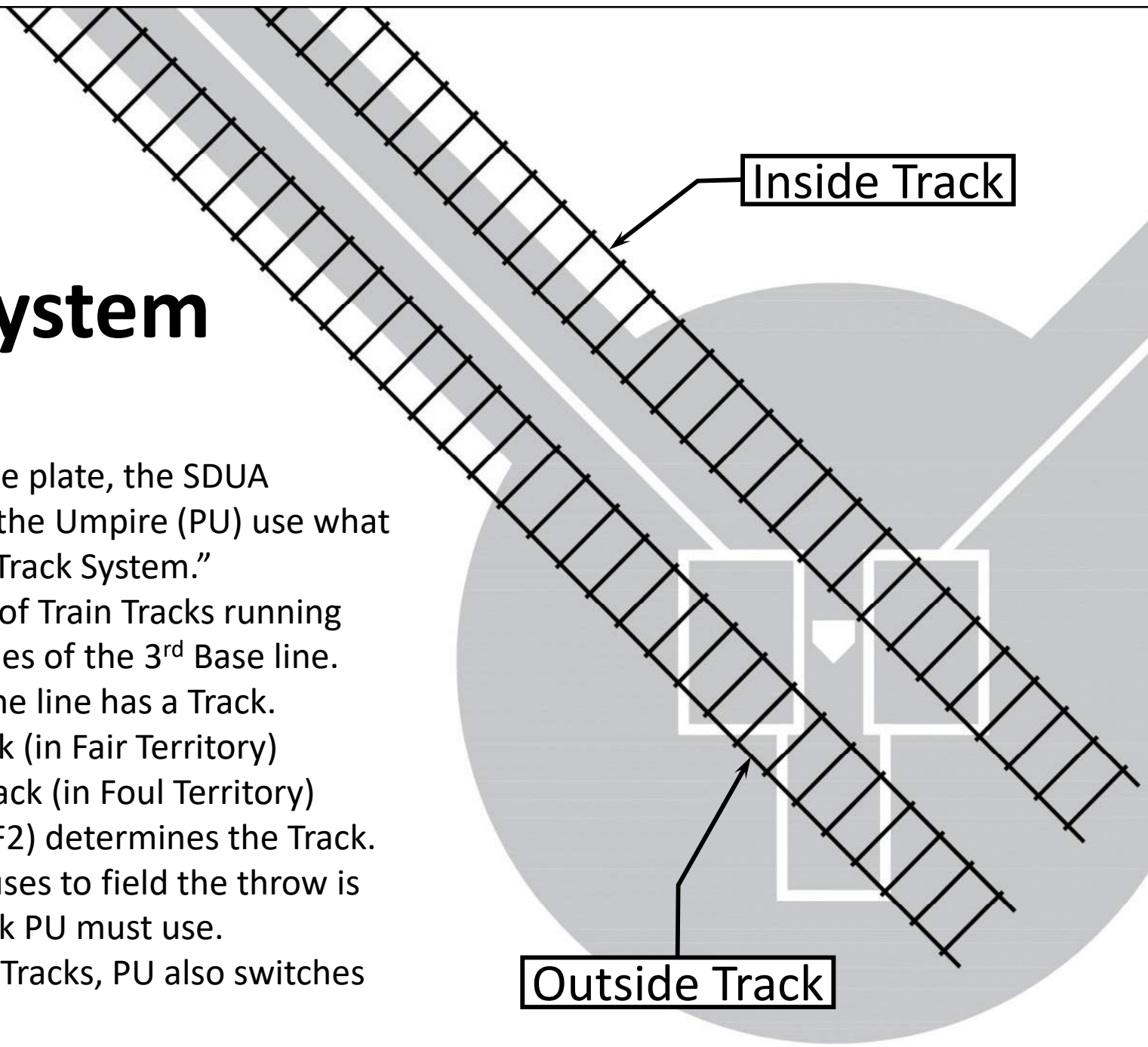


Track System

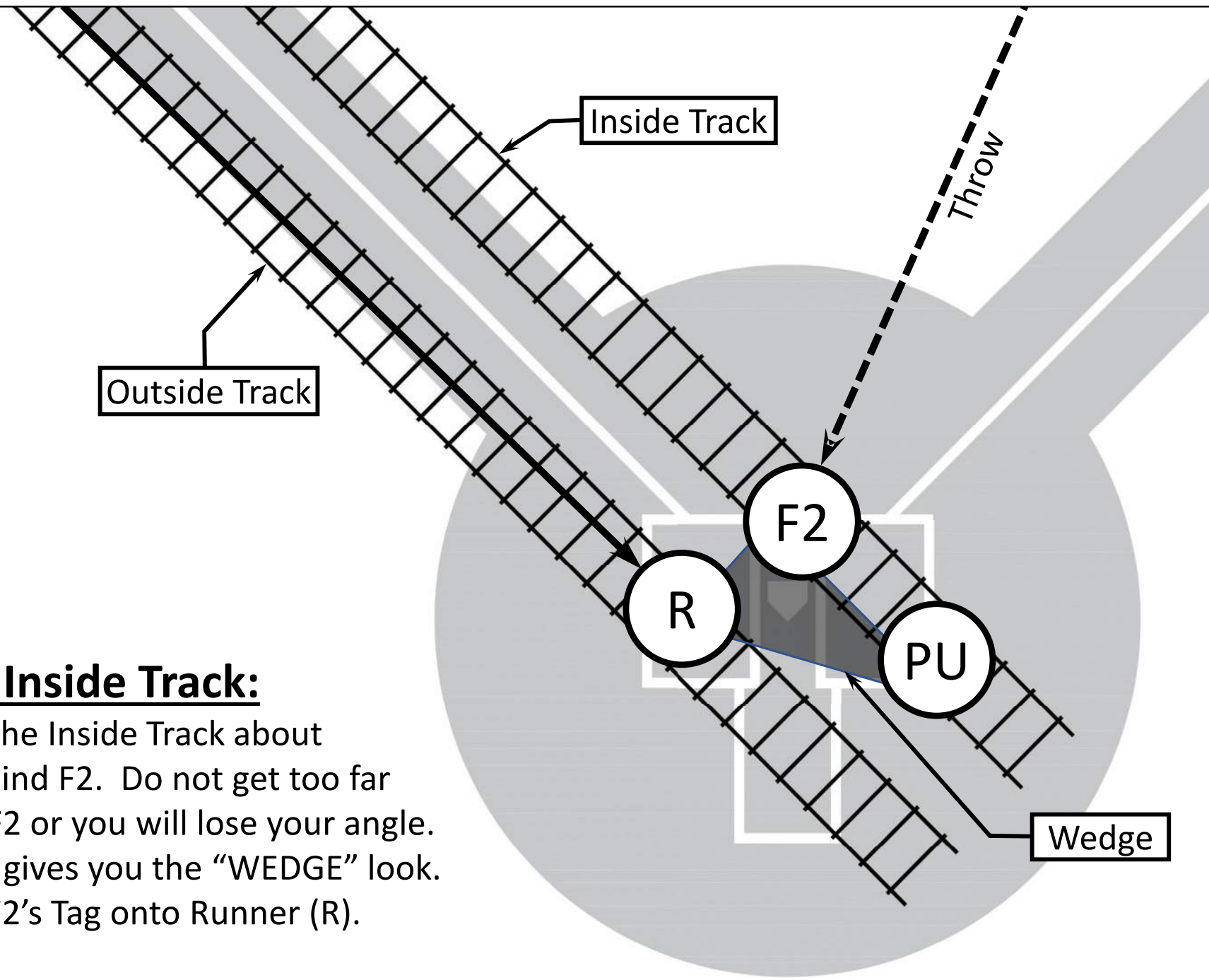
- ❑ For plays at the plate, the SDUA recommends the Umpire (PU) use what is called the “Track System.”
- ❑ Imagine a set of Train Tracks running along both sides of the 3rd Base line.
- ❑ Each side of the line has a Track.
 - Inside Track (in Fair Territory)
 - Outside Track (in Foul Territory)
- ❑ The Catcher (F2) determines the Track. The Track F2 uses to field the throw is the same Track PU must use.
- ❑ If F2 switches Tracks, PU also switches Tracks.
- ❑ The Track System ensures PU has the best possible look at the tag on the runner. This is known as the “WEDGE.”



