

2-Umpire Mechanics

GENERAL NOTES:

- Conduct a pre-game meeting with your partner before EVERY game. See the "Pregame" document on the SDUA website.
- Call Priority (IN THIS ORDER!):
 1. Fair or Foul.
 2. Catch or No Catch.
 3. Base Runners and all other calls. Sacrifice not seeing interference, obstruction, a missed bag, etc. in order to ensure #1 and #2.
- The 2 Umpire system requires compromises. Always choose angle over distance. If you are trying to get closer to a play, make sure you are improving your angle and not just getting closer. Do not put yourself out of position for a follow-up play.
- See the "Track System" document on the SDUA website for achieving the best angle for making calls.
- Get set before making a call. Stop running with your head still.
- While you are set, you must be ready to take a read step to improve your angle on poor throw, etc.
- Always know where your partner is and where he/she will be going. Be prepared to fill in if he/she is mistakenly out of position. Work as a team!
- Work together on balk responsibilities.

Communication:

- You will communicate with your partner on almost every play. Examples include:
 - "I've got 3rd!" - "I'm on the line!"
 - "I've got the catch!" - "I'm staying home!"
 - "I'm going out!"
- When communicating, be sure to say what you are doing, not telling your partner what to do. Use "I've got 3rd" not "You've got 3rd."
- Catch: Umpire voices "That's a catch!"
- No catch: Umpire voices "NO!" or "Ball's down!" while using the safe signal. Do not use "No catch!"

Plate Umpire (PU):



- Be ready to MOVE! Plate umpires do more than call balls and strikes. You cannot watch the play from behind home plate assuming and hoping your partner makes all the calls.
- When covering 3rd base, you must communicate this to your partner. "I've got 3rd!" If you are unable to cover 3rd because you have responsibilities on the 1st base/right field line, you must also communicate this to your partner. "I'm on the line!" Be loud!!
- Check Swings: If a check swing could be strike 3 on a dropped ball, appeal to BU immediately. Do not wait to be asked.

- Responsible for all overthrows.
- Clearing the bat is only a courtesy to both teams. Clear the bat if you have the time but only if it will not put you out of position for a call. Clear the catcher's mask as well if you are able.

Base Umpire (BU):

- When going out on Fly Balls and Trouble Balls in your coverage area, you must communicate this to your partner. "I'm going out!"
- When PU is responsible for calls at 3rd, check to make sure PU will be there. If PU is not covering, be ready to assume the call.
- Responsible for the first play at any base except where noted.
- Responsible for ALL pick-off plays at ALL bases.
- Responsible for ALL steals at ALL bases.
- Do not over-commit to one play or one base with multiple runners.
- Assist PU on foul tips caught/not caught, foul balls off the batter, etc.
- During a play when you are responsible for only one base runner, shade toward that runner.

LEGEND

 = Plate Umpire
 = Base Umpire

B-R = Batter Runner
 R1 = Runner on 1st

R2 = Runner on 2nd
 R3 = Runner on 3rd

- Infield Hit = Batted ball (i.e. Ground Ball, Line Drive, Pop Fly, Bunt, etc.) that does not leave the infield.
- Clean Base Hit = Batted ball to the outfield, B-R reaches at least 1st base, and there is no "trouble."
- Fly Ball = All fly balls to the outfield.
- Call = Any play on a runner including force outs, tag plays, tagging up, interference, obstruction, etc. unless otherwise noted.
- Touch = A runner touching the base and any obstruction or interference that may occur at or near that base.

Base Umpire Positions

A Position:

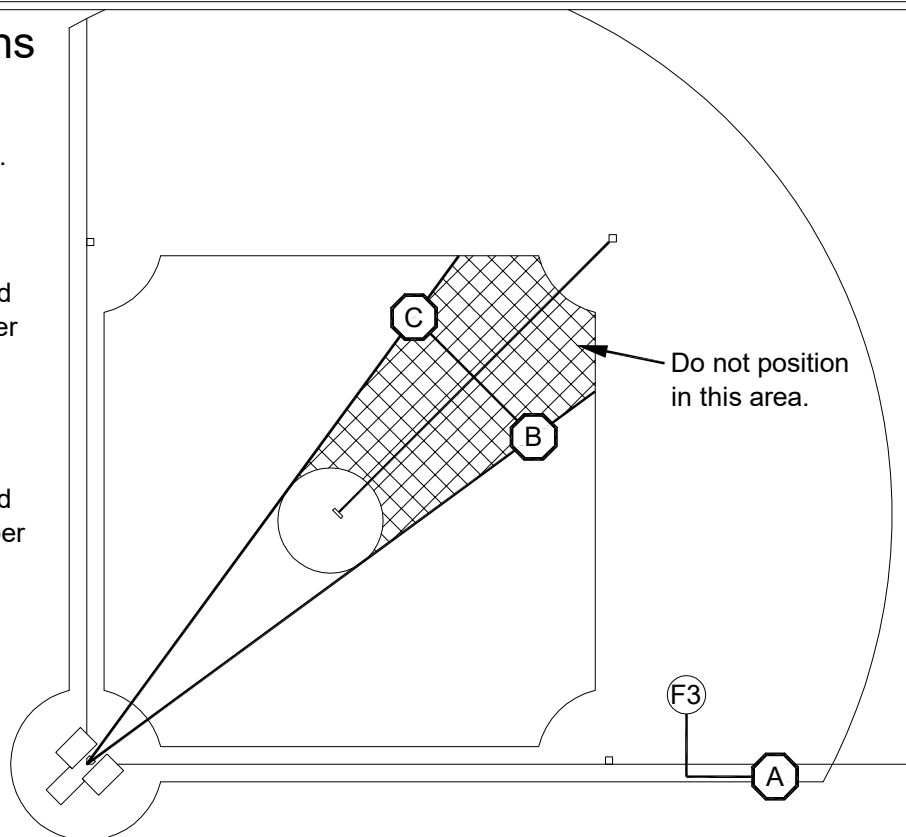
- 6-8 feet behind the 1st baseman.
- Both feet in foul territory.

B Position:

- Halfway between the mound and 2nd base. Do not position deeper (closer to 2nd base).
- 1st base side of the mound.

C Position:

- Halfway between the mound and 2nd base. Do not position deeper (closer to 2nd base).
- 3rd base side of the mound.



Fair/Foul Responsibility

With No Runners on:

PU:

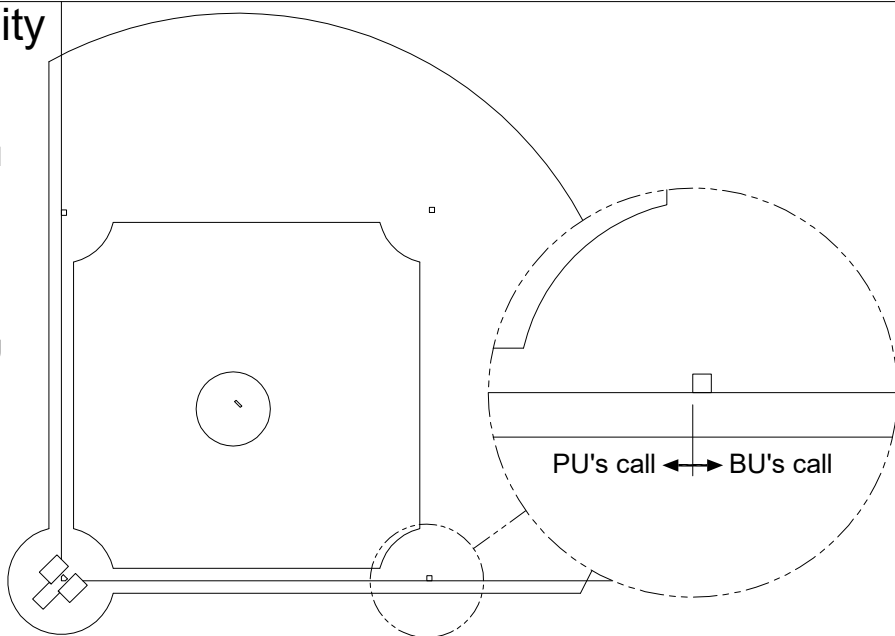
- All balls on the 3rd base/left field line.
- All balls on the 1st base line up to the 1st base bag.

BU (A):

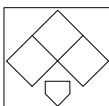
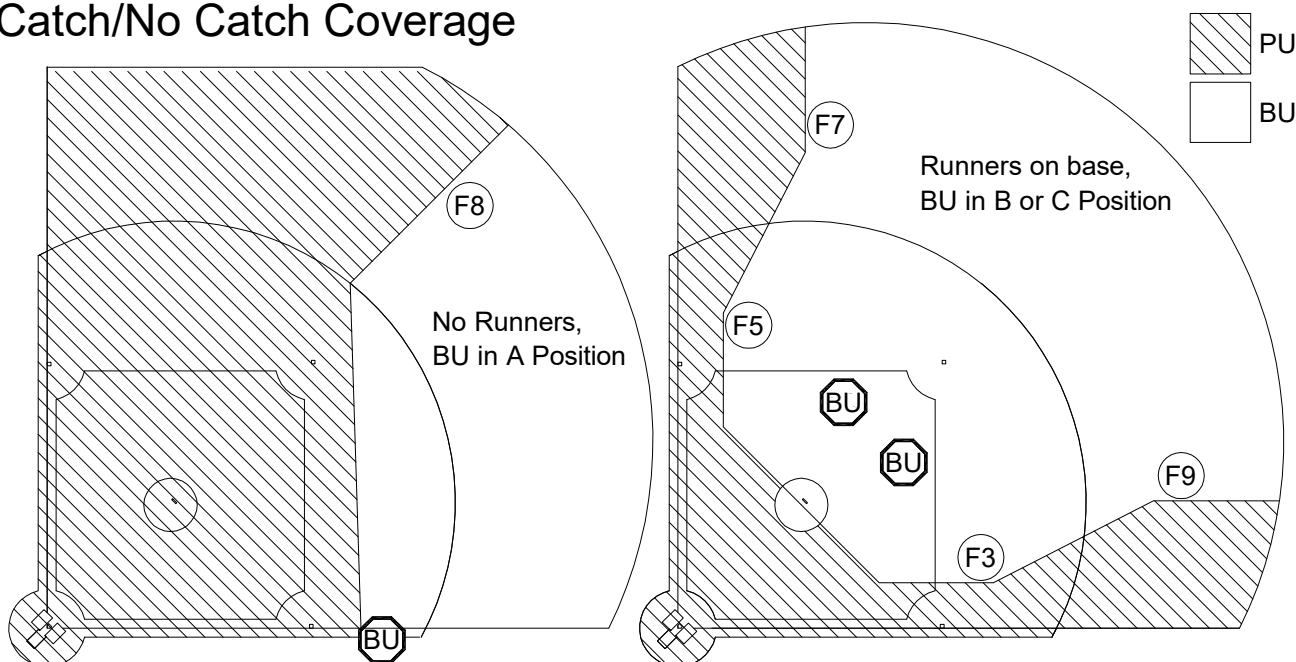
- All balls that hit the 1st base bag or go beyond the 1st base bag.
- Do not make PU make this call. This is your call!

