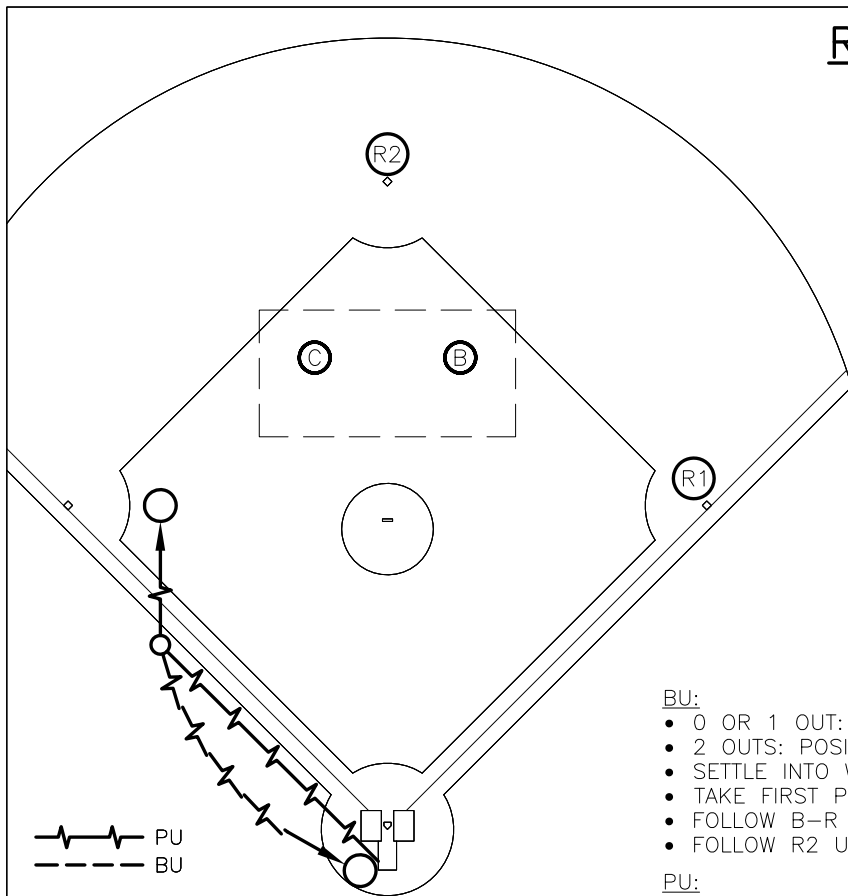


- USE THE "CLEAN BASE HIT" ROTATION IF THE BALL DROPS OR ANY TIME THERE ARE 2 OUTS.

### BU (POSITION B):

- SETTLE INTO WORKING AREA TO ACHIEVE PROPER ANGLE.
- TAKE TAG UP AND ADVANCE OF R1 (0 OR 1 OUTS ONLY).

## RUNNERS ON 1ST & 2ND, INFIELD HIT



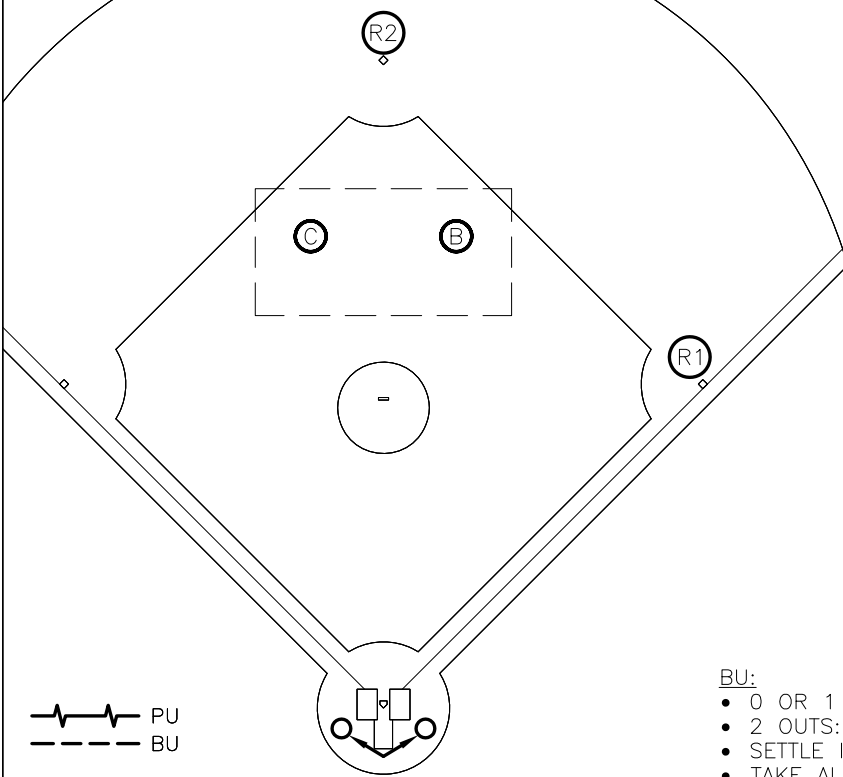
### BU:

- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- SETTLE INTO WORKING AREA TO ACHIEVE PROPER ANGLE.
- TAKE FIRST PLAY AT ANY BASE.
- FOLLOW B-R AND R1.
- FOLLOW R2 UNLESS PU HAS RESPONSIBILITY.

### PU:

- IF FIRST PLAY IS TO 2ND OR 1ST BASE, TAKE R2'S ADVANCE TO 3RD BASE.
- STAY IN FOUL TERRITORY UNTIL YOU REACH THE CUTOUT.
- GO INTO FAIR TERRITORY ONLY WHEN A CALL MUST BE MADE.
- FOLLOW R2 HOME IF HE ADVANCES.

