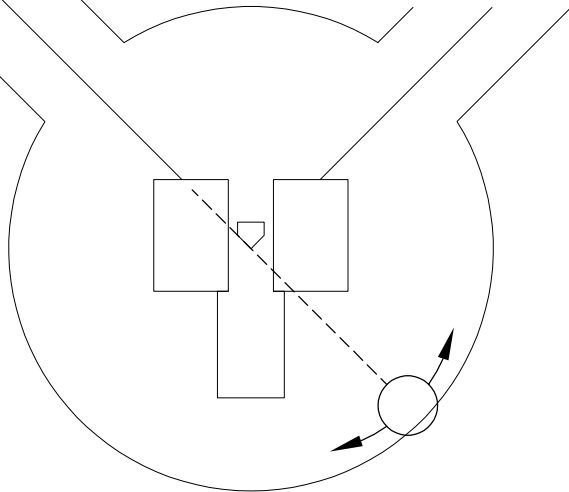




2-UMPIRE MECHANICS & TIPS

- 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'.
EXAMPLE: F1 = PITCHER.
- RUNNERS ARE REFERRED TO AS THEIR BASE AT THE TIME OF PITCH WITH A PRECEDING 'R'.
EXAMPLE: R1 = RUNNER AT 1ST BASE.
- INFIELD HIT REFERS TO ANYTHING HIT (GROUND BALL, POP FLY, LINE DRIVE) THAT DOES NOT LEAVE THE INFIELD AND DOES NOT NECESSARILY RESULT IN A BASE HIT.
- CLEAN BASE HIT REFERS TO ANY HIT TO THE OUTFIELD WHERE THE B-R REACHES AT LEAST 1ST BASE (SINGLE, DOUBLE, TRIPLE, HOME-RUN).
- FLY BALL REFERS TO ALL FLY BALLS TO THE OUTFIELD.
- A CALL REFERS TO ANY PLAY ON A RUNNER INCLUDING FORCE OUTS, TAG PLAYS, TAGGING UP, INTERFERENCE, OBSTRUCTION, ETC. UNLESS OTHERWISE NOTED.
- TOUCH REFERS TO A RUNNER TOUCHING THE BASE AND ANY OBSTRUCTION OR INTERFERENCE THAT MAY OCCUR NEAR THAT BASE.
- UMPIRE PRE-GAME MEETING (BEFORE PRE-GAME MEETING WITH THE COACHES):
 - REVIEW GROUND RULES AND LEAGUE-SPECIFIC RULES (NFHS, RE-ENTRY, DH, SLIDE RULES, LEGAL BATS, ETC.).
 - REVIEW CALL RESPONSIBILITY (WHO GOES WHERE AND WHEN).
 - DETERMINE PRE-PITCH SIGNALS:
 - INFIELD FLY.
 - ROTATE TO 3RD.
 - TAG UPS.
 - TIMING PLAY: WITH 2 OUTS AND RUNNERS ON, THERE MAY BE A TIMING PLAY AT THE PLATE.
- CALL PRIORITY (IN THIS ORDER!!):
 1. FAIR/FOUL.
 2. CATCH/NO CATCH.
 3. BASE RUNNERS. DO NOT FOLLOW RUNNERS UNTIL SURE OF #1 & #2.
- PLATE UMPIRE:
 - PLATE UMPIRES DO MORE THAN CALL BALLS AND STRIKES. MANY PLAYS REQUIRE PU TO MOVE AWAY FROM THE PLATE SO YOU CANNOT STAY HOME AND WATCH THE PLAY AND HOPE THAT BU MAKES ALL THE CALLS.
 - WHEN MAKING ALL CALLS, BE SURE YOU ARE STOPPED WITH YOUR HEAD STILL. DO NOT MAKE A CALL WHILE ON THE RUN OR ON THE MOVE.
 - WHEN COVERING 3RD, YOU MUST COMMUNICATE THIS TO BU. YELL TO BU "I'VE GOT 3RD!" IF YOU ARE UNABLE TO COVER 3RD (YOU HAVE TO COVER THE RIGHT FIELD LINE, ETC.), YOU MUST COMMUNICATE THIS TO BU ALSO. YELL TO BU "I'VE GOT THE LINE!"
 - 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:
 - WHEN MAKING ALL CALLS, BE SURE YOU ARE STOPPED WITH YOUR HEAD STILL. DO NOT MAKE A CALL WHILE ON THE RUN OR ON THE MOVE.
 - WHEN GOING OUT ON FLY BALLS, YOU MUST COMMUNICATE THIS TO PU. YELL TO PU, "I'M GOING OUT!"
 - ON PLAYS WHEN PU IS RESPONSIBLE FOR 3RD BASE, ASSUME IT IS YOUR CALL UNLESS YOU ARE CALLED OFF BY PU. IT IS THE WRONG MECHANIC, BUT AT LEAST ONE UMPIRE WILL BE MAKING THE CALL.
 - 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.
 - WHEN RESPONSIBLE FOR ONLY ONE RUNNER, SHADE TOWARD HIM DURING PLAYS.
 - DO NOT OVER-COMMIT TO ONE PLAY WITH MULTIPLE RUNNERS.
 - ASSIST PU ON FOUL TIPS CAUGHT/NOT CAUGHT, FOUL BALLS OFF THE BATTER, ETC.
- CHECK SWINGS: IF THE CHECK SWING COULD BE STRIKE 3 ON A PASSED BALL OR WILD PITCH, PU MUST ASK BU IMMEDIATELY SO EVERYONE IS AWARE OF THE SITUATION EVEN IF THERE IS NO ASK FOR APPEAL.
- RUNDOWNS (PU MUST COMMUNICATE TO BU IF HE CAN HELP):
 - BETWEEN 1ST AND 2ND: PU COMES UP THE 1ST BASE LINE. PU ONLY MAKES CALL NEAR 1ST. BU RESPONSIBLE FOR THE REST. IF A RUNNER MAY SCORE, PU MUST STAY HOME AND BU IS RESPONSIBLE FOR ALL.
 - BETWEEN 2ND AND 3RD: PU COMES UP THE 3RD BASE LINE. PU ONLY MAKES CALL NEAR 3RD. BU RESPONSIBLE FOR THE REST. IF A RUNNER MAY SCORE, PU MUST STAY HOME AND BU IS RESPONSIBLE FOR ALL.
 - BETWEEN 3RD AND HOME: PU AND BU DIVIDE THE LINE 50-50. IF OTHER RUNNERS ARE ON, BU CANNOT COMMIT TOO CLOSE TO 3RD, AND PU SHOULD CALL OFF BU AND COVER ALL.
 - BU MUST ASSUME ALL CALLS UNTIL PU CAN CALL HIM OFF.
- DEFENSIVE APPEALS (RUNNER MISSED BASE, LEFT EARLY ON A TAG UP, ETC.): IF AN APPEAL WILL OCCUR, LOOK TO YOUR PARTNER AND TAP YOUR CHEST IF IT IS YOUR CALL. THIS WAY ONLY ONE UMPIRE MAKES THE CALL.
- THERE SHOULD TYPICALLY BE SOME SORT OF COMMUNICATION BETWEEN UMPIRES ON ALMOST EVERY PLAY SUCH AS:
 - "I'VE GOT 3RD"
 - "I'VE GOT THE CATCH" (ON FLY BALLS IN YOUR COVERAGE AREA)
 - "I'VE GOT THE LINE"
 - "I'M STAYING HOME"
 - WHEN COMMUNICATING, TRY TO KEEP IT TO WHAT YOU WILL BE DOING, NOT TELLING THE OTHER UMPIRE WHAT HE NEEDS TO DO. THIS WAY IF THE OTHER UMPIRE DOESN'T HEAR THE FIRST PART OF WHAT YOU SAID, HE CAN STILL KNOW IT IS WHAT YOU ARE DOING ("I'VE GOT 3RD") AND NOT ("YOU'VE GOT 3RD").
 - TRY TO AVOID USING WORDS SUCH AS "BALL," "CATCH," OR OTHER WORDS THAT COULD CONFUSE THE DEFENSIVE TEAM.

