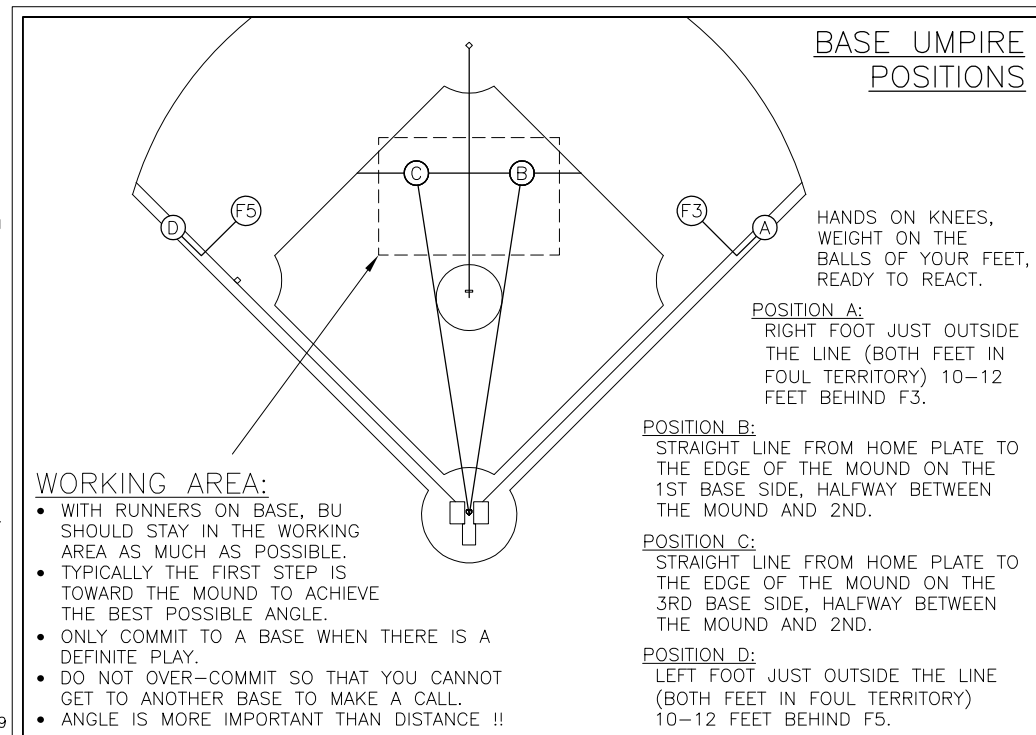


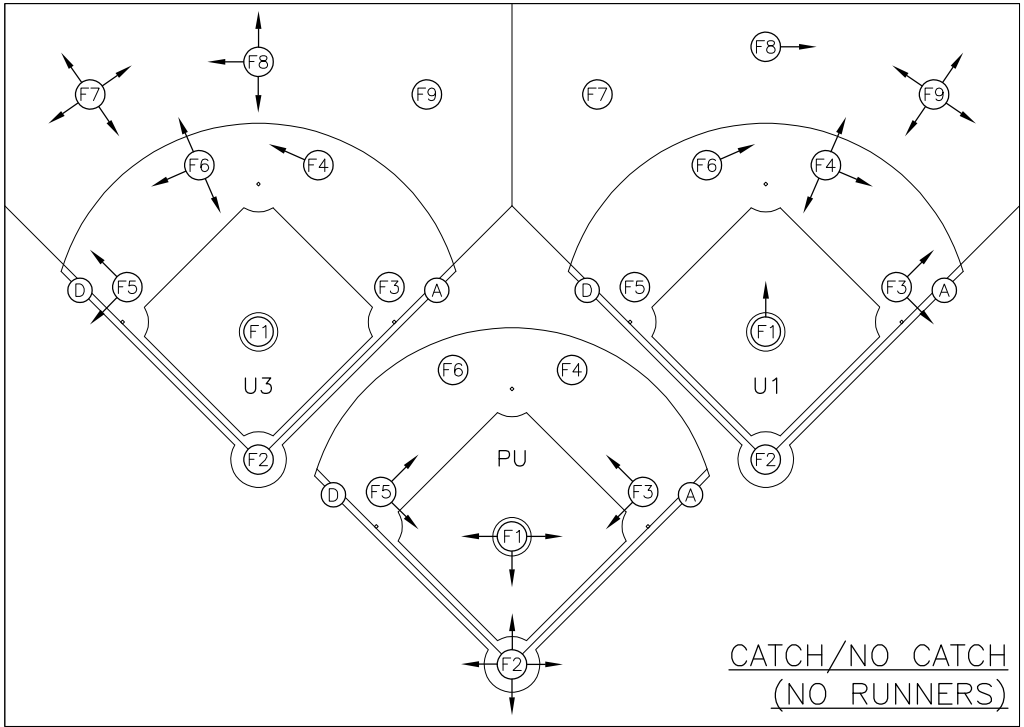
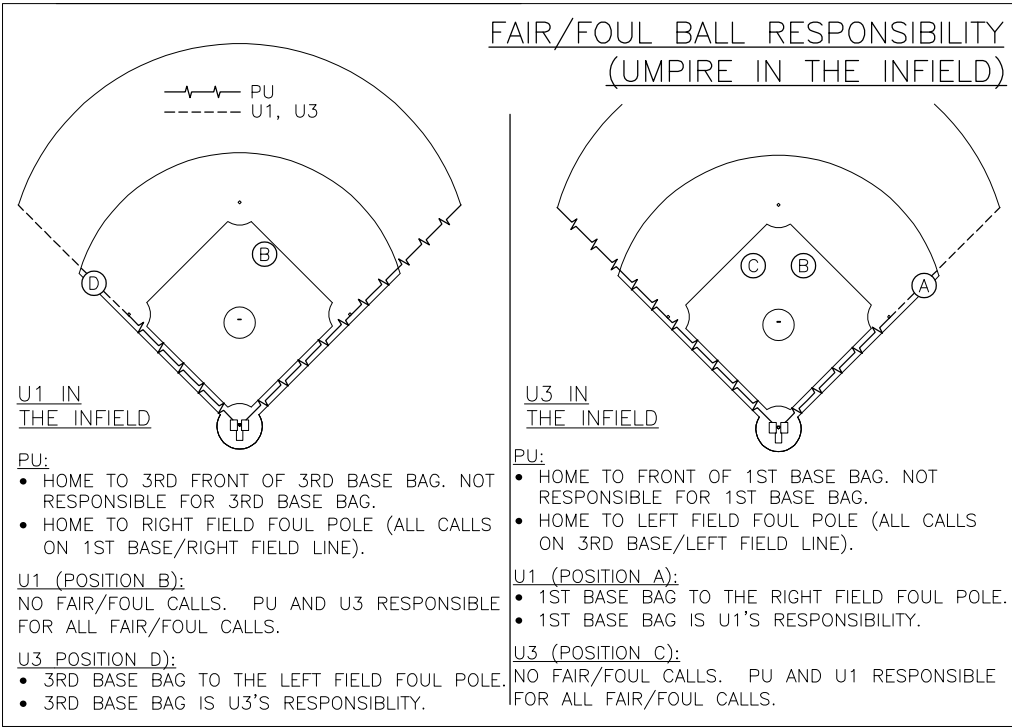
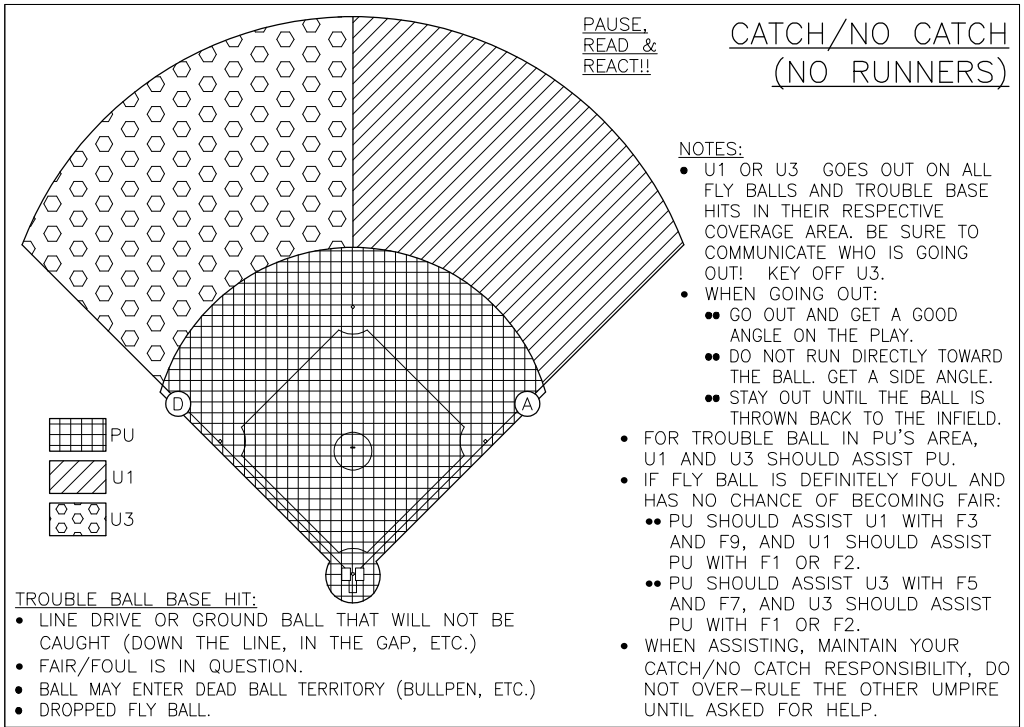
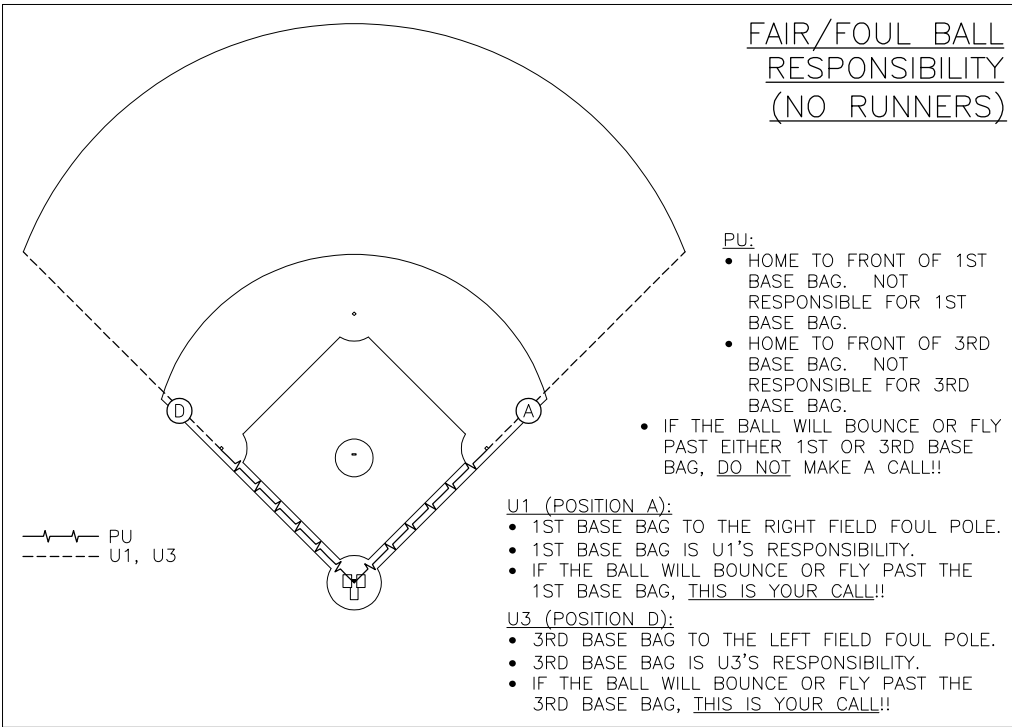
3-UMPIRE MECHANICS & TIPS

- PLATE UMPIRE IS REFERRED TO AS PU.
- 1ST BASE UMPIRE IS REFERRED TO AS U1.
- 3RD BASE UMPIRE IS REFERRED TO AS U3.
- 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.
- TROUBLE BALL BASE HIT REFERS TO ANY OF THE FOLLOWING:
 - LINE DRIVE OR GROUND BALL THAT WILL NOT BE CAUGHT (DOWN THE LINE, IN THE GAP, ETC.)
 - FAIR/FOUL IS IN QUESTION.
 - BALL MAY ENTER DEAD BALL TERRITORY (BULLPEN, ETC.)
 - DROPPED FLY BALL.
- 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.
 - PU AND U1 ROTATION.
 - 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 AND #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 U1 AND U3 MAKE 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 U1 & U3. YELL "I'VE GOT THIRD!"
