International Softball Federation

ISF FIELD MECHANICS

3 & 4 UMPIRE SYSTEM

(Including 5 and 6 Umpire Outfield Coverage)

Reissued by ISF Director of Umpires

January 2015 (v1 Final)

Text changes are bolded and italicized. Graphic changes are tagged Jan 2015

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ISF MECHANICS FUNDAMENTALS

Ready Position:

The ready position is the body position a base umpire takes immediately prior to the pitcher bringing his hands together for the pause and up until the pitch is released.

As the pitcher assumes the pause position, (hands together), the umpire should take the ready position by placing the feet at a comfortable distance apart, (normally shoulder width) staying relaxed but still. As the pitcher releases the pitch, soften the knees (slightly bend), adjust body weight to the balls of the feet and draw the hands in, close to the body at belt level.

If the ball is hit, push off the ball of the outer foot and move to the appropriate position for a possible play. If the ball is not hit, relax until the start of the next pitch but always be aware of pick off plays, passed balls, etc that may cause the umpire to move to a position to call a play.

Set Position

This is the position an umpire should take, prior to making a call on a play. This position is very similar to the ready position.

On a force play, the umpire moves to a proper position to see the play; 4-5 metres (12-15 feet) back, 90 degrees to the throw; on plays at 1st base, do not go beyond 45 degrees to the base, and normally take three steps into fair territory which will give a 22.5 degree angle. Once at this position the umpire should go into the set position which mimics the ready position, feet spread apart (normally shoulder width) knees soften and slightly bent, and hands drawn into the body at belt level.

On a tag play, the umpire moves to a proper position to see the play, 3-4 meters (10-12 feet) back and not in line with the throw, 90 degrees to the runner's base path and just short of the leading edge of the base. Once at this position the umpire should go into the set position which mimics the ready position, feet spread apart (normally shoulder width) knees soften and slightly bent, and hands drawn into the body at belt level.

Making the Call

While in the set position, the umpire should pick the ball up with the eyes and track the ball by turning the head with the ball. On force plays, just prior to the thrown ball reaching the receiver, change your focus to the ball, fielder and runner, watching the three come together. Once you have made your decision on the play, rise from the set position and signal and verbalize your call, using appropriate emphasis and voice. On tag plays, watch the thrown ball into the fielder's glove and follow the ball and glove to the area of the tag, picking up the runner in your field of vision as the fielder begins to move towards the area where the tag will happen. With the Four Essential Elements in front of you judge whether the tag was made prior to the runner touching the base. Rise and make the signal and verbal call, using the appropriate emphasis and voice. If required you may adjust your position to best see all the Four Essential Elements.

Fly Ball Coverage

On a fly ball to the outfield, one base umpire shall go out to determine whether the ball is fair or foul and whether a fielder has made a catch or there is no catch. If a catch, the umpire is to signal the out. In the 3-umpire system if, the responsible umpire is at the 2nd base position, then the plate umpire shall make the call fair or foul, catch or no catch from F7 or F9 to the fence.

Rotations

Umpire infield rotations shall be clockwise. Exception: if required to backfill, trail a runner or return from a holding position.

Holding Position

A position in foul territory, halfway between home plate and 3rd base or home plate and 1st base, 4-5 metres (12-15 feet) off the foul line. Umpires use the holding position, while watching the play develop to determine which base they are required to cover. U1 shall use the holding zone before rotating to home plate. If no immediate play at home and with U3 abandoning his position, move to home plate and push the PU up to 3rd base.

Backfilling

This is when the play requires an umpire to counter-rotate to cover a position they left due to another umpire being required to cover a play situation elsewhere. An umpire must be ready to move to cover off a play when the responsible umpire cannot get in position to make the call.

Example: With a runner at 2nd or 3rd base or runners at 2nd and 3rd base and either U2 or U3 goes out to cover a fly ball to the outfield and the PU stays or moves back to home for a play. Depending on the development of the play, the BU at 2nd base may need to backfill to provide coverage at 3rd base. (Note: this rotation is not shown)

Starting Positions – Base and Outfield Umpires

Terminology

P	Plate Umpire	U1	1st Base Umpire
U2	2nd Base Umpire	U3	3rd Base Umpire
ULF	Left Field Umpire	URF	Right Field Umpire

3 Umpire System

With no runners on, U1 and U3's preliminary starting position should be 6-7 metres (18-21 feet) behind the base, 15–30 cm (6–12 inches) off the line in foul territory (measured from the outside of the foot closest to the foul line).

With a runner on 1st base only, U3 moves to a position 4-5 metres (12-15 feet) back, on the 1st base side of 2nd base, just short of the leading edge. U1 moves forward to a position 4-5 metres (12-15 feet) behind 1st base.

With any runner on 2nd base, (or 1st and 3rd base), U1 moves to a position 4-5 metres (12-15 feet) back no closer than halfway but not more than 2/3rds from 1st base, between 1st and 2nd bases. In both these cases, U1 should adjust his position prior to the pitch dependant on possible play back or steal situations, and the infielder's positions. U1 must not set-up in a position ahead of any infielder and must also be in a position to have clear vision to home plate.

With any runner on 2nd or 3rd base, U3 moves back to his original starting position but only 4-5 metres (12-15 feet) behind 3rd base. Exception: With any runner on 3rd base U3 should be 4-5 metres (12-15 feet) behind 3rd base in foul territory up to 2 metres (6 feet) off the line. U3 must not have his vision to home plate blocked by the runner so he is able to make calls on dead ball situations and judgements on check swings, enabling him to assist the plate umpire when requested.

With a runner on 3rd base only U1 moves back to the original starting position. On a ground ball to the outfield with no possible play at 3rd base, U3 rotates inside for any call at 2nd base.

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On a pick off (throw back) at 1st base when U1's starting position is off the line in foul territory behind 1st base. U1 moves forward from the starting position to a position, 3-4 metres (10-12 feet) back and on a 45 degree line through 1st base in foul territory. On a pick off (throw back) at 3rd base, U3 moves forward from the starting position to a position, 3-4 metres (10-12 feet) back and on a 45 degree line through 3rd base in foul territory so that the ball, base, defensive player and returning runner player (the Four Essential Elements) are in front of the umpire.

When either U1 or U3 goes out to cover a fly ball to the outfield the base umpire remaining shall stay with the Batter Runner for possible calls at 2nd and 3rd base. (Note: this rotation is not shown)

4 Umpire System

With no runners on, U1 and U3's preliminary starting position should be 6-7 metres (18-21 feet) behind the base, 15–30 cm (6–12 inches) off the line in foul territory (measured from the outside of the foot closest to the foul line); U2's preliminary starting position should be 6-7 metres (18-21 feet) back, on the 1st base side of 2nd base, just short of the leading edge.

With any runner on base, U1, U2 and U3 should be in their original starting position but only 4-5 metres (12-15 feet) behind the base. Exception: With any runner on 3rd base U3 should be 4-5 metres (12-15 feet) behind 3rd base in foul territory up to 2 metres (6 feet) off the line. U3 must not have his vision to home plate blocked by the runner so he is able to make calls on dead ball situations and judgements on check swings, enabling him to assist the plate umpire when requested.

On a pick off (throw back) at 1st base U1 moves forward from the starting position to a position, 3-4 metres (10-12 feet) back and on a 45 degree line through 1st base in foul territory.

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3 and 4 Umpire Systems

Alternative mechanics shown on page 30 are not the ISF preferred mechanic and are recommended only to be used when the developing play dictates. An umpire in using the alternative mechanic must judge that he will be in a better position to have the Four Essential Elements in front.

5 and 6 Umpire Systems

ULF and URF preliminary starting position should in front of the outfielder half way between the outfielder and the base umpire; up to one metre off the line in fair territory so as to have clear vision to home plate.

Umpires to run parallel to the flight path of the ball until they get an angle on the play. When tracking a ball leaving the field of play close to the foul pole stay well back from the foul pole and on the foul line.

Live Ball Play from Infield – No runners on base:

3 Umpire System

P -   Trails the <u>Batter-Runner</u> for the swipe tag, watch for interference by <u>Batter-Runner</u> or to assist at 1st base if required; responsible for fair/foul call. Moves to holding zone between home and 3rd base when <u>Batter-Runner</u> reaches 1st.

U1 -   <u>Ball thrown from fair territory</u> – Move into fair ground but no further than a line at 45 degrees through 1st base.
<u>Ball thrown from foul territory</u> – Move into foul ground but no further than a line at 45 degrees through 1st base.
If the <u>Batter-Runner</u> advances safely to 2nd base, move to the holding zone and be prepared to move to home for possible call.

U3 -   Rotate inside for any call at 2nd base.