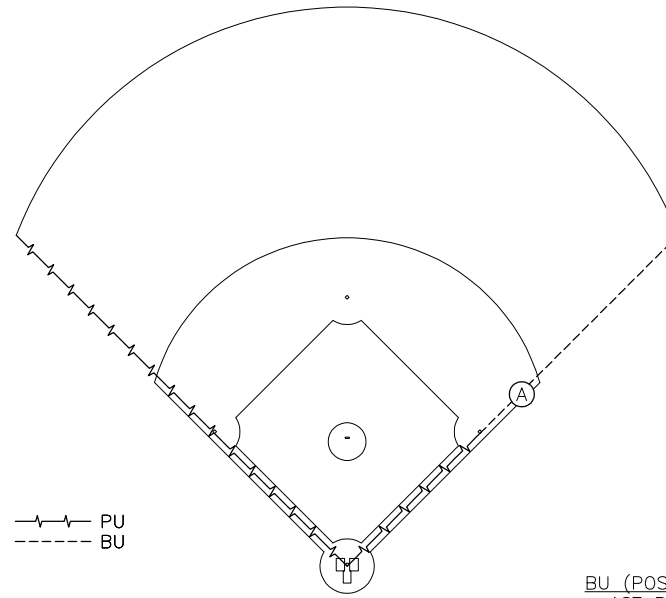
PLAY AT THE PLATE



NOTES:

- BEGIN STRADDLING 3RD BASE LINE EXTENDED NEAR EDGE OF DIRT CIRCLE.
- TAKE A READ STEP(S) TO THE LEFT IF F2 IS BLOCKING THE PLATE.
- TAKE A READ STEP(S) TO THE LEFT OR RIGHT IF F2 IS BLOCKING YOUR VIEW OF THE RUNNER.
- STAY IN FOUL TERRITORY IF POSSIBLE. DO NOT INTERFERE WITH A THROW OR SOMEONE WHO MAY BE COVERING HOME.
- ALWAYS ASK F2 (OR WHOEVER IS TAGGING THE RUNNER) TO SHOW YOU THE BALL.

FAIR/FOUL BALL RESPONSIBILITY (NO RUNNERS)



— PU
- - - BU

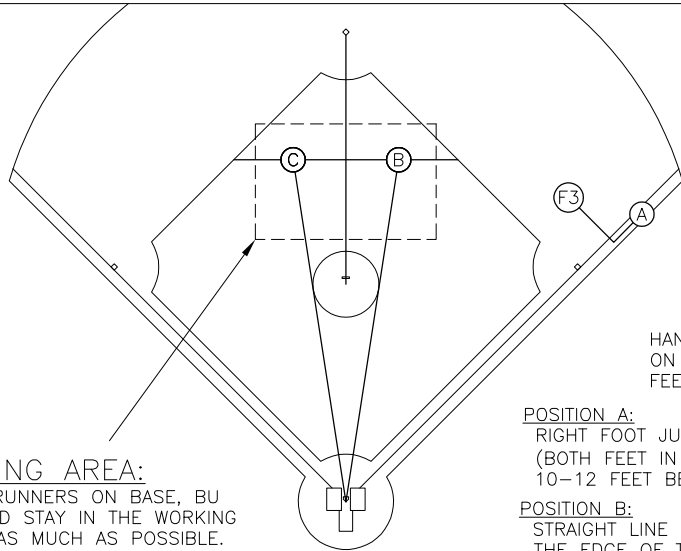
PU:

- 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 BAG.
- IF THE BALL WILL BOUNCE OR FLY PAST 1ST BASE, DO NOT MAKE A CALL!!