With Runners on:

PU has ALL fair/foul responsibility.



Catch/No Catch Coverage



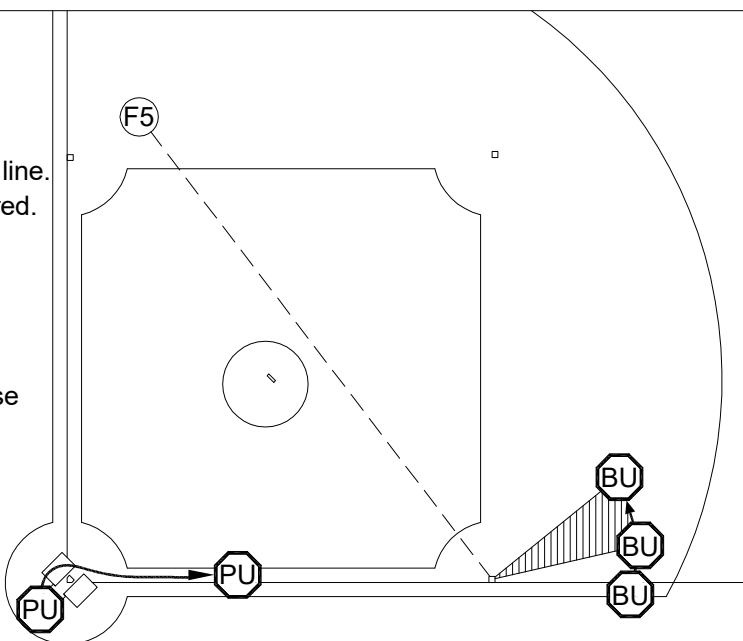
No Runners Play at 1st Base

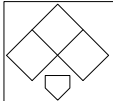
PU:

- Clear the catcher and follow B-R up 1st base line.
- Ensure B-R is in 45' running lane when required.
- Assist BU with swipe tags and pulled foot. DO NOT rule unless asked by BU.
- Take an overthrow.

BU (A):

- Position at least 2 Feet away from the 1st base line but no more than 90° from the throw, at least 15 Feet from the bag.
- Be prepared to take a read step to see a swipe tag or pulled foot.
- Stay in fair territory. Do not get in the way.
- Take B-R on an overthrow. Hustle to the infield, do not pivot.





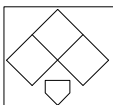
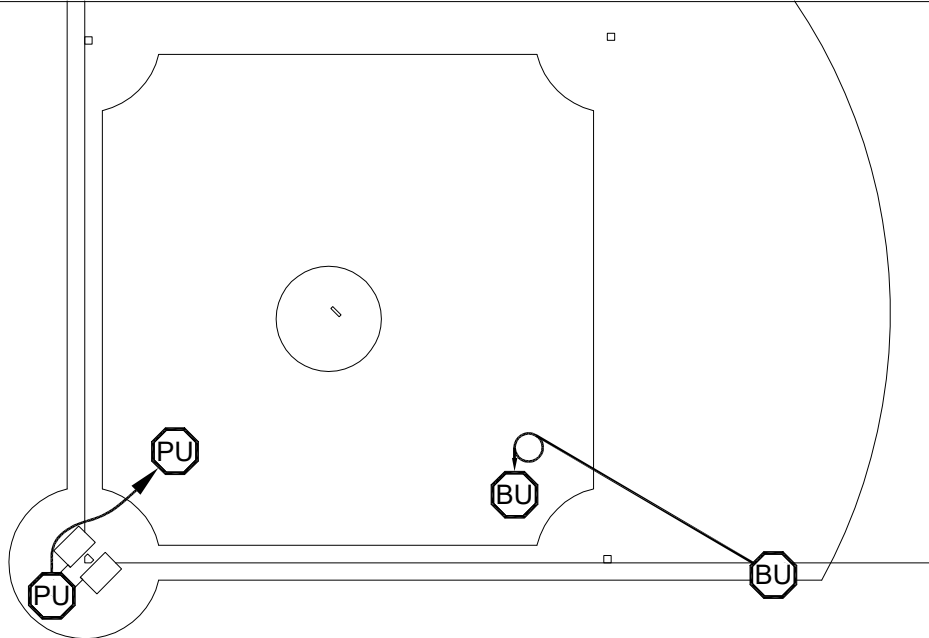
No Runners Infield Pop-up

PU:

- Clear the catcher and move toward the ball.
- Take the catch/no catch.
- Take an overthrow.

BU (A):

- Pivot:
 - Hustle toward 1st base cutout ahead of B-R while watching the ball and B-R.
 - Pivot to face 1st base to take B-R at/near 1st.
- Take B-R to 2nd & 3rd.



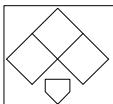
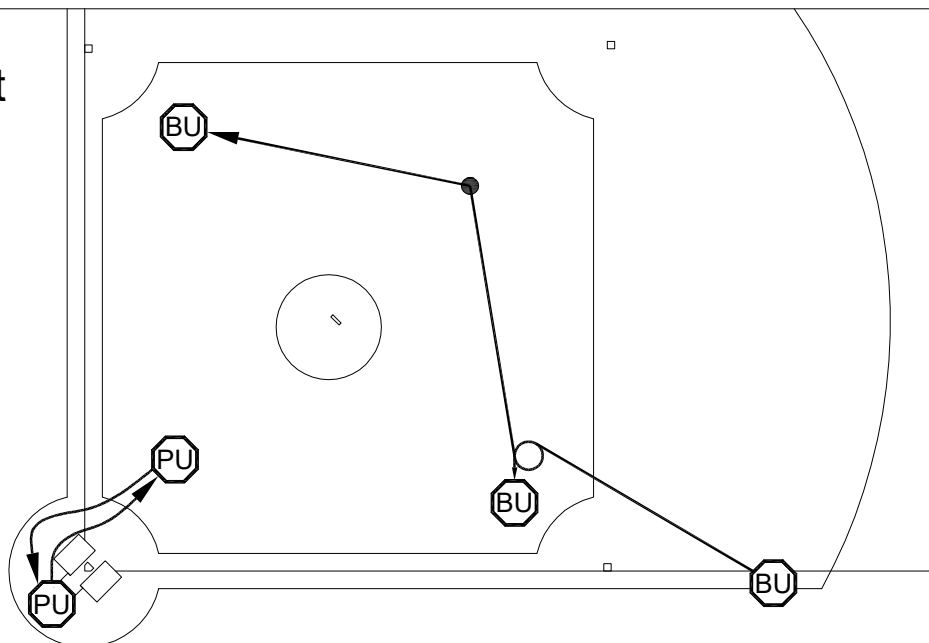
No Runners Clean Base Hit

PU:

- Clear the catcher and move toward the ball.
- Take B-R at home.

BU (A):

- Pivot:
 - Hustle toward 1st base cutout ahead of B-R while watching the ball and B-R.
 - Pivot to face 1st base to take B-R at/near 1st.
- Take B-R to 2nd & 3rd.



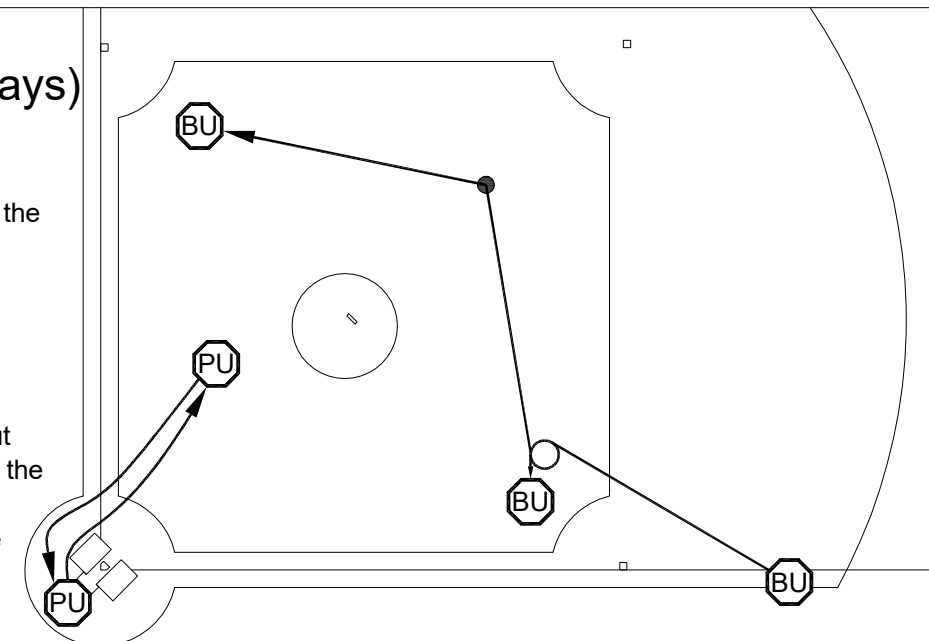
No Runners Fly Ball (BU Stays)

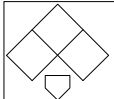
PU:

- Clear the catcher and move toward the ball to get a view of the ball, catch/no catch.
- Take the catch/no catch.
- Take B-R at home.

BU (A):

- Pivot:
 - Hustle toward 1st base cutout ahead of B-R while watching the ball and B-R.
 - Pivot to face 1st base to take B-R at/near 1st.
- Take B-R to 2nd & 3rd.





