



3-Umpire Mechanics

GENERAL NOTES:

- See the 2-Umpire Mechanics for additional general notes. Do not review this 3-Umpire Mechanics document until you are proficient with the 2-Umpire Mechanics document.
- The 3-Umpire system works only if the entire crew knows and executes the 2-Umpire system properly. Taking shortcuts or doing things your own way in the 2-Umpire system will NOT work in the 3-Umpire system. Incorrect 3-Umpire Mechanics can provide worse coverage than 2-Umpires.
- SDUA members do not work many 3-Umpire games. Pregame is essential.
- COMMUNICATE!
- CCA Mechanics do allow Base Umpires positioned in the infield to cross the basepaths to go into the outfield on Trouble Balls. However, since this is an advanced mechanic for umpires who regularly work the 3-Umpire system, the SDUA requests that umpires positioned in the infield always stay in the infield to avoid miscommunication with your partners.

LEGEND (See 2-Umpire Mechanics for additional legend information)

U1 = 1st Base Umpire

U3 = 3rd Base Umpire

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.

Deep B Position:

- At the edge of the grass on the 1st base side of 2nd base.
- Do not get too close to 2nd base.

C Position:

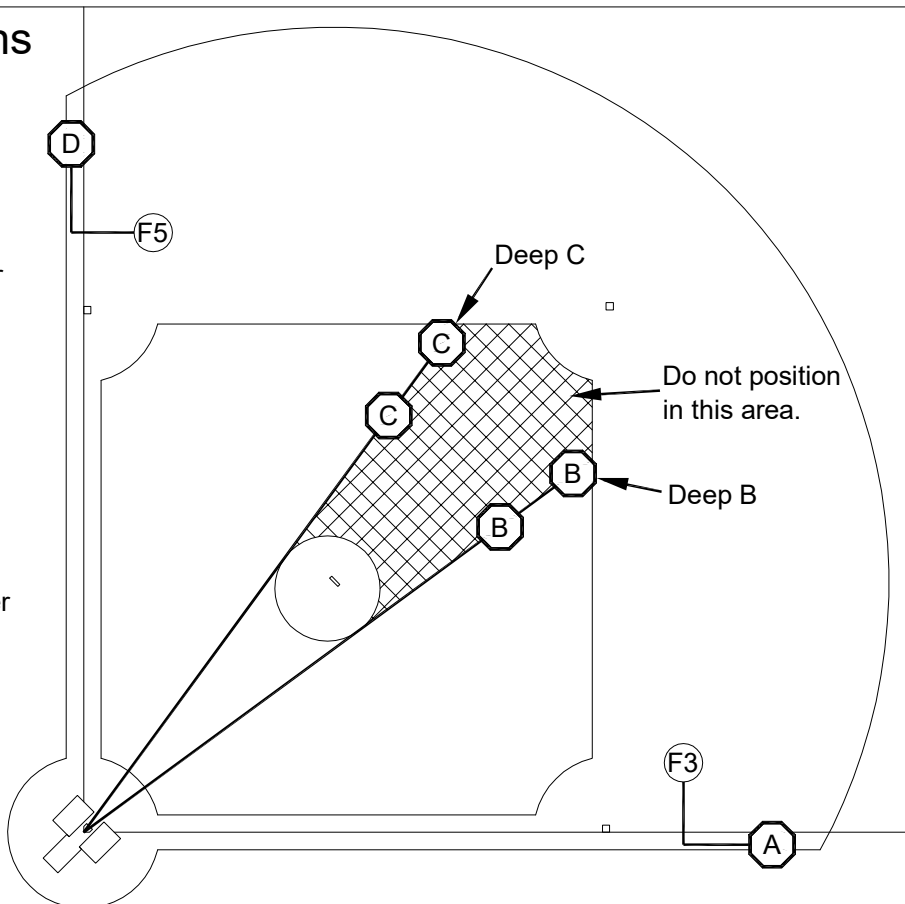
- Halfway between the mound and 2nd base. Do not position deeper (closer to 2nd base).
- 3rd base side of the mound.

Deep C Position:

- At the edge of the grass on the 3rd base side of 2nd base.
- Do not get too close to 2nd base.

D Position:

- 6-8 feet behind the 3rd baseman.
- Both feet in foul territory.



Fair/Foul Responsibility

U1 in A, U3 in D

PU:

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

U1 (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!

U3 (D):

- All balls that hit the 3rd base bag or go beyond the 3rd base bag.
- **Do not make PU make this call. This is your call!**

U1 in B, U3 in D:

PU:

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

U1 (B): No Fair/Foul responsibilities.

U3 (D):

- All balls that hit the 3rd base bag or go beyond the 3rd base bag.
- Do not make PU make this call.
This is your call!

U1 in A, U3 in B or C:

PU:

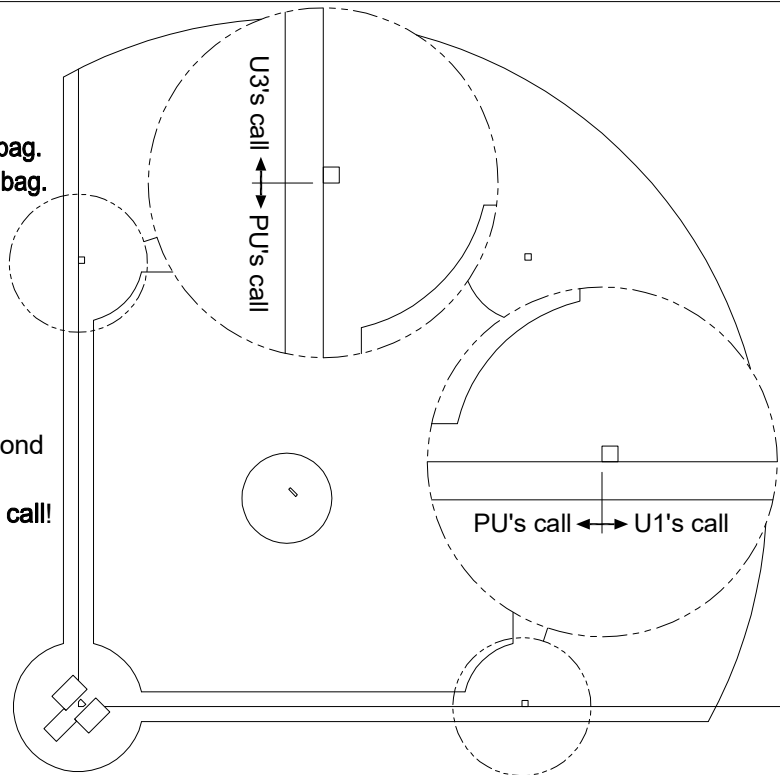
- All balls on the 1st base line up to the 1st base bag.
- All balls on the 3rd base/left field line.

U1 (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!

U3 (B or C):

No Fair/Foul responsibilities.



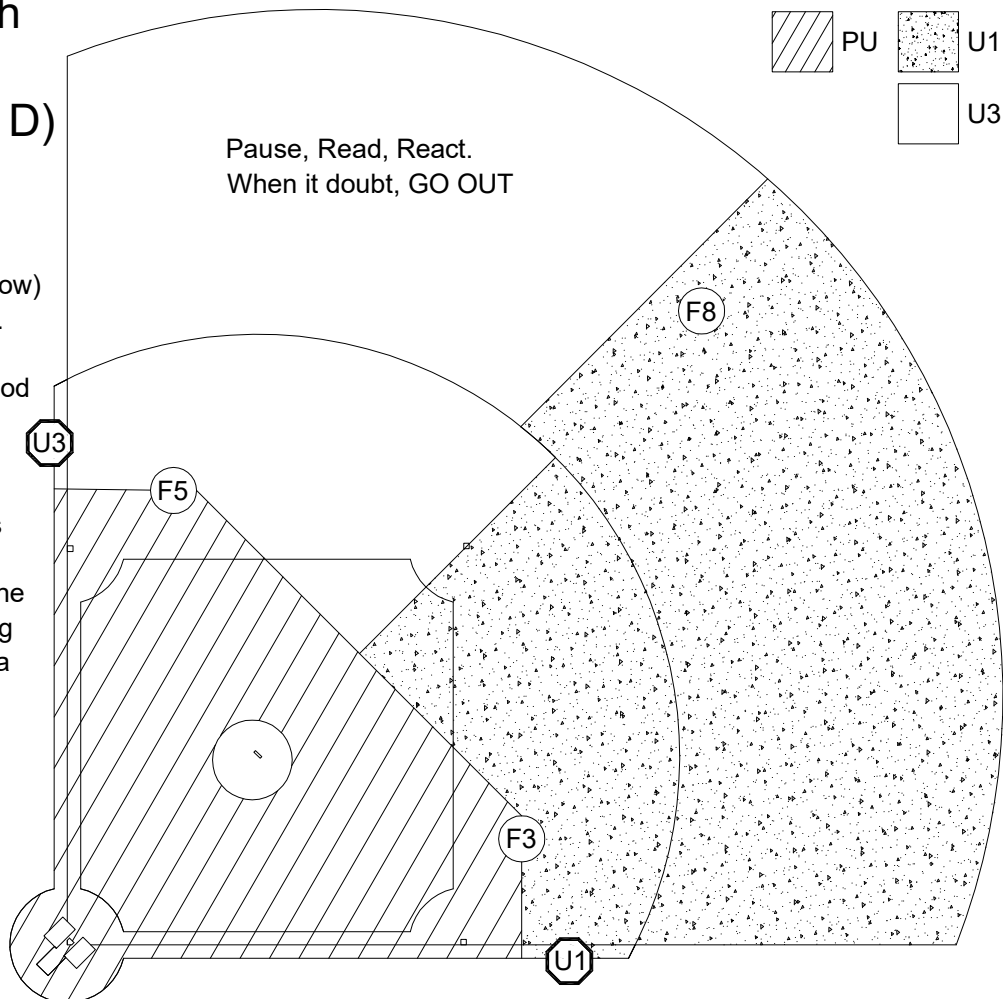
Catch/No Catch Coverage (U1 in A, U3 in D)

U1 dictates coverage.

- PU & U3 key off U1.
- U1 & U3 go out on all Trouble Balls (see below) in your coverage area.
 - COMMUNICATE!
 - Go out and get a good angle on the play. Do not run directly toward the ball.
 - Stay out until play is complete.
- Do not go out on routine fly balls. When staying in, give your partners a "hold" sign.

Trouble Ball:

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

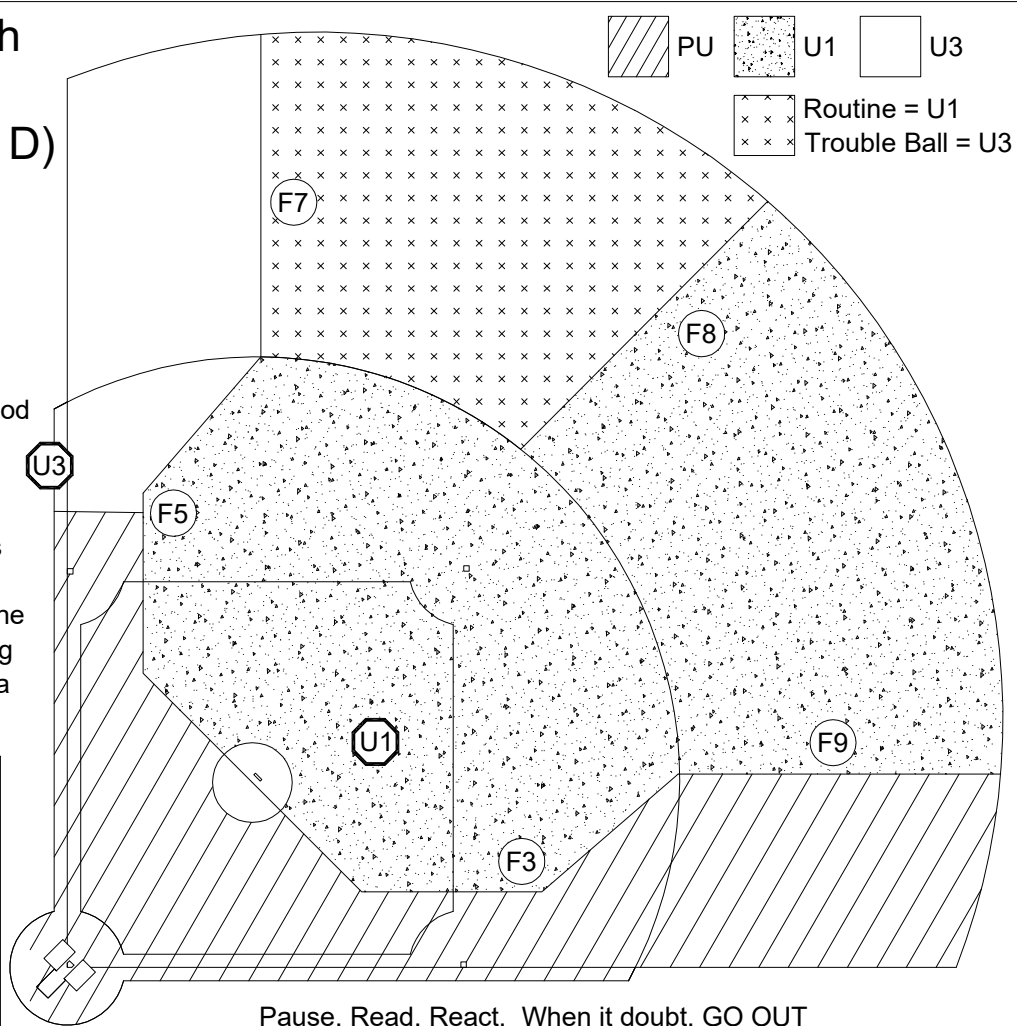


Catch/No Catch Coverage (U1 in B, U3 in D)

- U1 does not leave the infield.
- U3 goes out on all Trouble Balls in your coverage area.
 - COMMUNICATE!
 - Go out and get a good angle on the play. Do not run directly toward the ball.
 - Stay out until play is complete.
- Do not go out on routine fly balls. When staying in, give your partners a "hold" sign.