BU (POSITION A):

- 1ST BASE BAG TO THE RIGHT FIELD FOUL POLE.
- 1ST BASE BAG IS BU'S RESPONSIBILITY.
- IF THE BALL WILL BOUNCE OR FLY PAST 1ST BASE, THIS IS YOUR CALL!!

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.

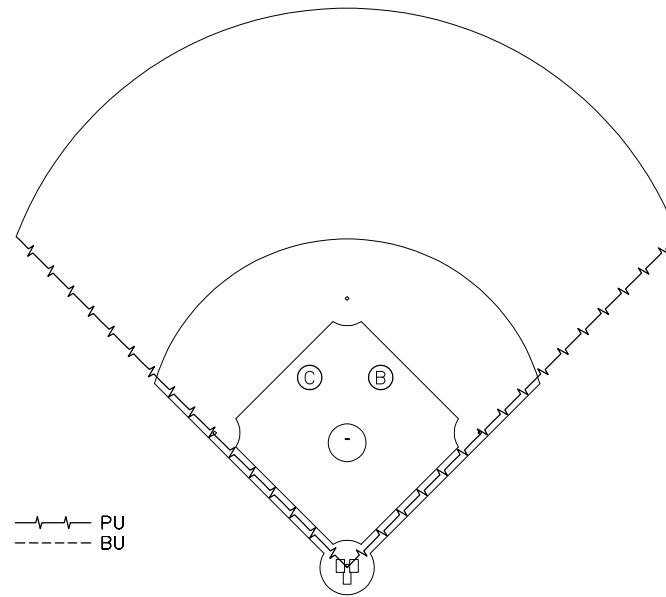
POSITION B:
STRAIGHT LINE FROM HOME PLATE TO THE EDGE OF THE MOUND ON THE 1ST BASE SIDE, HALFWAY BETWEEN THE MOUND AND 2ND BASE.

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 THE 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 (WITH RUNNERS)



— PU
- - - BU

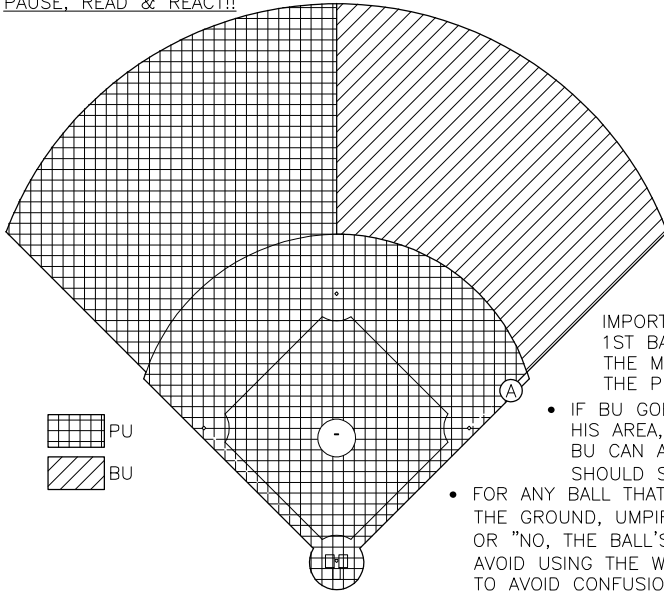
PU:

- 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.

PAUSE, READ & REACT!!



CATCH/NO CATCH (NO RUNNERS)

NOTES:

- IF THE FLY BALL IS ROUTINE IN BU'S COVERAGE AREA, BU WILL PIVOT AND PU WILL BE RESPONSIBLE FOR THE CATCH. BU SHOULD SAY "I'M COMING IN" OR SOMETHING SIMILAR.
- 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 GLANCING AT B-R.

- IF BU GOES OUT FOR A TROUBLE BALL IN HIS AREA, PU MUST FOLLOW RUNNER UNTIL BU CAN ASSUME RESPONSIBILITY. BU SHOULD SAY "I'M GOING OUT."
- FOR ANY BALL THAT IS CAUGHT/NOT CAUGHT NEAR THE GROUND, UMPIRE SHOULD SAY "THAT'S A CATCH!" OR "NO, THE BALL'S DOWN!" OR SOMETHING SIMILAR. AVOID USING THE WORD "CATCH" IF THE BALL DROPS TO AVOID CONFUSION.

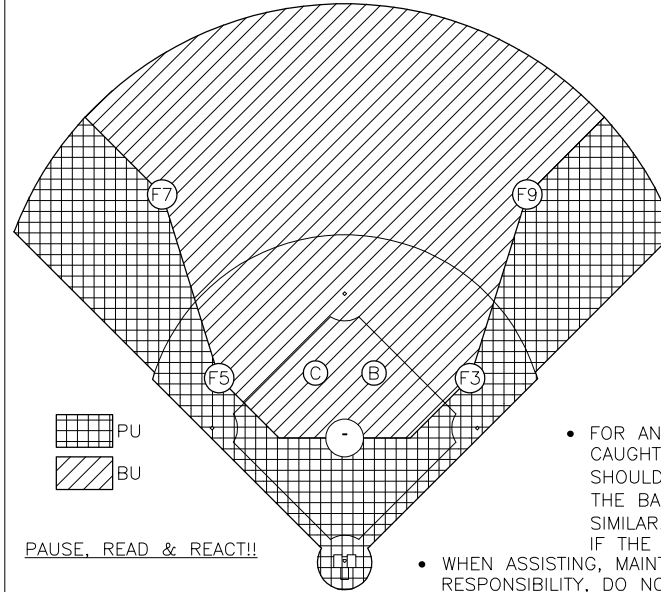
- IF FLY BALL IS DEFINITELY FOUL AND HAS NO CHANCE OF BECOMING FAIR, PU SHOULD ASSIST BU WITH F3 AND F9, AND BU SHOULD ASSIST PU WITH F1 AND F2.
- WHEN ASSISTING, MAINTAIN YOUR CATCH/NO CATCH RESPONSIBILITY, DO NOT OVER-RULE THE OTHER UMPIRE UNTIL ASKED FOR HELP.