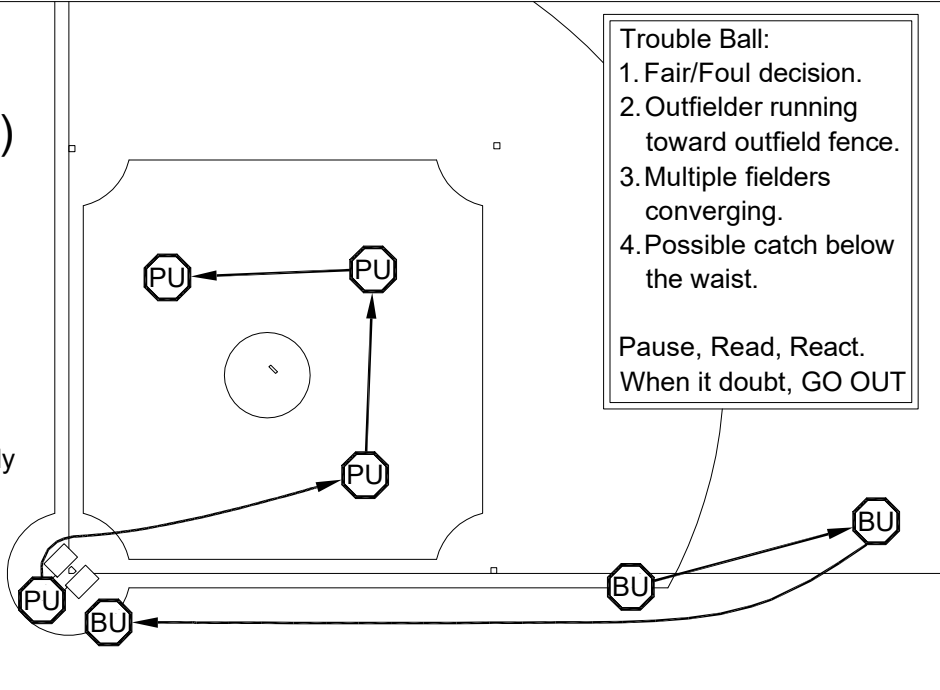
No Runners Trouble Ball (BU Goes Out)

PU:

- Clear the catcher and hustle into the infield.
- Take B-R at 1st, 2nd, & 3rd.
- Take B-R at home if BU cannot cover.

BU (A):

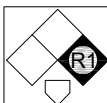
- Go out and get a good angle on the play. Do not run directly toward the ball.
- Take the catch/no catch.
- Stay out until there is no more trouble.
- Return in foul territory.
- Take B-R at home.



Trouble Ball:

1. Fair/Foul decision.
2. Outfielder running toward outfield fence.
3. Multiple fielders converging.
4. Possible catch below the waist.

Pause, Read, React.
When it doubt, GO OUT



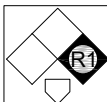
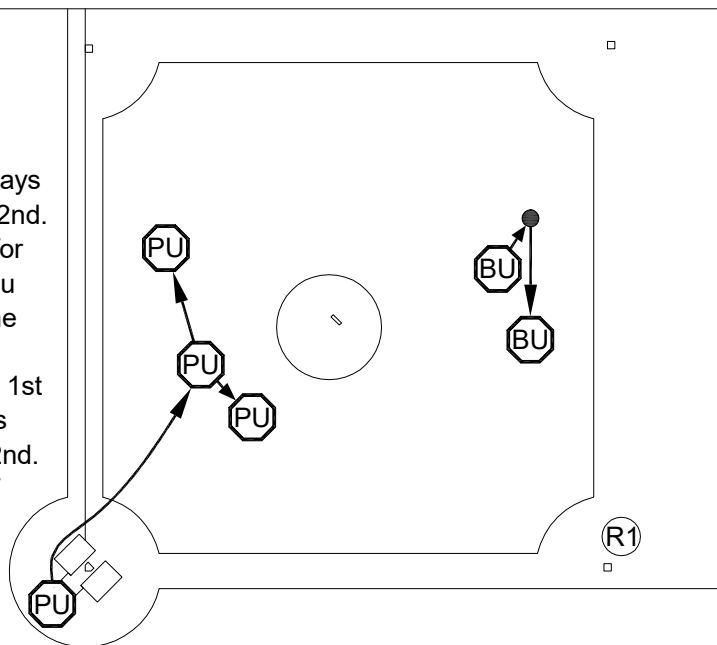
Runner on 1st Infield Hit (Double Play)

PU:

- Clear the catcher and move to 3rd base side of the mound to assist with FPSR at 2nd.
- If R1 is out:
 - Stay with the play at 2nd to rule on FPSR.
 - Assist BU with swipe tag and pulled foot at 1st only after action at 2nd has ended. DO NOT rule unless asked by BU.
- If R1 is safe, take R1 at 3rd.
- Take all calls/touches at home.

BU (B):

- Position for plays at both 1st & 2nd.
- Responsible for FPSR until you turn to take the play at 1st.
- Do not turn to 1st until the ball is thrown from 2nd.
- Take all calls/touches at 1st & 2nd.



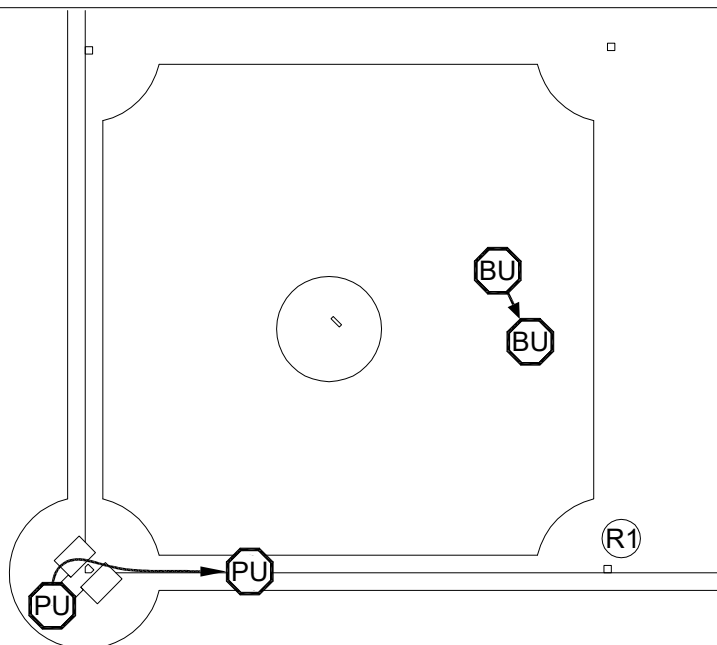
Runner on 1st Infield Hit - 1st Base Line

PU:

- Clear the catcher and move up the 1st base line.
- "I'm on the line!" Communicate to BU.
- Position to rule on fair/foul.
- Ensure B-R is in 45' running lane when required.
- Assist BU with swipe tag and pulled foot at 1st. DO NOT rule unless asked by BU.
- Assist with FPSR at 2nd.
- Take all calls/touches at home.

BU (B):

- Take all calls/touches at 1st, 2nd, & 3rd.



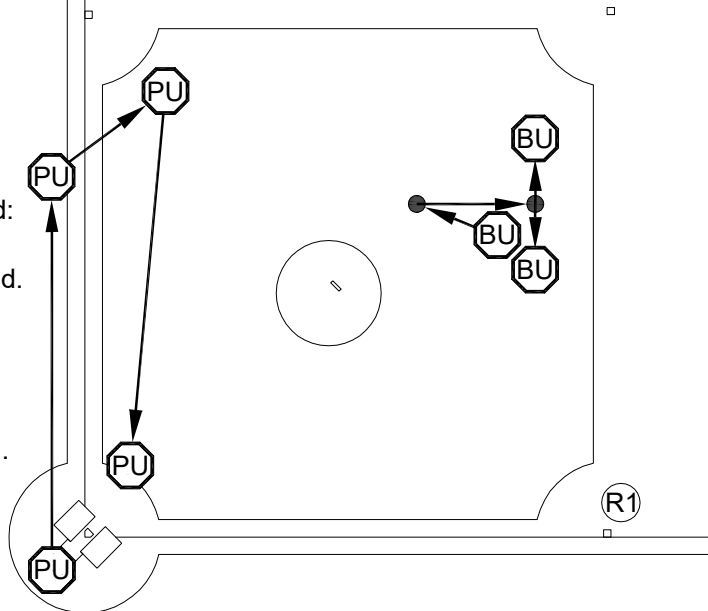
Runner on 1st Clean Base Hit

PU:

- Hustle up the 3rd base line.
- "I've got 3rd!"
- Communicate to BU.
- If R1 advances to 3rd:
 - Move into the 3rd base cutout to make the call.
 - If R1 advances home, hustle home in fair territory.
- If R1 stays at 2nd, stay in foul territory up the 3rd base line.
- Take all calls/touches at 3rd & Home.

BU (B):

- If R1 advances to 3rd:
 - Release R1 to PU after R1 rounds 2nd.
 - Shift toward 1st to take B-R.
 - Take B-R to 3rd.
- If R1 stays at 2nd do not release R1 to PU.
- Take all calls/touches at 1st & 2nd.



Runner on 1st Fly Ball

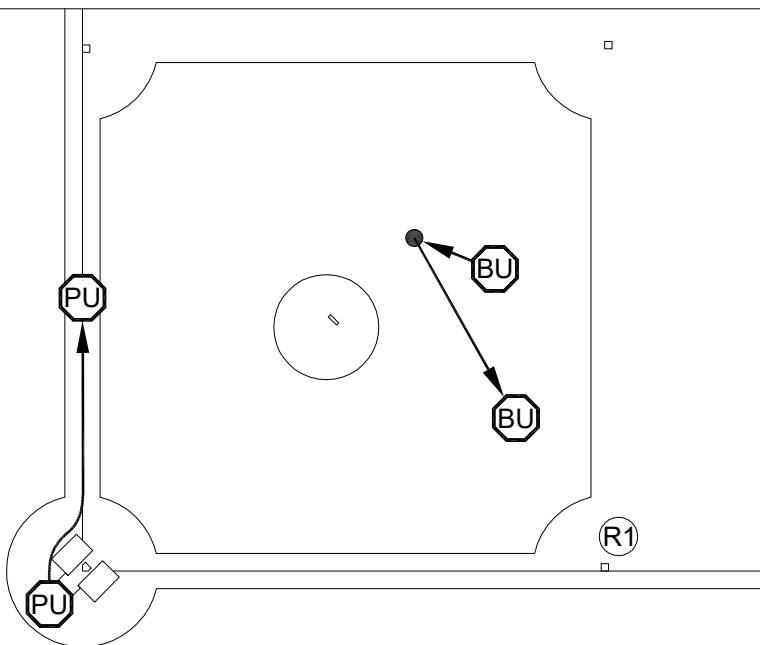
Use "Clean Base Hit" mechanic if the ball is fair and uncaught or if there are 2 out.