 - 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.
 - ON BASE HITS WITH U3 IN THE INFIELD OR GOING OUT, TAKE ALL RUNNERS TOUCHING 3RD.
 - CLEARING THE BAT IS ONLY A COURTESY TO BOTH TEAMS. IF YOU HAVE TIME, CLEAR THE BAT, BUT ONLY IF IT WILL NOT TAKE YOU OUT OF POSITION FOR A CALL. IT IS ALSO A GOOD IDEA TO CLEAR F2'S MASK IF POSSIBLE.
- BASE UMPIRES (U1 & U3):
 - 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, COMMUNICATE THIS TO PU AND THE OTHER BU. YELL "I'M GOING OUT!"
 - BE SURE TO COMMUNICATE TO THE OTHER BU WHAT POSITION YOU SHOULD BE IN. WITH 1ST AND/OR 2ND OCCUPIED, ONE BU MUST ALWAYS BE IN THE INFIELD.
 - WHEN YOU ARE RESPONSIBLE FOR A BASE, YOU ARE RESPONSIBLE FOR ALL TOUCHES BY RUNNERS OF THAT BASE.
 - WHEN RESPONSIBLE FOR ONLY 1 RUNNER, SHADE TOWARD HIM DURING PLAYS.
 - DO NOT OVER-COMMIT TO ONE PLAY WHEN RESPONSIBLE FOR 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 A BU IMMEDIATELY SO EVERYONE IS AWARE OF THE SITUATION EVEN IF THERE IS NO ASK FOR APPEAL.