Trouble Ball:

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

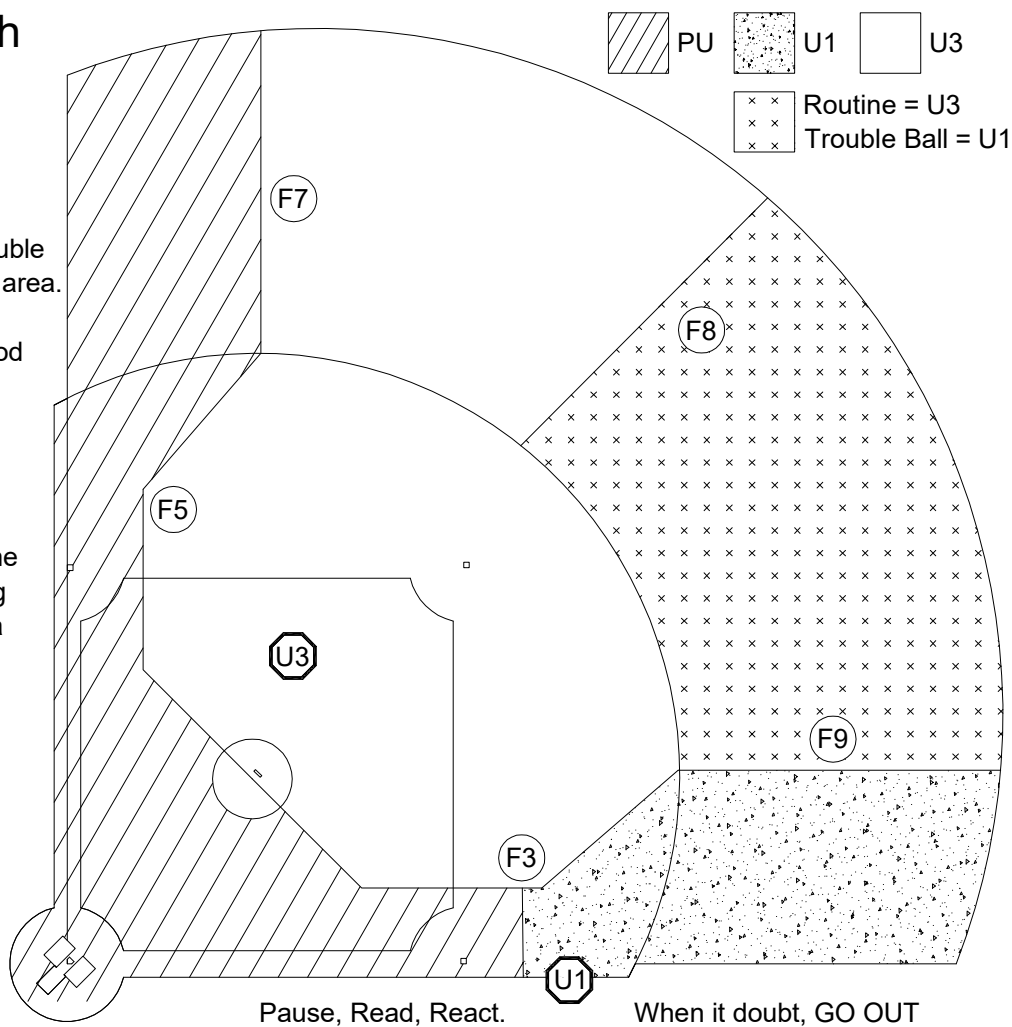


Catch/No Catch Coverage (U1 in A, U3 in B or C)

- U1 goes out on all Trouble Balls in your coverage area.
 - COMMUNICATE!
 - Go out and get a good angle on the play. Do not run directly toward the ball.
 - Stay out until play is complete.
- Do not go out on routine fly balls. When staying in, give your partners a "hold" sign.
- U3 does not leave the infield.

Trouble Ball:

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



Taking Calls Back to 1st Base and into 3rd Base

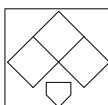
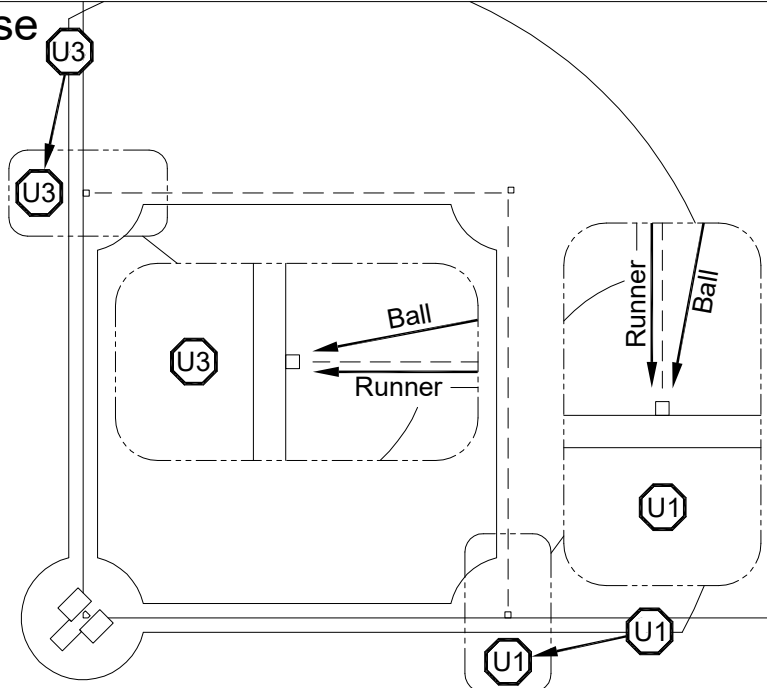
When taking calls back to 1st Base, U1 should move into 1st-2nd baseline extended.

When taking calls into 3rd Base, U3 should move into 2nd-3rd baseline extended.

These positions typically provide the best view of the play as the ball, runner, and fielder's tag are all coming toward you.

PU can also use these positions when taking calls at 1st and 3rd, unless noted otherwise in that specific mechanic.

See the "Track System" document on the SDUA website.



No Runners Play at 1st Base

PU:

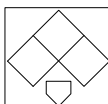
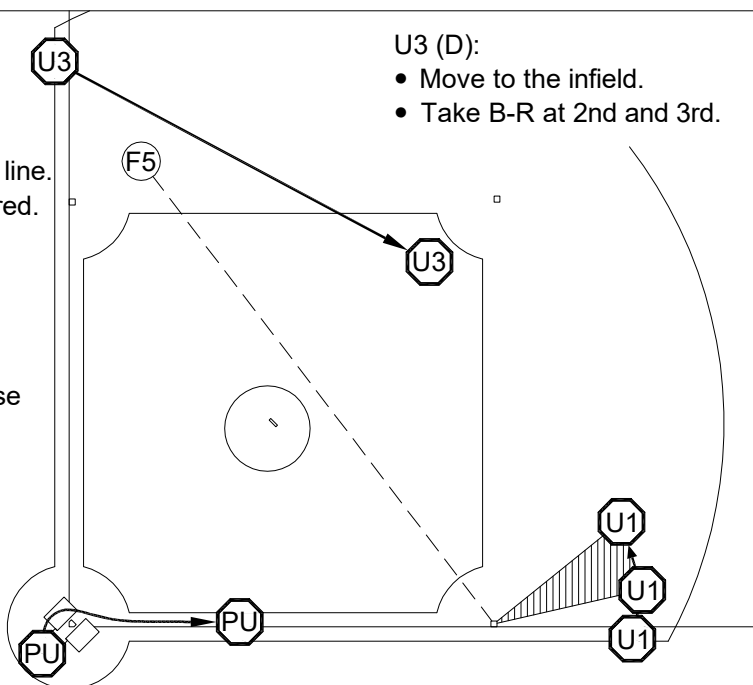
- Clear the catcher and follow B-R up 1st base line.
- Ensure B-R is in 45' running lane when required.
- Assist BU with swipe tags and pulled foot. DO NOT rule unless asked by BU.
- Take an overthrow.

U1 (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 when possible. Do not get in the way.

U3 (D):

- Move to the infield.
- Take B-R at 2nd and 3rd.



No Runners Clean Base Hit

PU:

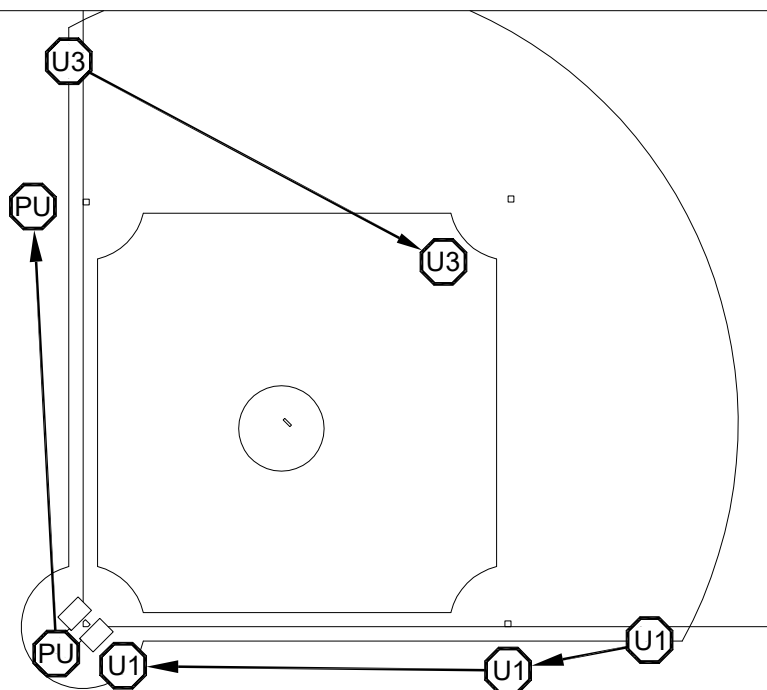
- Observes and take any call at 3rd on an extra- base hit.
- Hustle up the 3rd base line.
- "I've got 3rd!" Communicate.
- If B-R advances home, release him to U1.

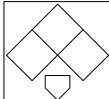
U1 (A):

- Take all calls/touches at 1st.
- If B-R advances to 3rd, take all calls/touches at Home.

U3 (D):

- Move to the infield.
- Take all calls/touches at 2nd.
- If B-R advances to 3rd, release him to PU.