PU:

- Clear the catcher and move up the 3rd base line to get a view of the ball, catch/no catch if in your coverage area.
- Take the catch/no catch if in your coverage area.

BU (B):

- Position for the best view of the catch/no catch if in your coverage area.
- Take the catch/no catch if in your coverage area.
- Take all calls/touches at 1st, 2nd, & 3rd.



Runner on 1st Right Field Trouble Ball

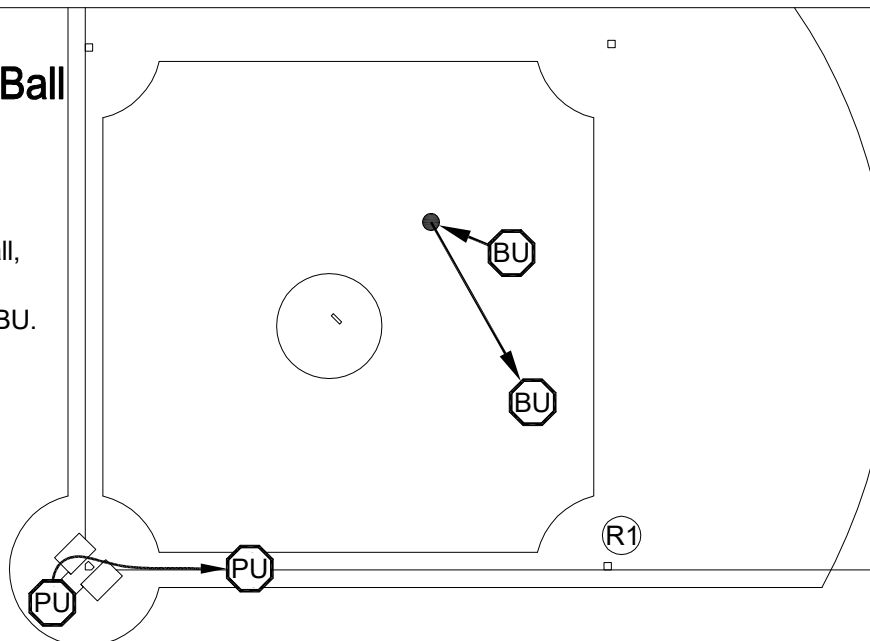
PU:

- Clear the catcher and move up the 1st base line to get a view of the ball, catch/no catch.
- "I'm on the line!" Communicate to BU.
- Take the catch/no catch.
- Take all calls/touches at home.

BU (B):

- Take all calls/touches at 1st, 2nd, & 3rd.

**If the ball drops, DO NOT rotate.
PU will stay on the 1st base line,
BU will take 1st, 2nd, & 3rd.



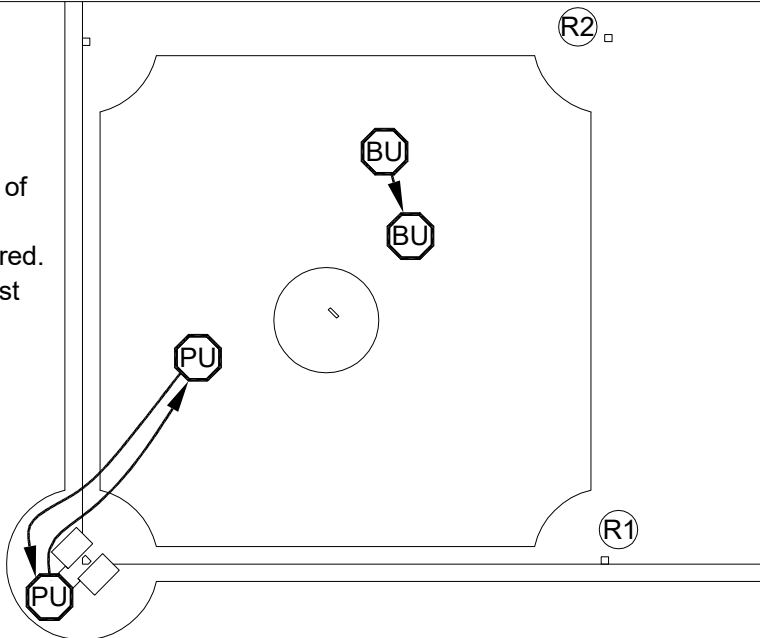
Runners on 1st & 2nd Infield Hit

PU:

- Clear the catcher and move to 3rd base side of the mound to assist with FPSR at 2nd & 3rd.
- Ensure B-R is in 45' running lane when required.
- Assist BU with swipe tag and pulled foot at 1st only after action at 2nd/3rd has ended.
DO NOT rule unless asked by BU.
- Take all calls/touches at home.

BU (C):

- Responsible for FPSR at 1st, 2nd, & 3rd.
- Take all calls/touches at 1st, 2nd, & 3rd.



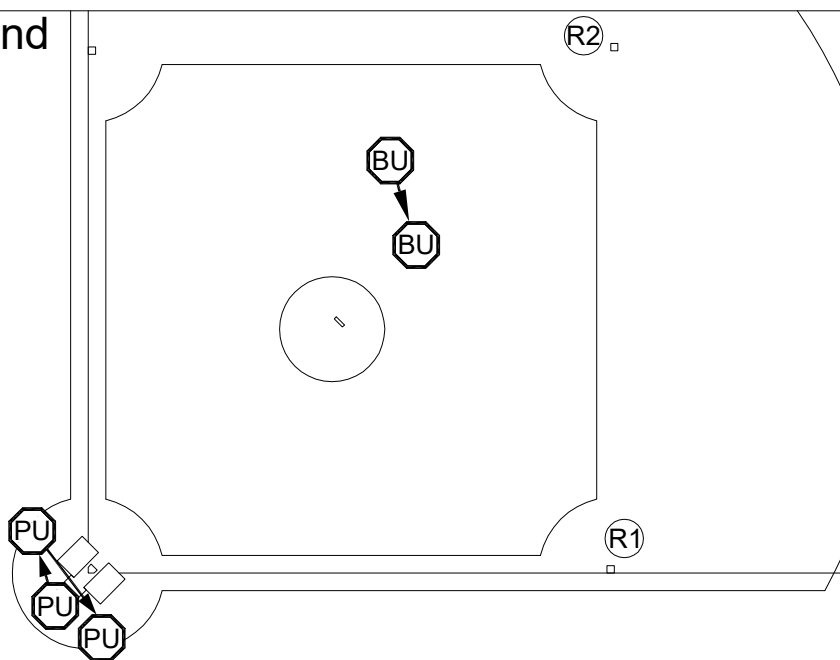
Runners on 1st & 2nd Clean Base Hit

PU:

- Clear the catcher and move toward the 3rd base side of home plate.
- Take all touches at 3rd.
- Take all calls/touches at home.
Get in position!

BU (C):

- Take all calls at 1st, 2nd, & 3rd.
- Take all touches at 1st & 2nd.



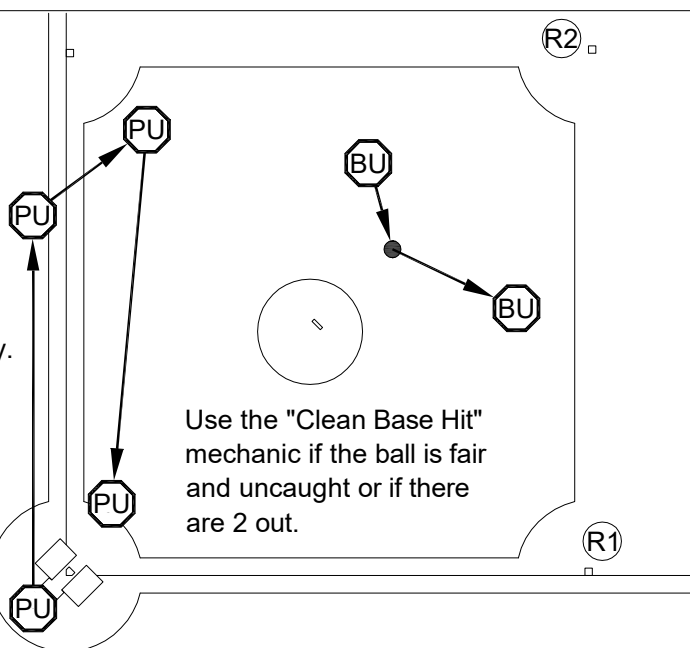
Runners on 1st & 2nd Fly Ball

PU:

- Hustle up the 3rd base line.
- "I've got 3rd!" Communicate to BU.
- Take the catch/no catch if in your coverage area.
- If R1 tags and advances to 3rd:
 - Move into the 3rd base cutout to make the call.
 - If R1 advances home, hustle home in fair territory.
- If R1 stays at 2nd, stay in foul territory up the 3rd base line.
- Take all calls/touches at home.

BU (C):

- Take the catch/no catch if in your coverage area.
- Take tag up of R2.
- Take all calls/touches at 1st & 2nd.
- Take R1 to 3rd.





Runners on 1st & 2nd Right Field Trouble Ball

PU:

- Clear the catcher and move up the 1st base line to get a view of the ball, catch/no catch.
- "I'm on the line!" Communicate to BU.
- Take the catch/no catch.
- Take all calls/touches at home.