- RUNDOWNS (ALL UMPIRES MUST COMMUNICATE IF THEY CAN HELP):
 - BETWEEN 1ST AND 2ND (U3 IN THE INFIELD): U1 AND U3 DIVIDE THE LINE 50-50.
 - BETWEEN 1ST AND 2ND (U1 IN THE INFIELD): PU COMES UP THE 1ST BASE LINE. PU ONLY MAKES CALL NEAR 1ST. U1 RESPONSIBLE FOR THE REST. IF RUNNERS MAY SCORE, PU MUST STAY HOME AND U1 IS RESPONSIBLE FOR ALL.
 - BETWEEN 2ND AND 3RD (U3 IN THE INFIELD): PU COMES UP THE 3RD BASE LINE. PU ONLY MAKES CALL NEAR 3RD. U3 RESPONSIBLE FOR THE REST. IF A RUNNER MAY SCORE, PU MUST STAY HOME AND U3 IS RESPONSIBLE FOR ALL.
 - BETWEEN 2ND AND 3RD (U1 IN THE INFIELD): U1 AND U3 DIVIDE THE LINE 50-50.
 - BETWEEN 3RD AND HOME: PU STAYS HOME. PU AND U3 DIVIDE THE LINE 50-50. U3 CANNOT COMMIT TOO CLOSE TO 3RD LINE IF OTHER RUNNERS ARE ON.

- DEFENSIVE APPEALS (RUNNER MISSED BASE, LEFT EARLY ON A TAG UP, ETC.): IF AN APPEAL WILL OCCUR, LOOK TO YOUR PARTNERS 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 AMONG UMPIRES ON ALMOST EVERY PLAY SUCH AS:
 - "I'VE GOT 3RD!"
 - "I'M GOING OUT!"
 - "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(S) WHAT THEY NEED TO DO. THIS WAY IF THE OTHER UMPIRES DON'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").
 - AVOID USING WORDS SUCH AS "BALL," "CATCH," OR OTHER WORDS THAT COULD CONFUSE THE DEFENSIVE TEAM.
- SEE 2 MAN MECHANICS & TIPS FOR PLAYS AT THE PLATE.





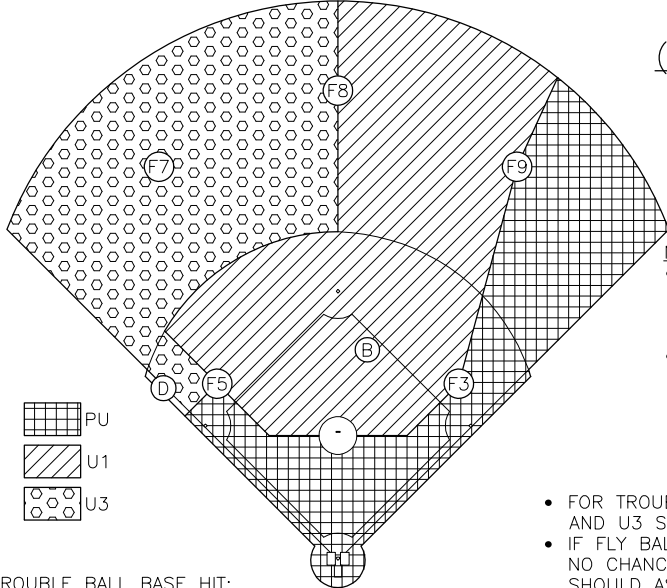
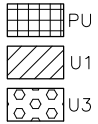
CATCH/NO CATCH (U1 IN THE INFIELD)

PAUSE, READ & REACT!!

NOTES:

- U3 GOES OUT ON ALL FLY BALLS AND TROUBLE BASE HITS IN YOUR COVERAGE AREA. BE SURE TO COMMUNICATE!
- WHEN GOING OUT:
 - 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.

- FOR TROUBLE BALL IN PU'S AREA, U1 AND U3 SHOULD ASSIST PU.
- IF FLY BALL IS DEFINITELY FOUL AND HAS NO CHANCE OF BECOMING FAIR, PU SHOULD ASSIST U3 WITH F5 AND F7, AND U3 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 BASE HIT:

- LINE DRIVE OR GROUND BALL THAT WILL NOT BE CAUGHT (DOWN THE LINE, IN THE GAP, ETC.)
- FAIR/FOUL IS IN QUESTION.
- BALL MAY ENTER DEAD BALL TERRITORY (BULLPEN, ETC.)
- DROPPED FLY BALL.

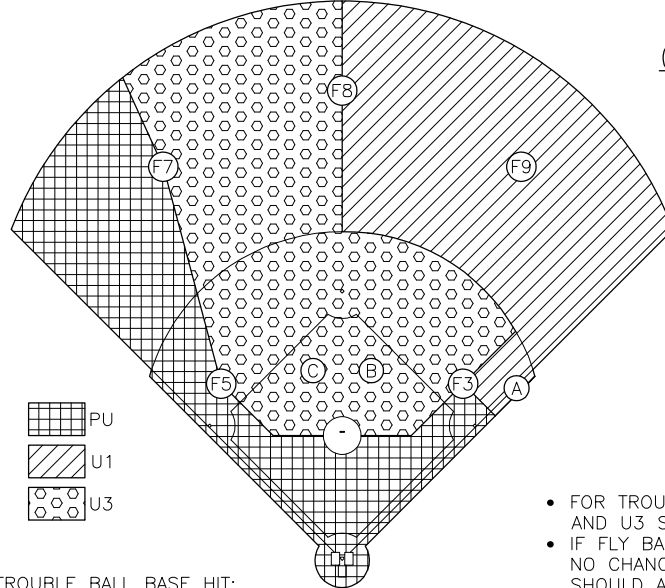
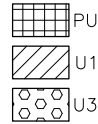
CATCH/NO CATCH (U3 IN THE INFIELD)

PAUSE, READ & REACT!!

NOTES:

- U1 GOES OUT ON ALL FLY BALLS AND TROUBLE BASE HITS IN YOUR COVERAGE AREA. BE SURE TO COMMUNICATE!
- WHEN GOING OUT:
 - 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.