No Runners Fly Ball & Trouble Ball (U1 Goes Out)

PU:

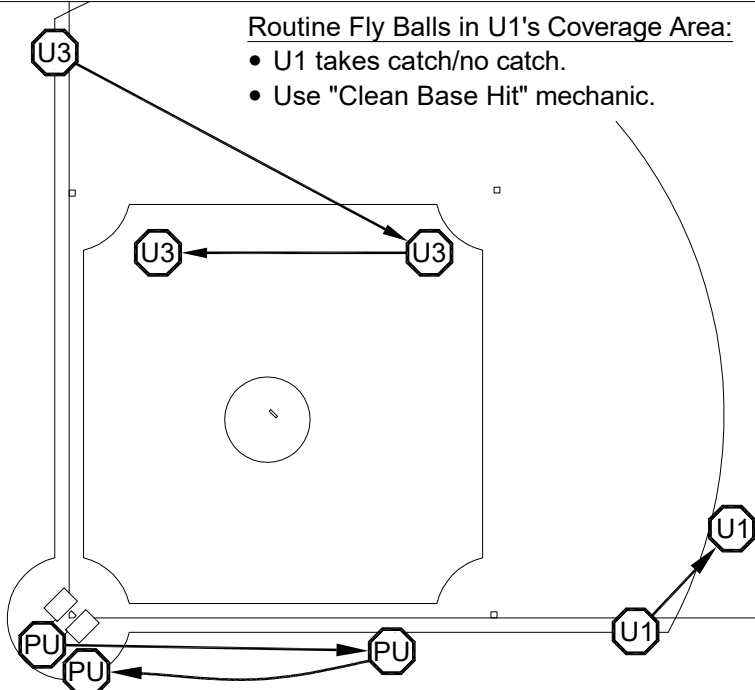
- Move toward 1st.
- Take all calls/touches at 1st.
- Once B-R reaches 2nd, return Home.
- Take all calls/touches at Home.

U1 (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.

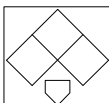
U3 (D):

- Move to the infield.
- Take all calls/touches at 2nd.
- Take all calls/touches at 3rd.



Routine Fly Balls in U1's Coverage Area:

- U1 takes catch/no catch.
- Use "Clean Base Hit" mechanic.



No Runners Fly Ball & Trouble Ball (U3 Goes Out)

PU:

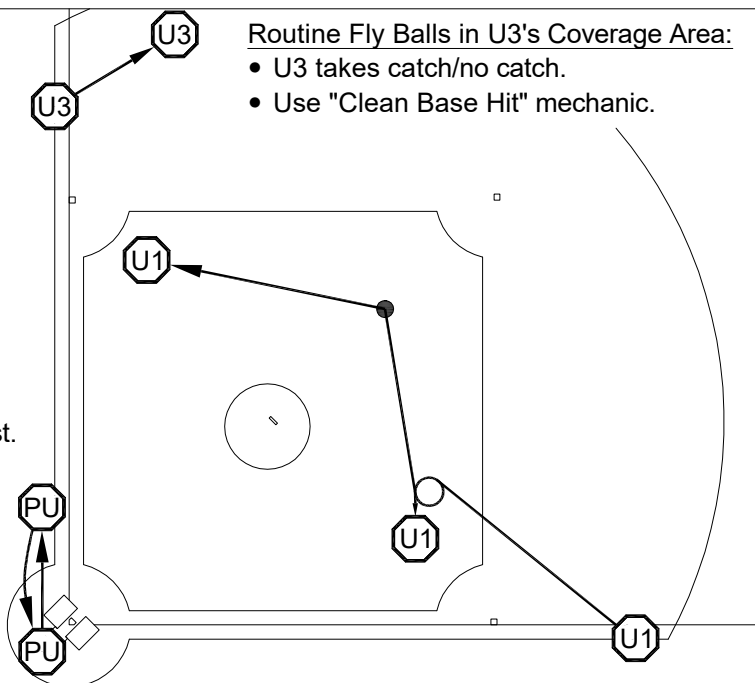
- Clear the catcher and move toward the ball.
- Take B-R at home.

U1 (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 all calls/touches at 1st, 2nd, & 3rd.

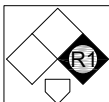
U3 (D):

- 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.



Routine Fly Balls in U3's Coverage Area:

- U3 takes catch/no catch.
- Use "Clean Base Hit" mechanic.



Runner on 1st Infield Hit

PU:

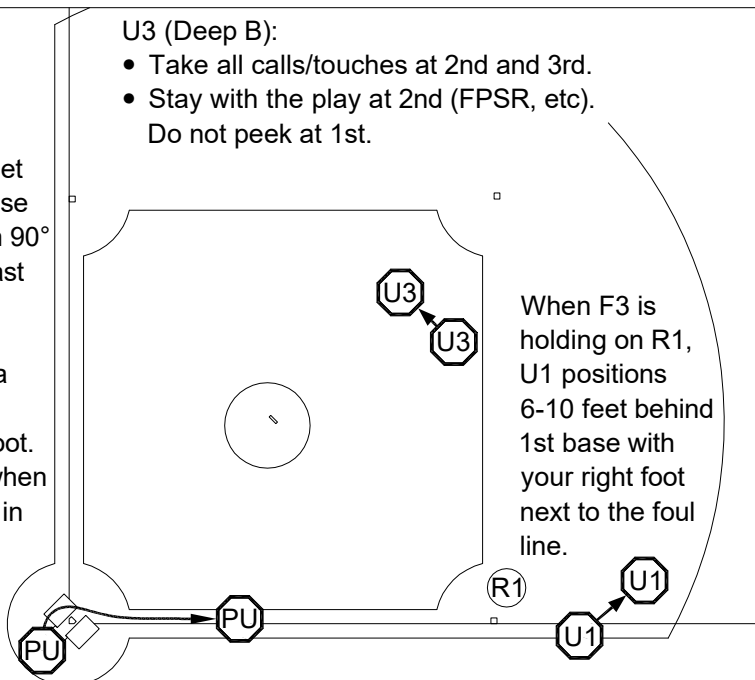
- Clear the catcher and follow B-R up 1st base line.
- Ensure B-R is in 45' running lane when required.
- Assist U1 with swipe tags and pulled foot. DO NOT rule unless asked by U1.
- Take an overthrow.
- Take all calls/touches at home.

U1 (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 1st base bag.
- Be prepared to take a read step to see a swipe tag or pulled foot.
- Stay in fair territory when possible. Do not get in the way.

U3 (Deep B):

- Take all calls/touches at 2nd and 3rd.
- Stay with the play at 2nd (FPSR, etc).
Do not peek at 1st.



When F3 is holding on R1, U1 positions 6-10 feet behind 1st base with your right foot next to the foul line.

Runner on 1st Clean Base Hit

PU:

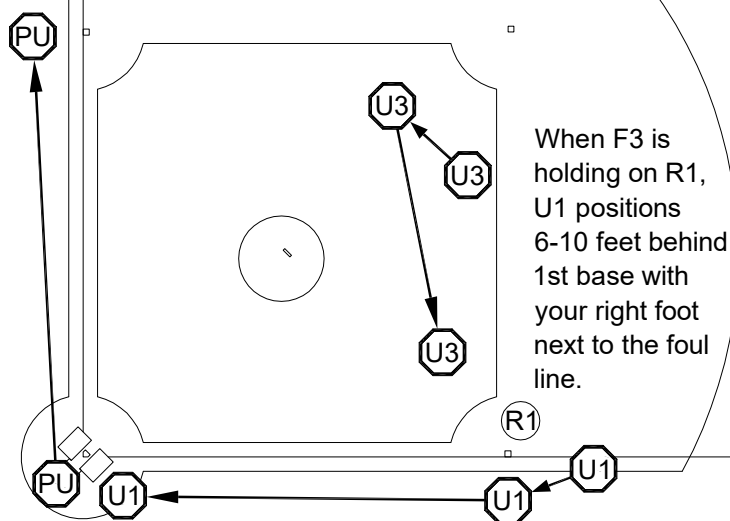
- Hustle up the 3rd base line.
- "I've got 3rd!" Communicate.
- Take all calls/touches at 3rd.
- If R1 advances home, release him to U1.

U1 (A):

- Take touch of B-R at 1st.
- If R1 advances to 3rd, release B-R to U3 and take all calls/touches at home.

U3 (Deep B):

- Take calls of B-R at 1st and all calls/touches of B-R at 2nd.
- Take all calls/touches of R1 at 2nd.



Runner on 1st Clean Base Hit, Full Count with 2 Outs

PU:

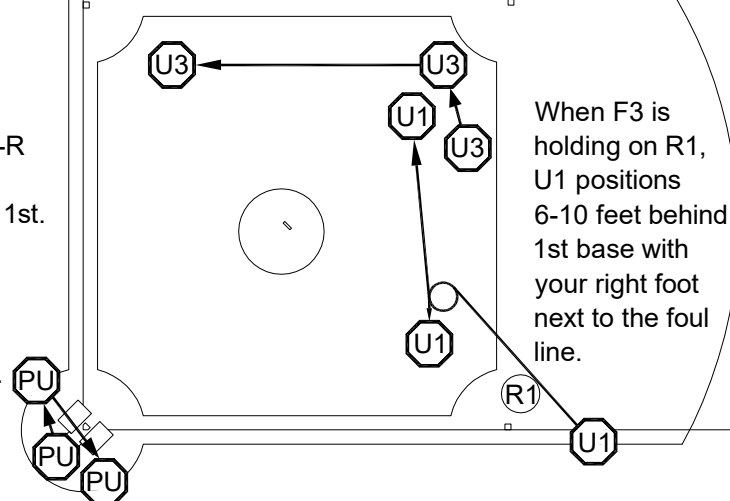
- Take all calls/touches at home.

U1 (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 all calls/touches at 1st.
- Take all calls/touches of B-R at 2nd.

U3 (Deep B):

- Take all calls/touches of R1 at 2nd & 3rd.
- Take all calls/touches of B-R at 3rd.



Runner on 1st Fly Ball & Left Field Trouble Ball

PU:

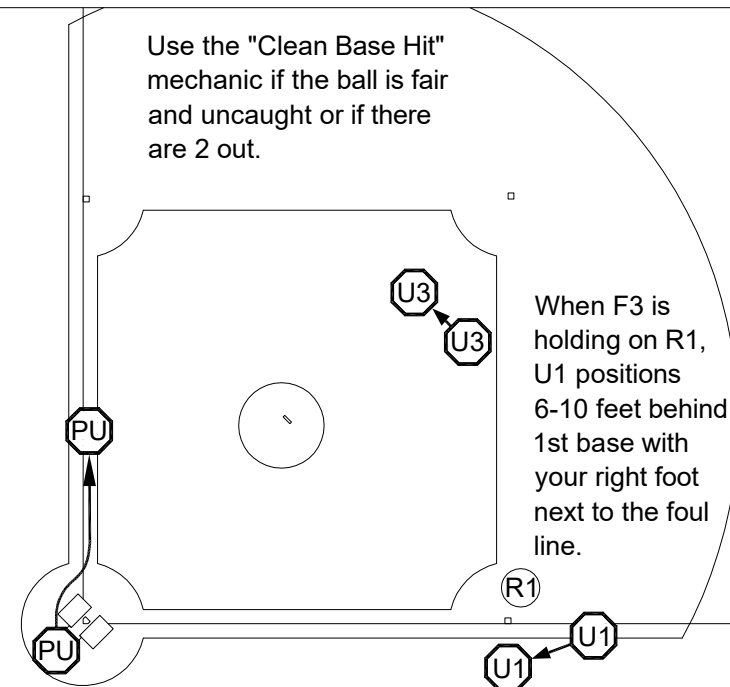
- Take the catch/no catch if in your coverage area.
- Take all calls/touches at home.

U1 (A):

- Take all calls/touches at 1st.

U3 (Deep B):

- Take the catch/no catch if in your coverage area.
- Take all calls/touches at 2nd & 3rd.



Runner on 1st Right Field Trouble Ball (U1 Goes Out)

PU:

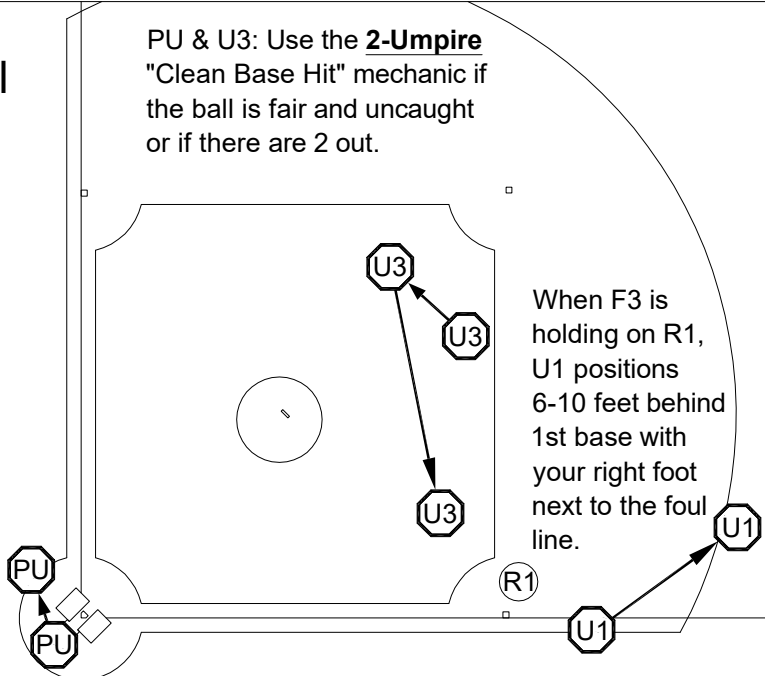
- Take all calls/touches at home.