4 Umpire System
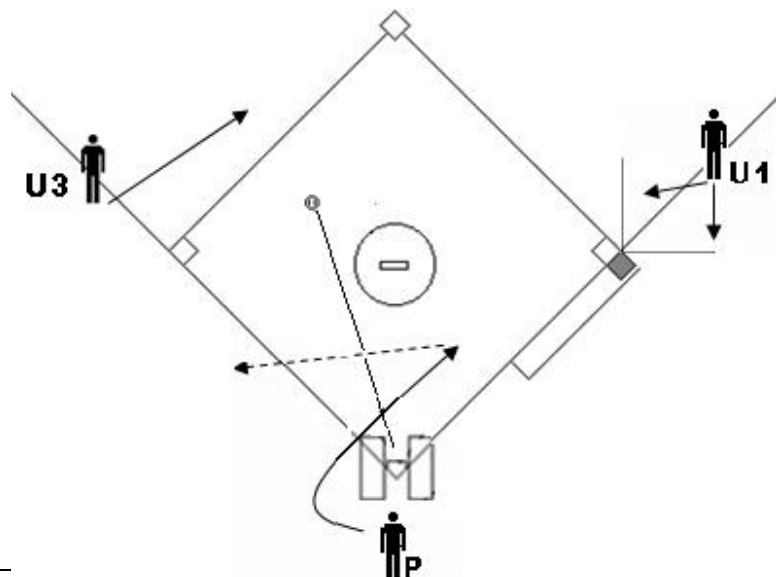
P -   Trails the <u>Batter-Runner</u> for the swipe tag, watch for interference by <u>Batter-Runner</u> or to assist at 1st base if required; responsible for fair/foul call. Moves back to home when <u>Batter-Runner</u> reaches 1st.
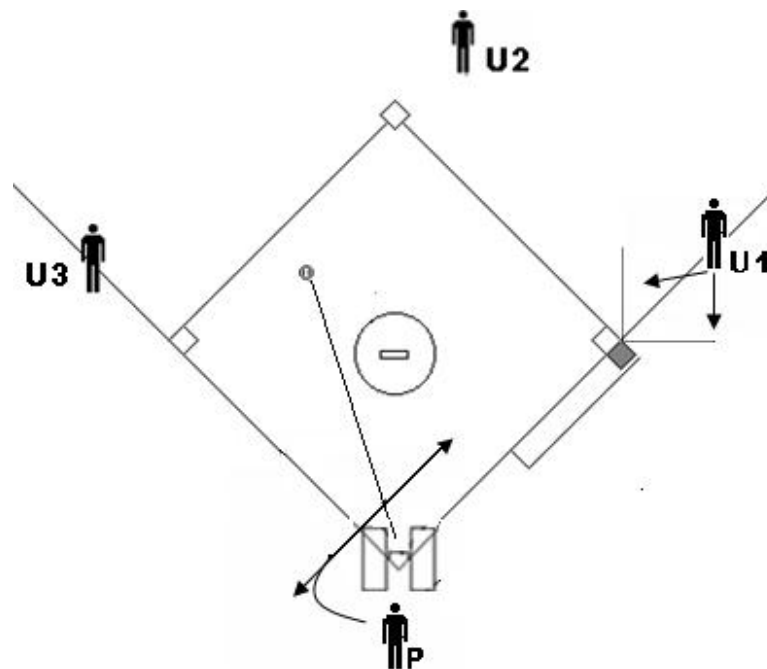
U1 -   <u>Ball thrown from fair territory</u> –
Move into fair ground but no further than a line at 45 degrees through 1st base.
<u>Ball thrown from foul territory</u> –
Move into foul ground but no further than a line at 45 degrees through 1st base.

U2 & U3 - Need not leave their starting position unless the <u>Batter-Runner</u> continues from 1st base.

# Ground Ball to Outfield – No runners on base:

3 Umpire System

- No base umpire goes out any ground ball to the outfield -

P -   Move into holding position; be prepared to bounce inside for the call at 3rd base on the <u>Batter-Runner</u>.

U1 -   Move down the foul line and be prepared to bounce inside for a possible call at 1st base. Rotate to the plate, <u>only</u> if the <u>Batter-Runner</u> progresses from 2nd to 3rd base, for a possible call at Home.

U3 -   Rotate inside for any call at 2nd base.
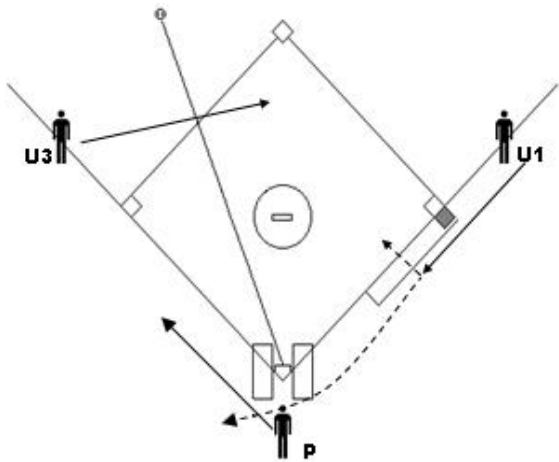
4 Umpire System

Hit to RF - No base umpire goes out -

P -   Move to the left of the plate, watch for interference by the <u>Batter-Runner</u> or to assist at 1st base if required; responsible for fair/foul call.

U1 -   Move down the foul line and be prepared to bounce inside for a possible call at 1st base

U2 -   Buttonhook inside for any call at 2nd base

U3 -   Move down foul territory, bounce into the infield for any play at 3rd base. (Refer page 30 for alternate mechanic)
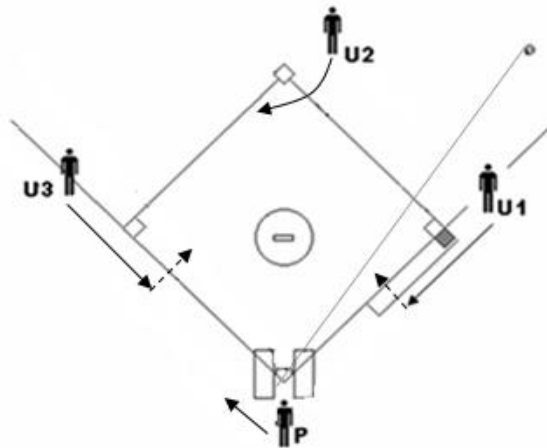
4 Umpire System

Hit to CF/LF - No base umpire goes out -

P -   Move to the left of the plate, watch for interference by the <u>Batter-Runner</u> or to assist at 1st base if required; responsible for fair/foul call.

U1 -   Move down the foul line and be prepared to bounce inside for a possible call at 1st base

U2 -   Stay out for an acute angle on the throw from LF for any call at 2nd base.

U3 -   Move down foul territory, bounce into the infield for any play at 3rd base.
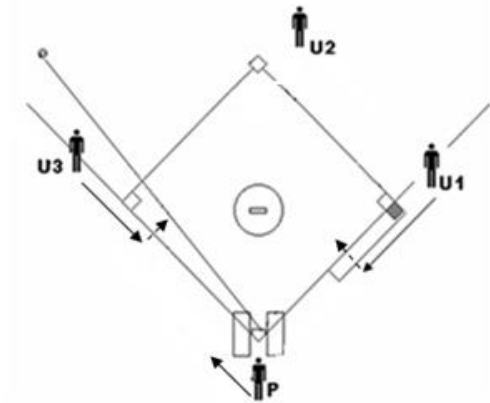
Fly-Ball Coverage

3 Umpire System

Coverage 3rd base umpire
Coverage 1st base umpire

U3
U1

P

⟸ __No runners on base__

__Runner on 1st base__ ⟹

Coverage 3rd base umpire
Coverage 1st base umpire
Coverage Plate umpire

U3
U1

P

Coverage 1st base umpire
Coverage 3rd base umpire
Coverage Plate umpire

U1
U3

P

⟸ __Runner on 2nd base or Runners 1st & 3rd bases__
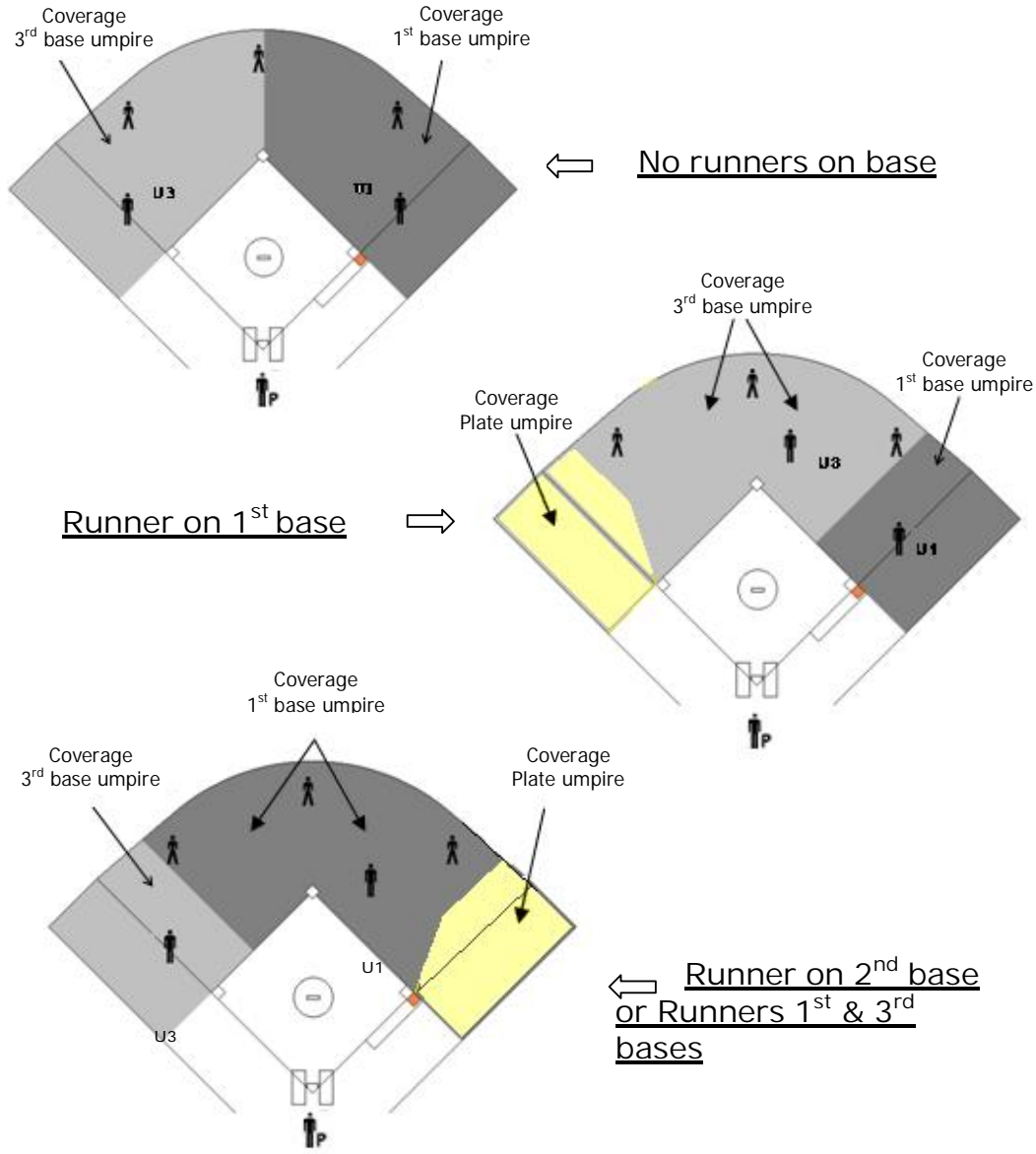
4 Umpire System