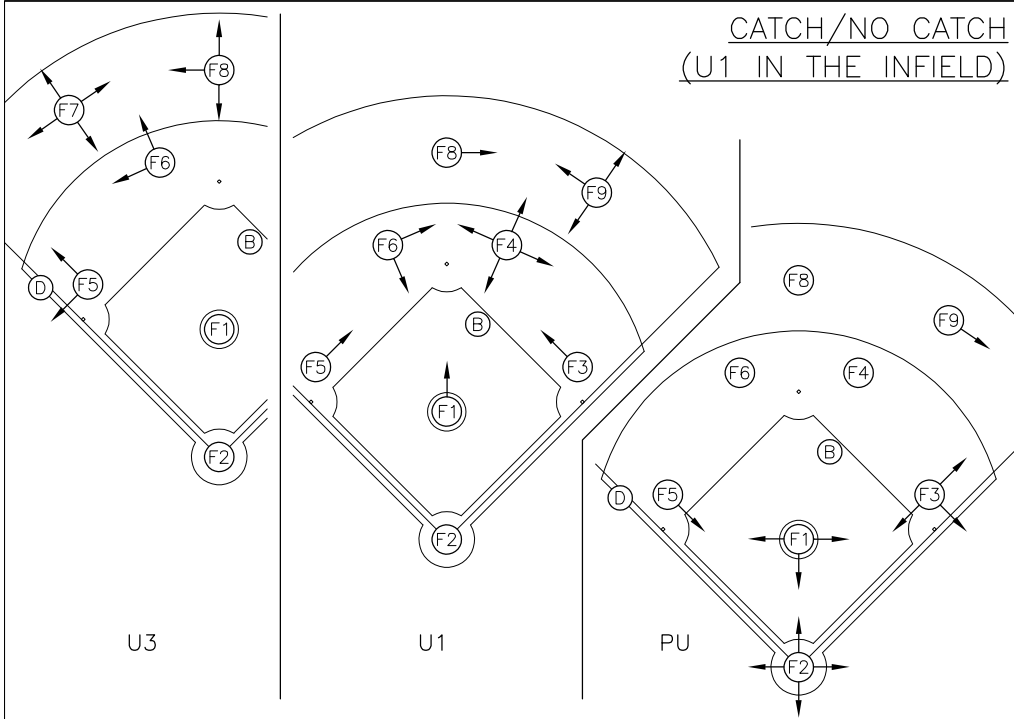
- FOR TROUBLE BALL IN PU'S AREA, U1 AND U3 SHOULD ASSIST PU.
- IF FLY BALL IS DEFINITELY FOUL AND HAS NO CHANCE OF BECOMING FAIR, PU SHOULD ASSIST U1 WITH F3 AND F9, AND U3 SHOULD ASSIST PU WITH F1 AND F2.
- WHEN ASSISTING, MAINTAIN YOUR CATCH/NO CATCH RESPONSIBILITY, DO NOT OVER-RULE THE OTHER UMPIRE UNTIL ASKED FOR HELP.



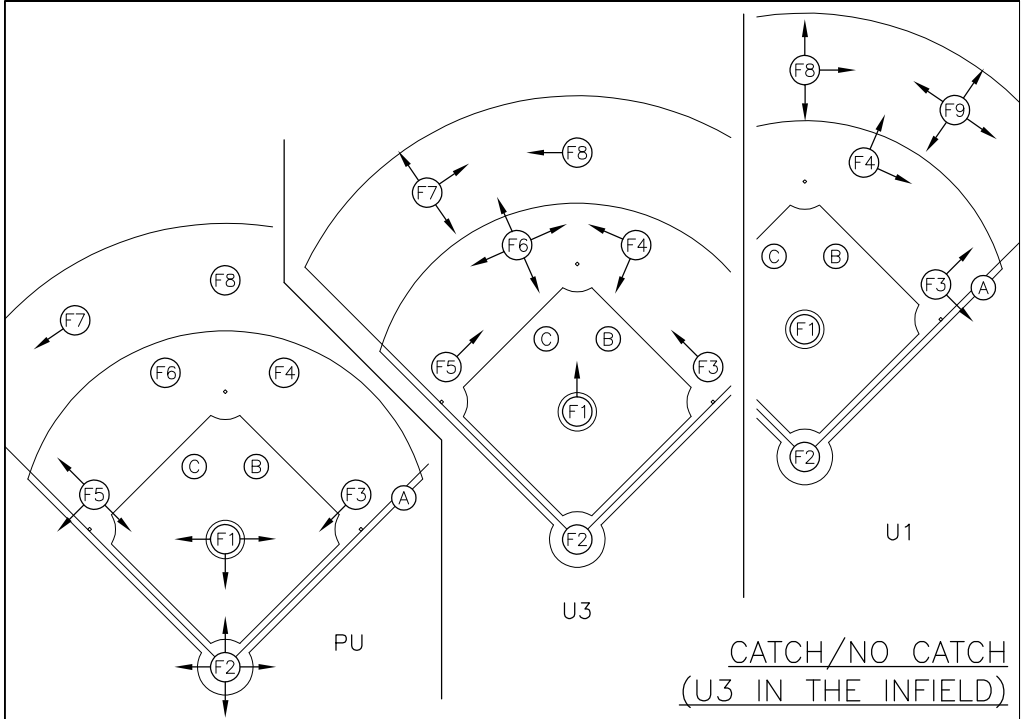
TROUBLE BALL BASE HIT:

- LINE DRIVE OR GROUND BALL THAT WILL NOT BE CAUGHT (DOWN THE LINE, IN THE GAP, ETC.)
- FAIR/FOUL IS IN QUESTION.
- BALL MAY ENTER DEAD BALL TERRITORY (BULLPEN, ETC.)
- DROPPED FLY BALL.

CATCH/NO CATCH (U1 IN THE INFIELD)



CATCH/NO CATCH (U3 IN THE INFIELD)



NO RUNNERS, PLAY AT 1ST BASE

U1 (POSITION A):

- GET AN ANGLE TO 1ST 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, F2, ETC. DO NOT GET IN THE WAY.
- STAY IN FAIR TERRITORY IF F1 COVERS 1ST.
- 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 AND SWIPE TAGS.
- RELEASE B-R TO U3 ON OVERTHROWS.

U3 (POSITION D):

- TAKE CALLS/TOUCHES AT 2ND & 3RD.

PU:

- FOLLOW B-R UP THE 1ST BASE LINE AND ENSURE B-R IS IN THE 45' RUNNING LANE WHEN REQUIRED.
- ASSIST U1 WITH A PULLED FOOT AND SWIPE TAG AT 1ST (DO NOT RULE UNTIL ASKED BY U1!).
- TAKE OVERTHROWS AT 1ST.

NO RUNNERS, FLY BALL OR TROUBLE BASE HIT (U3 GOES OUT)

PU AND U1 USE 2 MAN MECHANICS.

- ONE BU WILL GO OUT.

U1 (POSITION A):

- PIVOT.
- TAKE CALLS/TOUCHES AT ALL BASES.

U3 (POSITION D):

- GO OUT.

PU:

- TAKE CALLS/TOUCHES AT HOME.

NO RUNNERS, CLEAN BASE HIT

U1 (POSITION A):

- DO NOT PIVOT.
- TAKE CALLS/TOUCHES AT 1ST.

U3 (POSITION D):

- TAKE CALLS/TOUCHES AT 2ND & 3RD.

PU:

- TAKE CALLS/TOUCHES AT HOME.

RUNNER ON 1ST, INFIELD HIT

U1 (POSITION A):

- POSITION FOR A PICKOFF AT 1ST.
- TAKE CALLS/TOUCHES AT 1ST.

U3 (DEEP POSITION B OR C):

- TAKE CALLS/TOUCHES AT 2ND & 3RD.
- STAY WITH R1 ON A FORCE AT 2ND TO WATCH FOR RUNNER INTERFERENCE AND FORCE PLAY SLIDE RULE. DO NOT FOLLOW THE THROW TO 1ST ON A POTENTIAL DOUBLE PLAY.

PU:

- FOLLOW B-R UP THE 1ST BASE LINE AND ENSURE B-R IS IN THE 45' RUNNING LANE WHEN REQUIRED.
- ASSIST U1 WITH A PULLED FOOT AND SWIPE TAG AT 1ST (DO NOT RULE UNTIL ASKED BY U1!).
- TAKE OVERTHROWS AT 1ST.
- TAKE CALLS/TOUCHES AT HOME.

NO RUNNERS, FLY BALL OR TROUBLE BASE HIT (U1 GOES OUT)

ONE BU WILL GO OUT.