U1 (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.

U3 (Deep B):

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



Runners on 1st & 2nd Infield Hit

PU:

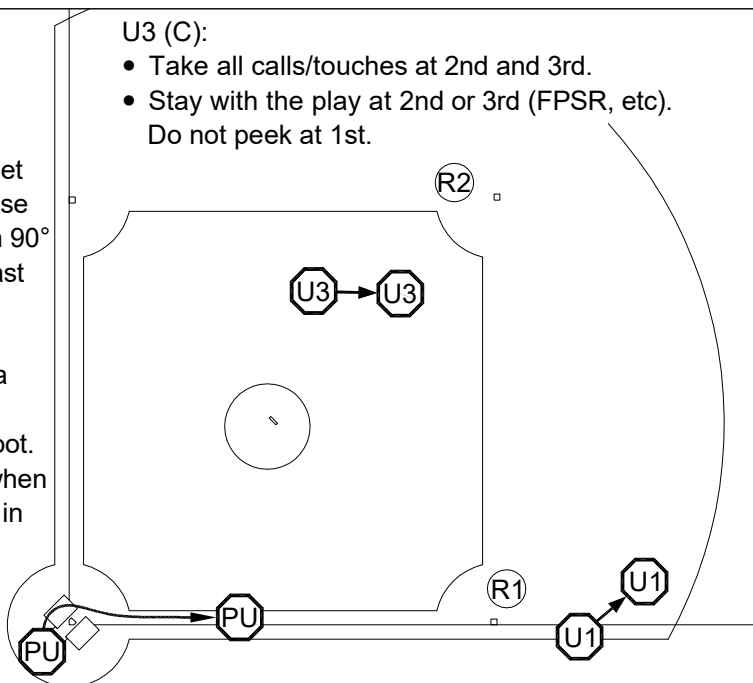
- Clear the catcher and follow B-R up 1st base line.
- Ensure B-R is in 45' running lane when required.
- Assist U1 with swipe tags and pulled foot. DO NOT rule unless asked by U1.
- Take an overthrow.
- Take all calls/touches at home.

U1 (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 1st base bag.
- Be prepared to take a read step to see a swipe tag or pulled foot.
- Stay in fair territory when possible. Do not get in the way.

U3 (C):

- Take all calls/touches at 2nd and 3rd.
- Stay with the play at 2nd or 3rd (FPSR, etc). Do not peek at 1st.



Runners on 1st & 2nd Clean Base Hit

PU:

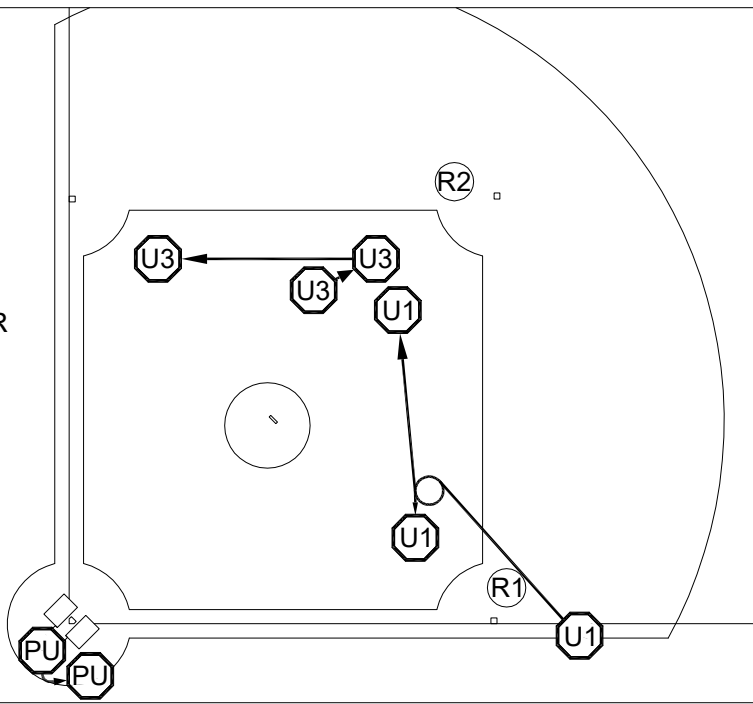
- Clear the catcher.
- Take all calls/touches at home.

U1 (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 all calls/touches at 1st.
- Take all calls/touches of B-R at 2nd.

U3 (C):

- Take all calls/touches of R1 & R2 at 2nd.
- Take all calls/touches at 3rd.



Runners on 1st & 2nd Fly Ball & Left Field Trouble Ball

PU:

- Hustle up the 3rd base line.
- Take the catch/no catch if in your coverage area.
- "I've got 3rd!" Communicate.
- Take all calls/touches at 3rd.

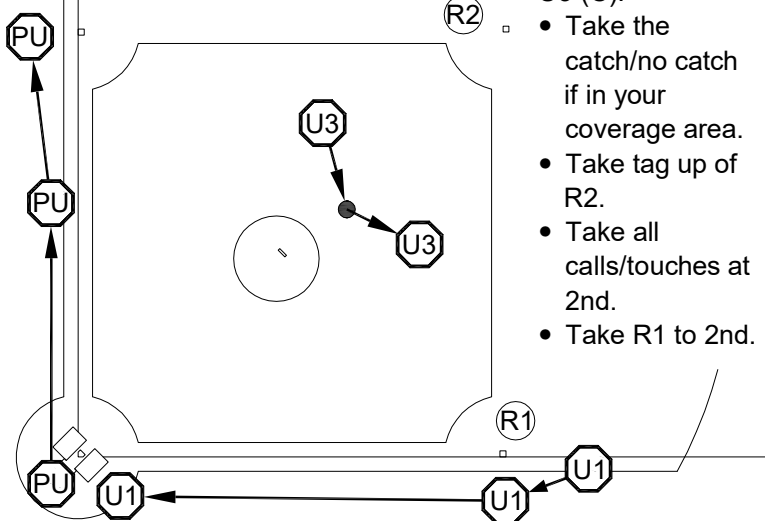
U1 (A):

- Take touch of B-R at 1st.
- Take tag up of R1.
- If R2 advances to 3rd, release R1 to U3 and take all calls/touches at home.

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

U3 (C):

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



Runners on 1st & 2nd Right Field Trouble Ball (U1 Goes Out)

PU:

- Hustle up the 3rd base line.
- "I've got 3rd!"
Communicate to U3.
- 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.

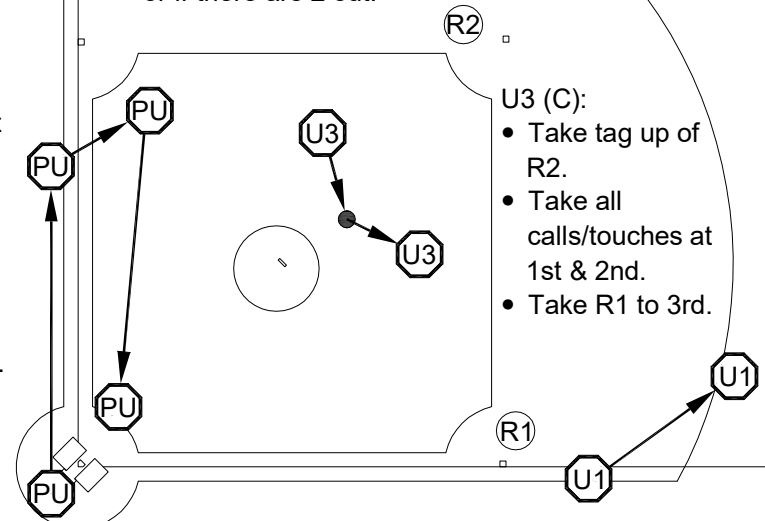
U1 (A):

- 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.

PU & U3: Use the **2-Umpire** "Clean Base Hit" mechanic if the ball is fair and uncaught or if there are 2 out.

U3 (C):

- Take tag up of R2.
- Take all calls/touches at 1st & 2nd.
- Take R1 to 3rd.



Bases Loaded Infield Hit

PU:

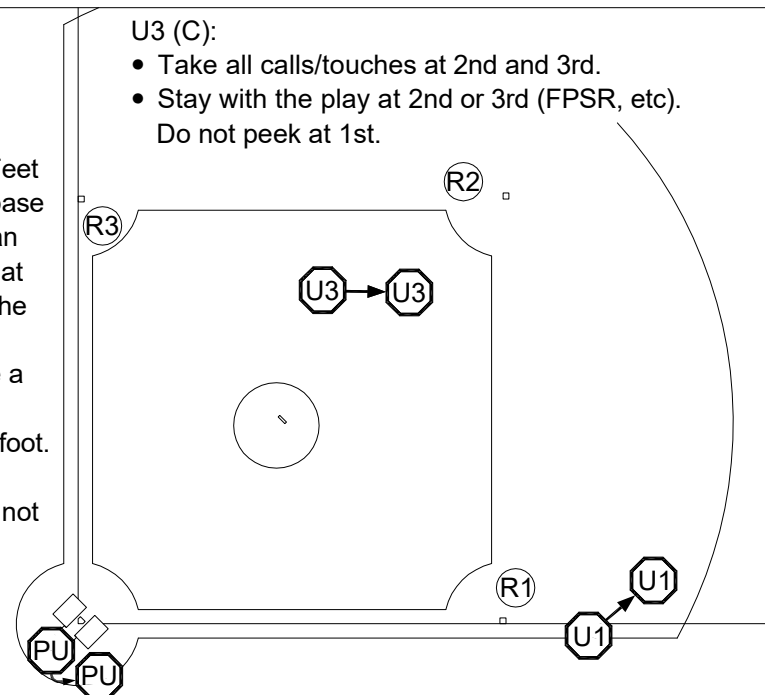
- Clear the catcher.
- Ensure B-R is in 45' running lane when required.
- Assist U1 with swipe tags and pulled foot. DO NOT rule unless asked by U1.
- Take an overthrow.
- Take all calls/touches at home.

U1 (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 1st base bag.
- Be prepared to take a read step to see a swipe tag or pulled foot.
- Stay in fair territory when possible. Do not get in the way.

U3 (C):

- Take all calls/touches at 2nd and 3rd.
- Stay with the play at 2nd or 3rd (FPSR, etc). Do not peek at 1st.



Bases Loaded Clean Base Hit

PU:

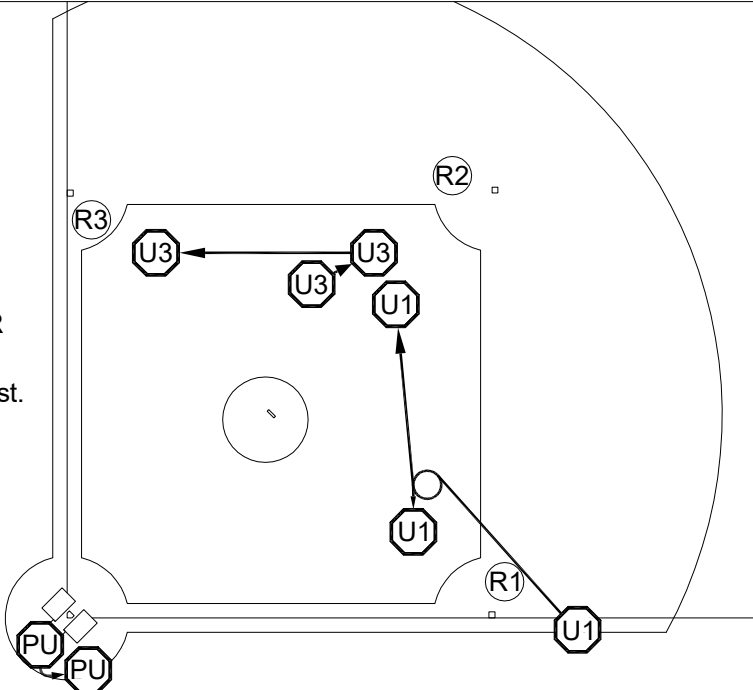
- Take touch of R2 at 3rd.
- Take all calls/touches at home.