Fly-ball coverage responsibilities do not change with runners on base:

Coverage 2nd base umpire
Coverage 3rd base umpire
Coverage 1st base umpire

U2
U3
U1

P
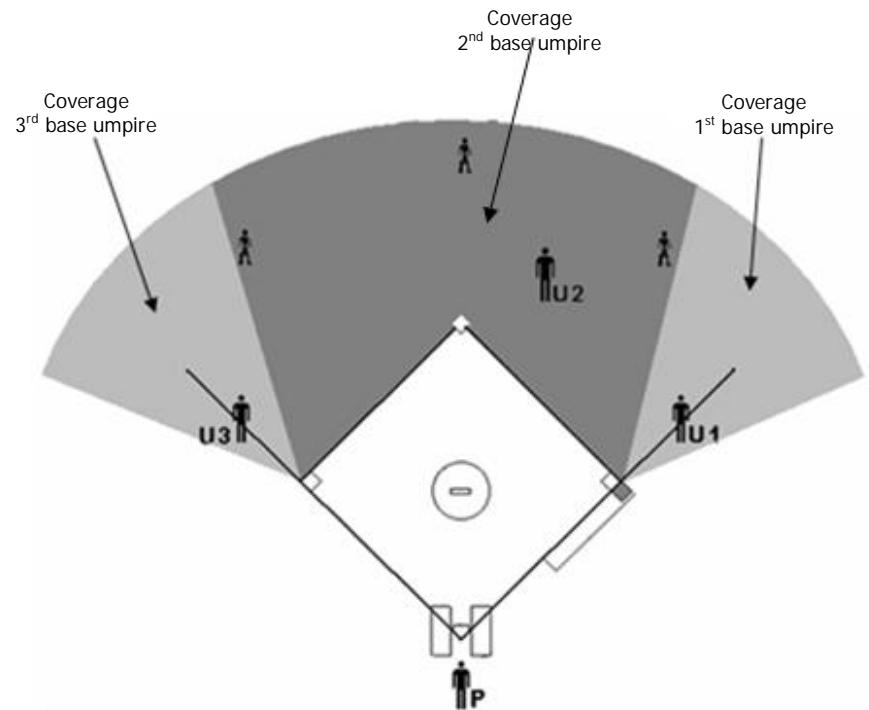
No runners on base – Fly-ball down 1st base line (right field):

3 Umpire System
1st base umpire [U1] goes out

P -   Move toward the ball no farther than the 8-foot circle and make primary call at 1st base on throw from RF if no catch; watch the catch.- Move into holding position after release of 1st base to U3. Retreat to the plate for a possible call at home, as U3 brings the <u>Batter-Runner</u> into 3rd base.

U3 -   Moves inside for any calls at 2nd base, responsible for any calls at 1st and 2nd base once the <u>Batter-Runner</u> passes 1st base.

4 Umpire System
1st base umpire [U1] goes out

P -   Trail the <u>Batter-Runner.</u> Watch the catch and assist with call at 1st base if requested. Move back to the plate for a possible call at home.

U2 -   Buttonhook inside, responsible for any calls at 1st and 2nd.

U3 -   Move down foul territory, bounce into the infield for any play at 3rd base. (Refer page 30 for alternative mechanic)
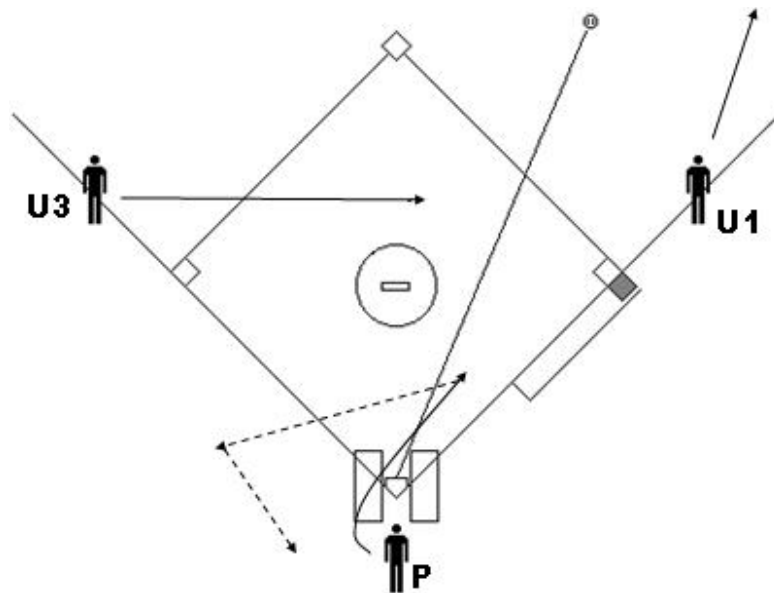
No runners on base – Fly-ball between left and right fields:

3 Umpire System
- 3rd base umpire [U3] goes out -

P -   Move out in front no farther than the 8-foot circle to watch the catch; then move to the holding position. Retreat to the plate for a possible call at home, as U1 brings the Batter-Runner into 3rd base.

U1 -   Buttonhook inside for possible call at 1st base.

4 Umpire System
- 2nd base umpire [U2] goes out -

P -   Move to the holding position; be prepared to bounce inside for possible call at 3rd base.

U1 -   Move down the foul line; be prepared to bounce inside for a possible call at 1st base. Rotate to the plate only if the Lead Runner progresses from 2nd to 3rd base, for a possible call at home.

U3 -   Rotate inside for any call at 2nd base; responsible for the Batter-Runner at 1st base after the release by U1.
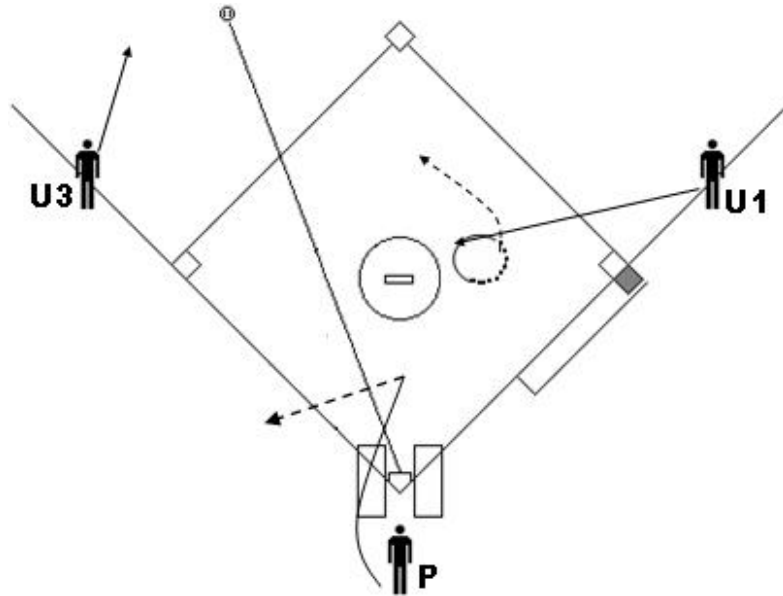
No runner on base – Fly-ball down 3rd base line (left field):

3 Umpire System
- 3rd base umpire [U3] goes out -

P -   Move out in front no farther than the 8-foot circle to watch the catch; then move to holding position. Retreat to the plate for a possible call at home, as U1 brings the <u>Batter-Runner</u> into 3rd base.

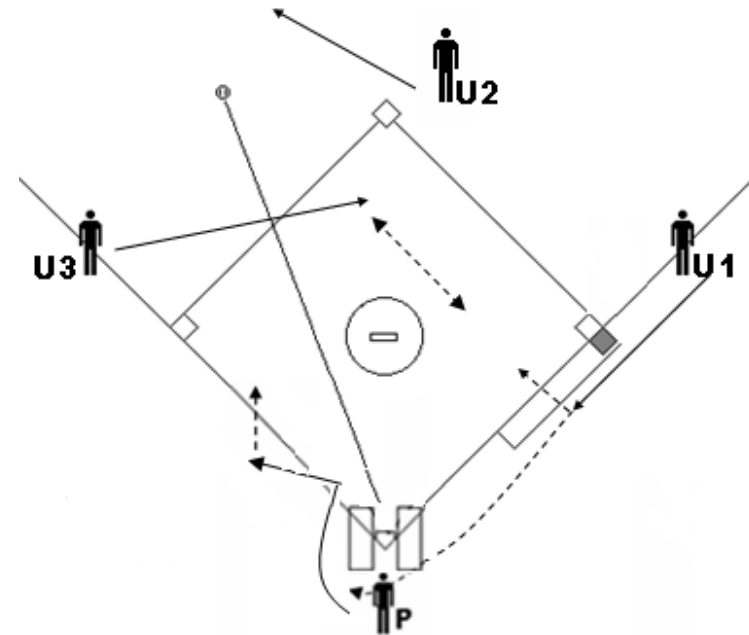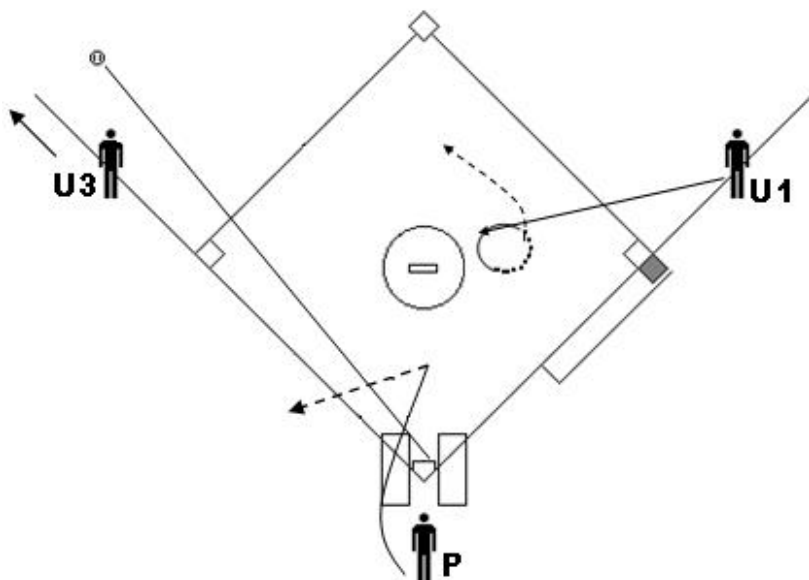U1 -   Buttonhook inside for possible call at 1st base.