Inside Track

Outside Track

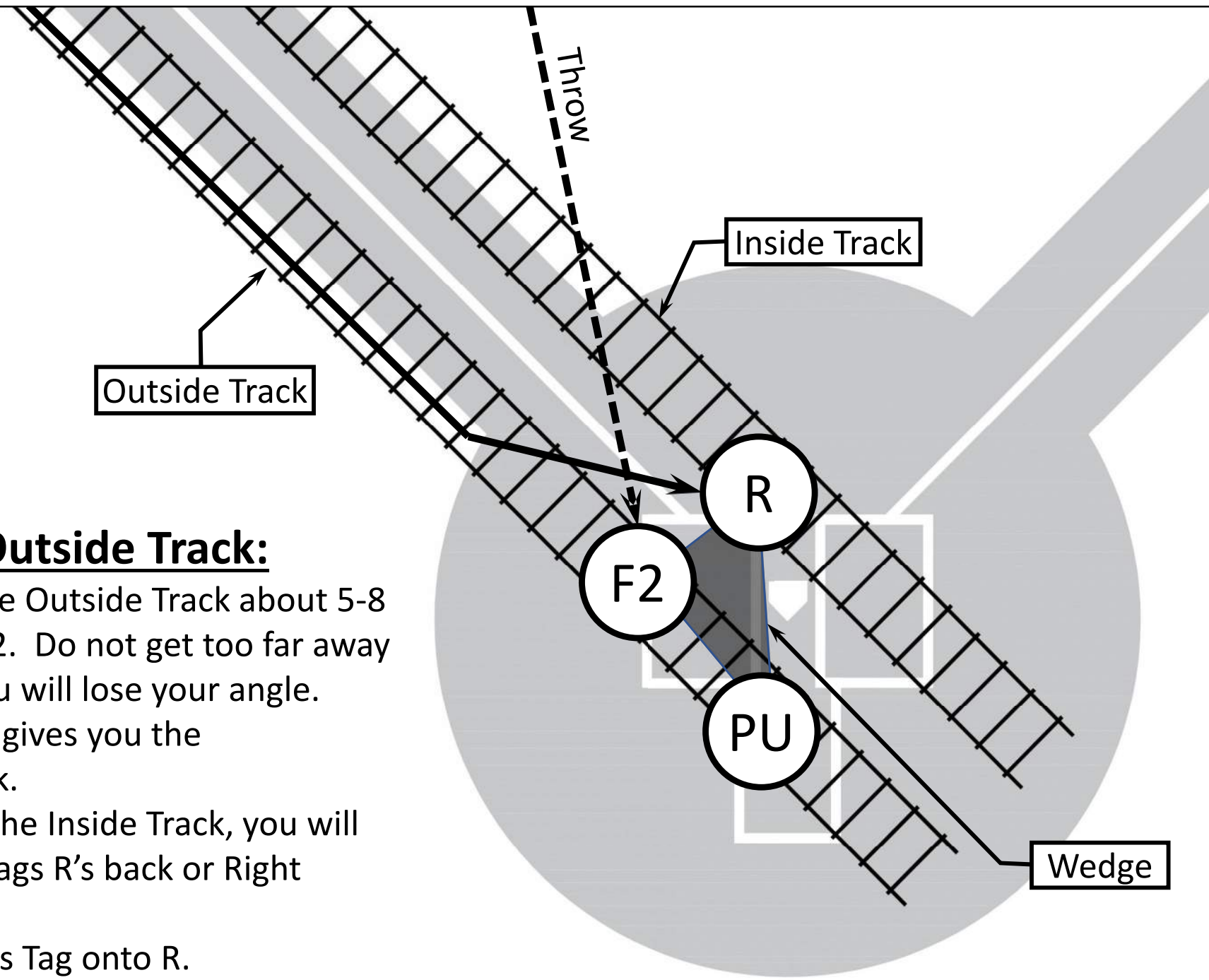
***Get on the
Right Track!***



F2 on the Inside Track:

- PU gets on the Inside Track about 5-8 feet behind F2. Do not get too far away from F2 or you will lose your angle.
- Inside Track gives you the "WEDGE" look.
- Follow the F2's Tag onto Runner (R).