U1 (POSITION A):

- GO OUT.

U3 (POSITION D):

- TAKE CALLS/TOUCHES AT 2ND & 3RD.

PU:

- TAKE CALLS/TOUCHES AT 1ST.
- RETURN HOME AFTER B-R REACHES 2ND.
- TAKE ALL CALLS/TOUCHES AT HOME.

RUNNER ON 1ST, CLEAN BASE HIT

U1 (POSITION A):

- POSITION FOR A PICKOFF AT 1ST.
- TAKE TOUCH OF B-R AT 1ST.
- IF R1 ADVANCES TO 3RD, RELEASE B-R TO U3, TAKE CALLS/TOUCHES AT HOME.
- IF R1 STOPS AT 2ND, STAY WITH B-R.

U3 (DEEP POSITION B OR C):

- TAKE R1 AT 1ST & 2ND.
- TAKE B-R AT 2ND.
- IF R1 ADVANCES TO 3RD, TAKE B-R.

PU:

- TAKE CALLS/TOUCHES AT 3RD.

EXCEPTION!! FULL COUNT & 2 OUTS OR IF R1 STEALS:
U1: TAKES ALL CALLS/TOUCHES AT 1ST.
U3: TAKES ALL CALLS/TOUCHES AT 2ND & 3RD.
PU: TAKES ALL CALLS/TOUCHES AT HOME.

PU AND U3
USE 2 MAN
MECHANICS.

RUNNER ON 1ST, FLY BALL OR TROUBLE BASE HIT (U1 GOES OUT)

U1 (POSITION A):

- POSITION FOR A PICKOFF AT 1ST.
- GO OUT.

TROUBLE BASE HIT:
U3 (DEEP B OR C):

- TAKE CALLS/TOUCHES AT 1ST & 2ND.
- TAKE R1 TO 2ND.
- TAKE B-R TO 3RD.

FLY BALL:
U3 (DEEP B OR C):

- TAKE CALLS/TOUCHES AT ALL BASES.

PU:

- TAKE CALLS/TOUCHES AT HOME.

PU:

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

RUNNERS ON 1ST & 2ND, CLEAN BASE HIT

U1 (POSITION A):

- POSITION FOR A PICKOFF AT 1ST.
- PIVOT.
- TAKE CALLS/TOUCHES AT 1ST.
- TAKE B-R TO 2ND.

U3 (POSITION C):

- TAKE R1 & R2 AT 2ND AND 3RD.

PU:

- TAKE CALLS/ TOUCHES AT HOME.

RUNNER ON 1ST, FLY BALL OR TROUBLE BASE HIT (U1 STAYS)

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

U1 (POSITION A):

- POSITION FOR A PICKOFF AT 1ST.
- TAKE CALLS/TOUCHES AT 1ST.

U3 (DEEP POSITION B OR C):

- TAKE THE CATCH IF IN YOUR COVERAGE AREA.
- TAKE CALLS/TOUCHES AT 2ND & 3RD.

PU:

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

PU AND U3
USE 2 MAN
MECHANICS.

RUNNERS ON 1ST & 2ND, FLY BALL OR TROUBLE BASE HIT (U1 GOES OUT)

U1 (POSITION A):

- POSITION FOR A PICKOFF AT 1ST.
- GO OUT.

U3 (POSITION C):

- TAKE CALLS/TOUCHES AT 1ST & 2ND.

PU:

- TAKE R2 AT 3RD.
- TAKE CALLS/TOUCHES AT HOME.

RUNNERS ON 1ST & 2ND, INFIELD HIT

U3 (POSITION C):

- TAKE CALLS/TOUCHES AT 2ND & 3RD.
- STAY WITH R1 ON A FORCE AT 2ND TO WATCH FOR RUNNER INTERFERENCE AND FORCE PLAY SLIDE RULE. DO NOT FOLLOW THE THROW TO 1ST ON A POTENTIAL DOUBLE PLAY.

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 U1 WITH A PULLED FOOT AND SWIPE TAG AT 1ST (DO NOT RULE UNTIL ASKED BY U1!).
- TAKE OVERTHROWS AT 1ST.
- TAKE CALLS/TOUCHES AT HOME.

U1 (POSITION A):

- POSITION FOR A PICKOFF AT 1ST.
- TAKE CALLS/ TOUCHES AT 1ST.

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

RUNNERS ON 1ST & 2ND, FLY BALL OR TROUBLE BASE HIT (U1 STAYS)

U1 (POSITION A):

- POSITION FOR A PICKOFF AT 1ST.
- TAKE TAG UP OF R1.
- IF R2 ADVANCES TO 3RD, RELEASE R1 TO U3, TAKE CALLS/TOUCHES AT HOME.
- IF R2 STAYS AT 2ND, TAKE CALLS/TOUCHES AT 1ST.

U3 (POSITION C):

- TAKE THE CATCH IF IN YOUR COVERAGE AREA.
- TAKE CALLS/TOUCHES AT 2ND.
- IF R2 ADVANCES, TAKE CALLS/TOUCHES AT 1ST.

PU:

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

BASES LOADED, INFIELD HIT

U3 (POSITION C):

- TAKE CALLS/TOUCHES AT 2ND & 3RD.
- STAY WITH R1 ON A FORCE AT 2ND TO WATCH FOR RUNNER INTERFERENCE AND FORCE PLAY SLIDE RULE. DO NOT FOLLOW THE THROW TO 1ST ON A POTENTIAL DOUBLE PLAY.

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 U1 WITH A PULLED FOOT AND SWIPE TAG AT 1ST (DO NOT RULE UNTIL ASKED BY U1!).
- TAKE OVERTHROWS AT 1ST.
- TAKE CALLS/TOUCHES AT HOME.

U1 (POSITION A):

- POSITION FOR A PICKOFF AT 1ST.
- TAKE CALLS/TOUCHES AT 1ST.

BASES LOADED, FLY BALL OR TROUBLE BASE HIT (U1 STAYS)

U1 (POSITION A):

- USE THE "CLEAN BASE HIT" MECHANIC WITH 2 OUTS OR IF THE BALL DROPS.
- POSITION FOR A PICKOFF AT 1ST.
- PIVOT.
- TAKE CALLS/TOUCHES AT 1ST.
- TAKE R1 TO 2ND.

U3 (POSITION C):

- SETTLE INTO WORKING AREA.
- TAKE THE CATCH IF IN YOUR COVERAGE AREA.
- TAKE R2 AT 2ND ANT 3RD.
- TAKE CALLS/TOUCHES AT 3RD.

PU:

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

BASES LOADED, CLEAN BASE HIT

U1 (POSITION A):

- POSITION FOR A PICKOFF AT 1ST.
- 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 CALLS/TOUCHES AT 1ST.
- TAKE B-R TO 2ND.

U3 (POSITION C):

- SETTLE INTO WORKING AREA.
- TAKE R1 & R2 AT 2ND.
- TAKE CALLS/TOUCHES AT 3RD.

PU:

- TAKE CALLS/TOUCHES AT HOME.

RUNNERS ON 1ST & 3RD, INFIELD HIT

U1 (POSITION A):

- POSITION FOR A PICKOFF AT 1ST.
- TAKE CALLS/TOUCHES AT 1ST.