U1 (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 all calls/touches at 1st.
- Take all calls/touches of B-R at 2nd.

U3 (C):

- Take all calls of R2 at 3rd.
- Take all calls/touches of R1 at 2nd & 3rd.
- Take all calls/touches of B-R at 3rd.



Bases Loaded Fly Ball & Left Field Trouble Ball

PU:

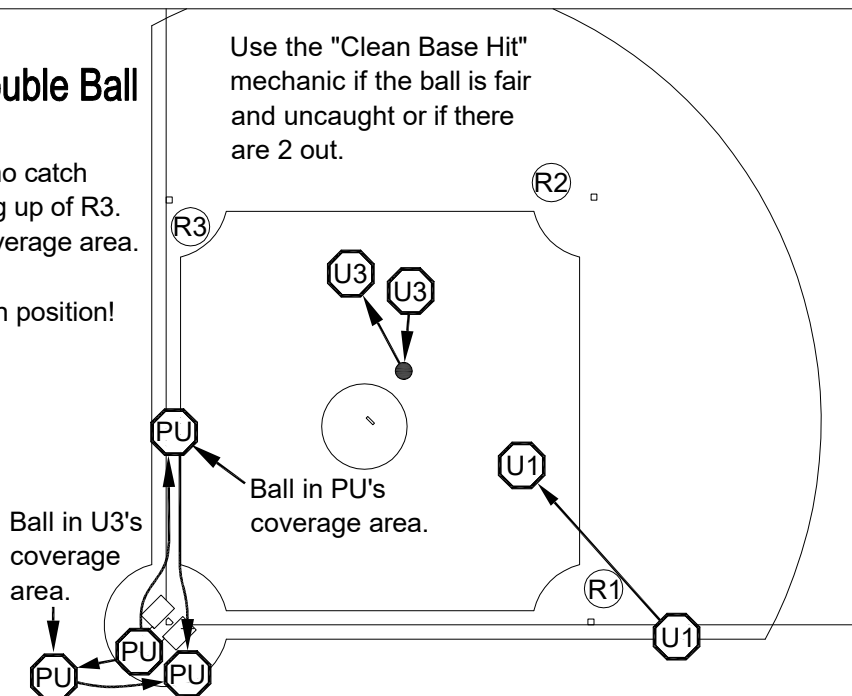
- Position for a view of the ball, catch/no catch depending on coverage area, and tag up of R3.
- Take the catch/no catch if in your coverage area.
- Take the tag up of R3.
- Take all calls/touches at home. Get in position!

U1 (A):

- Move to the infield, similar to a Pivot.
- Take all calls/touches at 1st.
- Take all calls/touches of R1 at 2nd.

U3 (C):

- Take catch/no catch if in your coverage area.
- Take all calls of R2 at 3rd.
- Take all calls/touches of R1 at 3rd.



Bases Loaded Right Field Trouble Ball (U1 Goes Out)

PU:

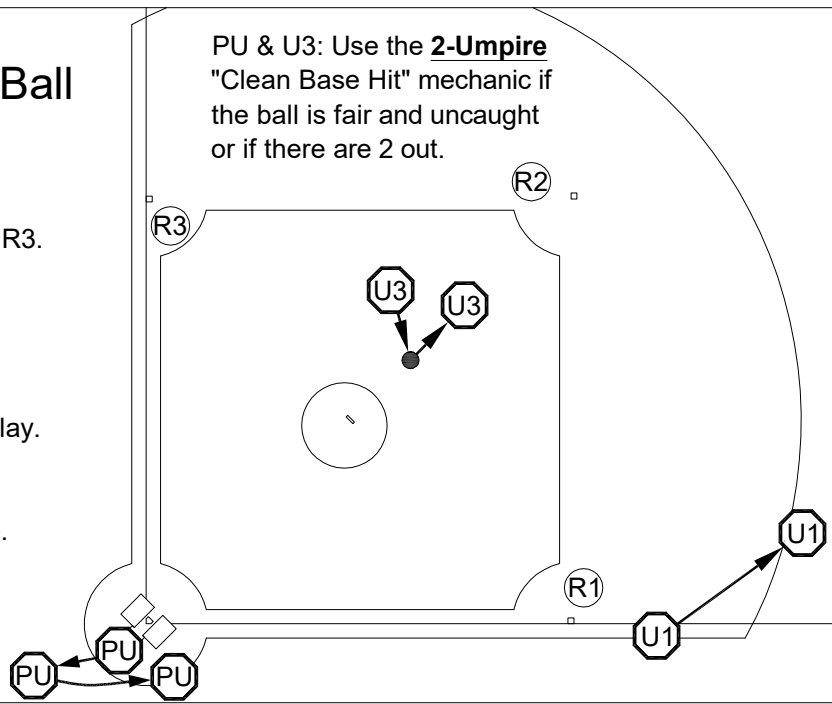
- Position to get a view of the tag up of R3.
- Take the tag up of R3.
- Take all calls/touches at home. Get in position!

U1 (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.

U3 (C):

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



Runners on 1st & 3rd Infield Hit

PU:

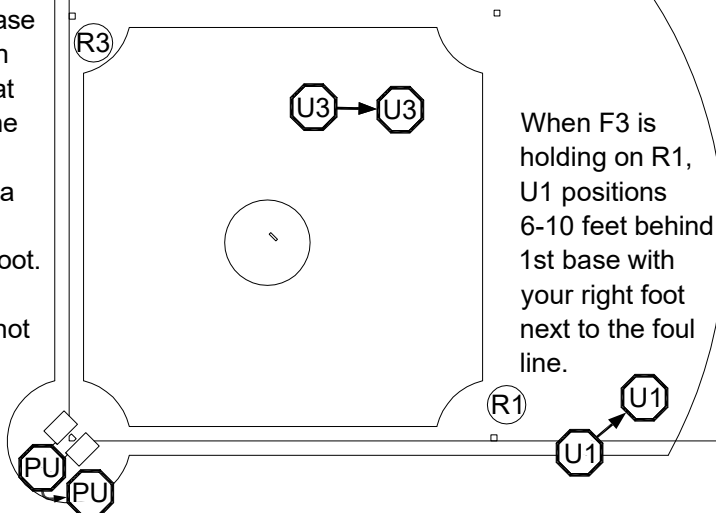
- Clear the catcher.
- Ensure B-R is in 45' running lane when required.
- Assist U1 with swipe tags and pulled foot. DO NOT rule unless asked by U1.
- Take an overthrow.
- Take all calls/touches at home.

U1 (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 1st base bag.
- Be prepared to take a read step to see a swipe tag or pulled foot.
- Stay in fair territory when possible. Do not get in the way.

U3 (C):

- Take all calls/touches at 2nd and 3rd.
- Stay with the play at 2nd or 3rd (FPSR, etc). Do not peek at 1st.



Runners on 1st & 3rd Clean Base Hit

PU:

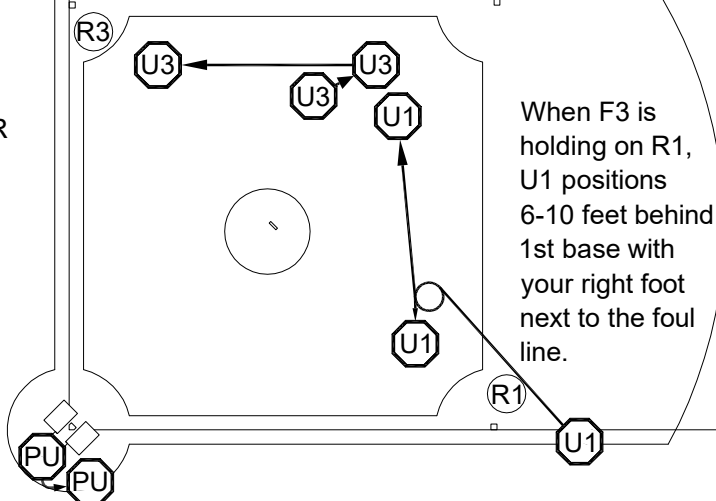
- Clear the catcher.
- Take all calls/touches at home.

U1 (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 all calls/touches at 1st.
- Take all calls/touches of B-R at 2nd.

U3 (C):

- Take all calls/touches of R1 at 2nd.
- Take all calls/touches at 3rd.



Runners on 1st & 3rd Fly Ball & Left Field Trouble Ball

PU:

- Position for a view of the ball, catch/no catch depending on coverage area, and tag up of R3.
- Take the catch/no catch if in your coverage area.
- Take the tag up of R3.
- Take all calls/touches at home. Get in position!

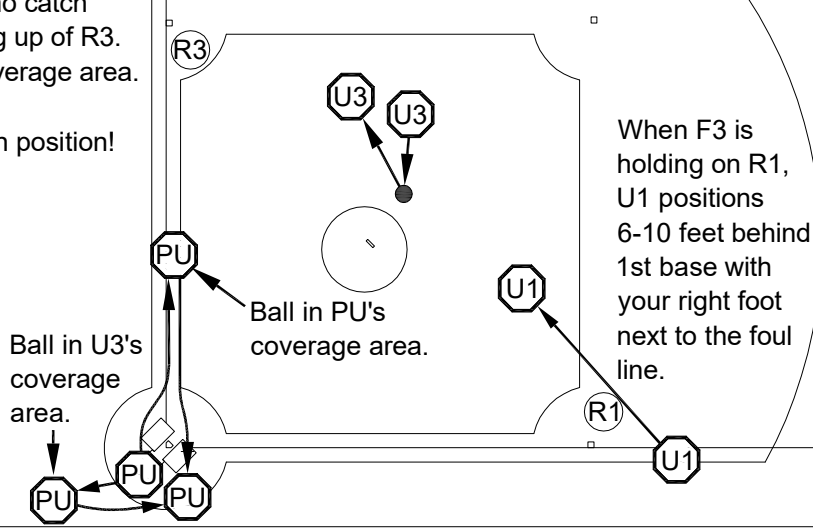
U1 (A):

- Move to the infield, similar to a Pivot.
- Take all calls/touches at 1st.
- Take all calls/touches of R1 at 2nd.

U3 (C):

- Take the catch/no catch if in your coverage area.
- Take all calls of R2 at 3rd.
- Take all calls/touches of R1 at 3rd.

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



Runners on 1st & 3rd Right Field Trouble Ball (U1 Goes Out)

PU:

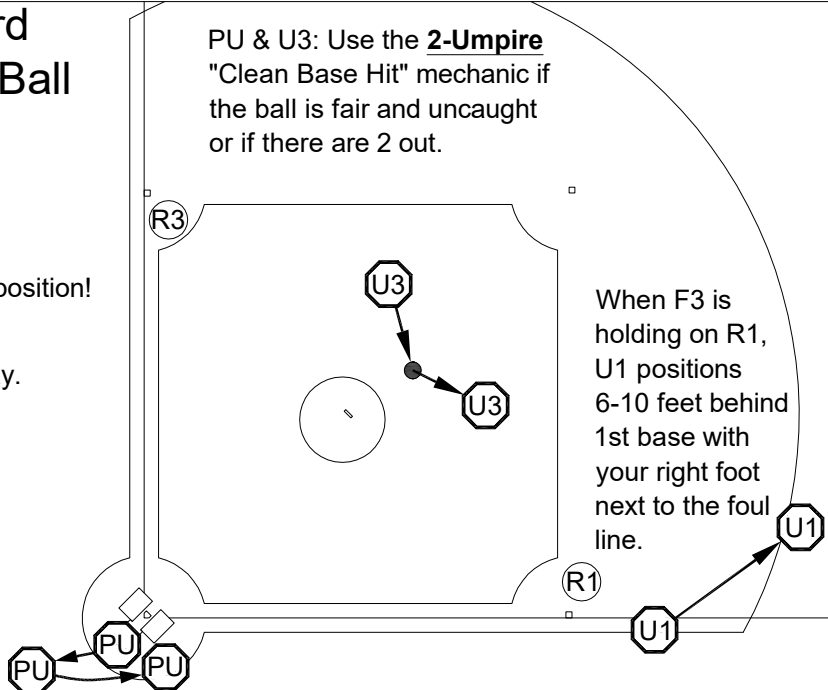
- Position for a view of the tag up of R3.
- Take the tag up of R3.
- Take all calls/touches at home. Get in position!