4 Umpire System
- 3rd base umpire [U3] goes out -

P -   Move to the holding position; be prepared to bounce inside for possible call at 3rd base.

U1 -   Move down the foul line; be prepared to bounce inside for a possible call at 1st base. Rotate to the plate, <u>only</u> if the <u>Batter-Runner</u> progresses from 2nd to 3rd base, for a possible call at Home.

U2 - Stay out for an acute angle on the throw from LF for possible call at 2nd base; responsible for the <u>Batter-Runner</u> at 1st base after the release by U1.
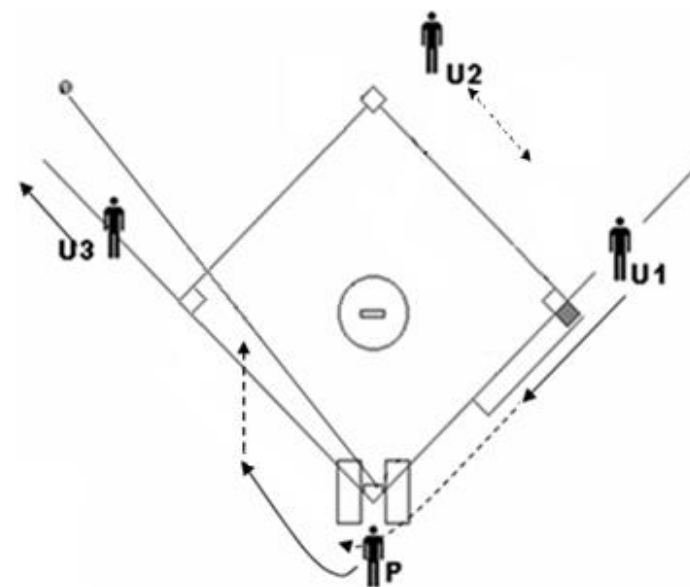
Runner on 1st base – Fly-ball down 1st base line (right field):

<div style="display:flex">

<div style="flex:1">

3 Umpire System
- 1st base umpire [U1] goes out -

P -   Trail the <u>Batter-Runner</u> for a possible assist at 1st base and watch the catch. Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3rd base. Retreat to the plate as U3 brings the <u>Batter-Runner</u> into 3rd base.

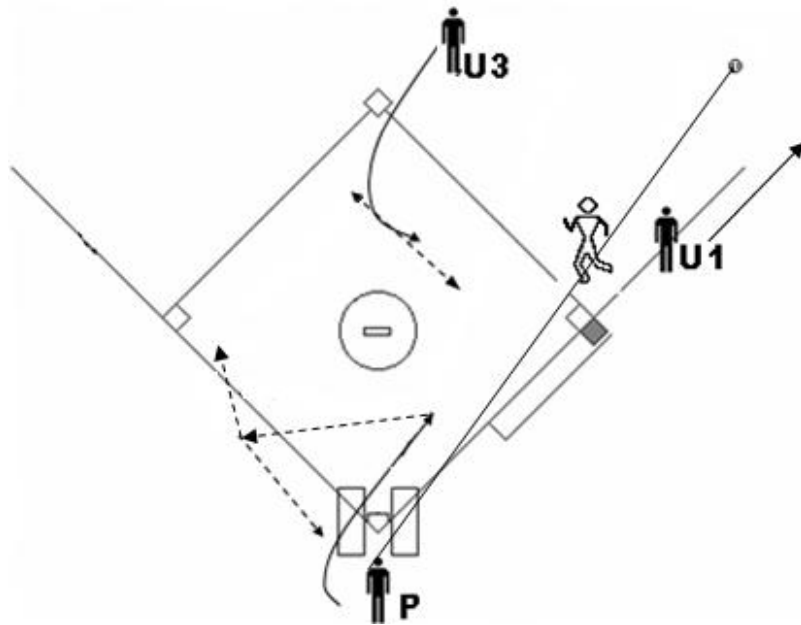U3 -   Buttonhook inside for any calls at 1st and 2nd base.

</div>

<div style="flex:1">

4 Umpire System
- 1st base umpire [U1] goes out -

P -   Trail the <u>Batter-Runner.</u> Watch the catch and assist with the call at 1st base if requested. Move back to the plate for a possible call at home.

U2 -   Buttonhook inside, responsible for any calls at 1st and 2nd.

U3 -   Move down foul territory, bounce into the infield for any play at 3rd base. (Refer page 30 for alternative mechanic)

</div>

</div>

Runner on 1st base – Fly-ball between left and right fields:

3 Umpire System
- 3rd base umpire [U3] goes out -

P - Move out in front no farther than the 8-foot circle to watch the catch; then move to the holding position. Be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3rd base. Retreat to the plate as U1 brings the Batter-Runner into 3rd base.

U1 - Buttonhook inside for any calls at 1st and 2nd base.
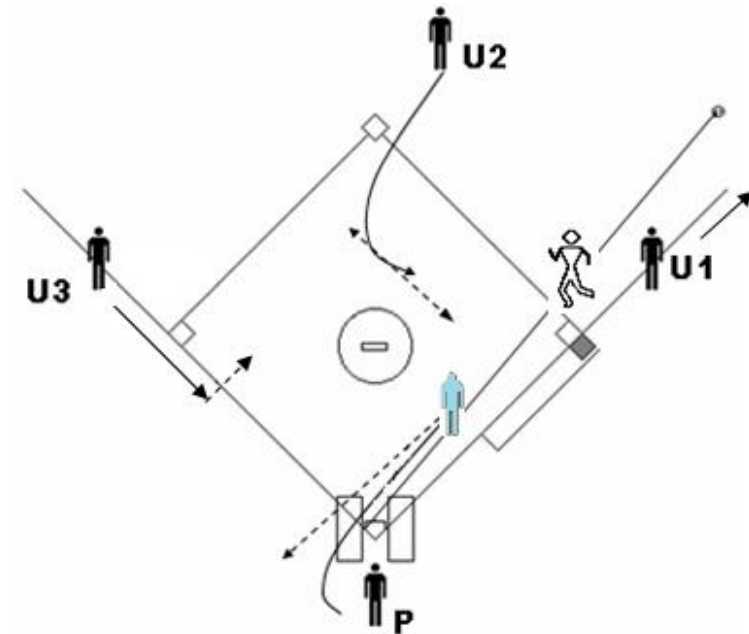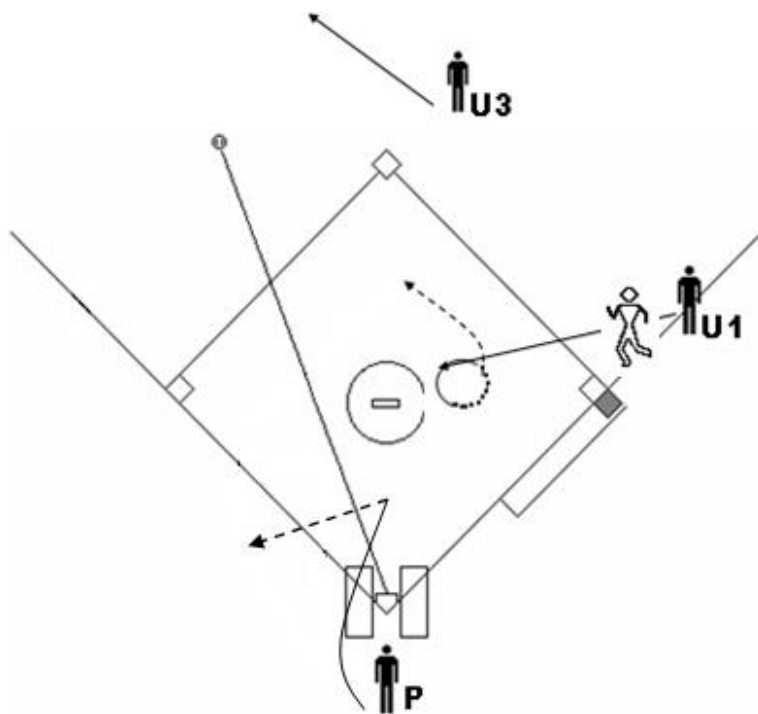
4 Umpire System
- 2nd base umpire [U2] goes out -

P - Move to the holding position; be prepared to bounce inside for a possible call at 3rd base.

U1 - Move down the foul line; be prepared to bounce inside for a possible call at 1st base. Rotate to the plate only if the Lead Runner progresses from 2nd to 3rd base, for a possible call at home.

U3 - Rotate inside for any call at 2nd base; responsible for the Batter-Runner at 1st base after the release by U1.

Runner on 1st base – Fly-ball down 3rd base line (left field):

3 Umpire System
- Plate umpire [P] calls the catch -

P -   As the hit is to the right side of the Left Fielder - Move down the 3rd base line to call the catch and indicate Fair/Foul on the touch of the ball; call "Foul" if necessary. Be prepared to bounce inside for a possible call at 3rd base.