## RUNNERS ON 1ST & 2ND, CLEAN BASE HIT



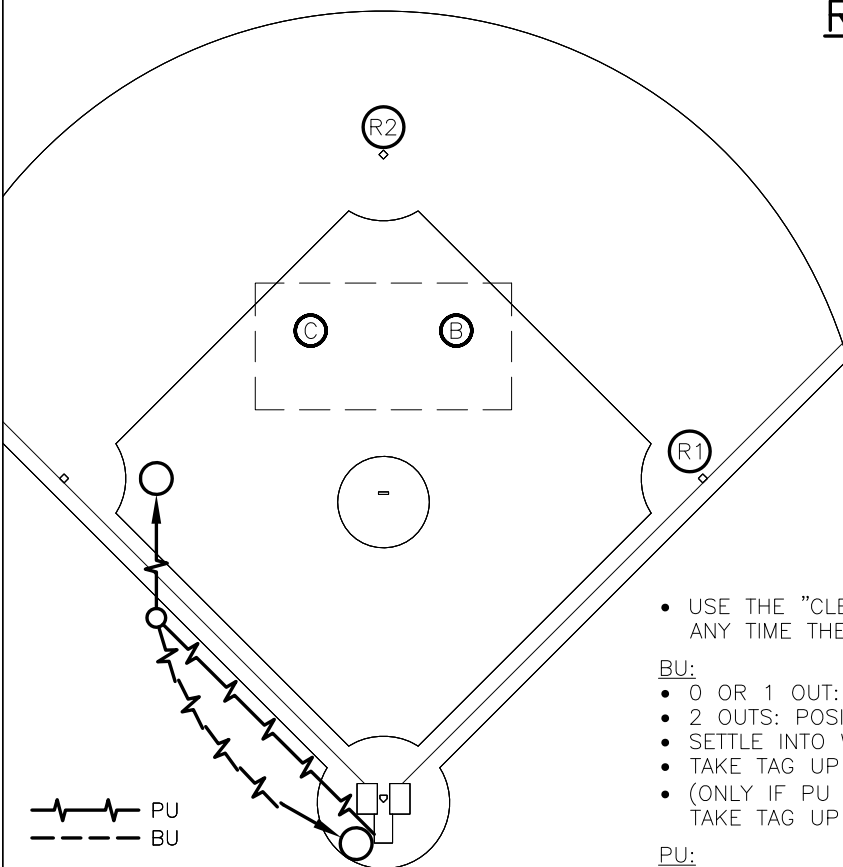
### BU:

- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- SETTLE INTO WORKING AREA TO ACHIEVE PROPER ANGLE.
- TAKE ALL PLAYS AT ANY BASE.
- TAKE TOUCHES OF ALL RUNNERS OF 2ND AND 1ST BASE.

### PU:

- TAKE ALL TOUCHES OF RUNNERS OF 3RD BASE.
- SET UP FOR POSSIBLE PLAY AT THE PLATE.

## RUNNERS ON 1ST & 2ND, FLY BALL



- USE THE "CLEAN BASE HIT" ROTATION IF THE BALL DROPS OR ANY TIME THERE ARE 2 OUTS.

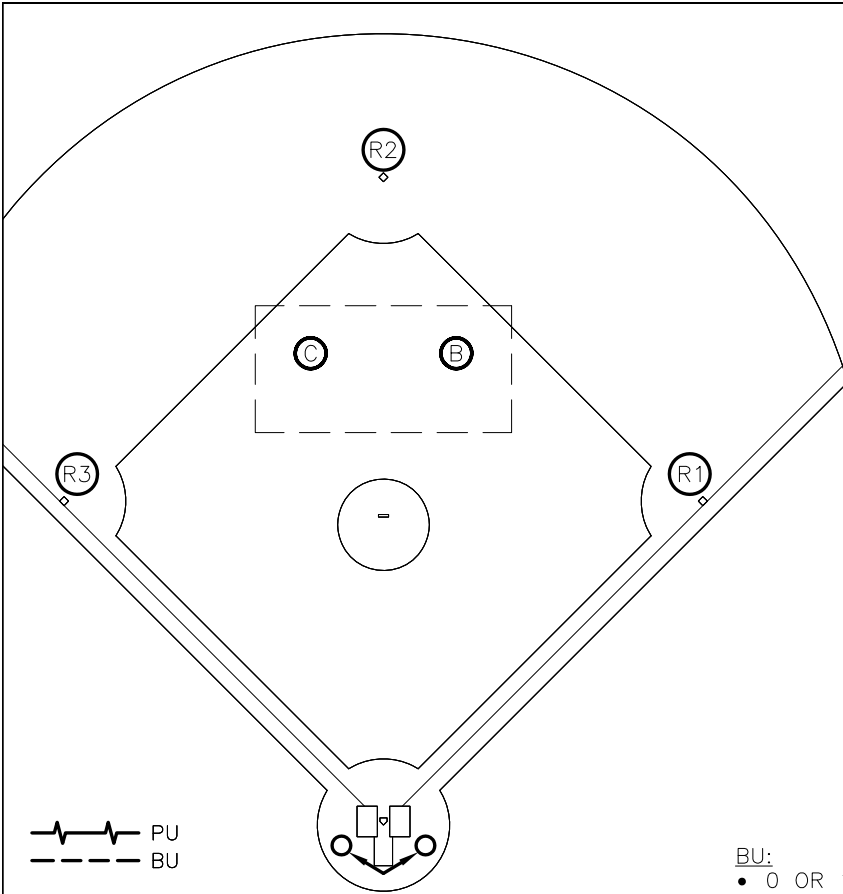
### BU:

- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- SETTLE INTO WORKING AREA TO ACHIEVE PROPER ANGLE.
- TAKE TAG UP AND ADVANCE OF R1.
- (ONLY IF PU HAS TO TAKE FAIR/FOUL DOWN RIGHT FIELD LINE) TAKE TAG UP AND ADVANCE OF R2.

### PU:

- TAKE TAG UP AND ADVANCE OF R2 UNLESS YOU TAKE FAIR/FOUL DOWN THE RIGHT FIELD LINE.
- STAY IN FOUL TERRITORY UNTIL YOU REACH THE CUTOUT.
- GO INTO FAIR TERRITORY ONLY WHEN A CALL MUST BE MADE.
- FOLLOW R2 HOME IF HE ADVANCES.

## BASES LOADED, INFIELD HIT



— PU  
- - BU

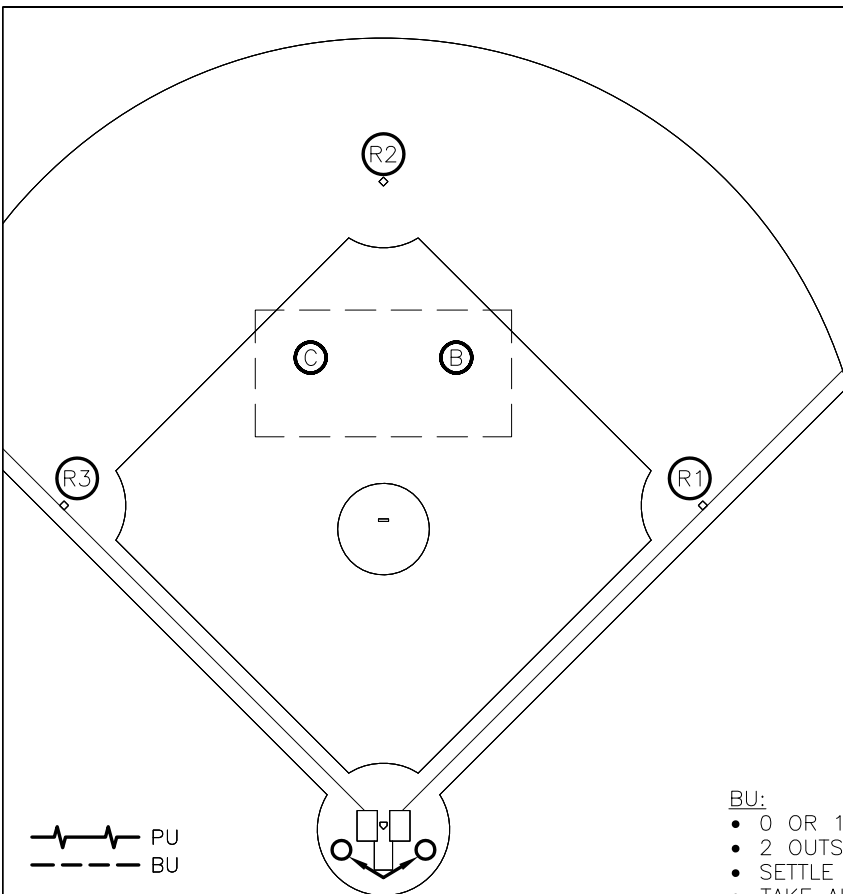
### BU:

- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- SETTLE INTO WORKING AREA TO ACHIEVE PROPER ANGLE.
- TAKE ALL PLAYS AT ANY BASE.

### PU:

- SET UP FOR POSSIBLE PLAY AT THE PLATE.

## BASES LOADED, CLEAN BASE HIT



— PU  
- - BU

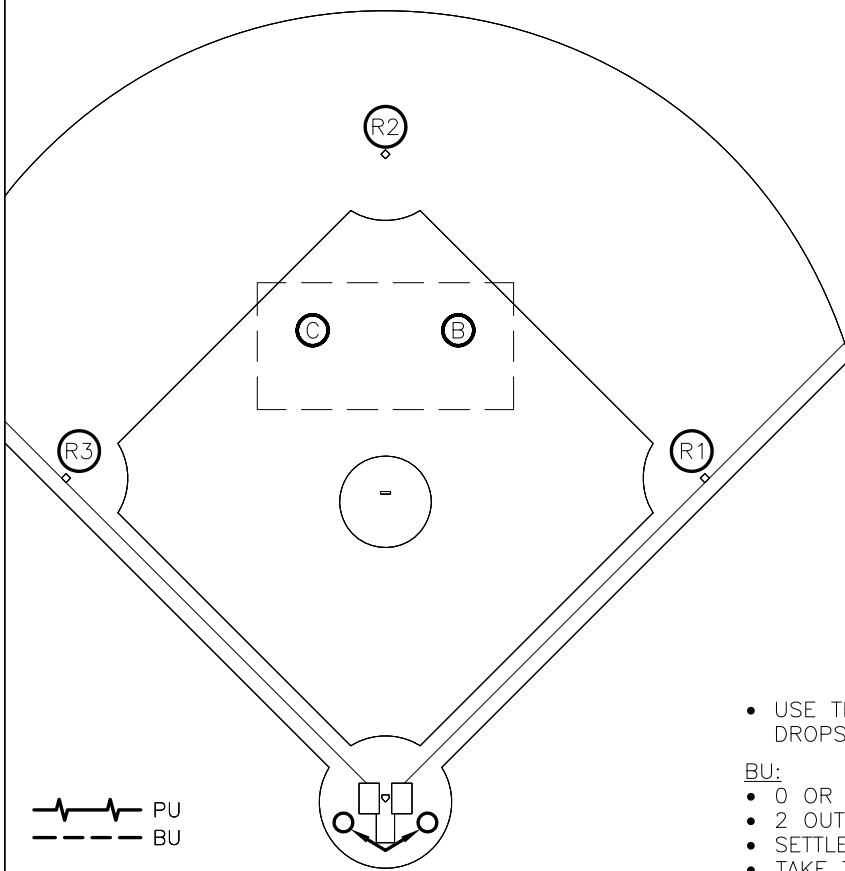
### BU:

- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- SETTLE INTO WORKING AREA TO ACHIEVE PROPER ANGLE.
- TAKE ALL TOUCHES OF ALL RUNNERS OF 2ND AND 1ST BASE.

### PU:

- TAKE ALL TOUCHES OF RUNNERS OF 3RD BASE.
- SET UP FOR POSSIBLE PLAY AT THE PLATE.

## BASES LOADED, FLY BALL



- USE THE "CLEAN BASE HIT" ROTATION IF THE BALL DROPS OR ANY TIME THERE ARE 2 OUTS.

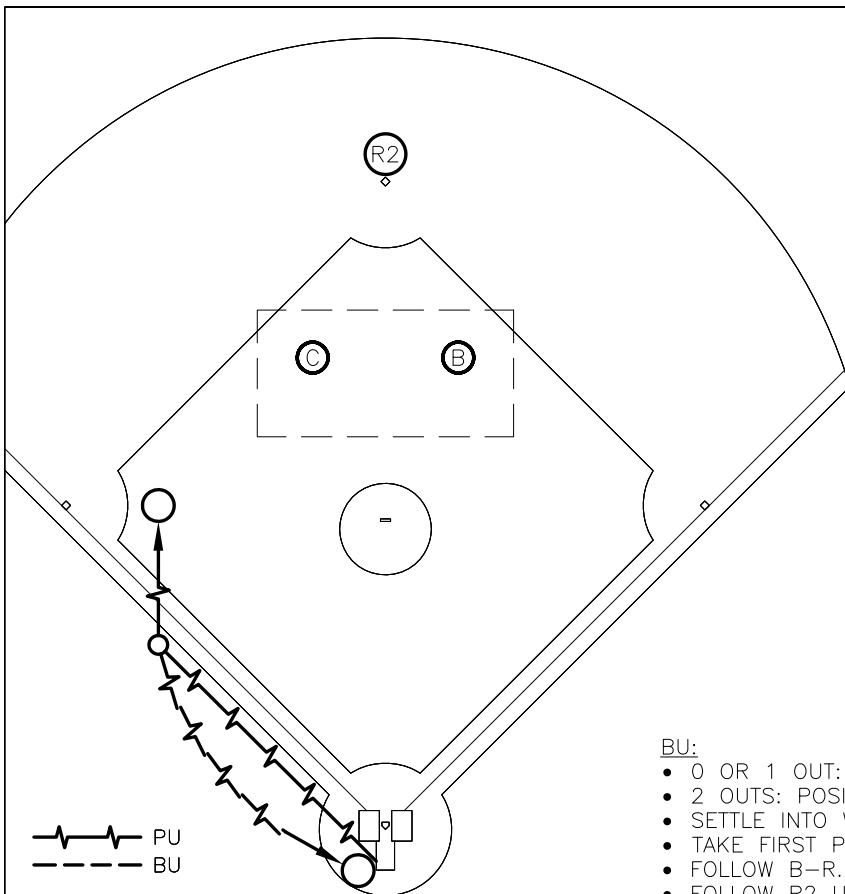
### BU:

- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- SETTLE INTO WORKING AREA TO ACHIEVE PROPER ANGLE.
- TAKE TAG UP AND ADVANCE OF R2 AND R1.
- TAKE ALL PLAYS AT ANY BASE.