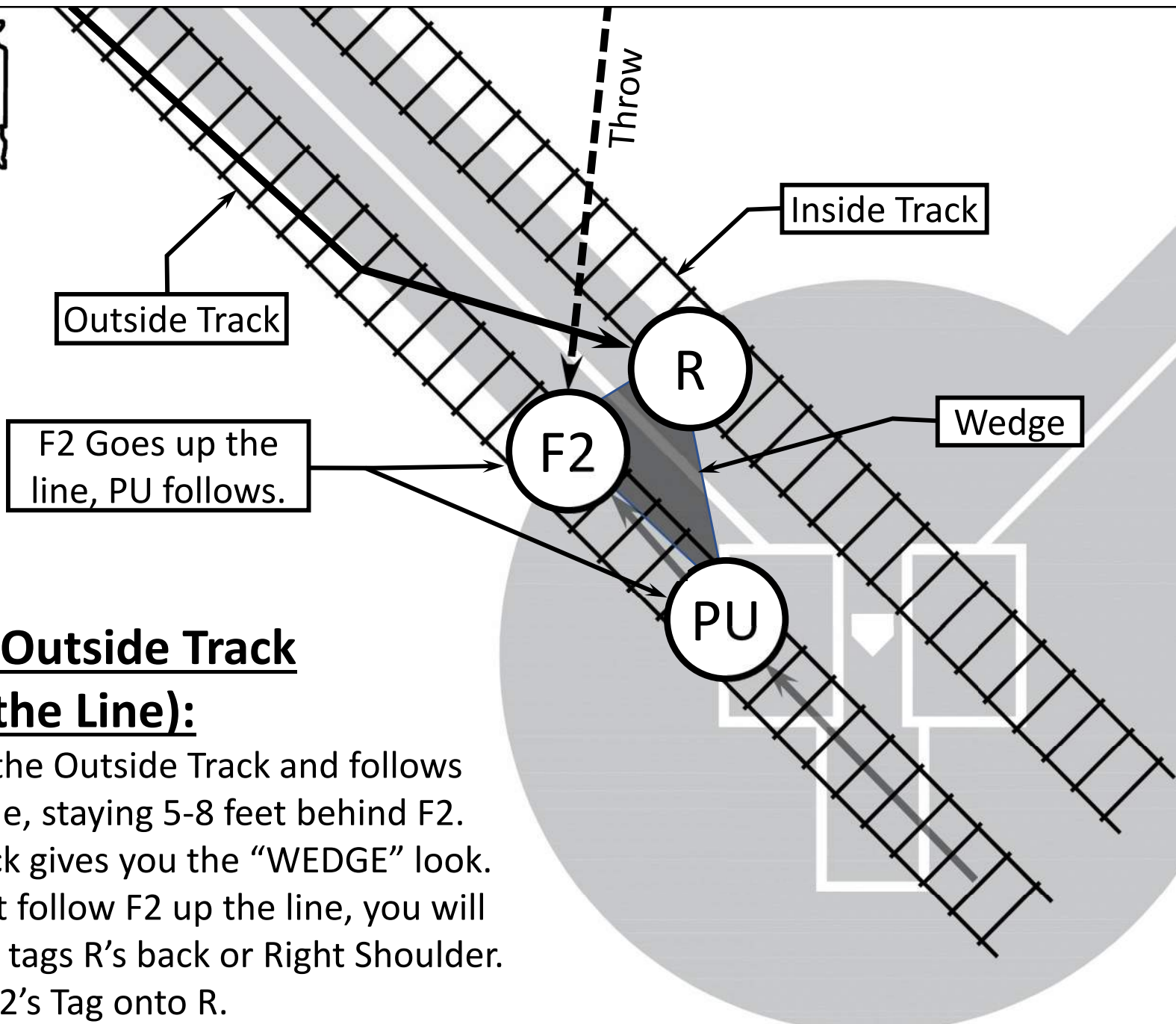
Get on the Right Track!



F2 on the Outside Track:

- PU Gets on the Outside Track about 5-8 feet behind F2. Do not get too far away from F2 or you will lose your angle.
- Outside Track gives you the “WEDGE” look.
- If you are on the Inside Track, you will not see if F2 tags R’s back or Right Shoulder.
- Follow the F2’s Tag onto R.