U1 -   Move down the foul line; be prepared to bounce inside for a possible call at 1st base. Rotate to the plate, <u>only</u> if the <u>Lead Runner</u> progresses from 2nd to 3rd base, for a possible call at Home.

U3 -   Buttonhook inside for any call at 2nd base; responsible for the <u>Batter-Runner</u> at 1st base after the release by U1.
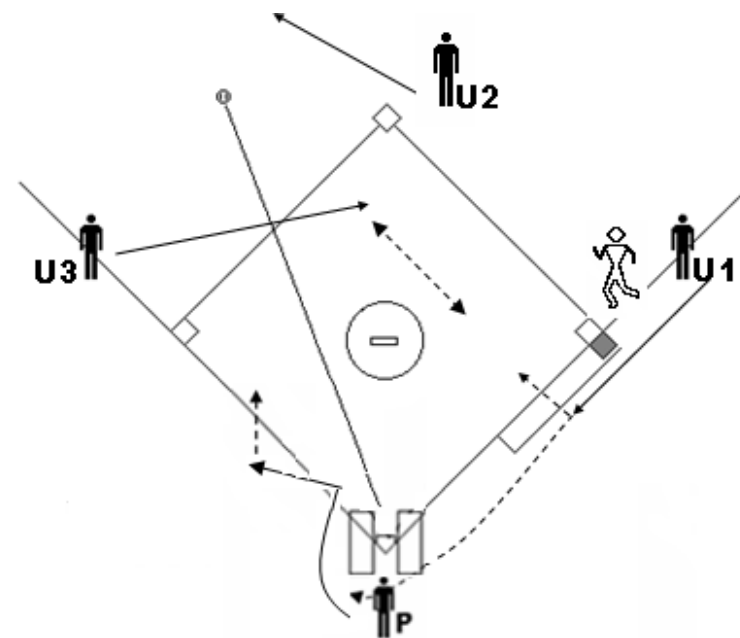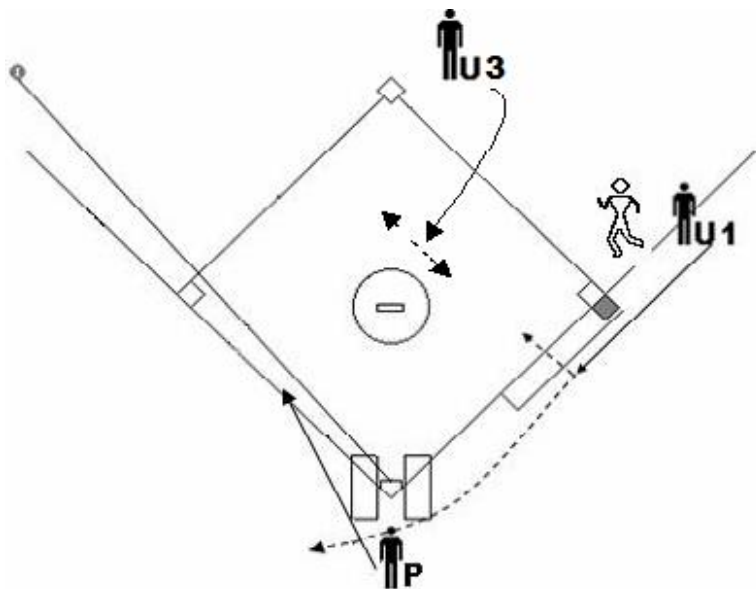
4 Umpire System
- 3rd base umpire [U3] goes out -

P -   Move to the holding position; be prepared to bounce inside for a possible call at 3rd base.

U1 -   Move down the foul line; be prepared to bounce inside for a possible call at 1st base. Rotate to the plate, <u>only</u> if the <u>Lead Runner</u> progresses from 2nd to 3rd base, for a possible call at Home.

U2 -   Buttonhook inside for any call at 2nd base; Responsible for the <u>Batter-Runner</u> at 1st and 2nd base after the release by U1.
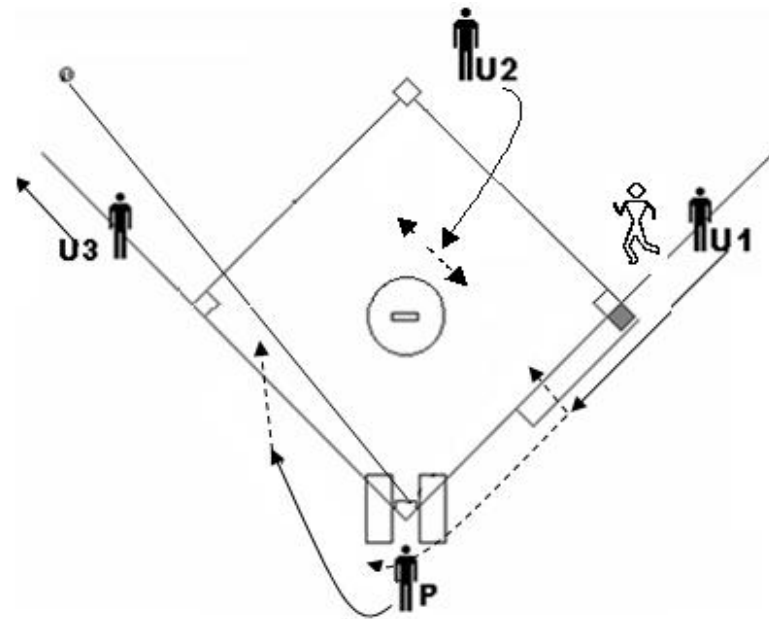
Runner on 2nd base – Fly-ball down 1st base line (right field):
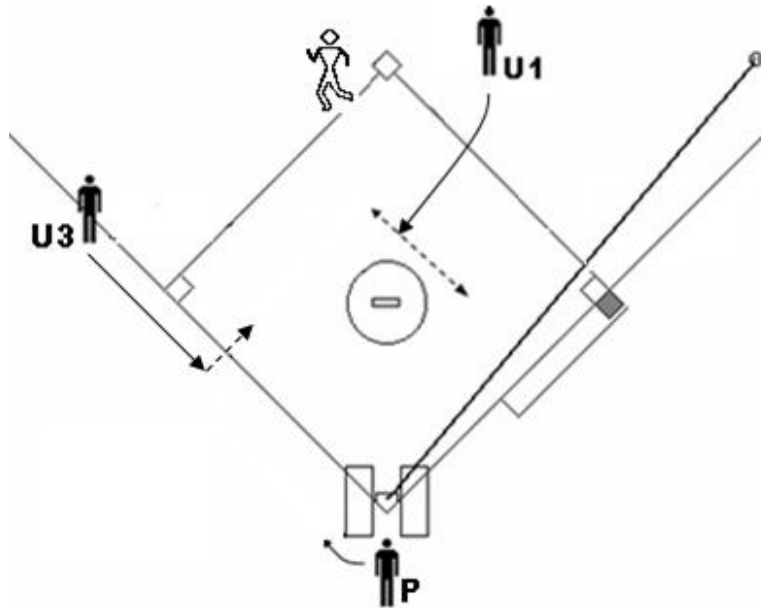
3 Umpire System
- Plate umpire [P] calls the catch -

P -   As the hit is to the left side of the Right Fielder - Moves to the left of the plate; watch down the 1st base line for the catch and indicates Fair/Foul on the touch of the ball; calls "Foul" if necessary. Remains at the plate for possible call on runner.

U1 -   Buttonhook inside for all calls at 1st and 2nd base.

U3 -   Move down foul territory, bounce into the infield for any play at 3rd base. (Refer page 30 for alternative mechanic)

4 Umpire System
- 1st base umpire [U1] goes out -

P -   Move to the left of the plate watch the catch and assist with the call at 1st base, if requested. Responsible for all calls at Home.

U2 -   Buttonhook inside for any calls at 1st and 2nd base.

U3 -   Move down foul territory, bounce into the infield for any play at 3rd base. (Refer page 30 for alternative mechanic)
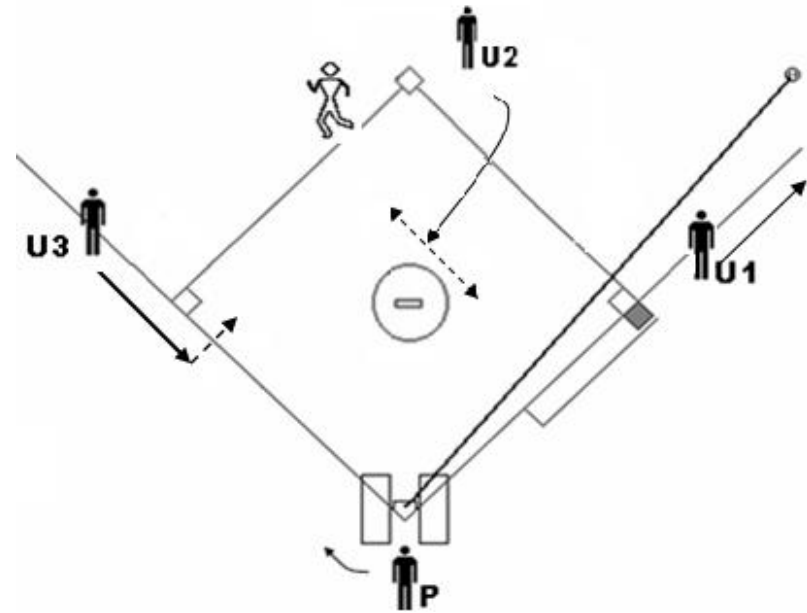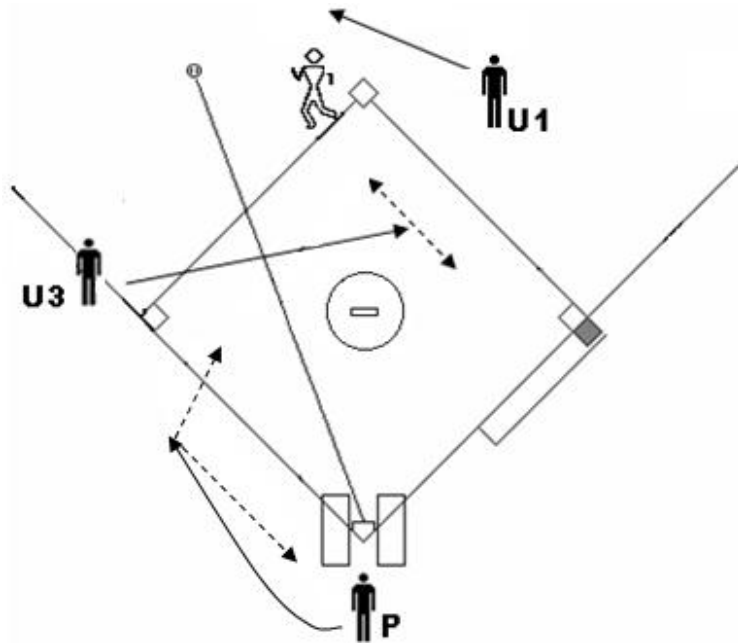
Runner on 2nd base – Fly-ball between left and right fields:

3 Umpire System
- 1st base umpire [U1] goes out -

P - Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3rd base. Retreat to the plate as U3 brings the Batter-Runner into 3rd base.