TROUBLE BALL:

- SEE "NO RUNNERS, (BU GOES OUT)."



CATCH/NO CATCH (WITH RUNNERS)



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.

- FOR ANY BALL THAT IS CAUGHT/NOT CAUGHT NEAR THE GROUND, UMPIRE SHOULD SAY "THAT'S A CATCH!" OR "NO, THE BALL'S DOWN!" OR SOMETHING SIMILAR. AVOID USING THE WORD "CATCH" IF THE BALL DROPS TO AVOID CONFUSION.

- 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. ANYTHING NEAR THE LINES SHOULD BE CALLED BY PU.

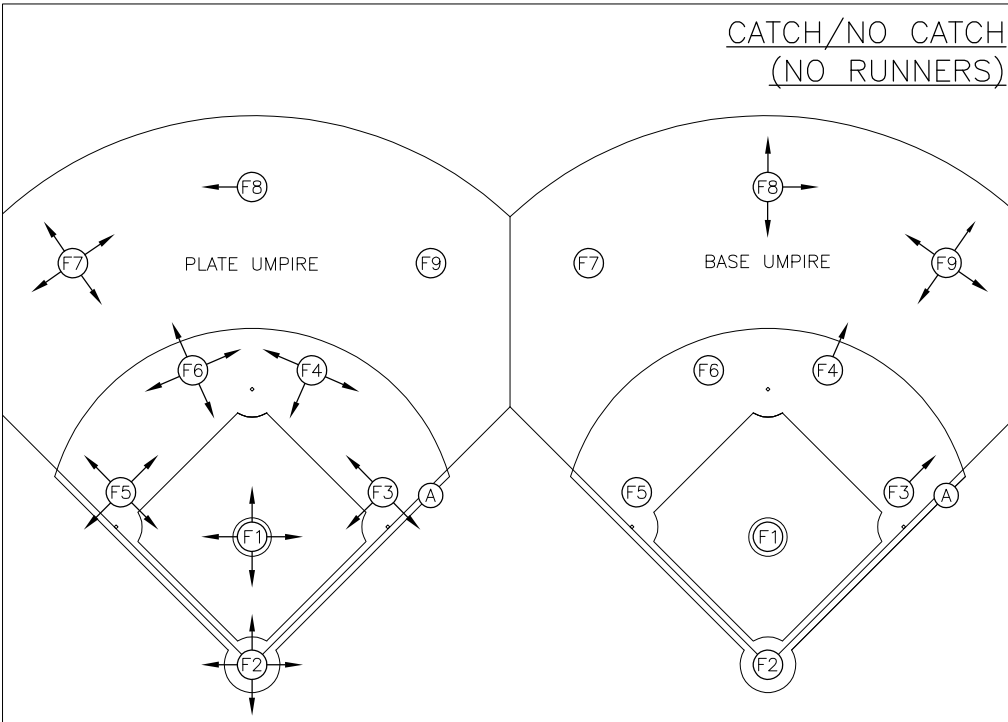
PAUSE, READ & REACT!!

TROUBLE BALL:

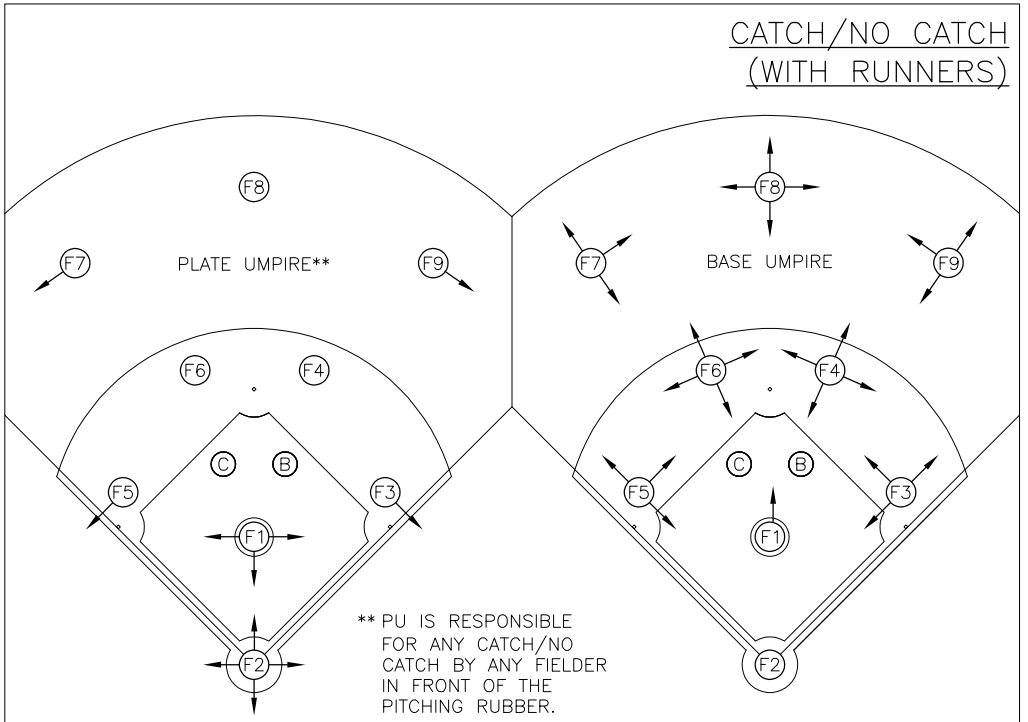
- SEE "NO RUNNERS, (BU GOES OUT)."