### PU:

- TAKE TAG UP AND ADVANCE OF R3.
- SET UP FOR POSSIBLE PLAY AT THE PLATE.

## RUNNER ON 2ND, INFIELD HIT



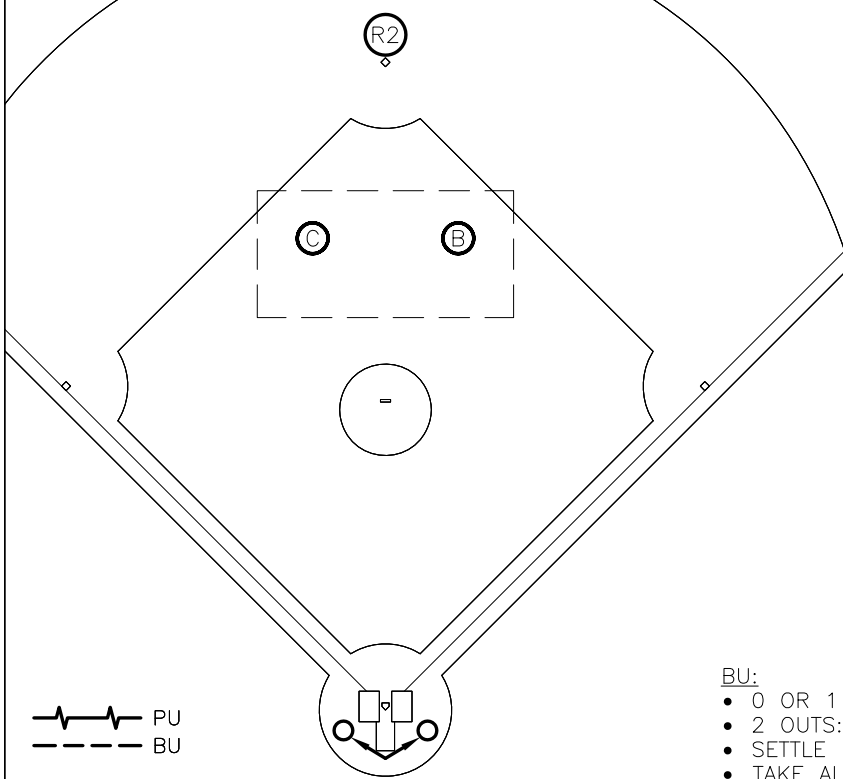
### BU:


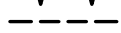
- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- SETTLE INTO WORKING AREA TO ACHIEVE PROPER ANGLE.
- TAKE FIRST PLAY AT ANY BASE.
- FOLLOW B-R.
- FOLLOW R2 UNLESS PU HAS RESPONSIBILITY.

### PU:

- IF FIRST PLAY IS TO 2ND OR 1ST BASE, TAKE R2'S ADVANCE TO 3RD BASE.
- FOLLOW R2 HOME IF HE ADVANCES.

## RUNNER ON 2ND, CLEAN BASE HIT



 PU  
 BU

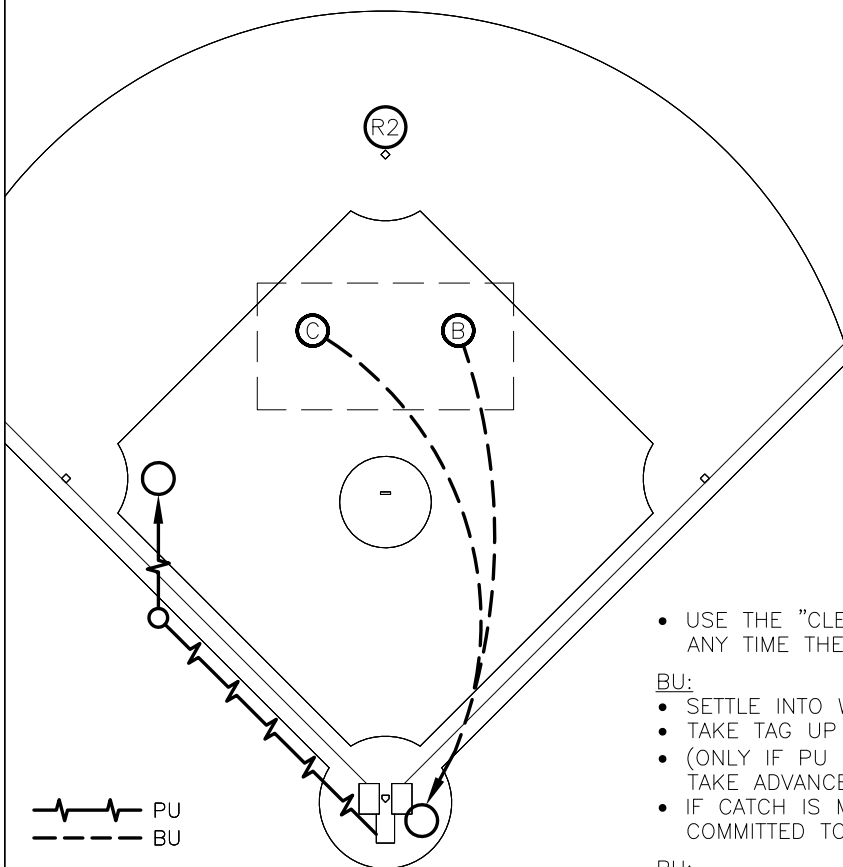
### BU:


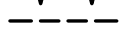
- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- SETTLE INTO WORKING AREA TO ACHIEVE PROPER ANGLE.
- TAKE ALL PLAYS AT ANY BASE.
- TAKE TOUCHES OF ALL RUNNERS OF 2ND AND 1ST BASE.

### PU:

- TAKE ALL TOUCHES OF RUNNERS OF 3RD BASE.
- SET UP FOR POSSIBLE PLAY AT THE PLATE.

## RUNNER ON 2ND, FLY BALL



 PU  
 BU

- USE THE "CLEAN BASE HIT" ROTATION IF THE BALL DROPS OR ANY TIME THERE ARE 2 OUTS.