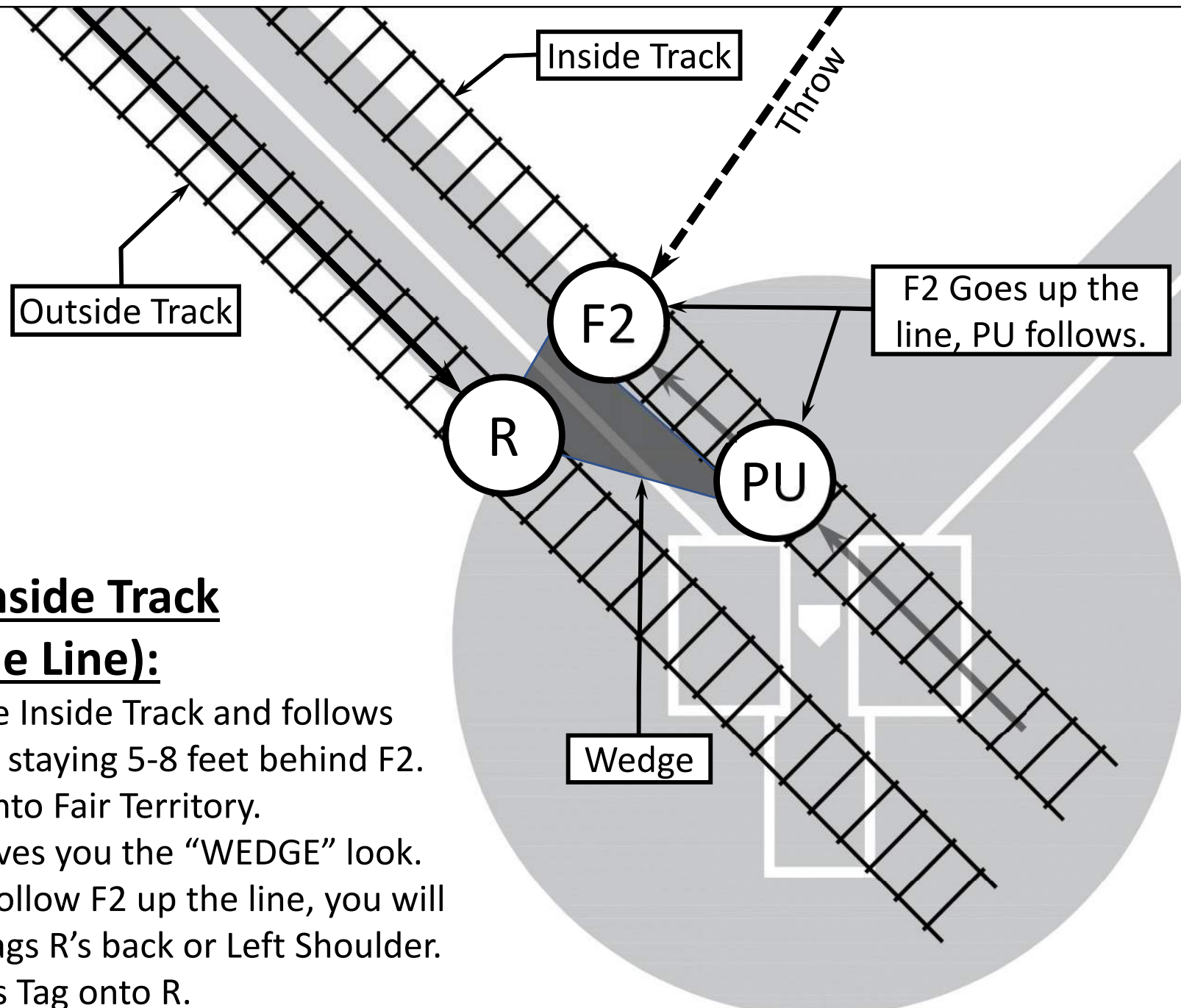
Get on the Right Track!



F2 on the Outside Track
(Goes up the Line):

- PU Gets on the Outside Track and follows F2 up the line, staying 5-8 feet behind F2.
- Outside Track gives you the “WEDGE” look.
- If you do not follow F2 up the line, you will not see if F2 tags R’s back or Right Shoulder.
- Follow the F2’s Tag onto R.
- If F2 goes up the line, there will be no play at/on the plate, so there is no reason to stay there to see the play.