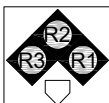
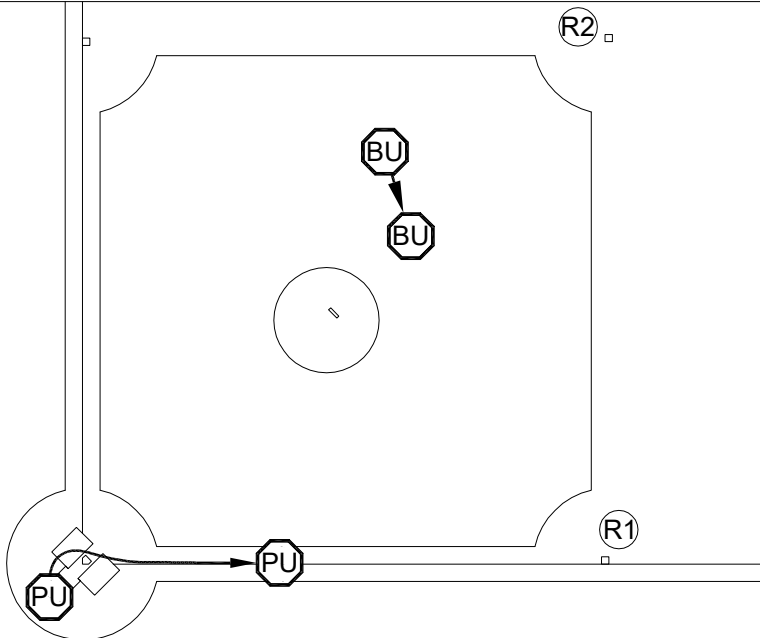
BU (C):

- Take all calls/touches at 1st, 2nd, & 3rd.

**** DO NOT rotate.**

PU will stay on the 1st base line,

BU will have 1st, 2nd, & 3rd.



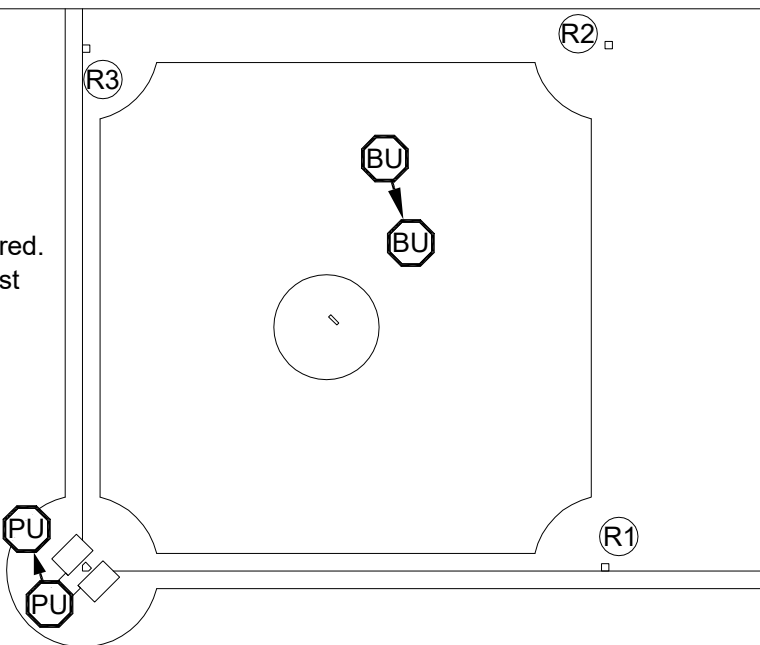
Bases Loaded Infield Hit

PU:

- Clear the catcher and position to assist with FPSR at 2nd & 3rd. Stay in foul territory.
- Ensure B-R is in 45' running lane when required.
- Assist BU with swipe tag and pulled foot at 1st only after action at 2nd/3rd has ended. DO NOT rule unless asked by BU.
- Take all calls/touches at home, including FPSR at home.

BU (C):

- Responsible for FPSR at 1st, 2nd, & 3rd.
- Take all calls/touches at 1st, 2nd, & 3rd.



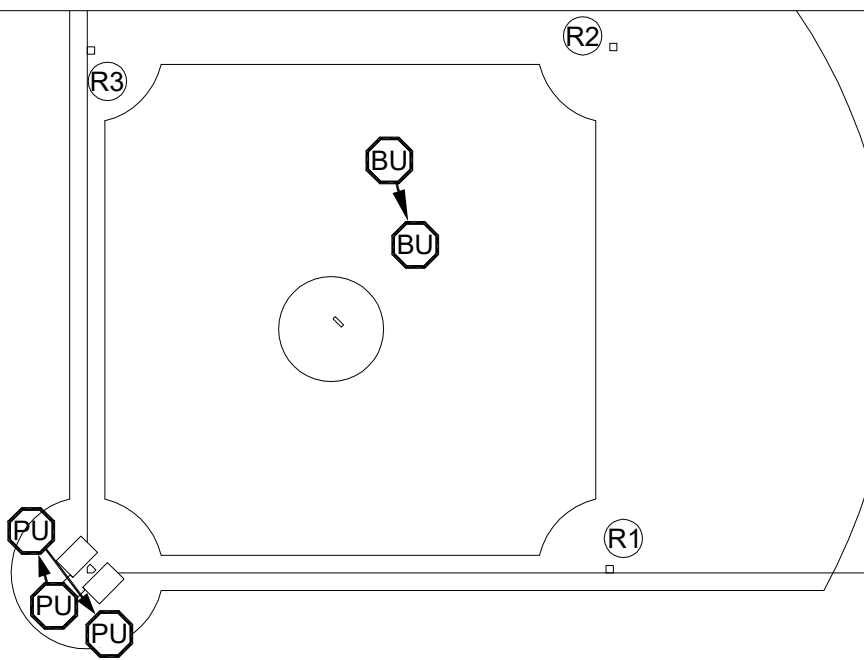
Bases Loaded Clean Base Hit

PU:

- Clear the catcher and move toward the 3rd base side of home plate.
- Take all touches at 3rd.
- Take all calls/touches at home. Get in position!

BU (C):

- Take all calls at 1st, 2nd, & 3rd.
- Take all touches at 1st & 2nd.



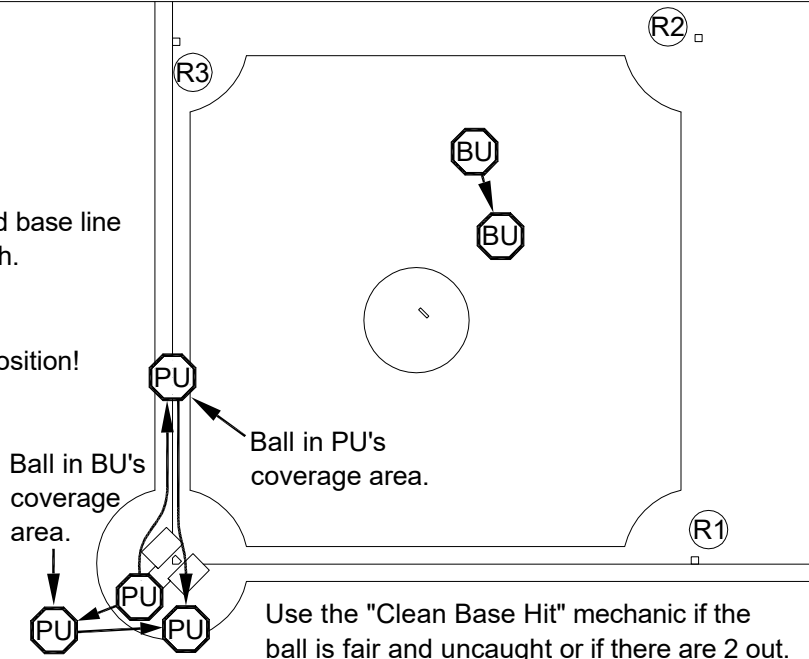
Bases Loaded Fly Ball

PU:

- In PU's Coverage Area:
 - Clear the catcher and move up the 3rd base line to get a view of the ball, catch/no catch.
 - Take the catch/no catch.
- Take the tag up of R3.
- Take all calls/touches at home. Get in position!

BU (C):

- Position for the best view of the catch/no catch if in your coverage area.
- Take the catch/no catch if in your coverage area.
- Take all calls/touches at 1st & 2nd.
- Take all calls at 3rd.



Bases Loaded Right Field Trouble Ball

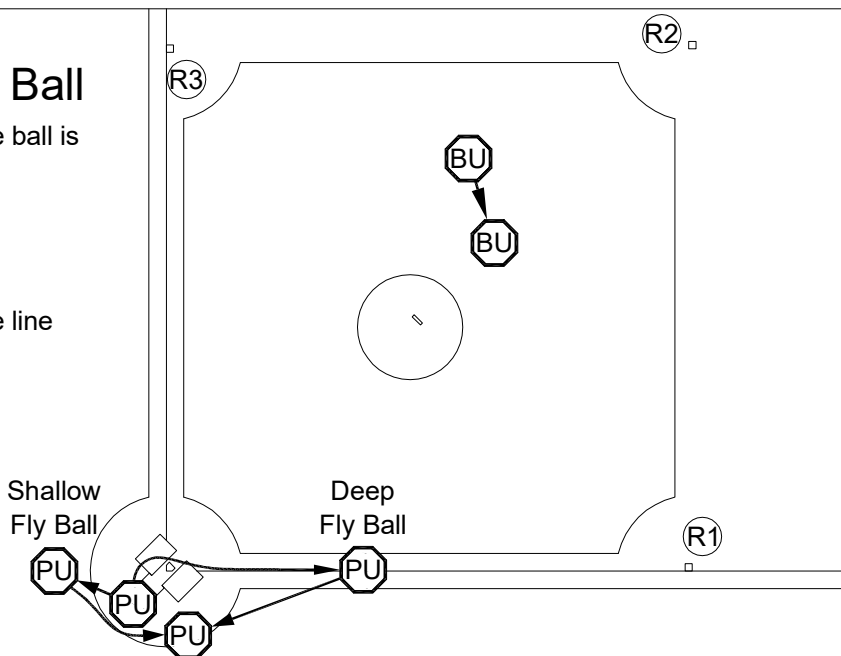
Use the "Clean Base Hit" mechanic if the ball is fair and uncaught or if there are 2 out.