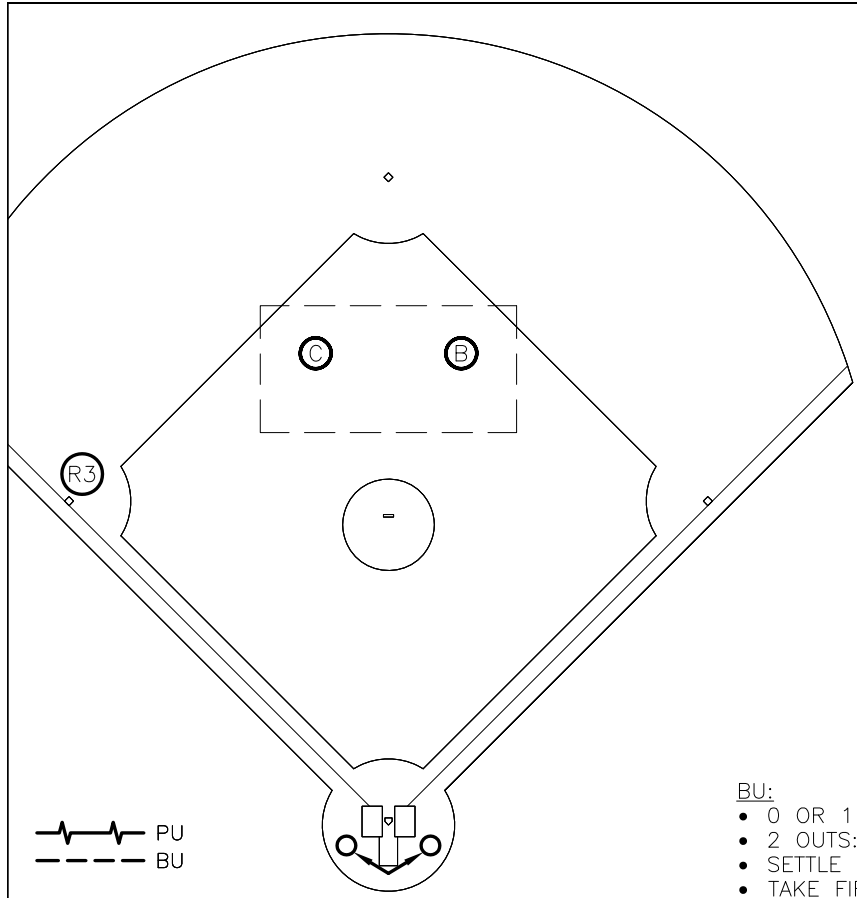
### BU:

- SETTLE INTO WORKING AREA TO ACHIEVE PROPER ANGLE.
- TAKE TAG UP OF R2.
- (ONLY IF PU HAS TO TAKE FAIR/FOUL DOWN RIGHT FIELD LINE) TAKE ADVANCE OF R2.
- IF CATCH IS MADE, CYCLE HOME ONLY AFTER R2 HAS COMMITTED TO 3RD BASE.

### PU:

- TAKE ADVANCE OF R2 UNLESS YOU TAKE FAIR/FOUL DOWN THE RIGHT FIELD LINE.
- IF R2 COMMITTS TO 3RD BASE, BUT RETREATS BACK TO 2ND BASE (BU CYCLING HOME), FOLLOW R2 BACK TO 2ND BASE.

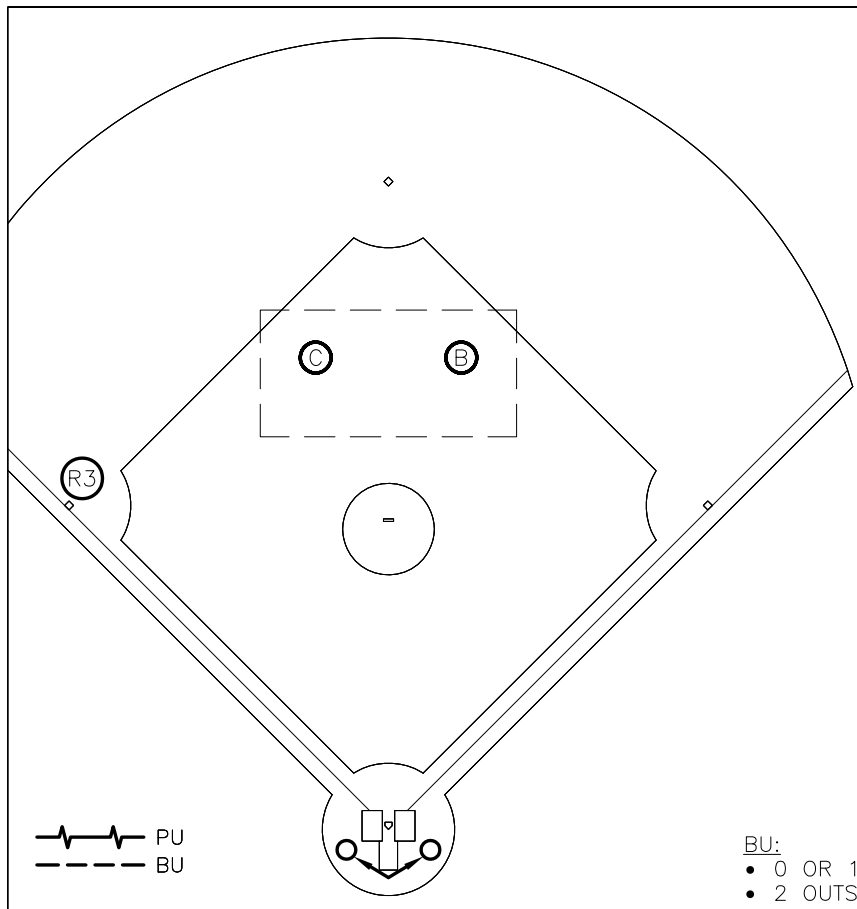
RUNNER ON 3RD,  
INFIELD HIT



- BU:
- 0 OR 1 OUT: POSITION C.
  - 2 OUTS: POSITION B.
  - SETTLE INTO WORKING AREA TO ACHIEVE PROPER ANGLE.
  - TAKE FIRST PLAY AT ANY BASE.
  - FOLLOW B-R.

- PU:
- TAKE ADVANCE OF R3..
  - SET UP FOR POSSIBLE PLAY AT THE PLATE.