CATCH/NO CATCH (NO RUNNERS)

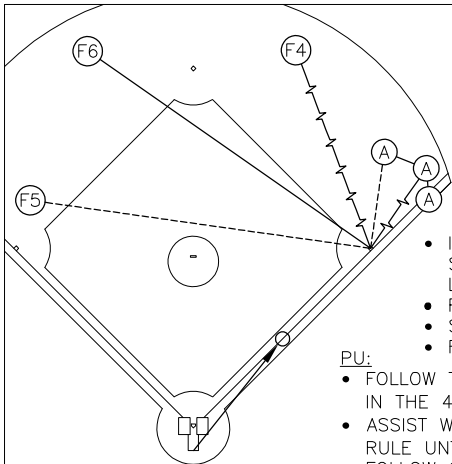


CATCH/NO CATCH (WITH RUNNERS)



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

NO RUNNERS, PLAY AT 1ST BASE



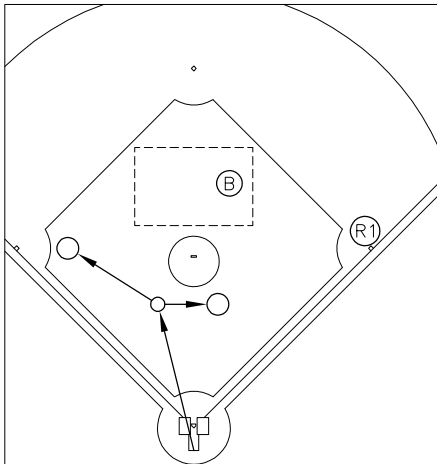
BU (POSITION A):

- GET AN ANGLE TO 1ST BASE THAT IS 90° FROM THE THROW AND 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, F4, 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 AND LISTEN FOR THE BALL IN THE GLOVE.
- RESPONSIBLE FOR PULLED FOOT OF F3 AND SWIPE TAGS.
- STAY IN FAIR TERRITORY WHEN F1 COVERS 1ST.
- 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 (DO NOT RULE UNTIL ASKED BY BU!).
- FOLLOW OVERTHROWS AT 1ST.

RUNNER ON 1ST, INFIELD HIT



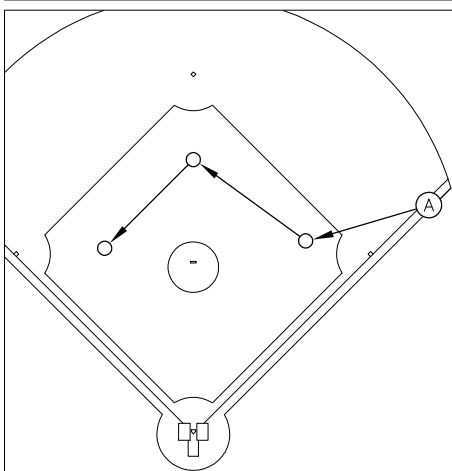
BU (POSITION B):

- TAKE CALLS/TOUCHES AT ALL BASES.

PU:

- MOVE TO 3RD BASE SIDE OF MOUND.
- WATCH FOR INTERFERENCE AND FORCE PLAY SLIDE RULE AT 2ND.
- IF R1 ADVANCES TO 3RD, TAKE CALLS/TOUCHES AT 3RD AND HOME.
- IF R1 IS OUT AT 2ND:
 - MOVE BACK TO 1ST BASE LINE.
 - ENSURE B-R IS IN THE 45' RUNNING LANE WHEN REQUIRED.
 - ASSIST BU WITH A PULLED FOOT AND SWIPE TAGS AT 1ST (DO NOT RULE UNTIL ASKED BY BU!).
 - TAKE OVERTHROWS AT 1ST.

NO RUNNERS, CLEAN BASE HIT



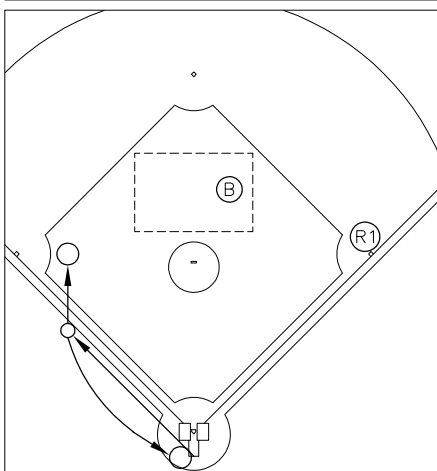
BU (POSITION A):

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

PU:

- TAKE CALLS/TOUCHES AT HOME.

RUNNER ON 1ST, CLEAN BASE HIT



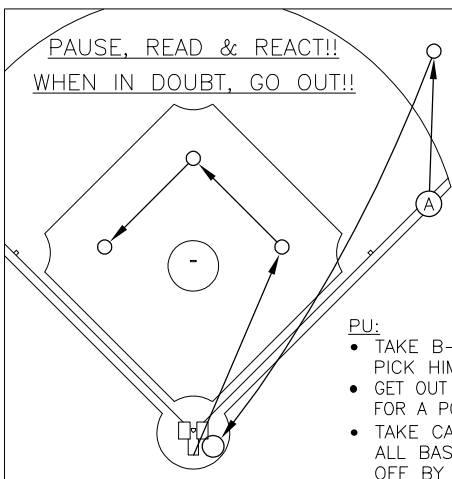
BU (POSITION B):

- TAKE CALLS/TOUCHES AT 1ST & 2ND.
- TAKE B-R TO 3RD.