PU:

- Position to get a view of the ball, catch/no catch and the tag up of R3.
 - Shallow Fly Ball: Back up - 1st base line extended.
 - Deep Fly Ball: Go up 1st base line.
- Take the catch/no catch
- Take the tag up of R3.
- Take all calls/touches at home. Get in position!

BU (C):

- Take all calls/touches at 1st & 2nd.
- Take all calls at 3rd.



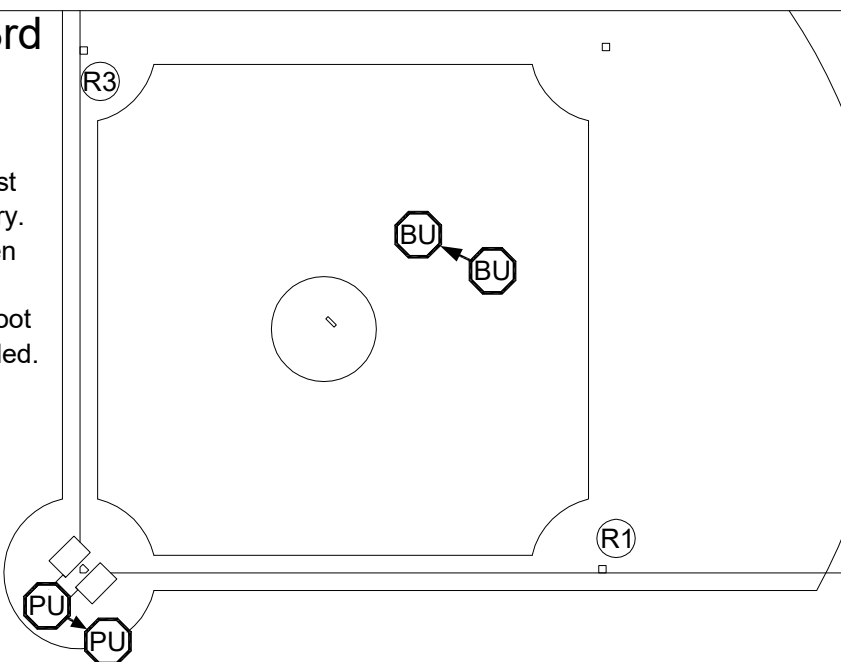
Runners on 1st & 3rd Infield Hit

PU:

- Clear the catcher and position to assist with FPSR at 2nd. Stay in foul territory.
- Ensure B-R is in 45' running lane when required.
- Assist BU with swipe tag and pulled foot at 1st only after action at 2nd has ended. DO NOT rule unless asked by BU.
- Take all calls/touches at home.

BU (B):

- Responsible for FPSR at 2nd.
- Take all calls/touches at 1st, 2nd, & 3rd.



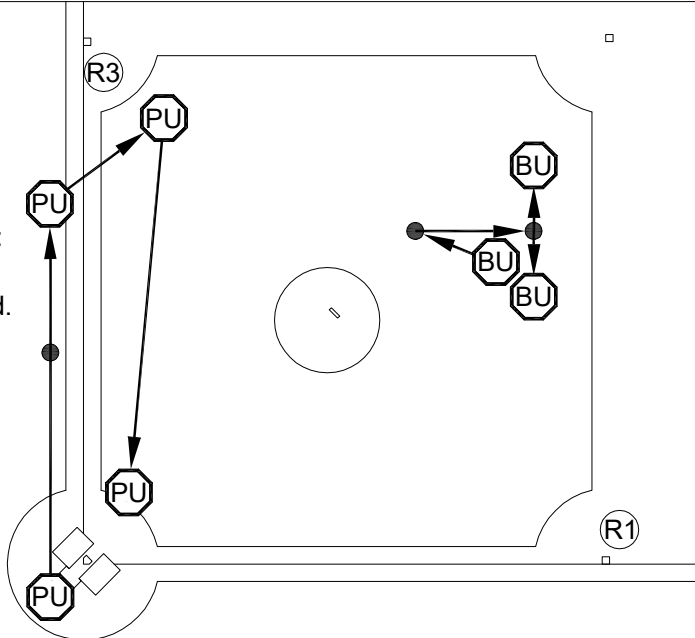
Runners on 1st & 3rd Clean Base Hit

PU:

- Hustle up the 3rd base line.
- "I've got 3rd!"
- Communicate to BU.
- If R1 advances to 3rd:
 - Move into the 3rd base cutout to make the call.
 - If R1 advances home, hustle home in fair territory.
- If R1 stays at 2nd, stay in foul territory up the 3rd base line.
- Take all calls/touches at 3rd & Home.

BU (B):

- If R1 advances to 3rd:
 - Release R1 to PU after R1 rounds 2nd.
 - Shift toward 1st to take B-R.
 - Take B-R to 3rd.
- If R1 stays at 2nd do not release R1 to PU.
- Take all calls/touches at 1st & 2nd.



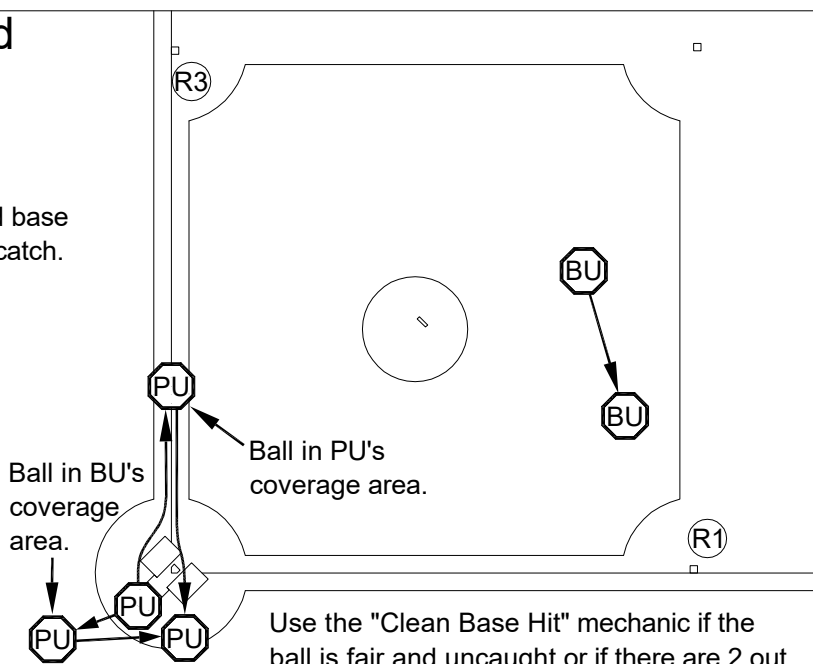
Runners on 1st & 3rd Fly Ball

PU:

- In PU's Coverage Area:
 - Clear the catcher and move up the 3rd base line to get a view of the ball, catch/no catch.
 - Take the catch/no catch.
- Take the tag up of R3.
- Take all calls/touches at home.
- Get in position!

BU (B):

- Position for the best view of the catch/no catch if in your coverage area.
- Take the catch/no catch if in your coverage area.
- Take all calls/touches at 1st & 2nd.
- Take all calls at 3rd.



Runners on 1st & 3rd Right Field Trouble Ball

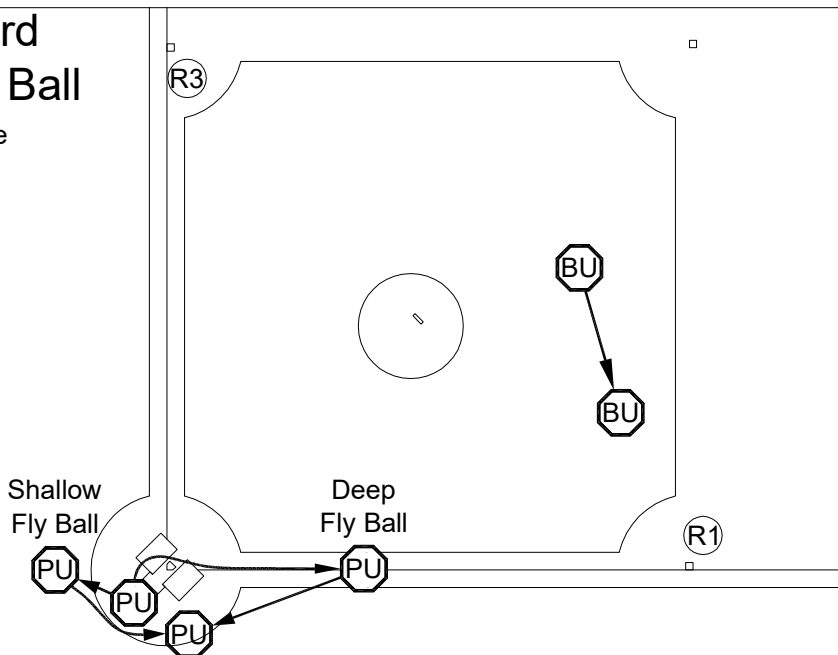
Use the "Clean Base Hit" mechanic if the ball is fair and uncaught or if there are 2 out.

PU:

- Position to get a view of the ball, catch/no catch and the tag up of R3.
 - Shallow Fly Ball: Back up - 1st base line extended.
 - Deep Fly Ball: Go up 1st base line.
- Take the catch/no catch
- Take the tag up of R3.
- Take all calls/touches at home.
- Get in position!

BU (B):

- Take all calls/touches at 1st & 2nd.
- Take all calls at 3rd.