U3 Rotate inside for any calls at 1st and 2nd base.

4 Umpire System
- 2nd base umpire [U2] goes out -   Jan 2015

P - Move to the holding position; be prepared to *move back to the plate for the call at home or* bounce inside for a possible call at 3rd base

U1 - Move down the foul line; be prepared to bounce inside for a possible call at 1st base. Rotate to the plate for a possible call at Home, only if the Lead Runner progresses from 2nd to 3rd base and [P] has moved up to 3rd.

U3 - Rotate inside for any call at 2nd base; responsible for the Batter-Runner at 1st base after the release by U1.

Runner on 2nd base – Fly-ball down 3rd base line (left field):

3 Umpire system
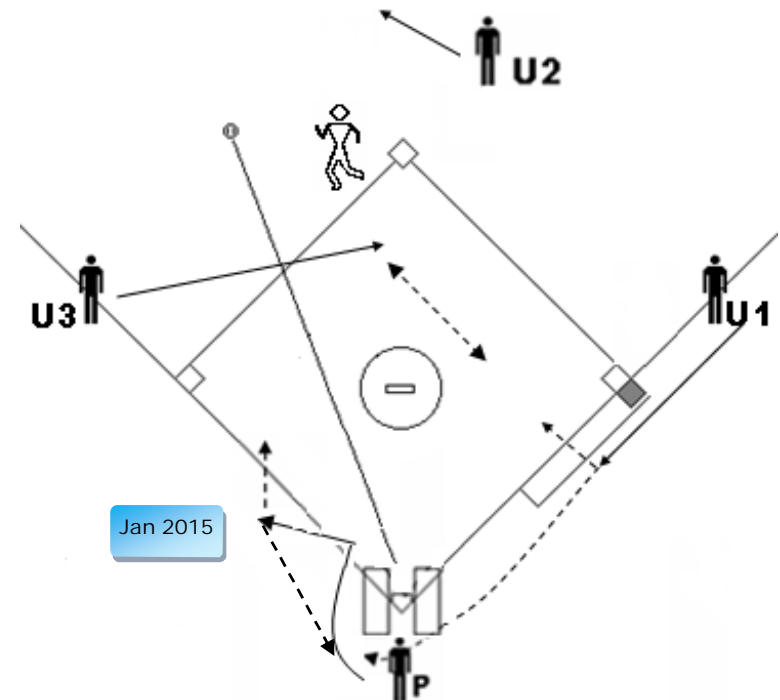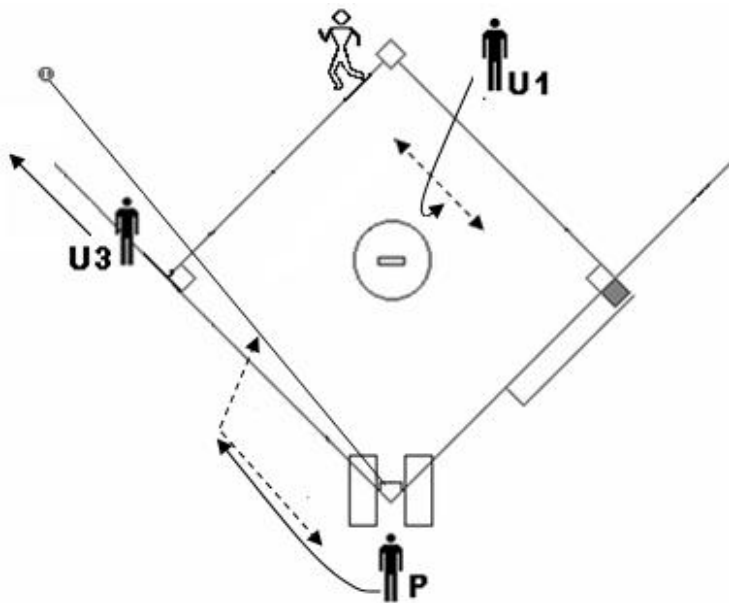### - 3rd base umpire [U3] goes out -

P -   Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3rd base. Retreat to the plate as U1 brings the <u>Batter-Runner</u> into 3rd base.

U1 -   Buttonhook inside for any calls at 1st and 2nd base.

4 umpire system
- 3rd base umpire [U3] goes out -

P -   Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3rd base.

U1 -   Move down the foul line; be prepared to bounce inside for possible call at 1st base. Rotate to the plate, <u>only</u> if the <u>Lead Runner</u> progresses from 2nd to 3rd base, for a possible call at Home.

U2 -   Rotate inside for any call at 2nd base; responsible for the <u>Batter-Runner</u> at 1st and 2nd base after the release by U1.

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Runner on 3rd base – Fly-ball down 1st base line (right field):

3 Umpire System
- 1st base umpire [U1] goes out -

P -   Move to the left of the plate; watch down the 1st base line to assist at 1st base. Move to the holding position; be prepared to move up the foul line toward 3rd base for a possible play-back; or back to the plate for the call at home. Retreat to the plate as U3 brings the <u>Batter-Runner</u> into 3rd base.

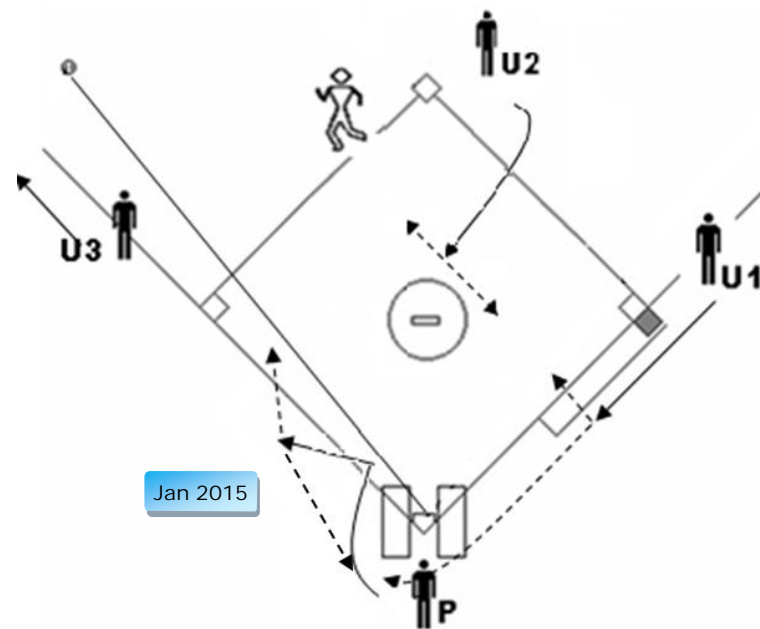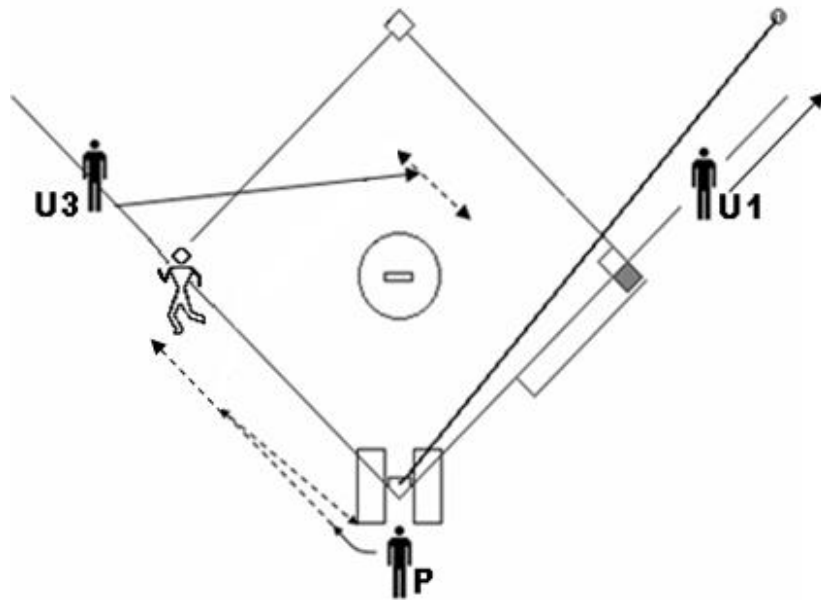U3 -   Rotate inside for any calls at 1st and 2nd base.

4 Umpire System
- 1st base umpire [U1] goes out -

P -   Move to the left of the plate watch the catch and assist with a possible call at 1st base, if requested; responsible for all calls at home.

U2 -   Buttonhook inside for any call at 1st and 2nd base.

U3 -   Move down foul territory for the play-back at 3rd base, or bounce into the infield for any play at 3rd base. (Refer page 30 for alternative mechanic).