PU:

- TAKE R1 AT 3RD.
- TAKE CALLS/TOUCHES AT HOME.

**PAUSE, READ & REACT!!
WHEN IN DOUBT, GO OUT!!**



NO RUNNERS, (BU GOES OUT)

IT IS NECESSARY TO GO OUT IF (TROUBLE BALL):

- FAIR/FOUL IS IN QUESTION.
- BALL MAY LEAVE THE PLAYING FIELD.
- FIELDERS ARE CONVERGING.
- IF A FIELDER(S) IS RUNNING HARD FOR THE BALL.
- IF AN INFIELDER IS RUNNING TO THE OUTFIELD.
- IF A FIELDER IS RUNNING TOWARD THE LINE (FAIR/FOUL).

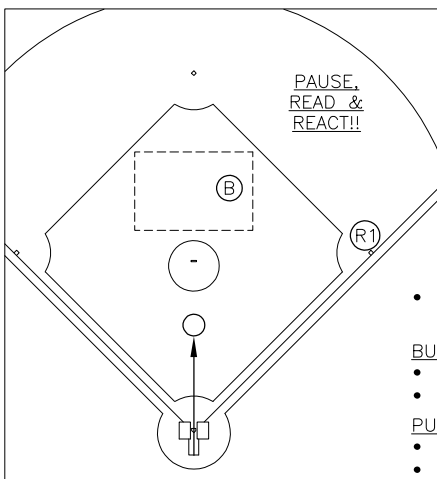
BU (POSITION A):

- 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.
- SPRINT HOME IF B-R ADVANCES (IF POSSIBLE).
- IF B-R STAYS AT A BASE, PICK HIM UP FROM PU AS SOON AS YOU ARE IN POSITION.

PU:

- TAKE B-R UNTIL BU CAN PICK HIM UP.
- GET OUT PAST THE MOUND FOR A POSSIBLE CALL AT 2ND.
- TAKE CALLS/TOUCHES AT ALL BASES UNLESS CALLED OFF BY BU.

**PAUSE,
READ &
REACT!!**



RUNNER ON 1ST, FLY BALL

- USE THE "CLEAN BASE HIT" MECHANIC WITH 2 OUT OR IF THE BALL DROPS.

BU (POSITION B):

- TAKE CATCH IF IN YOUR COVERAGE AREA.
- TAKE CALLS/TOUCHES AT ALL BASES.

PU:

- TAKE CATCH IF IN YOUR COVERAGE AREA.
- TAKE CALLS/TOUCHES AT HOME.

RUNNERS ON 1ST & 2ND,
INFIELD HIT

BU:

- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- TAKE CALLS/TOUCHES AT ALL BASES.

PU:

- STAY NEAR HOME PLATE. DO NOT GO UP THE 1ST BASE LINE.
- WATCH FOR RUNNER INTERFERENCE AND THE FORCE PLAY SLIDE RULE AT 2ND.
- ENSURE B-R IS IN THE 45' RUNNING LANE WHEN REQUIRED.
- ASSIST BU WITH A PULLED FOOT AND SWIPE TAGS AT 1ST BASE (DO NOT RULE UNTIL ASKED BY BU!).
- TAKE OVERTHROWS AT 1ST.
- TAKE CALLS/TOUCHES AT HOME.

BASES LOADED,
INFIELD HIT

BU:

- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- TAKE CALLS/TOUCHES AT ALL BASES.

PU:

- STAY NEAR HOME PLATE. DO NOT GO UP THE 1ST BASE LINE.
- WATCH FOR RUNNER INTERFERENCE AND THE FORCE PLAY SLIDE RULE AT 2ND.
- ENSURE B-R IS IN THE 45' RUNNING LANE WHEN REQUIRED.
- ASSIST BU WITH A PULLED FOOT AND SWIPE TAGS AT 1ST (DO NOT RULE UNTIL ASKED BY BU!).
- TAKE OVERTHROWS AT 1ST.
- TAKE CALLS/TOUCHES AT HOME.

RUNNERS ON 1ST & 2ND,
CLEAN BASE HIT

BU:

- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- TAKE CALLS AT ALL BASES.
- TAKE TOUCHES AT 1ST & 2ND.

PU:

- TAKE TOUCHES AT 3RD.
- TAKE CALLS/TOUCHES AT HOME.

BASES LOADED,
CLEAN BASE HIT

BU:

- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- TAKE CALLS AT ALL BASES.
- TAKE TOUCHES AT 1ST & 2ND.

PU:

- TAKE TOUCHES AT 3RD.
- TAKE CALLS/TOUCHES AT HOME.

RUNNERS ON 1ST & 2ND,
FLY BALL

PAUSE,
READ &
REACT!!

• USE THE "CLEAN BASE HIT" MECHANIC WITH 2 OUTS OR IF THE BALL DROPS.

BU:

- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- TAKE CATCH IF IN YOUR COVERAGE AREA.
- TAKE CALLS/TOUCHES AT 1ST & 2ND.

PU:

- TAKE CATCH IF IN YOUR COVERAGE AREA.
- TAKE CALLS/TOUCHES AT 3RD & HOME.

BASES LOADED,
FLY BALL

PAUSE,
READ &
REACT!!