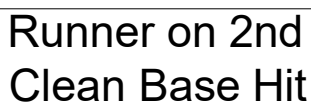
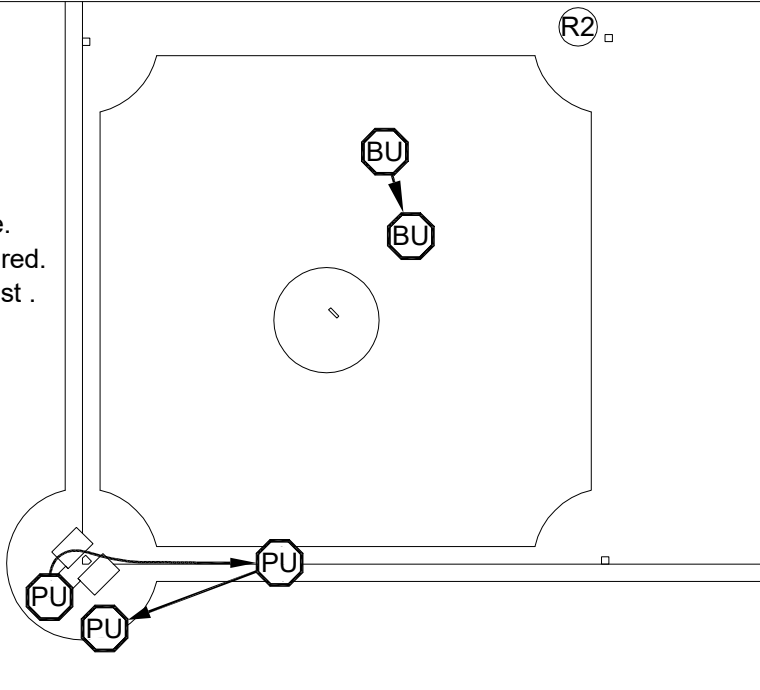


PU:

- Clear the catcher and move up first base line.
- Ensure B-R is in 45' running lane when required.
- Assist BU with swipe tag and pulled foot at 1st .
DO NOT rule unless asked by BU.
- Take an overthrow.
- Take all calls/touches at home.

BU (C):

- Take all calls/touches at 1st, 2nd, & 3rd.

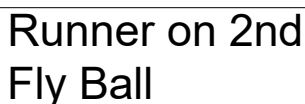
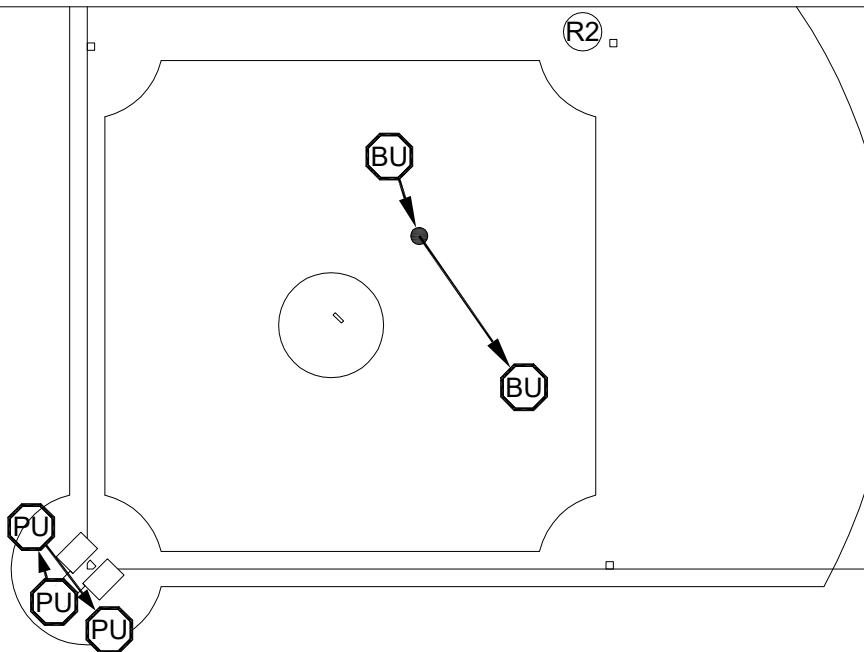


PU:

- Clear the catcher and move toward the 3rd base side of home plate.
- Take all touches at 3rd.
- Take all calls/touches at home.
Get in position!

BU (C):

- Take all calls at 1st, 2nd, & 3rd.
- Take all touches at 1st & 2nd.

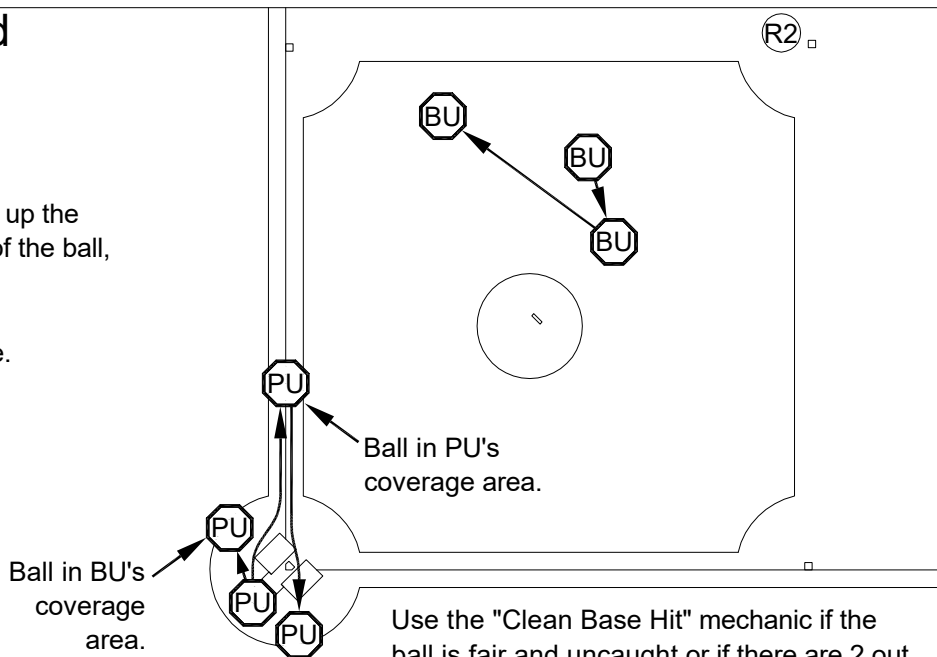


PU:

- In PU's Coverage Area:
 - Clear the catcher and move up the 3rd base line to get a view of the ball, catch/no catch.
 - Take the catch/no catch.
- Take all calls/touches at home.
Get in position!

BU (C):

- Take the tag up of R2.
- Take all calls at 3rd.



Use the "Clean Base Hit" mechanic if the ball is fair and uncaught or if there are 2 out.



Runner on 2nd Right Field Trouble Ball

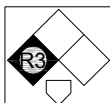
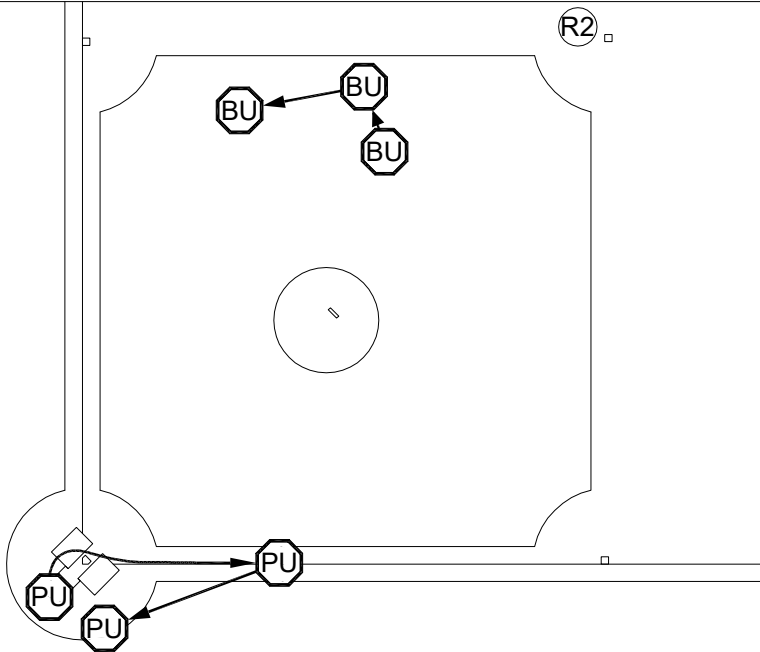
Use "Clean Base Hit" mechanic if the ball is fair and uncaught or if there are 2 out.

PU:

- Clear the catcher and move up the 1st base line to get a view of the ball, catch/no catch.
- "I'm on the line!" Communicate to BU.
- Take the catch/no catch.
- Take all calls/touches at home.

BU (C):

- Take the tag up of R2.
- Take all calls/touches at 3rd.



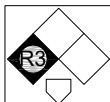
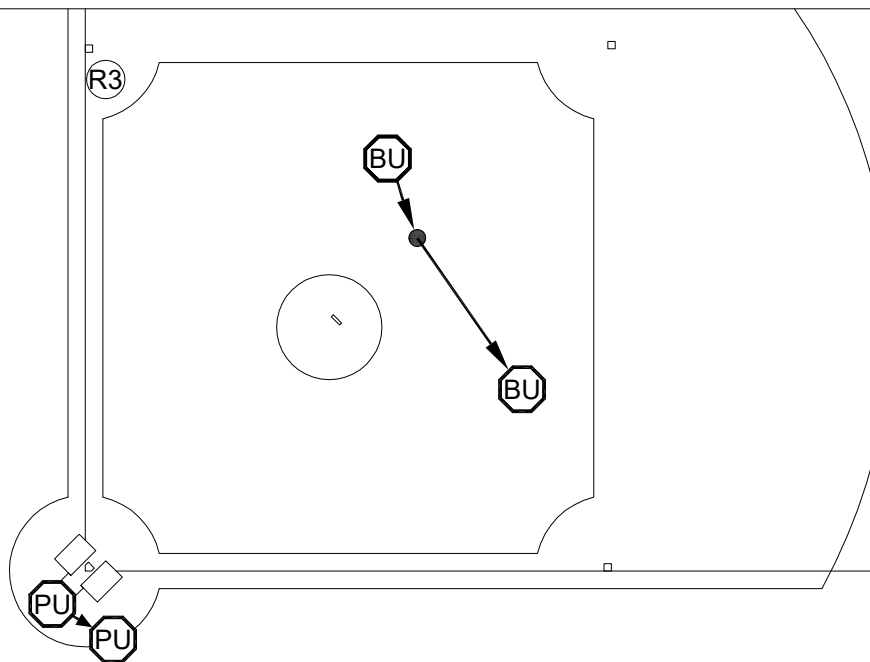
Runner on 3rd Infield Hit

PU:

- Clear the catcher and position to assist BU with swipe tag and pulled foot at 1st.
- Ensure B-R is in 45' running lane when required.
- Assist BU with swipe tag and pulled foot at 1st. DO NOT rule unless asked by BU.
- Take all calls/touches at home.