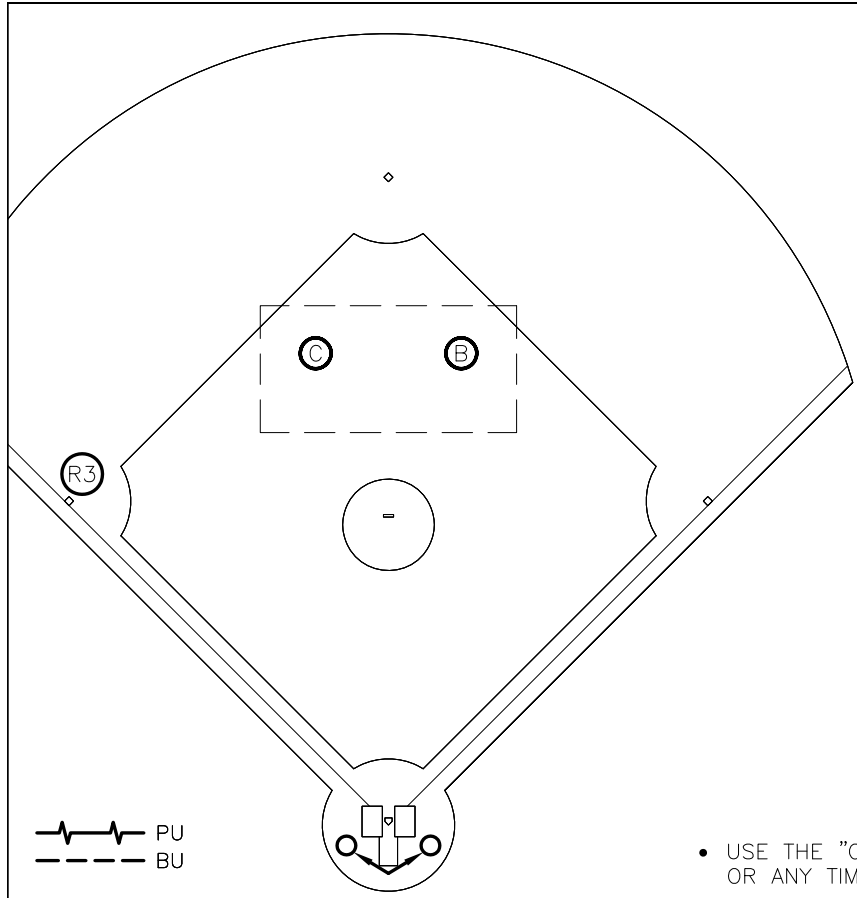
RUNNER ON 3RD,  
CLEAN BASE HIT





- BU:
- 0 OR 1 OUT: POSITION C.
  - 2 OUTS: POSITION B.
  - SETTLE INTO WORKING AREA TO ACHIEVE PROPER ANGLE.
  - TAKE B-R.

- PU:
- TAKE ADVANCE OF R3.

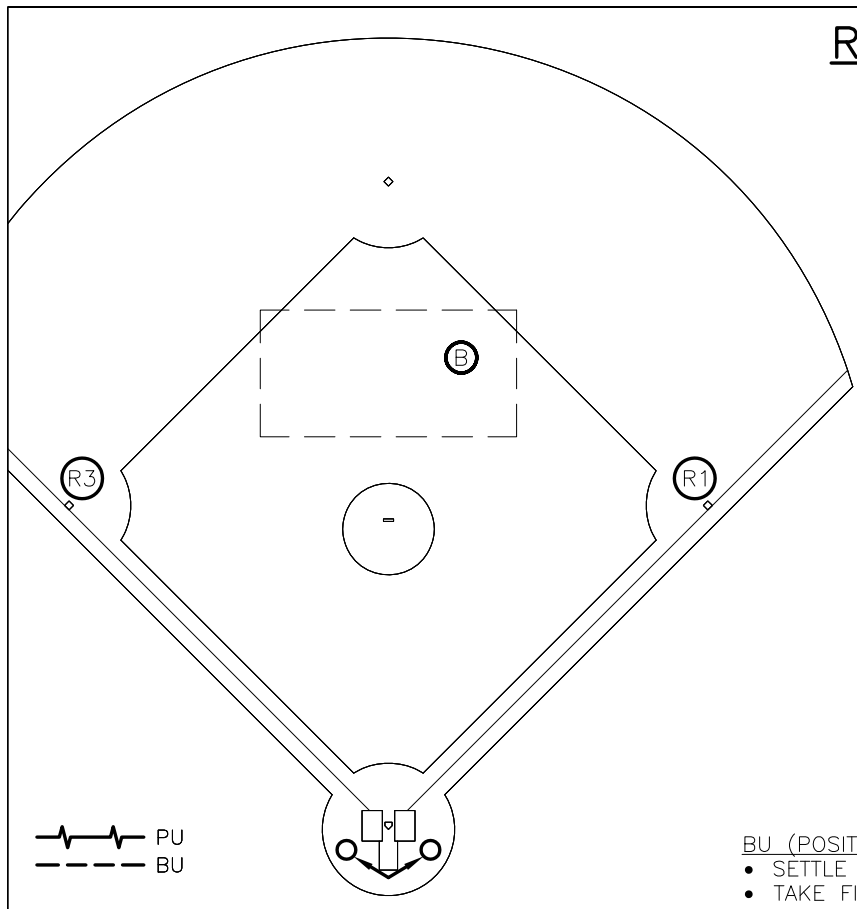
# RUNNER ON 3RD, FLY BALL





 PU  
 BU

- USE THE "CLEAN BASE HIT" ROTATION IF THE BALL DROPS OR ANY TIME THERE ARE 2 OUTS.
- BU:
- SETTLE INTO WORKING AREA TO ACHIEVE PROPER ANGLE.
- PU:
- TAKE TAG UP AND ADVANCE OF R3.