U1 (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.

U3 (C):

- Take tag up of R2.
- Take all calls/touches at 1st & 2nd.
- Take R1 to 3rd.



Runner on 2nd - No outs or 1 out Infield Hit

PU:

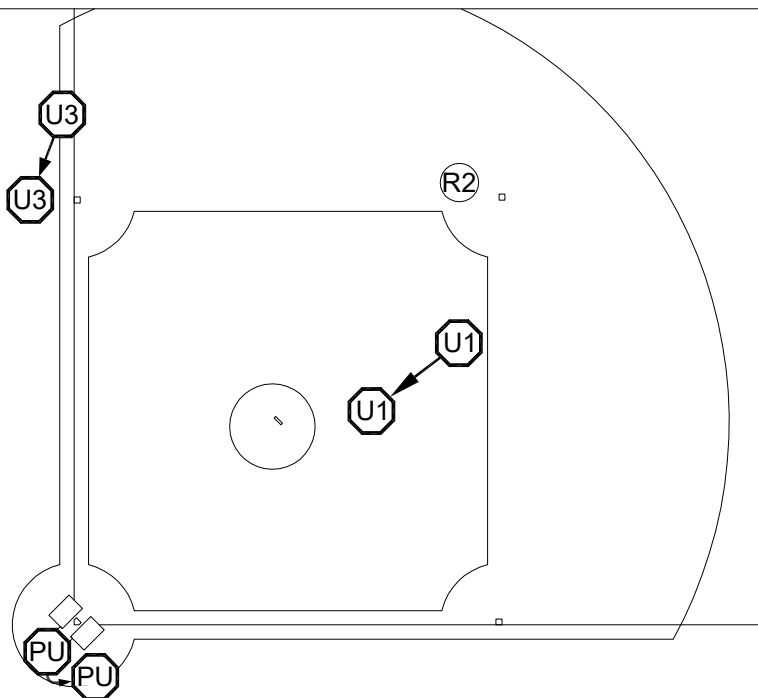
- Clear the catcher.
- Ensure B-R is in 45' running lane when required.
- Assist U1 with swipe tags and pulled foot.
DO NOT rule unless asked by U1.
- Take an overthrow.
- Take all calls/touches at home.

U1 (Deep B):

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

U3 (D):

- Take all calls/touches at 3rd.



Runner on 2nd - No outs or 1 out Clean Base Hit

PU:

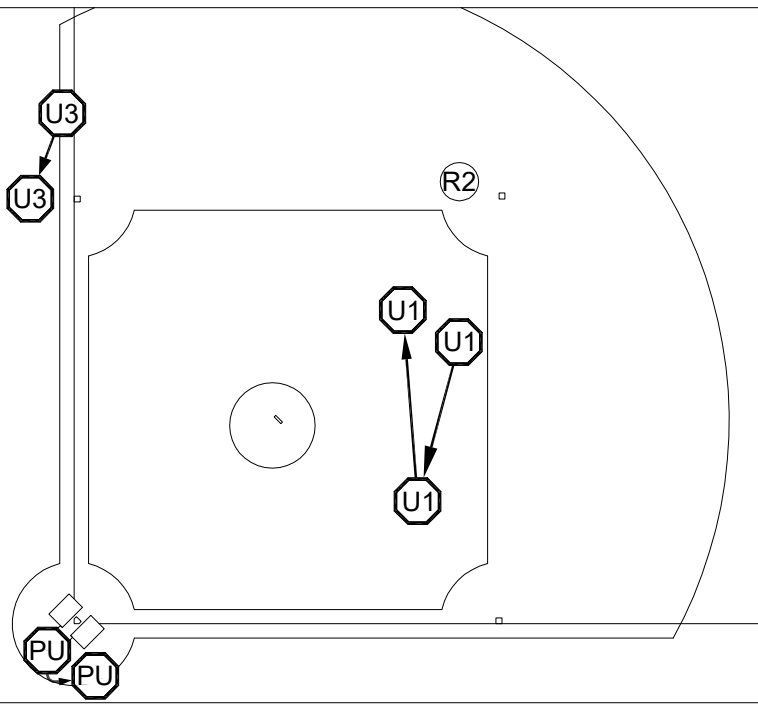
- Take all calls/touches at home.

U1 (Deep B):

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

U3 (D):

- Take all calls/touches at 3rd.





Runner on 2nd - No outs or 1 out Left Field Trouble Ball (U3 Goes Out)

PU:

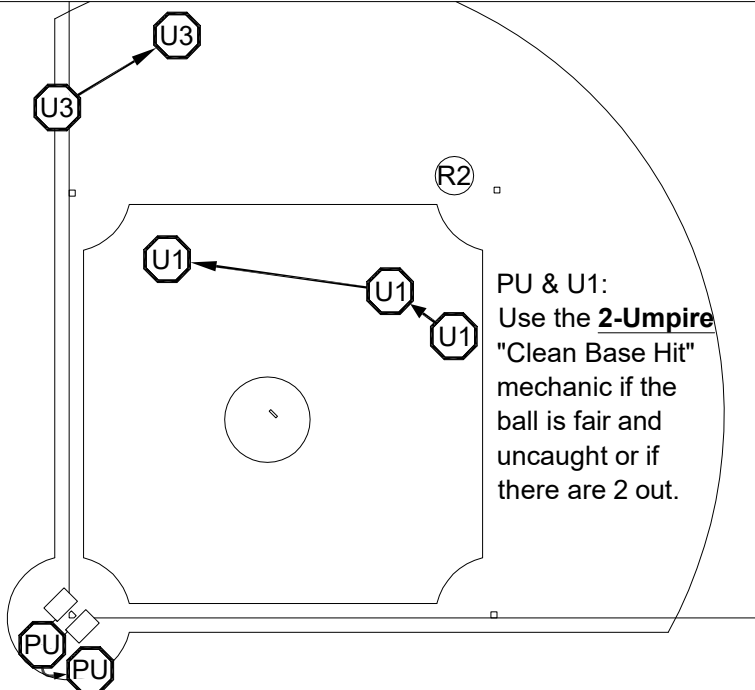
- Take touch of R2 at 3rd.
- Take all calls/touches at home.

U1 (Deep B):

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

U3 (D):

- 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.



PU & U1:
Use the **2-Umpire**
"Clean Base Hit"
mechanic if the
ball is fair and
uncaught or if
there are 2 out.



Runner on 2nd - No outs or 1 out Fly Ball & Right Field Trouble Ball

PU:

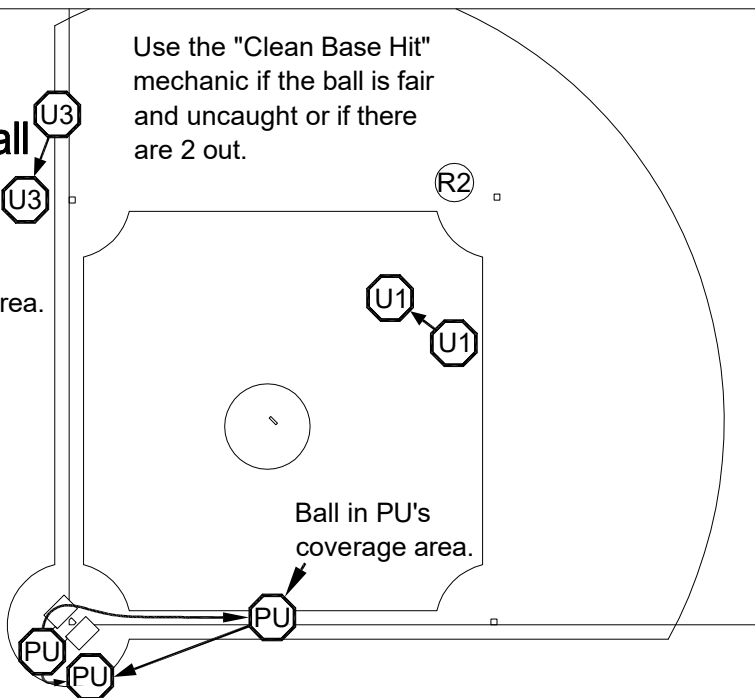
- Position for a view of the ball and
catch/no catch depending on coverage area.
- Take the catch/no catch if in your coverage area.
- Take all calls/touches at home.

U1 (Deep B):

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

U3 (D):

- Take all calls/touches at 3rd.



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

Ball in PU's
coverage area.



Runner on 2nd - 2 outs - Infield Hit

PU:

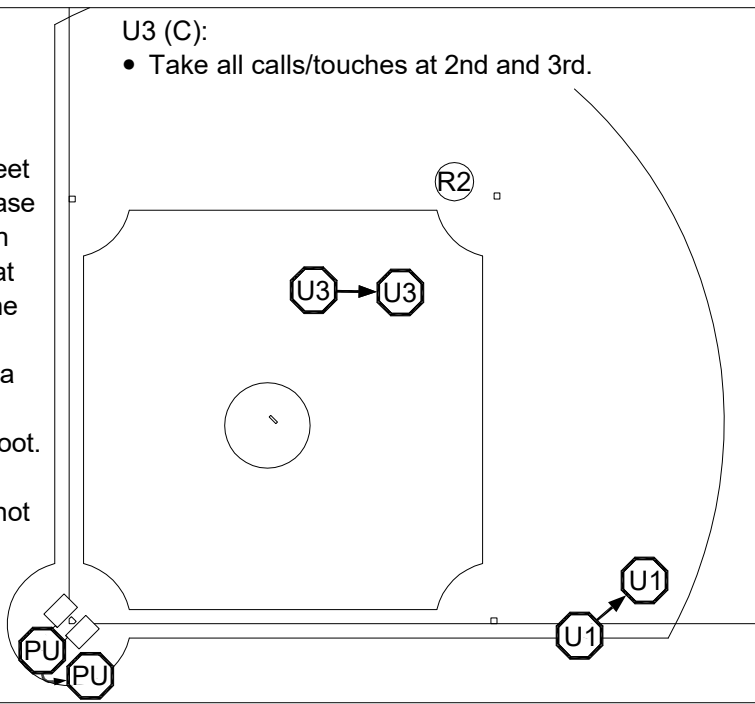
- Clear the catcher.
- Ensure B-R is in 45' running lane when required.
- Assist U1 with swipe tags and pulled foot. DO NOT rule unless asked by U1.
- Take an overthrow.
- Take all calls/touches at home.

U1 (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 1st base bag.
- Be prepared to take a read step to see a swipe tag or pulled foot.
- Stay in fair territory when possible. Do not get in the way.

U3 (C):

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





Runner on 2nd - 2 outs - Clean Base Hit

PU:

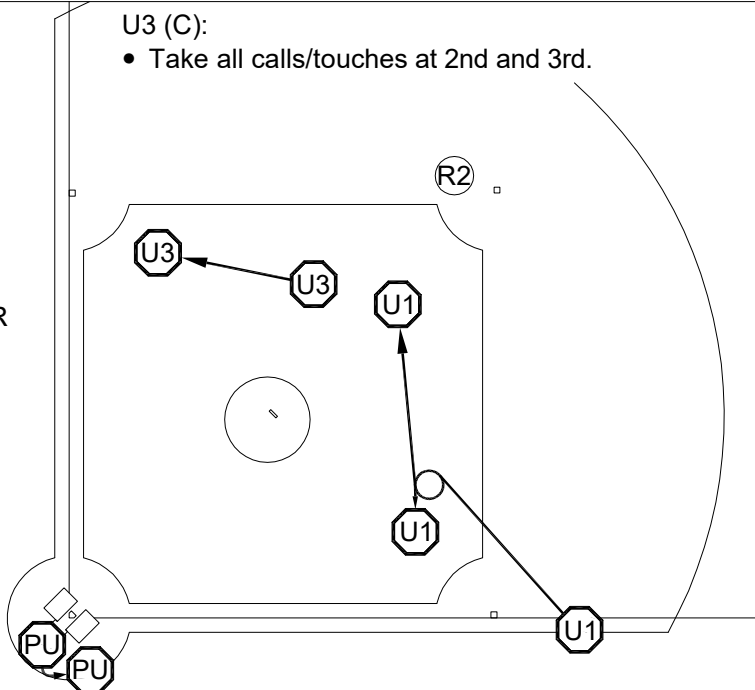
- Clear the catcher.
- Take all calls/touches at home.

U1 (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 all calls/touches at 1st.
- Take all calls/touches of B-R at 2nd.