BU (C):

- Take all calls/touches at 1st, 2nd, & 3rd.



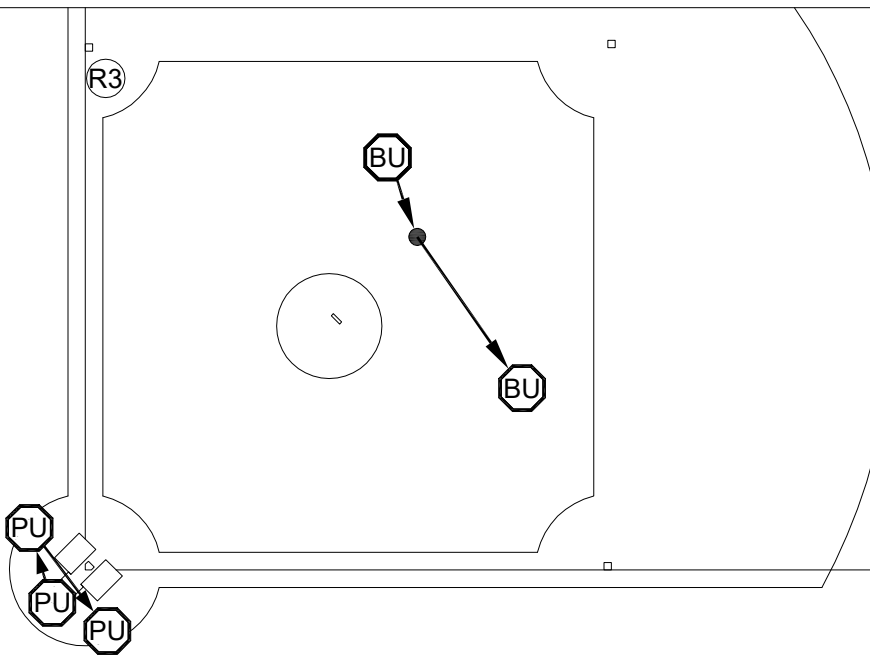
Runner on 3rd Clean Base Hit

PU:

- Clear the catcher and move toward the 3rd base side of home plate.
- Take all touches at 3rd.
- Take all calls/touches at home. Get in position!

BU (C):

- Take all calls at 1st, 2nd, & 3rd.
- Take all touches at 1st & 2nd.



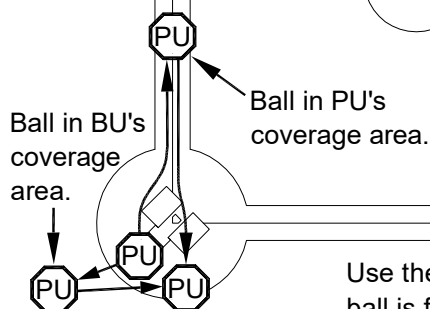
Runner on 3rd Fly Ball

PU:

- In PU's Coverage Area:
 - Clear the catcher and move up the 3rd base line to get a view of the ball, catch/no catch.
 - Take the catch/no catch.
- Take the tag up of R3.
- Take all calls/touches at home.
- Get in position!

BU (B):

- Position for the best view of the catch/no catch if in your coverage area.
- Take the catch/no catch if in your coverage area.
- Take all calls at 3rd.



Use the "Clean Base Hit" mechanic if the ball is fair and uncaught or if there are 2 out.

Runner on 3rd Right Field Trouble Ball

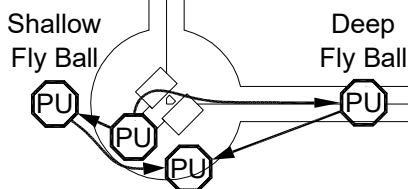
Use the "Clean Base Hit" mechanic if the ball is fair and uncaught or if there are 2 out.

PU:

- Position to get a view of the ball, catch/no catch and the tag up of R3.
 - Shallow Fly Ball: Back up - 1st base line extended.
 - Deep Fly Ball: Go up 1st base line.
- Take the catch/no catch
- Take the tag up of R3.
- Take all calls/touches at home.
- Get in position!

BU (C):

- Take all calls at 3rd.



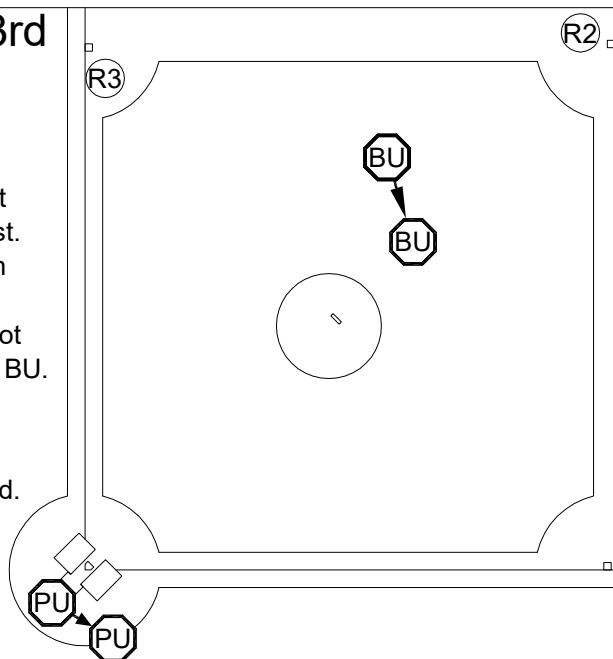
Runners on 2nd & 3rd Infield Hit

PU:

- Clear the catcher and position to assist BU with swipe tag and pulled foot at 1st.
- Ensure B-R is in 45' running lane when required.
- Assist BU with swipe tag and pulled foot at 1st. DO NOT rule unless asked by BU.
- Take all calls/touches at home.

BU (C):

- Take all calls/touches at 1st, 2nd, & 3rd.





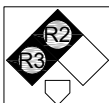
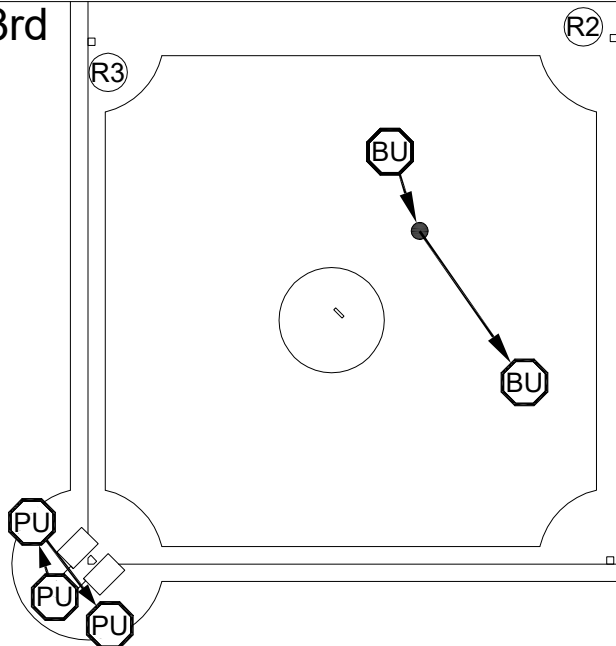
Runners on 2nd & 3rd Clean Base Hit

PU:

- Clear the catcher and move toward the 3rd base side of home plate.
- Take all touches at 3rd.
- Take all calls/touches at home. Get in position!

BU (C):

- Take all calls at 1st, 2nd, & 3rd.
- Take all touches at 1st & 2nd.



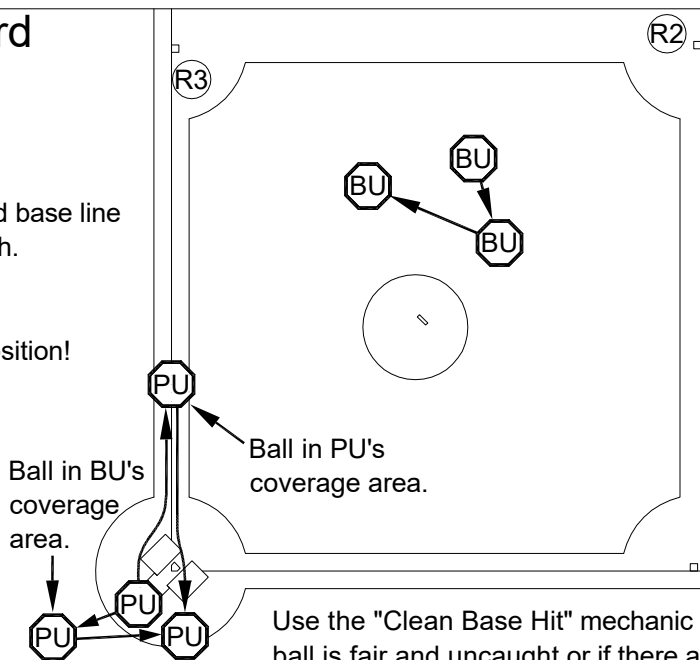
Runners on 2nd & 3rd Fly Ball

PU:

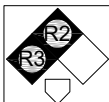
- In PU's Coverage Area:
 - Clear the catcher and move up the 3rd base line to get a view of the ball, catch/no catch.
 - Take the catch/no catch.
- Take the tag up of R3.
- Take all calls/touches at home. Get in position!

BU (C):

- Position for the best view of the catch/no catch if in your coverage area.
- Take the catch/no catch if in your coverage area.
- Take all calls/touches at 2nd.
- Take all calls at 3rd.



Use the "Clean Base Hit" mechanic if the ball is fair and uncaught or if there are 2 out.



Runners on 2nd & 3rd Right Field Trouble Ball

Use the "Clean Base Hit" mechanic if the ball is fair and uncaught or if there are 2 out.

PU:

- Position to get a view of the ball, catch/no catch and the tag up of R3.
 - Shallow Fly Ball: Back up - 1st base line extended.
 - Deep Fly Ball: Go up 1st base line.
- Take the catch/no catch.
- Take the tag up of R3.
- Take all calls/touches at home. Get in position!

BU (C):

- Take all calls/touches at 2nd.
- Take all calls at 3rd.