Runner on 3rd base – Fly-ball between left and right fields:

3 Umpire System
- 3rd base umpire [U3] goes out -

P -   Move to the holding position; be prepared to move up the foul line toward 3rd base for a possible play-back; or back to the plate for the call at home. Retreat to the plate as U1 brings the Batter-Runner into 3rd base.
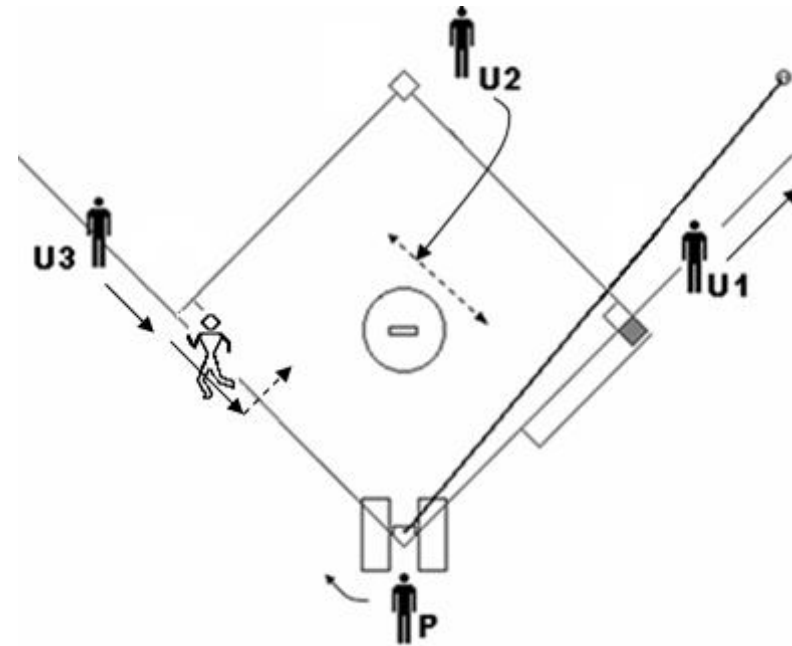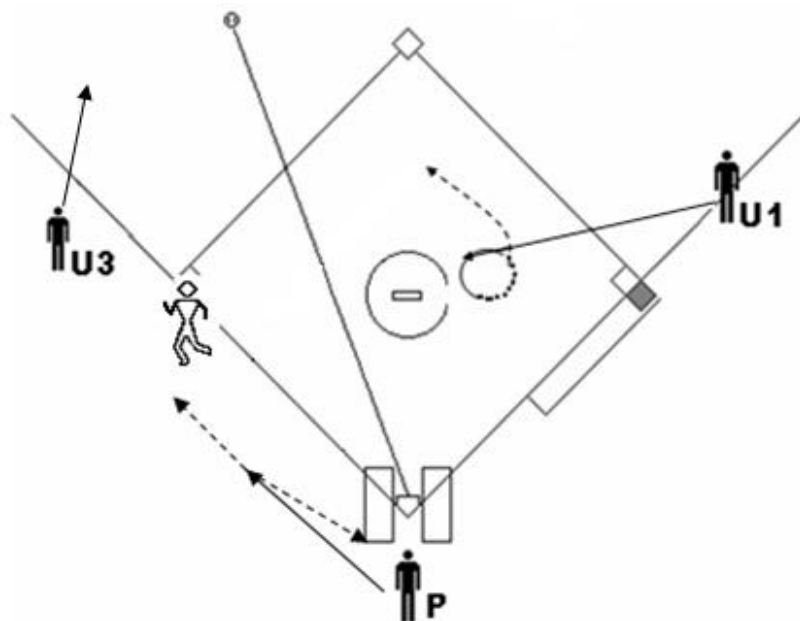
U1 -   Buttonhook inside for any calls at 1st and 2nd base.

4 Umpire System
- 2nd base umpire [U2] goes out -

P -   Move to the holding position; be prepared to move up the foul line toward 3rd base for a possible play-back; or back to the plate for the call at home on the Lead Runner. Bounce inside for a possible call at 3rd base on the Batter-Runner.

U1 -   Move down the foul line, watch the Batter-Runner touch 1st base; rotate to the plate only when the plate umpire moves to 3rd base, for a possible call at Home.

U3 -   Rotate inside for any call at 2nd base; responsible for the Batter-Runner at 1st base after the release by U1.

Runner on 3rd base – Fly-ball down 3rd base line (left field):

3 Umpire system	4 umpire system
- 3rd base umpire [U3] goes out -	- 3rd base umpire [U3] goes out -

3 Umpire system

P -   Move to the holding position; be prepared to move up the foul line toward 3rd base for a possible play-back; or back to the plate for the call at home. Retreat to the plate as U1 brings the <u>Batter-Runner</u> into 3rd base.

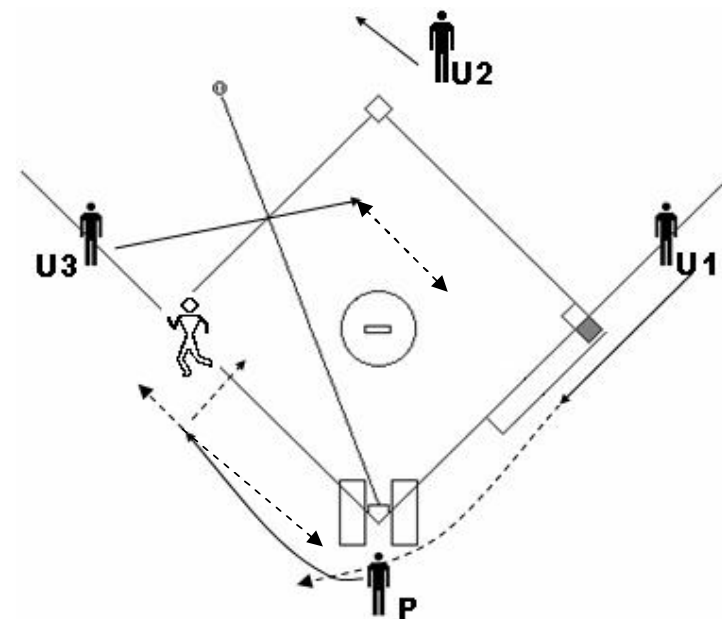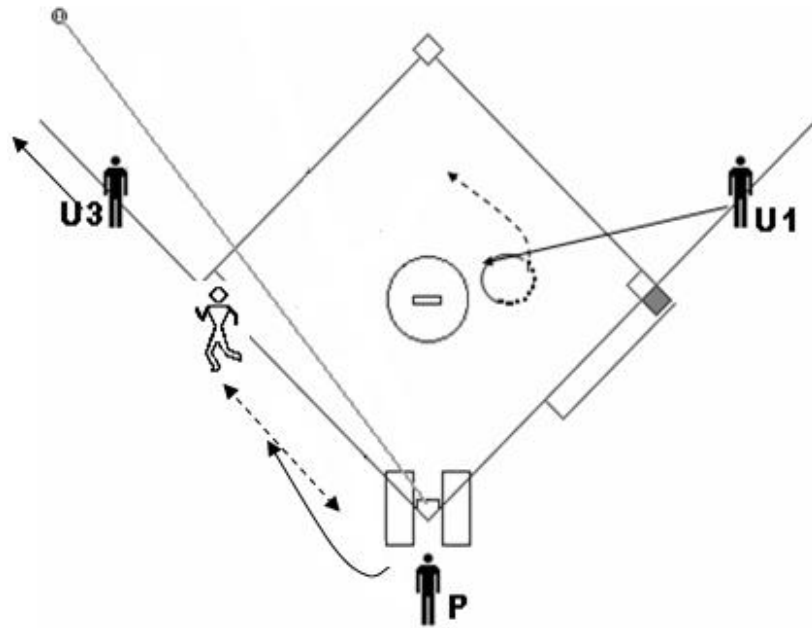U1 -   Buttonhook inside for any calls at 1st and 2nd base.

4 umpire system

P -   Move to the holding position; be prepared to move up the foul line toward 3rd base for a possible play-back; or back to the plate for the call at home on the <u>Lead Runner.</u> Bounce inside for the call at 3rd base on the <u>Batter-Runner</u>.

U1 -   Move down the foul line, watch the <u>Batter-Runner</u> touch 1st base; rotate to the plate for a possible call at home, <u>only</u> if the plate umpire moves to 3rd base.

U2 - Buttonhook inside for any call at 2nd base; responsible for the <u>Batter-Runner</u> at 1st and 2nd base after the release by U1.

Runners on 1st and 2nd bases – Fly-ball down 1st base line (right field):
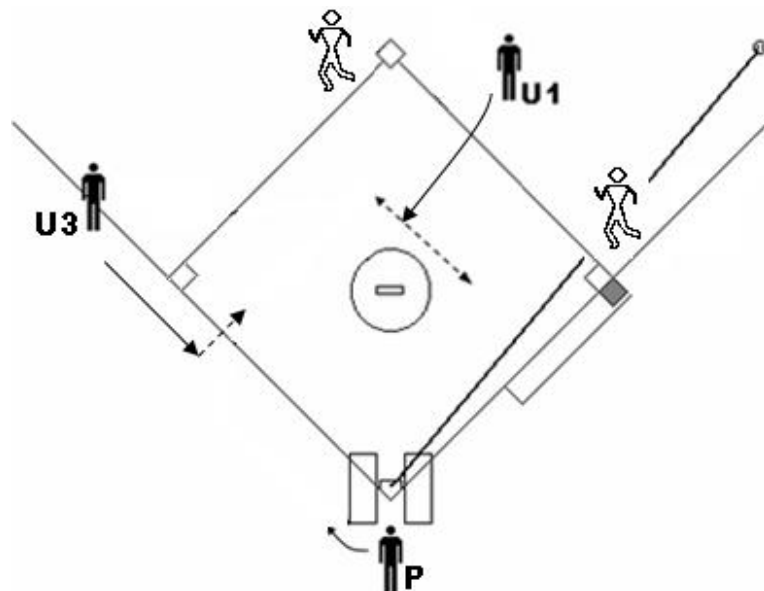
3 Umpire System
- Plate umpire [P] calls the catch -

P -   As the hit is to the left side of the Right Fielder - Moves to the left of the plate; watch down the 1st base line for the catch and indicates Fair/Foul on the touch of the ball; calls "Foul" if necessary. Remains at the plate for possible call on runner.