U3 (C):

- Take all calls/touches of R2 at 2nd.
- Take all calls/touches at 3rd.



Runner on 2nd - 2 outs - Fly Ball & Left Field Trouble Ball

PU:

- Position for a view of the ball, catch/no catch depending on coverage area.
- Take the catch/no catch if in your coverage area.
- Take all calls/touches at home.

U1 (A):

- Move to the infield, similar to a Pivot.
- Take all calls/touches at 1st.
- Take all calls/touches of B-R at 2nd.

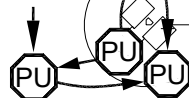
U3 (C):

- Take all calls/touches of R2 at 2nd.
- Take all calls/touches at 3rd.

Ball in U3's
coverage area.

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

Ball in PU's
coverage area.



Runner on 2nd - 2 outs - Right Field Trouble Ball (U1 Goes Out)

PU:

- Take all calls/touches at home.

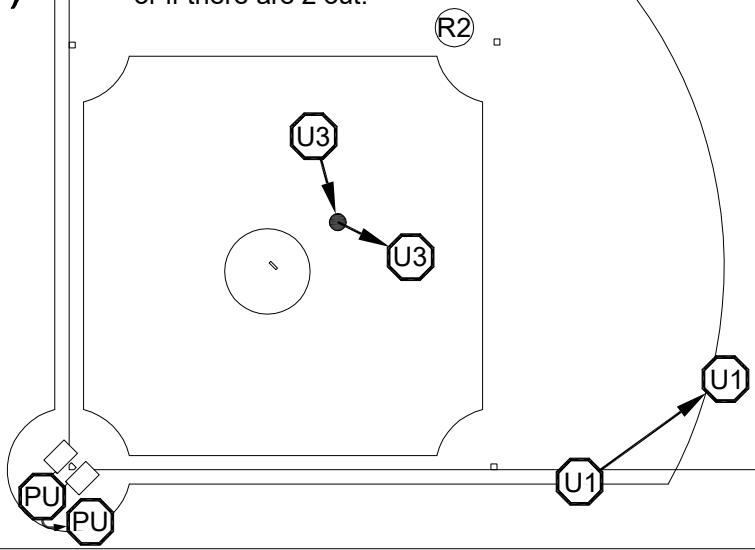
U1 (A):

- 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.

U3 (C):

- Take tag up of R2.
- Take all calls/touches at 1st & 2nd.

PU & U3: Use the **2-Umpire**
"Clean Base Hit" mechanic if
the ball is fair and uncaught
or if there are 2 out.



Runners on 2nd & 3rd No outs or 1 out Infield Hit

PU:

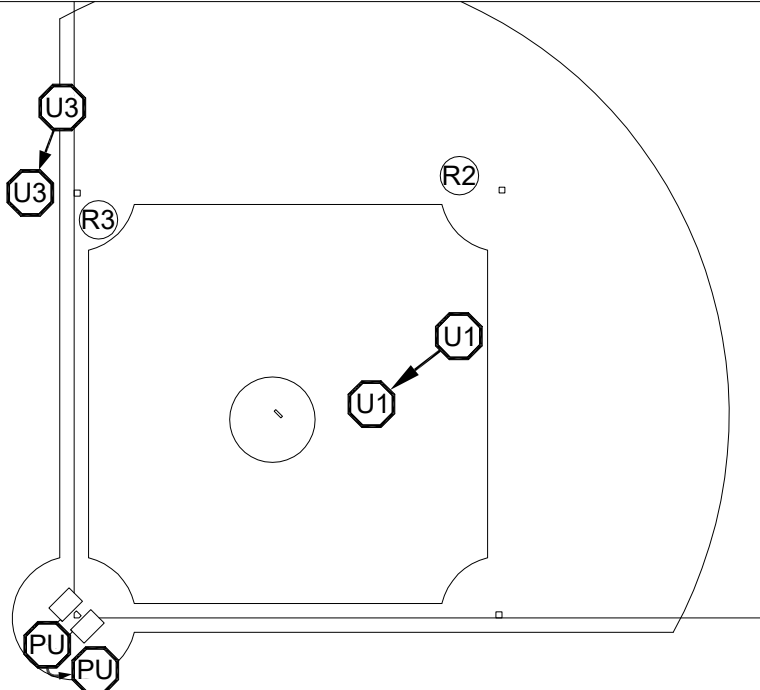
- Clear the catcher.
- Ensure B-R is in 45' running lane when required.
- Assist U1 with swipe tags and pulled foot.
DO NOT rule unless asked by U1.
- Take an overthrow.
- Take all calls/touches at home.

U1 (Deep B):

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

U3 (D):

- Take all calls/touches at 3rd.



Runners on 2nd & 3rd No outs or 1 out Clean Base Hit

PU:

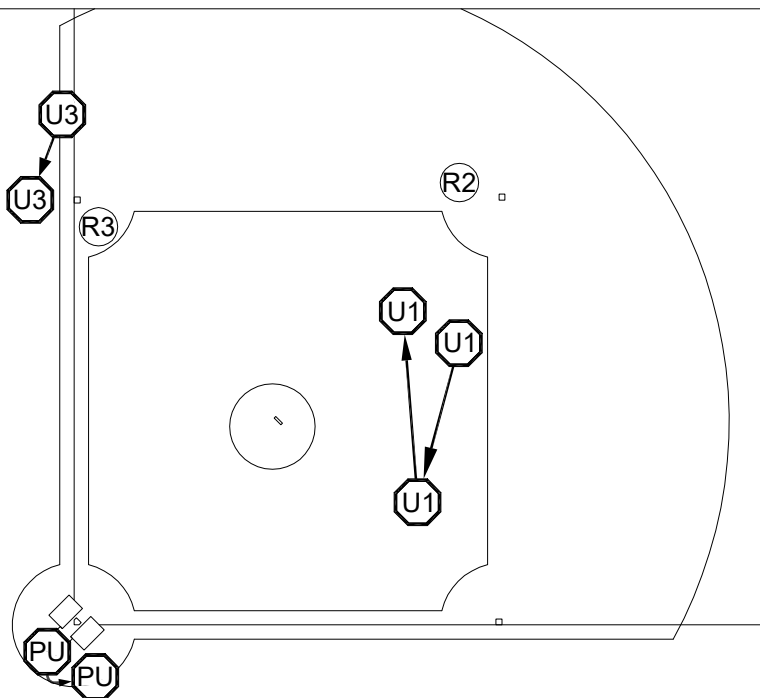
- Take all calls/touches at home.

U1 (Deep B):

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

U3 (D):

- Take all calls/touches at 3rd.



Runners on 2nd & 3rd No outs or 1 out Fly Ball & Right Field Trouble Ball

PU:

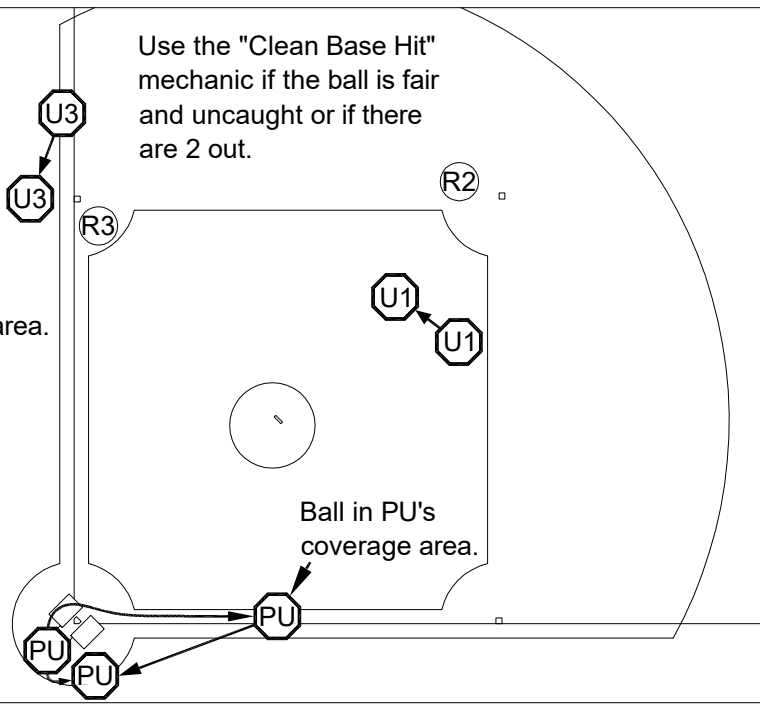
- Position for a view of the ball and catch/no catch depending on coverage area.
- Take the catch/no catch if in your coverage area.
- Take all calls/touches at home.

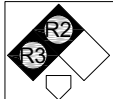
U1 (Deep B):

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

U3 (D):

- Take all calls/touches at 3rd.





Runners on 2nd & 3rd No outs or 1 out Left Field Trouble Ball (U3 Goes Out)

PU:

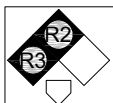
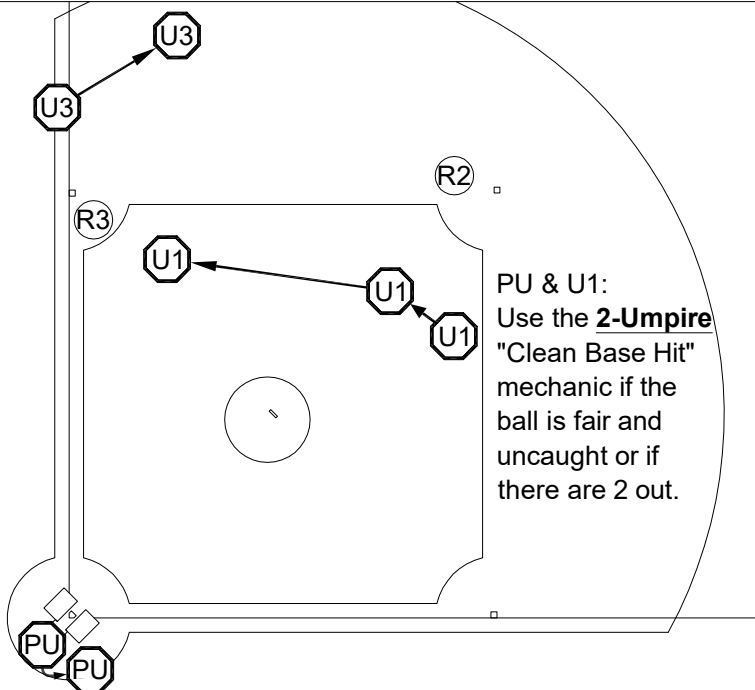
- Take touch of R2 at 3rd.
- Take tag up or R3.
- Take all calls/touches at home.

U1 (Deep B):

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

U3 (D):

- 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.



Runners on 2nd & 3rd 2 outs - Infield Hit

PU:

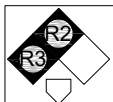
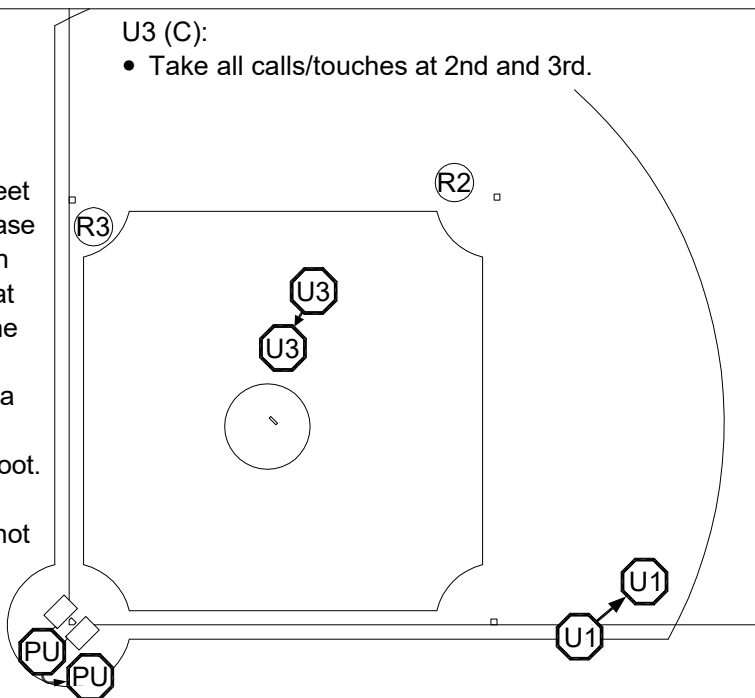
- Clear the catcher.
- Ensure B-R is in 45' running lane when required.
- Assist U1 with swipe tags and pulled foot. DO NOT rule unless asked by U1.
- Take an overthrow.
- Take all calls/touches at home.