U3 (POSITION C):

- SETTLE INTO WORKING AREA.
- TAKE CALLS/TOUCHES AT 2ND & 3RD.
- STAY WITH R1 ON A FORCE AT 2ND TO WATCH FOR RUNNER INTERFERENCE AND FORCE PLAY SLIDE RULE. DO NOT FOLLOW THE THROW TO 1ST ON A POTENTIAL DOUBLE PLAY.

PU:

- TAKE CALLS/TOUCHES AT HOME.
- STAY NEAR HOME PLATE. DO NOT GO UP THE 1ST BASE LINE.
- ENSURE B-R IS IN THE 45' RUNNING LANE WHEN REQUIRED.
- ASSIST U1 WITH A PULLED FOOT AND SWIPE TAG AT 1ST (DO NOT RULE UNTIL ASKED BY U1!).
- FOLLOW OVERTHROWS AT 1ST.

BASES LOADED, FLY BALL OR TROUBLE BASE HIT (U1 GOES OUT)

PU AND U3 USE 2 MAN MECHANICS.

U1 (POSITION A):

- POSITION FOR A PICKOFF AT 1ST.
- GO OUT ON ALL BALLS IN YOUR COVERAGE AREA. 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.

U3 (POSITION C):

- SETTLE INTO WORKING AREA.
- TAKE RETURN OF R3.
- TAKE CALLS/TOUCHES AT 1ST & 2ND.

PU:

- LINE UP THE CATCH AND R3 (LIKELY NEAR 3RD BASE DUGOUT).
- TAKE TAG UP AND ADVANCE OF R3.
- TAKE CALLS/TOUCHES AT HOME.

RUNNERS AT 1ST & 3RD, CLEAN BASE HIT

U1 (POSITION A):

- POSITION FOR A PICKOFF AT 1ST.
- TAKE TOUCH OF B-R AT 1ST.
- IF R1 ADVANCES TO 3RD, RELEASE B-R TO U3, TAKE CALLS/TOUCHES AT HOME.
- IF R1 STOPS AT 2ND, STAY WITH B-R.

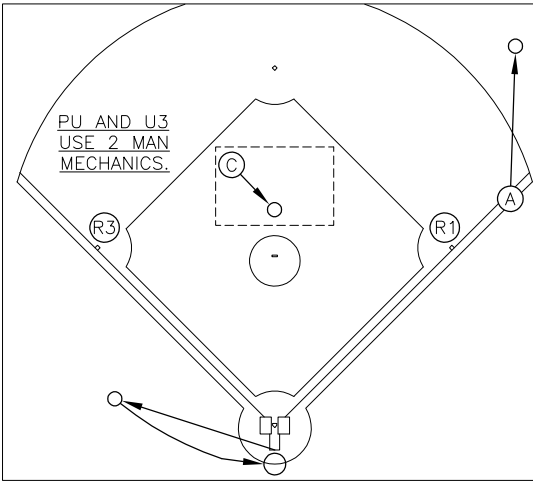
U3 (POSITION C):

- TAKE R1 AT 1ST & 2ND.
- TAKE B-R AT 2ND.
- IF R1 ADVANCES TO 3RD, TAKE B-R.

PU:

- TAKE TOUCH OF R3 AT HOME.
- TAKE CALLS/TOUCHES AT 3RD.

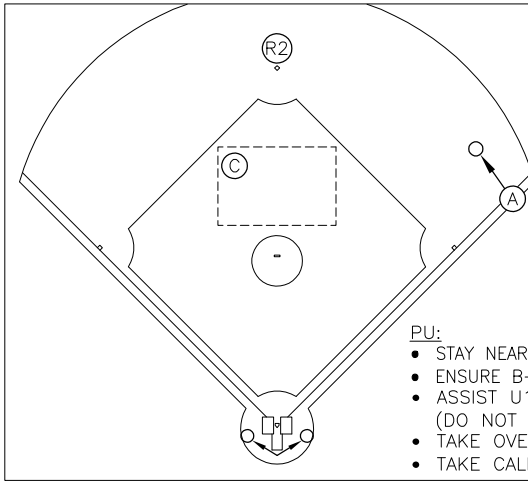
EXCEPTION!! FULL COUNT & 2 OUTS OR IF R1 STEALS:
U1: TAKES ALL CALLS/TOUCHES AT 1ST.
U3: TAKES ALL CALLS/TOUCHES AT 2ND & 3RD.
PU: TAKES ALL CALLS/TOUCHES AT HOME.



RUNNERS ON 1ST & 3RD,
FLY BALL OR TROUBLE
BASE HIT (U1 GOES OUT)

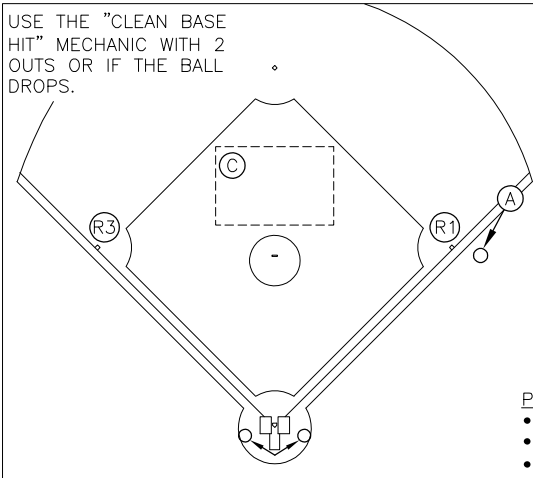
PU AND U3
USE 2 MAN
MECHANICS.

- U1 (POSITION A):
- POSITION FOR A PICKOFF AT 1ST.
 - GO OUT.
- U3 (POSITION D):
- TAKE CALLS/TOUCHES AT 1ST & 2ND.
 - TAKE RETURN OF R3.
- PU:
- TAKE TAG UP AND ADVANCE OF R3.
 - TAKE CALLS/TOUCHES AT HOME.



RUNNER ON 2ND,
INFIELD HIT
(2 OUTS)

- U1 (POSITION A):
- TAKE CALLS/TOUCHES AT 1ST.
- U3 (POSITION C):
- TAKE CALLS/TOUCHES AT 2ND & 3RD.
- 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 U1 WITH A PULLED FOOT AND SWIPE TAG AT 1ST (DO NOT RULE UNTIL ASKED BY U1!).
 - TAKE OVERTHROWS AT 1ST.
 - TAKE CALLS/TOUCHES AT HOME.

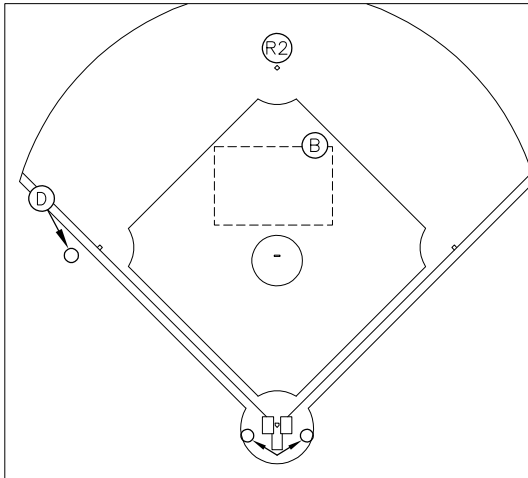


USE THE "CLEAN BASE
HIT" MECHANIC WITH 2
OUTS OR IF THE BALL
DROPS.