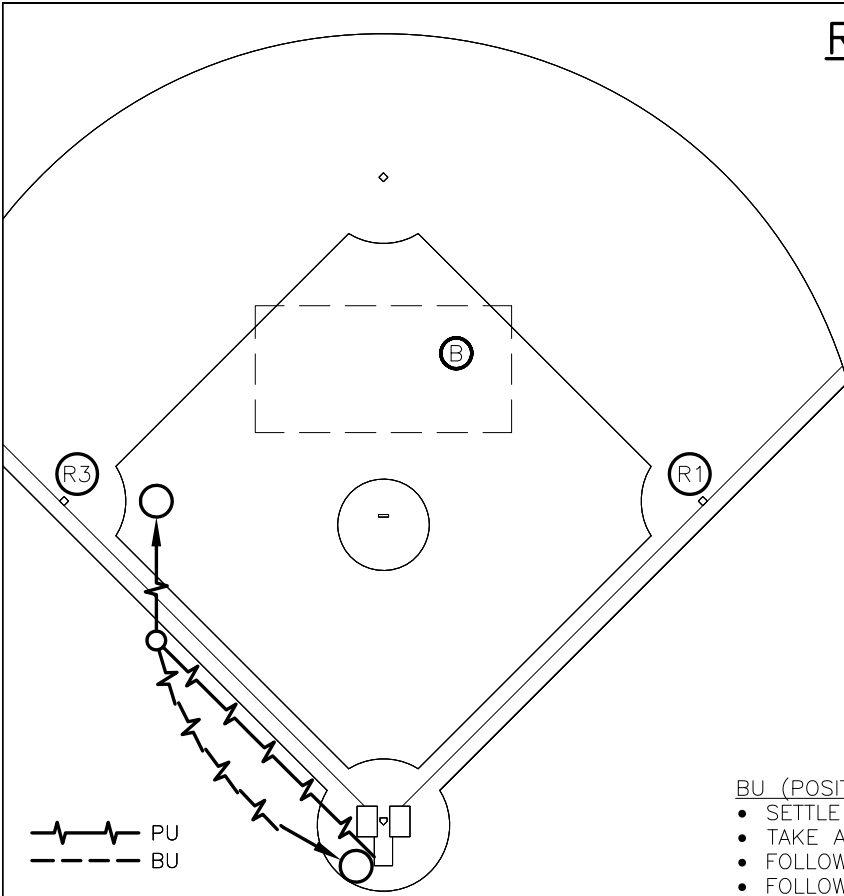
# RUNNERS ON 1ST & 3RD, INFIELD HIT



 PU  
 BU

- BU (POSITION B):
- SETTLE INTO WORKING AREA TO ACHIEVE PROPER ANGLE.
  - TAKE FIRST PLAY AT ANY BASE.
  - FOLLOW B-R AND R1.
- PU:
- TAKE ADVANCE OF R3.
  - SET UP FOR POSSIBLE PLAY AT THE PLATE.

## RUNNERS ON 1ST & 3RD, CLEAN BASE HIT



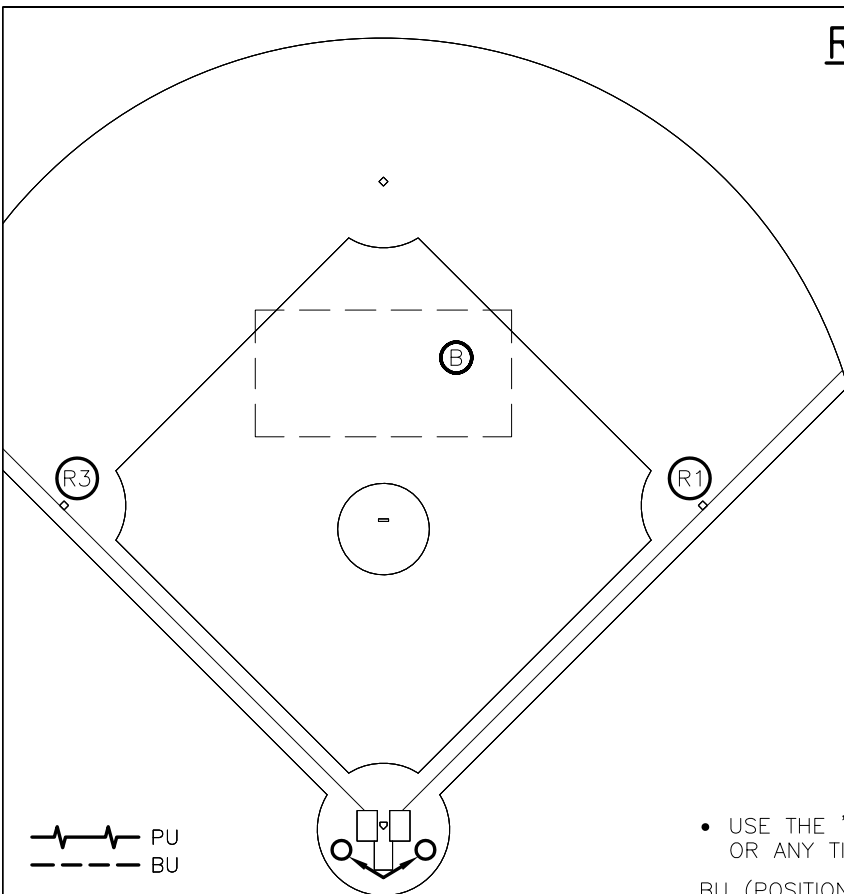
### BU (POSITION B):

- SETTLE INTO WORKING AREA TO ACHIEVE PROPER ANGLE.
- TAKE ALL PLAYS AT 1ST OR 2ND BASE.
- FOLLOW B-R.
- FOLLOW R1 TO 2ND BASE.

### PU:

- MOVE UP 3RD BASE LINE WHILE WATCHING R3 TOUCH HOME TO TAKE R1'S ADVANCE TO 3RD BASE.
- FOLLOW R1 HOME IF HE ADVANCES.

## RUNNERS ON 1ST & 3RD, FLY BALL



- USE THE "CLEAN BASE HIT" ROTATION IF THE BALL DROPS OR ANY TIME THERE ARE 2 OUTS.

### BU (POSITION B):

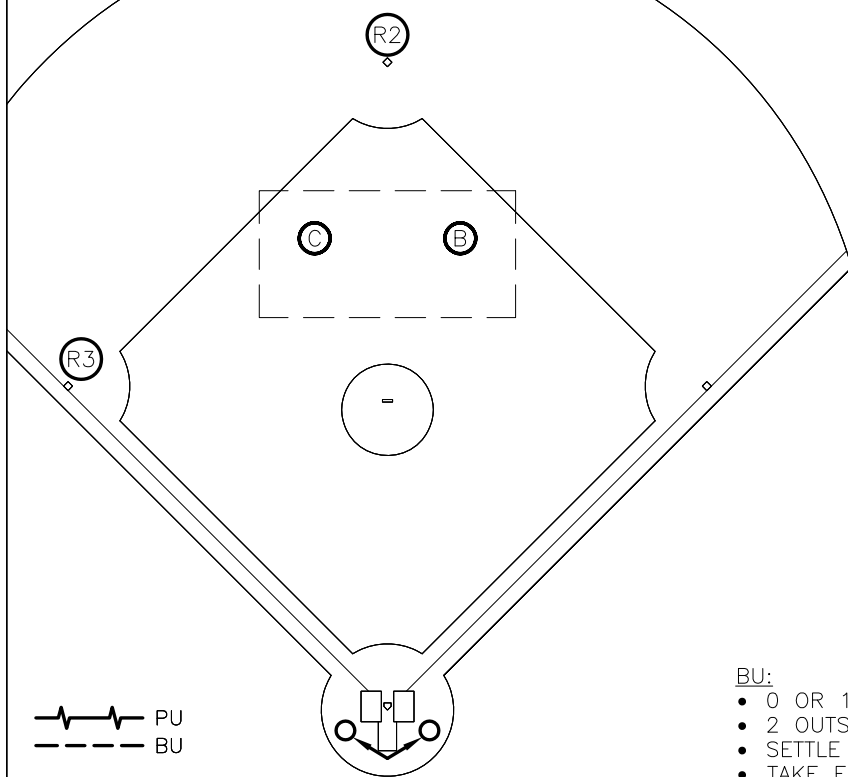
- SETTLE INTO WORKING AREA TO ACHIEVE PROPER ANGLE.
- TAKE TAG UP AND ADVANCE OF R1 (0 OR 1 OUTS ONLY).