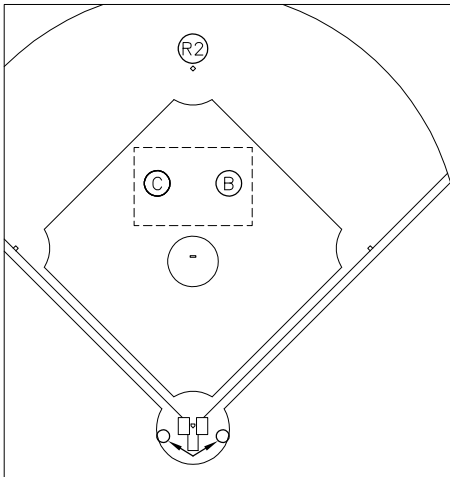
• USE THE "CLEAN BASE HIT" MECHANIC WITH 2 OUTS OR IF THE BALL DROPS.

BU:

- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- TAKE CATCH IF IN YOUR COVERAGE AREA.
- TAKE CALLS AT 1ST & 2ND.
- TAKE ADVANCE OF R1 AND R2 AT 3RD.
- TAKE RETURN OF R3.

PU:

- TAKE CATCH IF IN YOUR COVERAGE AREA.
- TAKE TAG UP AND ADVANCE OF R3.
- TAKE CALLS/TOUCHES AT HOME.



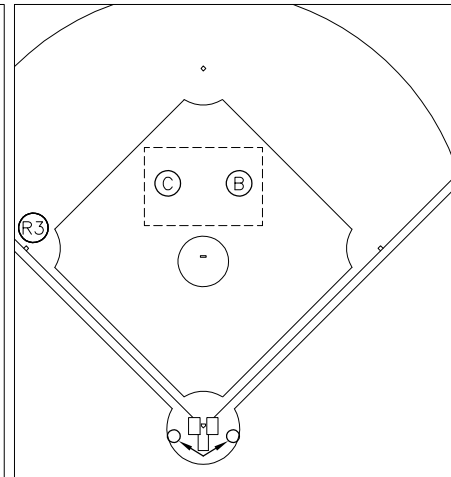
RUNNER ON 2ND, INFIELD HIT

BU:

- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- TAKE CALLS/TOUCHES AT ALL BASES.

PU:

- STAY NEAR HOME PLATE. DO NOT GO UP THE 1ST BASE LINE.
- ENSURE B-R IS IN THE 45' RUNNING LANE WHEN REQUIRED.
- ASSIST BU WITH A PULLED FOOT AND SWIPE TAGS AT 1ST (DO NOT RULE UNTIL ASKED BY BU!).
- TAKE OVERTHROWS AT 1ST.
- TAKE CALLS/TOUCHES AT HOME.



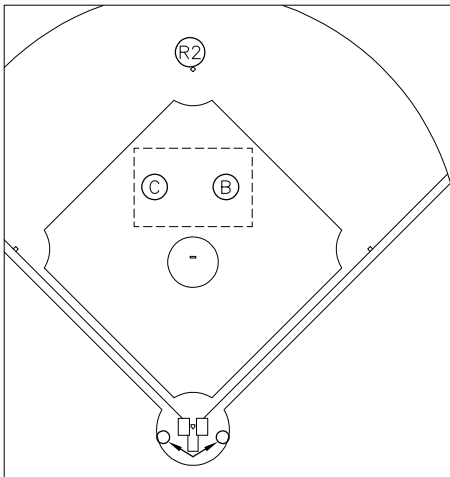
RUNNER ON 3RD, INFIELD HIT

BU:

- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- TAKE CALLS/TOUCHES AT ALL BASES.

PU:

- STAY NEAR HOME PLATE. DO NOT GO UP THE 1ST BASE LINE.
- ENSURE B-R IS IN THE 45' RUNNING LANE WHEN REQUIRED.
- ASSIST BU WITH A PULLED FOOT AND SWIPE TAGS AT 1ST (DO NOT RULE UNTIL ASKED BY BU!).
- TAKE OVERTHROWS AT 1ST.
- TAKE CALLS/TOUCHES AT HOME.



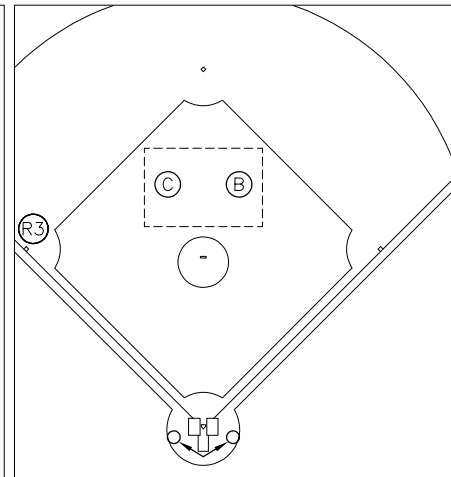
RUNNER ON 2ND, CLEAN BASE HIT

BU:

- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- TAKE CALLS AT ALL BASES.
- TAKE TOUCHES AT 1ST & 2ND.

PU:

- TAKE TOUCHES AT 3RD.
- TAKE CALLS/TOUCHES AT HOME.



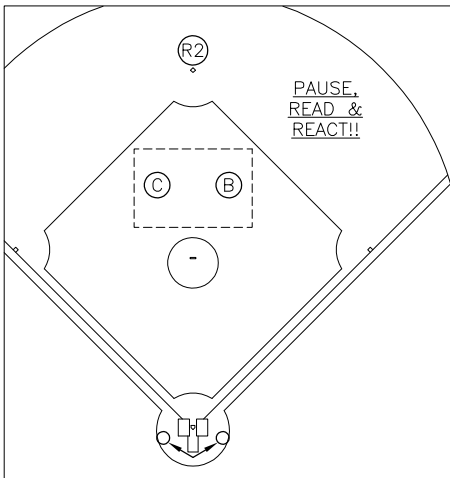
RUNNER ON 3RD, CLEAN BASE HIT

BU:

- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- TAKE CALLS/TOUCHES AT ALL BASES.