U1 (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 1st base bag.
- Be prepared to take a read step to see a swipe tag or pulled foot.
- Stay in fair territory when possible. Do not get in the way.

U3 (C):

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



Runners on 2nd & 3rd 2 outs - Clean Base Hit

PU:

- Clear the catcher.
- Take all calls/touches at home.

U1 (A):

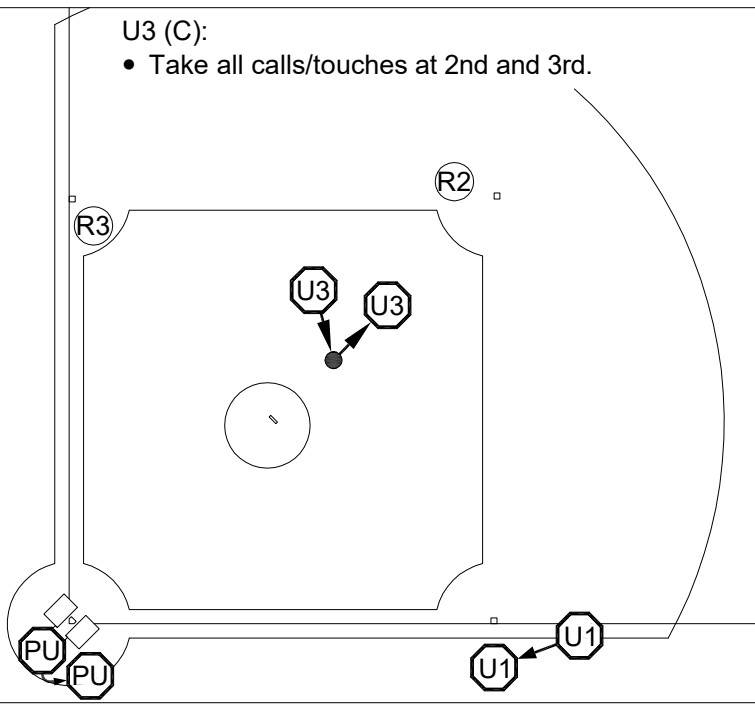
- Take all calls/touches at 1st.

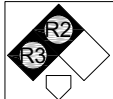
U3 (C):

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

U3 (C):

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





Runners on 2nd & 3rd 2 outs - Fly Ball & Left Field Trouble Ball

PU:

- Position for a view of the ball, catch/no catch depending on coverage area, and tag up of R3.
- Take the catch/no catch if in your coverage area.
- Take the tag up of R3.
- Take all calls/touches at home. Get in position!

U1 (A):

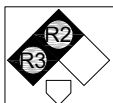
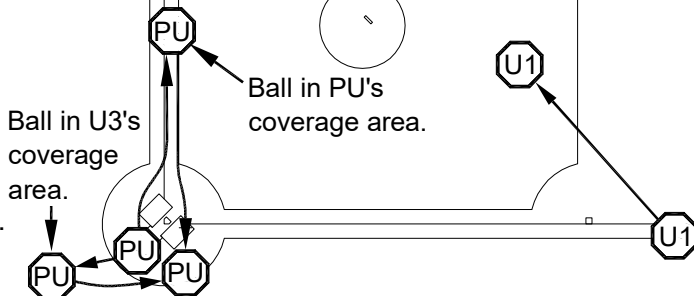
- Move to the infield, similar to a Pivot.
- Take all calls/touches at 1st.
- Take all calls/touches of B-R at 2nd.

U3 (C):

- Take all calls/touches of R2 at 2nd.
- Take all calls/touches at 3rd.

Ball in U3's coverage area.

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



Runners on 2nd & 3rd 2 outs - Right Field Trouble Ball (U1 Goes Out)

PU:

- Take the tag up of R3.
- Take all calls/touches at home.

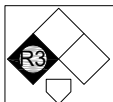
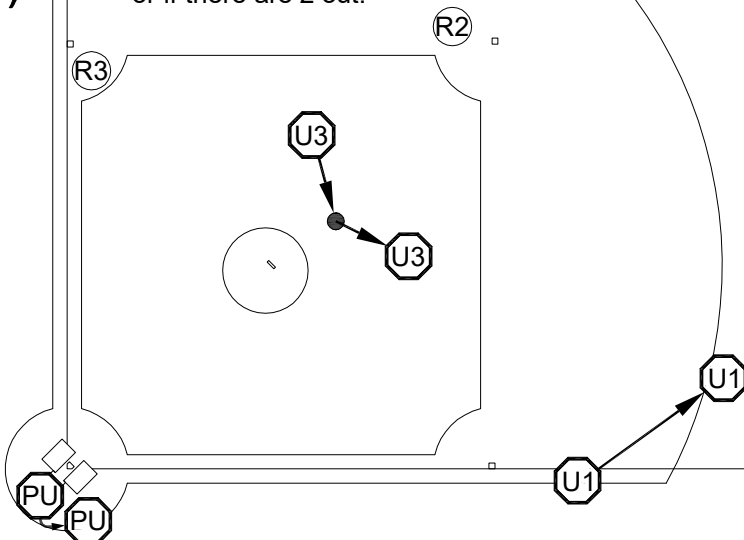
U1 (A):

- 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.

U3 (C):

- Take tag up of R2.
- Take all calls/touches at 1st, 2nd, & 3rd.

PU & U3: Use the **2-Umpire** "Clean Base Hit" mechanic if the ball is fair and uncaught or if there are 2 out.



Runner on 3rd Infield Hit

PU:

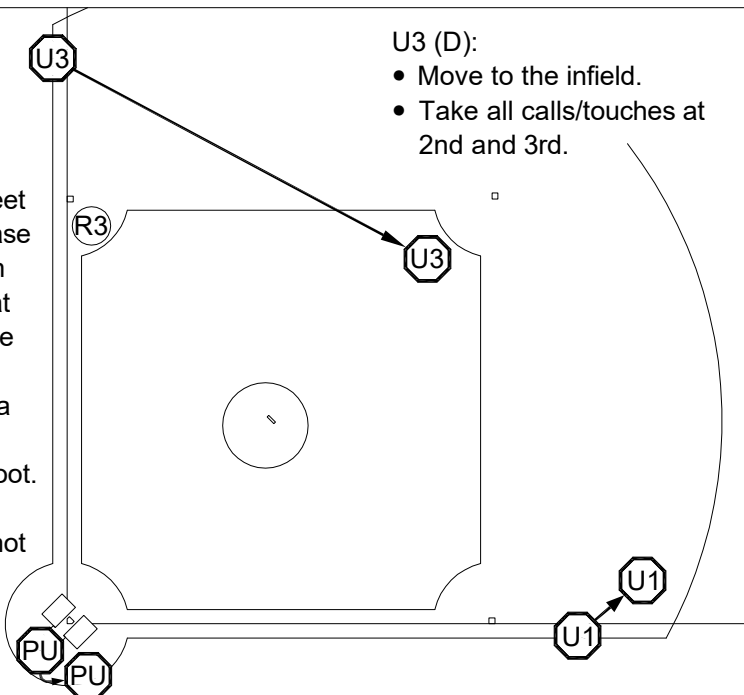
- Clear the catcher.
- Ensure B-R is in 45' running lane when required.
- Assist U1 with swipe tags and pulled foot. DO NOT rule unless asked by U1.
- Take an overthrow.
- Take all calls/touches at home.

U1 (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 1st base bag.
- Be prepared to take a read step to see a swipe tag or pulled foot.
- Stay in fair territory when possible. Do not get in the way.

U3 (D):

- Move to the infield.
- Take all calls/touches at 2nd and 3rd.



Runner on 3rd Clean Base Hit

PU:

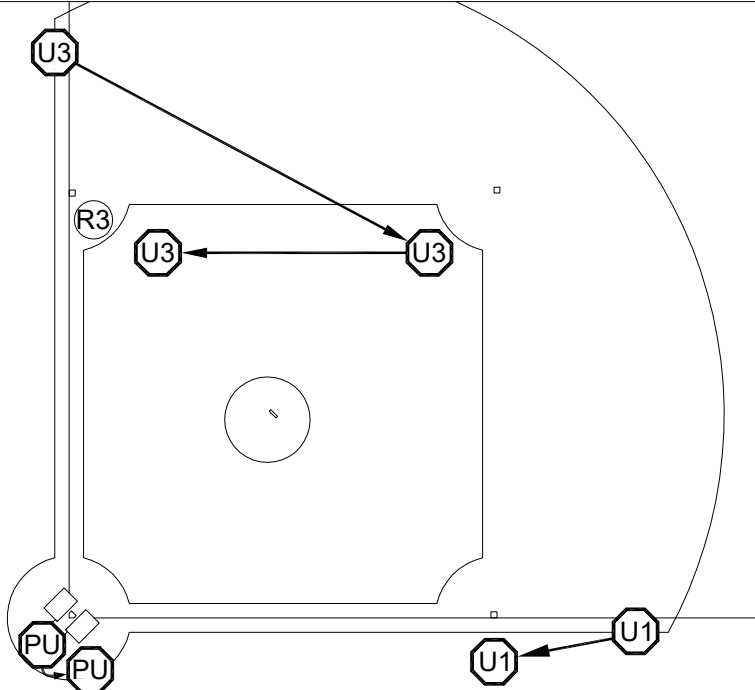
- Take all calls/touches at home.

U1 (A):

- Take all calls/touches at 1st.

U3 (D):

- Move to the infield.
- Take all calls/touches at 2nd & 3rd.



Runner on 3rd Fly Ball & Trouble Ball (U1 Goes Out)

PU:

- Position for a view of the ball and tag up of R3.
- Take the tag up of R3.
- Take all calls/touches at home.

U1 (A):

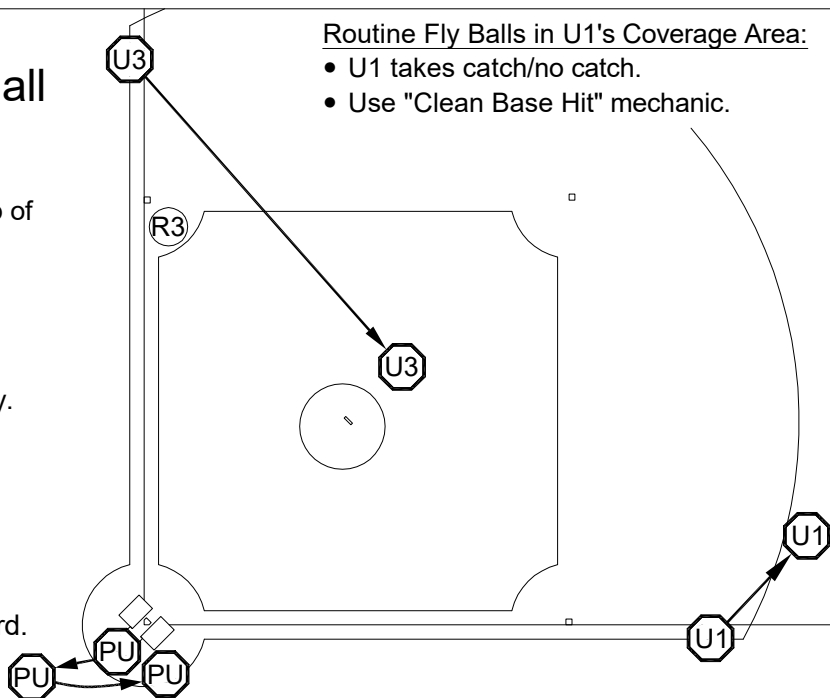
- Go out and get a good angle on the play. Do not run directly toward the ball.
- Take the catch/no catch.
- Stay out until there is no more trouble.

U3 (D):

- Move to the infield. **HUSTLE!!**
- Take all calls/touches at 1st, 2nd & 3rd.

Routine Fly Balls in U1's Coverage Area:

- U1 takes catch/no catch.
- Use "Clean Base Hit" mechanic.



Runner on 3rd Fly Ball & Trouble Ball (U3 Goes Out)

PU:

- Clear the catcher and move toward the ball.
- Take all calls/touches at home.

U1 (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 all calls/touches at 1st, 2nd, & 3rd.

U3 (D):

- 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.

Routine Fly Balls in U3's Coverage Area:

- U3 takes catch/no catch.
- Use "Clean Base Hit" mechanic.