RUNNERS ON 1ST & 3RD,
FLY BALL OR TROUBLE
BASE HIT (U1 STAYS)

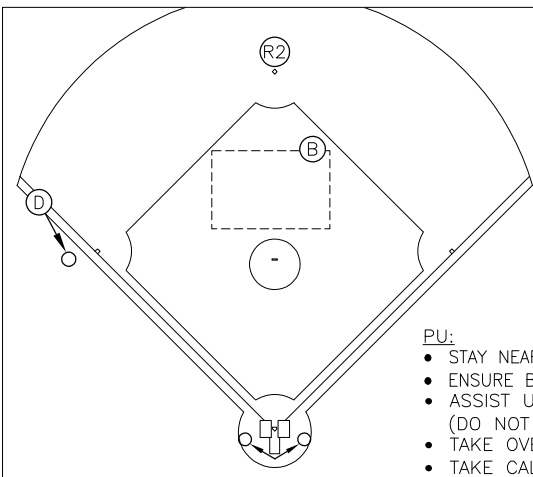
- U1 (POSITION A):
- POSITION FOR A PICKOFF AT 1ST.
 - TAKE CALLS/TOUCHES AT 1ST.
- U3 (POSITION C):
- TAKE THE CATCH IF IN YOUR COVERAGE AREA.
 - TAKE CALLS/TOUCHES AT 2ND.
 - TAKE RETURN OF R3.

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



RUNNER ON 2ND,
CLEAN BASE HIT
(0 OR 1 OUT)

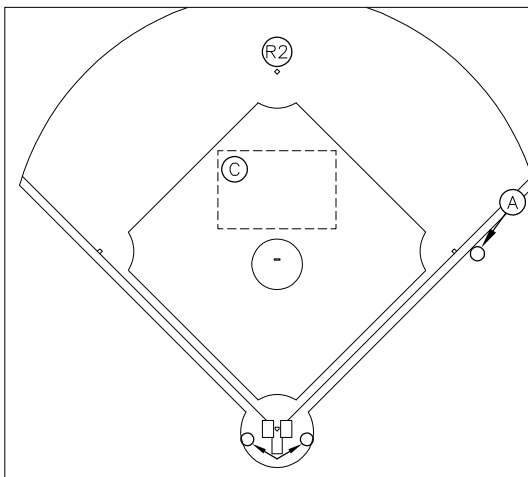
- U1 (DEEP POSITION B):
- TAKE CALLS/TOUCHES AT 1ST & 2ND.
- U3 (POSITION D):
- TAKE CALLS/TOUCHES AT 3RD.
- PU:
- TAKE CALLS/TOUCHES AT HOME.



RUNNER ON 2ND,
INFIELD HIT
(0 OR 1 OUT)

- U1 (DEEP POSITION B):
- TAKE CALLS/TOUCHES AT 1ST & 2ND.
- U3 (POSITION D):
- TAKE CALLS/TOUCHES AT 3RD.

- 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 U1 WITH A PULLED FOOT AND SWIPE TAG AT 1ST (DO NOT RULE UNTIL ASKED BY U1!).
 - TAKE OVERTHROWS AT 1ST.
 - TAKE CALLS/TOUCHES AT HOME.



RUNNER ON 2ND,
CLEAN BASE HIT
(2 OUTS)

- U1 (POSITION A):
- TAKE CALLS/TOUCHES AT 1ST.
- U3 (POSITION C):
- TAKE CALLS/TOUCHES AT 2ND & 3RD.
- PU:
- TAKE CALLS/TOUCHES AT HOME.

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

**RUNNER ON 2ND,
FLY BALL OR TROUBLE BASE HIT
(U3 STAYS) (0 OR 1 OUT)**

U1 (DEEP POSITION B):

- TAKE THE CATCH IF IN YOUR COVERAGE AREA.
- TAKE CALLS/TOUCHES AT 1ST & 2ND.

U3 (POSITION D):

- TAKE CALLS/TOUCHES AT 3RD.

PU:

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

**RUNNERS ON 2ND & 3RD,
INFIELD HIT
(2 OUTS)**

U1 (POSITION A):

- TAKE CALLS/TOUCHES AT 1ST.

U3 (POSITION C):

- TAKE CALLS/TOUCHES AT 2ND & 3RD.

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 U1 WITH A PULLED FOOT AND SWIPE TAG AT 1ST. (DO NOT RULE UNTIL ASKED BY U1!).
- TAKE OVERTHROWS AT 1ST.
- TAKE CALLS/TOUCHES AT HOME.

**RUNNER ON 2ND,
FLY BALL OR TROUBLE BASE HIT
(U3 GOES OUT) (0 OR 1 OUT)**

**PU AND U1
USE 2 MAN
MECHANICS.**

U1 (DEEP POSITION B):

- TAKE CALLS/TOUCHES AT ALL BASES.

U3 (POSITION D):

- GO OUT.

PU:

- TAKE CALLS/TOUCHES AT HOME.

**RUNNERS ON 2ND & 3RD,
CLEAN BASE HIT
(0 OR 1 OUT)**

U1 (DEEP POSITION B):

- TAKE CALLS/TOUCHES AT 1ST & 2ND.

U3 (POSITION D):

- TAKE CALLS/TOUCHES AT 3RD.

PU:

- TAKE CALLS/TOUCHES AT HOME.

**RUNNERS ON 2ND & 3RD,
INFIELD HIT
(0 OR 1 OUT)**

U1 (DEEP POSITION B):

- TAKE CALLS/TOUCHES AT 1ST & 2ND.

U3 (POSITION D):

- TAKE CALLS/TOUCHES AT 3RD.

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 U1 WITH A PULLED FOOT AND SWIPE TAG AT 1ST (DO NOT RULE UNTIL ASKED BY U1!).
- TAKE OVERTHROWS AT 1ST.
- TAKE CALLS/TOUCHES AT HOME.

**RUNNERS ON 2ND & 3RD,
CLEAN BASE HIT
(2 OUTS)**

U1 (POSITION A):

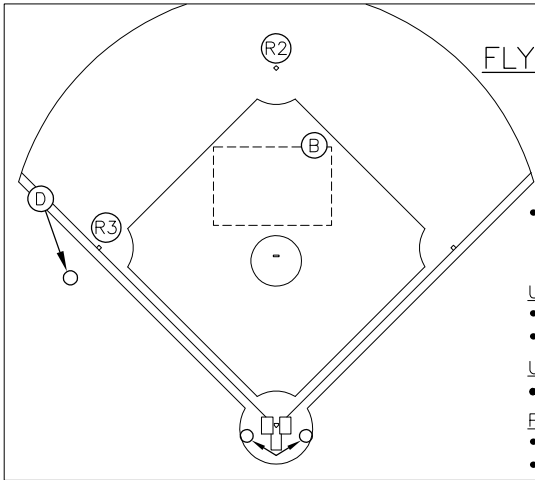
- TAKE CALLS/TOUCHES AT 1ST.

U3 (POSITION C):

- TAKE CALLS/TOUCHES AT 2ND & 3RD.

PU:

- TAKE CALLS/TOUCHES AT HOME.