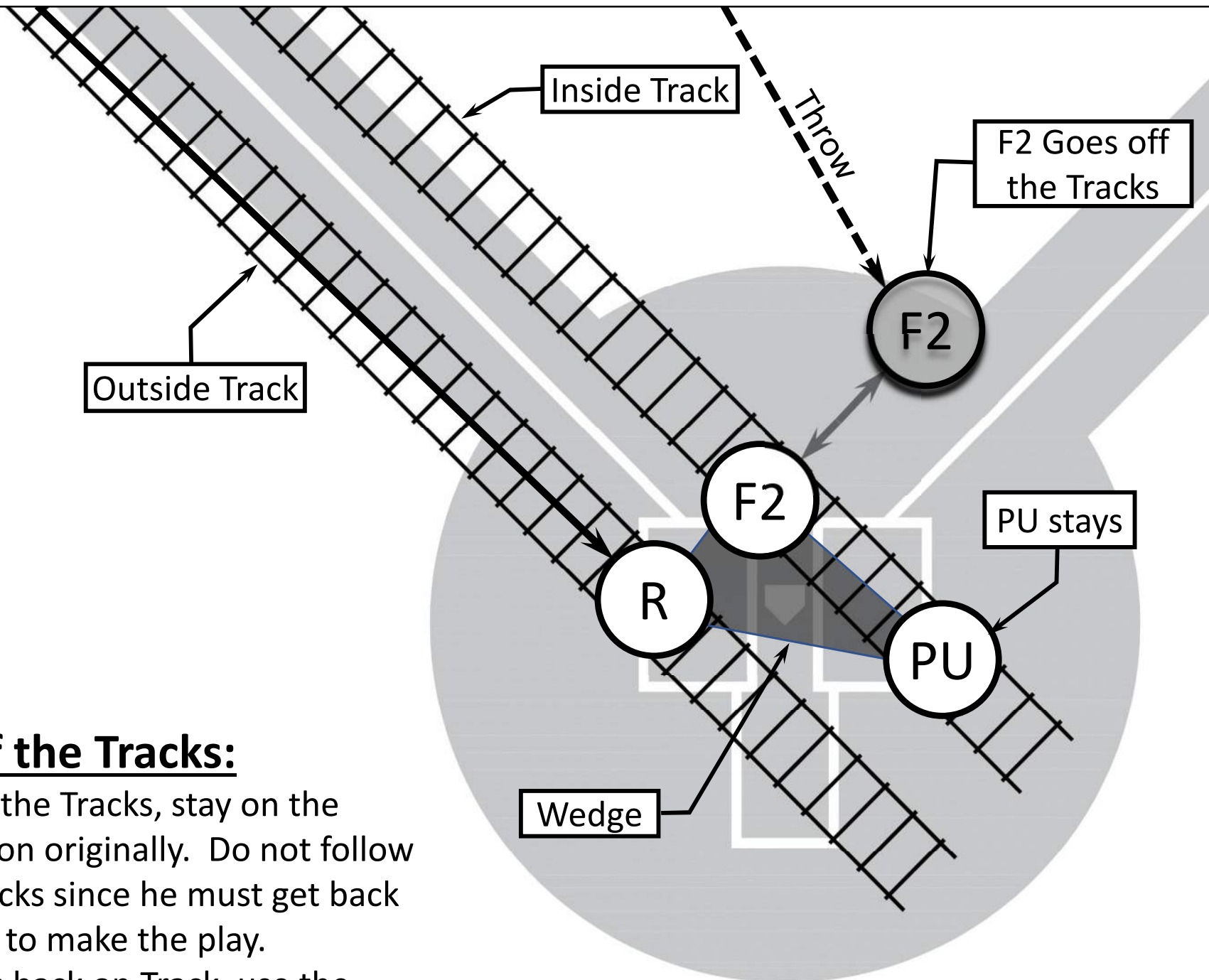
***Get on the
Right Track!***



F2 on the Inside Track
(Goes up the Line):

- PU Gets on the Inside Track and follows F2 up the line, staying 5-8 feet behind F2.
- It is OK to go into Fair Territory.
- Inside Track gives you the “WEDGE” look.
- If you do not follow F2 up the line, you will not see if F2 tags R’s back or Left Shoulder.
- Follow the F2’s Tag onto R.
- If F2 goes up the line, there will be no play at/on the plate, so there is no reason to stay there to see the play.

***Get on the
Right Track!***



F2 goes off the Tracks:

- If F2 goes off the Tracks, stay on the Track F2 was on originally. Do not follow F2 off the Tracks since he must get back on the Tracks to make the play.
- When F2 gets back on Track, use the proper Inside or Outside Track Mechanic.

Get on the Right Track!