PU:

- TAKE CALLS/TOUCHES AT HOME.



RUNNER ON 2ND, FLY BALL

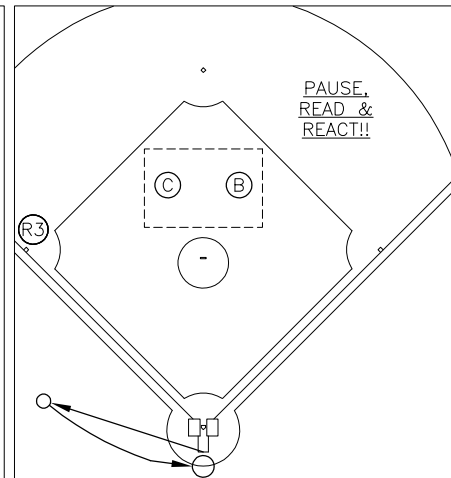
- USE THE "CLEAN BASE HIT" MECHANIC WITH 2 OUTS OR IF THE BALL DROPS.

BU:

- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- TAKE CATCH IF IN YOUR COVERAGE AREA.
- TAKE CALLS/TOUCHES AT ALL BASES.

PU:

- TAKE CATCH IF IN YOUR COVERAGE AREA.
- TAKE CALLS/TOUCHES AT HOME.



RUNNER ON 3RD, FLY BALL

- USE THE "CLEAN BASE HIT" MECHANIC WITH 2 OUTS OR IF THE BALL DROPS.

BU:

- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- TAKE CATCH IF IN YOUR COVERAGE AREA.
- TAKE CALLS AT 1ST & 2ND.
- TAKE RETURN OF R3.

PU:

- TAKE CATCH IF IN YOUR COVERAGE AREA.
- TAKE TAG UP AND ADVANCE OF R3.
- TAKE CALLS/TOUCHES AT HOME.

RUNNERS ON 1ST & 3RD,
INFIELD HIT

BU (POSITION B):

- TAKE ALL CALLS AT 1ST AND 2ND.
- TAKE ALL CALLS AT 3RD UNLESS CALLED OFF BY PU.

PU:

- IF THERE IS A PLAY AT HOME: STAY HOME!
- IF THERE IS NO PLAY AT HOME:
 - TAKE CALLS/TOUCHES AT HOME.
 - MOVE TO 3RD BASE SIDE OF MOUND.
 - WATCH FOR INTERFERENCE AND FORCE PLAY SLIDE RULE AT 2ND.
- IF R1 IS SAFE AT 2ND AND ADVANCES TO 3RD, TAKE CALLS/TOUCHES AT 3RD & HOME.
- IF R1 IS OUT AT 2ND:
 - MOVE BACK TO 1ST BASE LINE.
 - ENSURE B-R IS IN THE 45' RUNNING LANE WHEN REQUIRED.
 - ASSIST BU WITH A PULLED FOOT AND SWIPE TAGS AT 1ST (DO NOT RULE UNTIL ASKED BY BU!).
 - TAKE OVERTHROWS AT 1ST.

RUNNERS ON 2ND & 3RD,
INFIELD HIT

BU:

- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- TAKE CALLS/TOUCHES AT ALL BASES.

PU:

- STAY NEAR HOME PLATE. DO NOT GO UP THE 1ST BASE LINE.
- ENSURE B-R IS IN THE 45' RUNNING LANE WHEN REQUIRED.
- ASSIST BU WITH A PULLED FOOT AT 1ST AND SWIPE TAGS (DO NOT RULE UNTIL ASKED BY BU!).
- TAKE OVERTHROWS AT 1ST.
- TAKE CALLS/TOUCHES AT HOME.

RUNNERS ON 1ST & 3RD,
CLEAN BASE HIT

BU (POSITION B):

- TAKE CALLS/TOUCHES AT 1ST & 2ND.
- TAKE B-R TO 3RD.

PU:

- TAKE CALLS/TOUCHES AT 3RD & HOME.

RUNNERS ON 2ND & 3RD,
CLEAN BASE HIT

BU:

- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- TAKE CALLS AT ALL BASES.
- TAKE TOUCHES AT 1ST & 2ND.

PU:

- TAKE TOUCHES AT 3RD.
- TAKE CALLS/TOUCHES AT HOME.

RUNNERS ON 1ST & 3RD,
FLY BALL

PAUSE,
READ &
REACT!!

• USE THE "CLEAN BASE HIT" MECHANIC WITH 2 OUTS OR IF THE BALL DROPS.

BU (POSITION B):

- TAKE CATCH IF IN YOUR COVERAGE AREA.
- TAKE CALLS/TOUCHES AT ALL BASES EXCEPT TAG UP AND ADVANCE OF R3.
- TAKE RETURN OF R3.

PU:

- TAKE CATCH IF IN YOUR COVERAGE AREA.
- TAKE TAG UP AND ADVANCE OF R3.
- TAKE CALLS/TOUCHES AT HOME.

RUNNERS ON 2ND & 3RD,
FLY BALL

PAUSE,
READ &
REACT!!

• USE THE "CLEAN BASE HIT" MECHANIC WITH 2 OUTS OR IF THE BALL DROPS.

BU:

- 0 OR 1 OUT: POSITION C.
- 2 OUTS: POSITION B.
- TAKE CATCH IF IN YOUR COVERAGE AREA.
- TAKE CALLS/TOUCHES AT ALL BASES EXCEPT TAG UP AND ADVANCE OF R3.
- TAKE RETURN OF R3.

PU:

- TAKE CATCH IF IN YOUR COVERAGE AREA.
- TAKE TAG UP AND ADVANCE OF R3.
- TAKE CALLS/TOUCHES AT HOME.