RUNNERS ON 2ND & 3RD,
FLY BALL OR TROUBLE BASE HIT
(U3 STAYS) (0 OR 1 OUT)

- USE THE "CLEAN BASE HIT (0 OR 1 OUT)" MECHANIC IF THE BALL DROPS OR THE "CLEAN BASE HIT (2 OUT)" MECHANIC WITH 2 OUTS.

U1 (DEEP POSITION B):

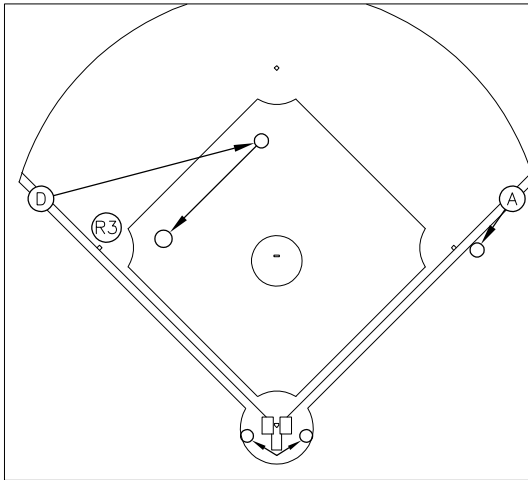
- TAKE THE CATCH IF IN YOUR COVERAGE AREA.
- TAKE CALLS/TOUCHES AT 1ST & 2ND.

U3 (POSITION D):

- TAKE CALLS/TOUCHES AT 3RD.

PU:

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



RUNNER ON 3RD,
CLEAN BASE HIT

U1 (POSITION A):

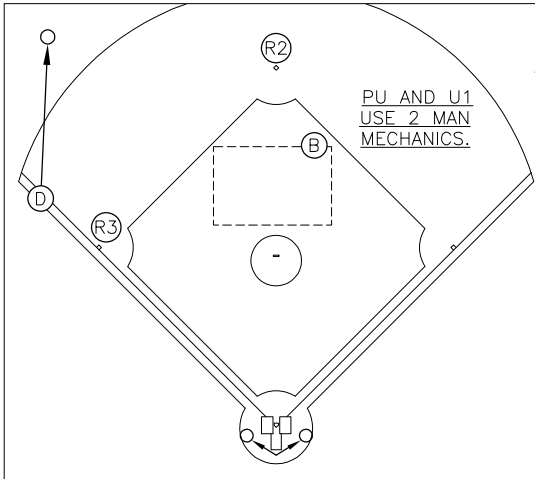
- TAKE CALLS/TOUCHES AT 1ST.

U3 (POSITION D):

- TAKE CALLS/TOUCHES AT 2ND & 3RD.

PU:

- TAKE CALLS/TOUCHES AT HOME.



RUNNERS ON 2ND & 3RD,
FLY BALL OR TROUBLE BASE HIT
(U3 GOES OUT) (0 OR 1 OUT)

PU AND U1
USE 2 MAN
MECHANICS.

U1 (DEEP POSITION B):

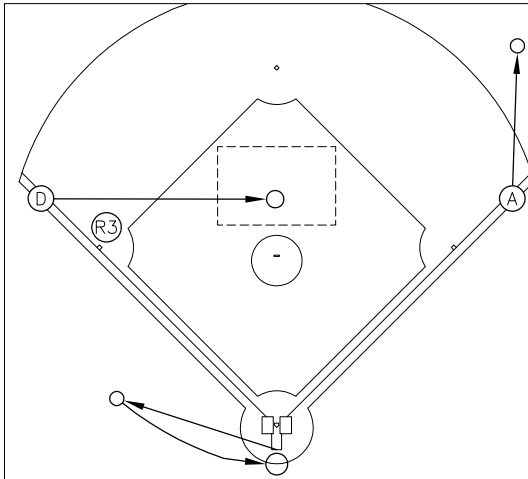
- TAKE CALLS/TOUCHES AT ALL BASES.

U3 (POSITION D):

- GO OUT.

PU:

- TAKE TAG UP AND ADVANCE OF R3.
- TAKE CALLS/TOUCHES AT HOME.



RUNNER ON 3RD,
FLY BALL OR TROUBLE
BASE HIT (U1 GOES OUT)

U1 (POSITION A):

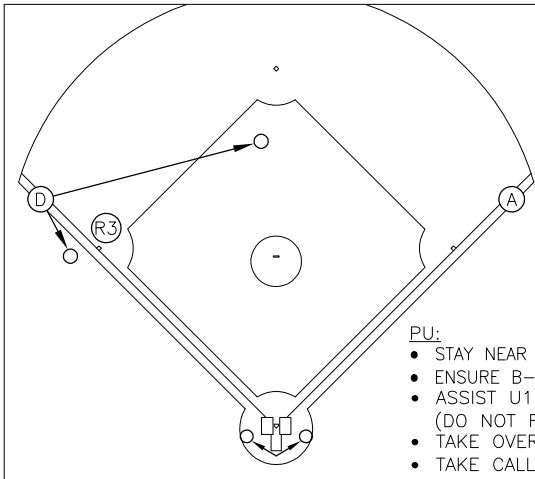
- GO OUT.

U3 (POSITION D):

- RUN TO THE WORKING AREA. **HUSTLE!!**
- TAKE CALLS/TOUCHES AT 1ST AND 2ND.
- TAKE RETURN OF R3.

PU:

- TAKE TAG UP AND ADVANCE OF R3.
- TAKE CALLS/TOUCHES AT HOME.



RUNNER ON 3RD,
INFIELD HIT

U1 (POSITION A):

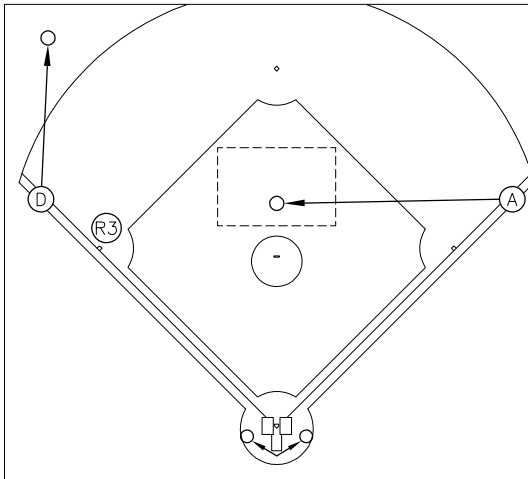
- TAKE CALLS/TOUCHES AT 1ST.
- IF R3 STAYS, TAKE B-R TO 2ND.

U3 (POSITION D):

- IF R3 ADVANCES, TAKE CALLS/TOUCHES AT 2ND & 3RD.
- IF R3 STAYS, TAKE CALLS/TOUCHES AT 3RD.

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 U1 WITH A PULLED FOOT AND SWIPE TAG AT 1ST (DO NOT RULE UNTIL ASKED BY U1!).
- TAKE OVERTHROWS AT 1ST.
- TAKE CALLS/TOUCHES AT HOME.



RUNNER ON 3RD,
FLY BALL OR TROUBLE BASE HIT
(U3 GOES OUT)

U1 (POSITION A):

- RUN INTO THE WORKING AREA. **HUSTLE!!**
- TAKE CALLS/TOUCHES AT ALL BASES.

U3 (POSITION D):

- GO OUT.

PU:

- TAKE TAG UP AND ADVANCE OF R3.
- TAKE CALLS/TOUCHES AT HOME.