### PU:

- TAKE TAG UP AND ADVANCE OF R3.



## RUNNERS ON 2ND & 3RD, INFIELD HIT



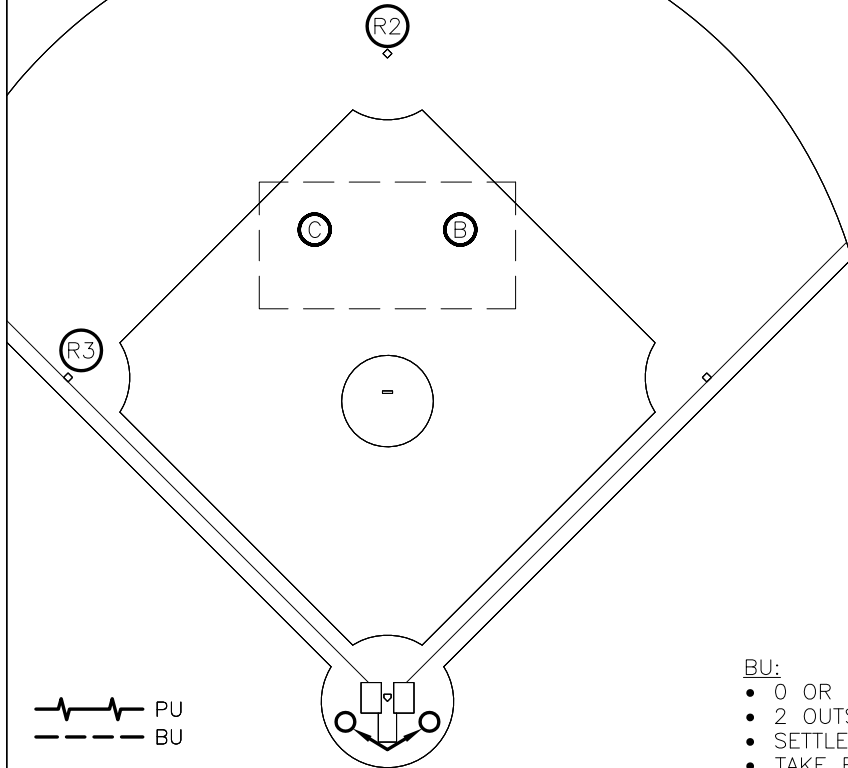
### BU:

- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- SETTLE INTO WORKING AREA TO ACHIEVE PROPER ANGLE.
- TAKE FIRST PLAY AT ANY BASE.
- FOLLOW R2 AND B-R.

### PU:

- TAKE ADVANCE OF R3.
- SET UP FOR POSSIBLE PLAY AT THE PLATE.

## RUNNERS ON 2ND & 3RD, CLEAN BASE HIT



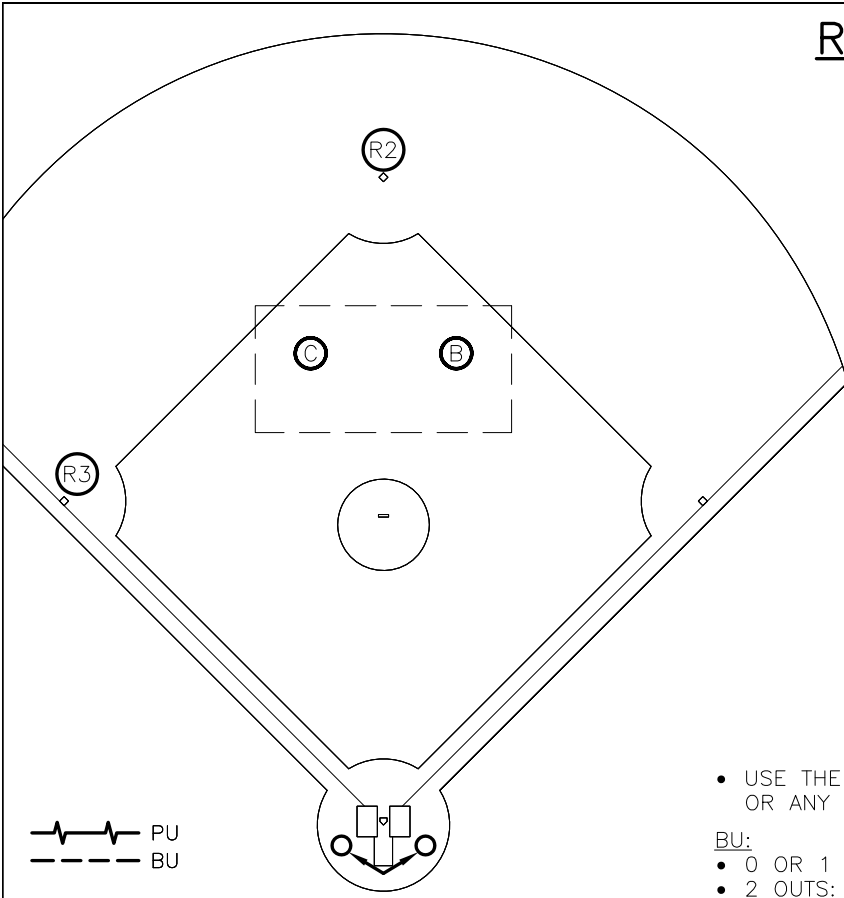
### BU:

- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- SETTLE INTO WORKING AREA TO ACHIEVE PROPER ANGLE.
- TAKE B-R AND R2 TO 3RD BASE.

### PU:

- TAKE ADVANCE OF R3.
- TAKE ALL TOUCHES OF RUNNERS OF 3RD BASE.
- SET UP FOR POSSIBLE PLAY AT THE PLATE.

# RUNNERS ON 2ND & 3RD, FLY BALL



- USE THE "CLEAN BASE HIT" ROTATION IF THE BALL DROPS OR ANY TIME THERE ARE 2 OUTS.
- BU:
- 0 OR 1 OUT: POSITION C.
  - 2 OUTS: POSITION B.
  - SETTLE INTO WORKING AREA TO ACHIEVE PROPER ANGLE.
  - TAKE TAG UP AND ADVANCE OF R2.
- PU:
- TAKE TAG UP AND ADVANCE OF R3.