U1 -   Buttonhook inside for all calls at 1st and 2nd base.

U3 -   Move down foul territory, bounce into the infield for any play at 3rd base. (Refer page 30 for alternative mechanic)

4 Umpire System
- 1st base umpire [U1] goes out -

P -   Move to the left of the plate watch the catch and assist with the call at 1st base, if requested; responsible for all calls at Home.

U2 -   Buttonhook inside for all calls at 1st and 2nd base. Note: should not pass in front of <u>Runner</u> to enter infield.

U3 -   Move down foul territory, bounce into the infield for any play at 3rd base. (Refer page 30 for alternative mechanic)

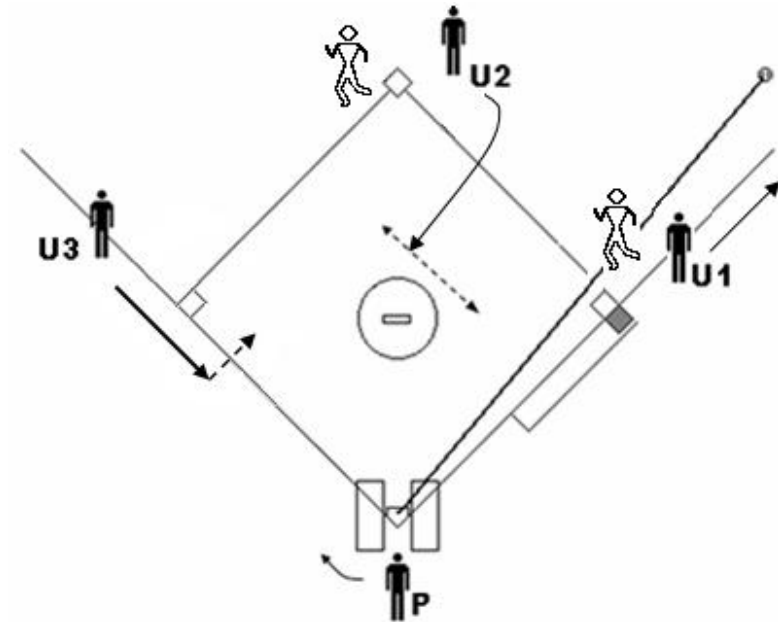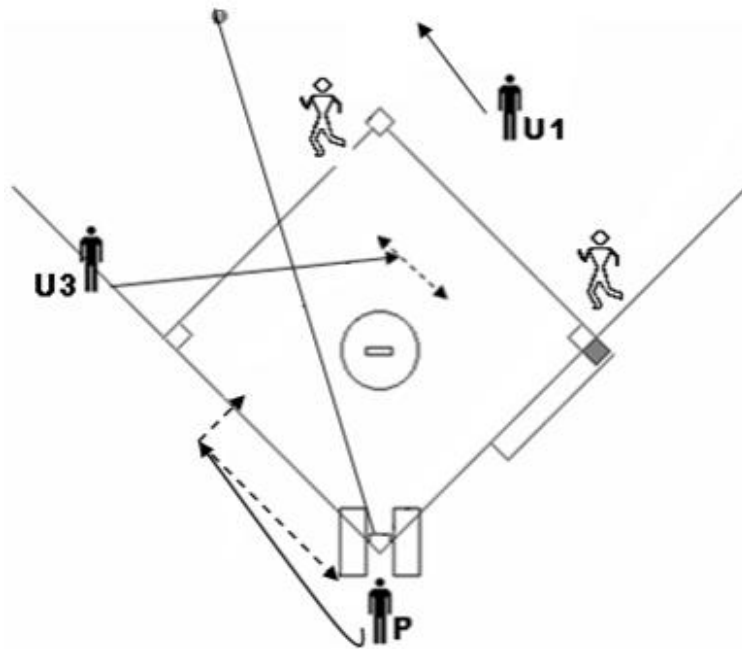# Runners on 1st and 2nd base – Fly-ball between left and right fields:

3 umpire System
- 1st base umpire [U1] goes out -

P -   Move to the left of the plate; watch down the 1st base line to assist at 1st base. Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3rd base. Retreat to the plate as U3 brings the Batter-Runner into 3rd base.

U3 -   Rotate inside for any calls at 1st and 2nd base.

4 Umpire System
- 2nd base umpire [U2] goes out -

P -   Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3rd base.

U1 -   Move down the foul line and be prepared to bounce inside for a possible call at 1st base. Rotate to the plate for a possible call at Home, only if the runner progresses from 2nd to 3rd base.

U3 -   Rotate inside for any call at 2nd base; responsible for the Batter-Runner at 1st base after the release by U1.

Runners on 1st and 2nd bases – Fly-ball down 3rd base line (left field):

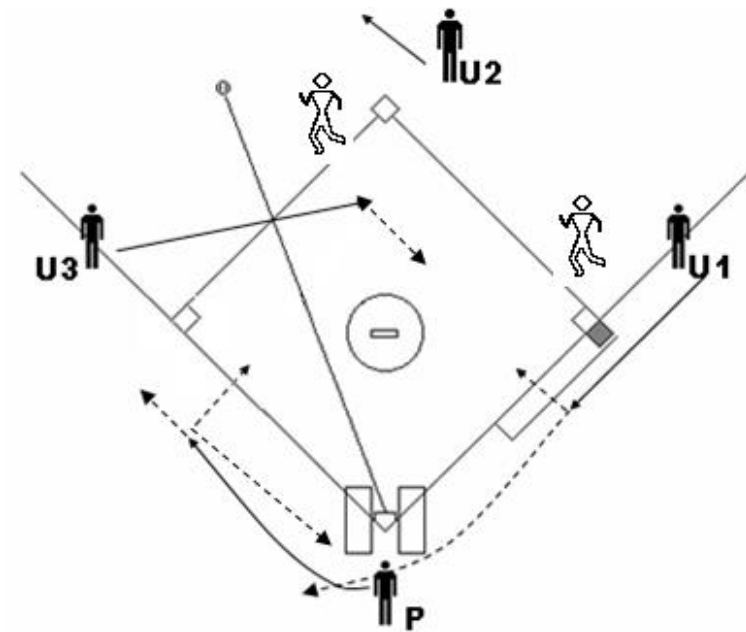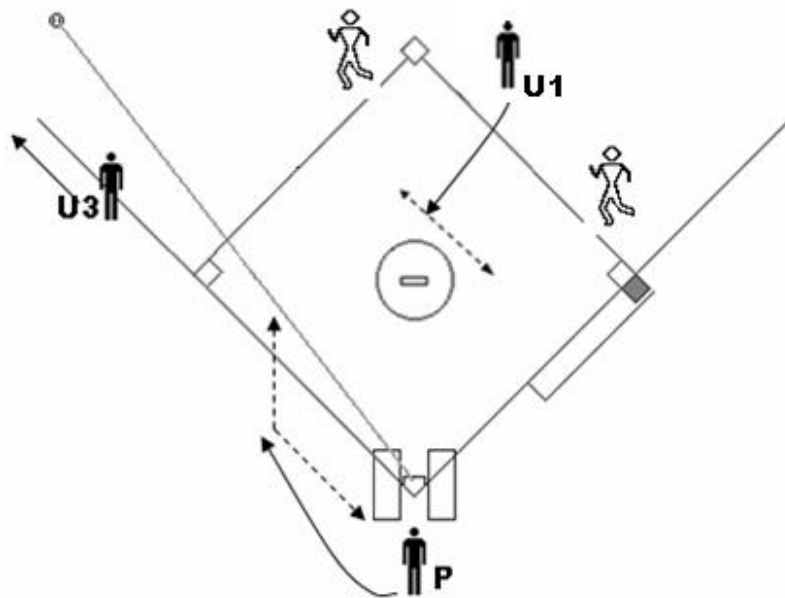## 3 umpire system
- 3rd base umpire goes out -

P -   Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3rd base. Retreat to the plate as U1 brings the <u>Batter-Runner</u> into 3rd base.

U1 -   Buttonhook inside for any calls at 1st and 2nd bases and the <u>Batter-Runner</u> into 3rd bas.

4 umpire system
- 3rd base umpire [U3] goes out -

P -   Move to the holding position; be prepared to move back to the plate for the call at home or bounce inside for a possible call at 3rd base.

U1 -   Move down the foul line; Rotate to the plate, <u>only</u> if the Runner progresses from 2nd to 3rd base, for a possible call at Home

U2 -   Rotate inside for any call at 2nd base; responsible for the <u>Batter-Runner</u> at 1st and 2nd base after the release by U1.

Runners on 1st and 3rd bases – Fly-ball down 1st base line (right field):

3 Umpire System
- Plate umpire [P] calls the catch -

P -   As the hit is to the left side of the Right Fielder - Moves to the left of the plate; watch down the 1st base line for the catch and indicates Fair/Foul on the touch of the ball; calls "Foul" if necessary. Remains at the plate for possible call on runner.

U1 -   Buttonhook inside for all calls at 1st and 2nd base.

U3 - Move down foul territory for the play-back at 3rd base, or bounce into the infield for any play at 3rd base. (Refer page 30 for alternative mechanic)

4 Umpire System
- 1st base umpire [U1] goes out -

P -   Move to the left of the plate watch the catch and assist with the call at 1st base, if requested; responsible for all calls at Home.

U2 -   Buttonhook inside for any call at 1st and 2nd base.

U3 -   Move down foul territory for the play-back at 3rd base, or bounce into the infield for any play at 3rd base. (Refer page 30 for alternative mechanic)

Runners on 1st and 3rd bases – Fly-ball between left and right fields:

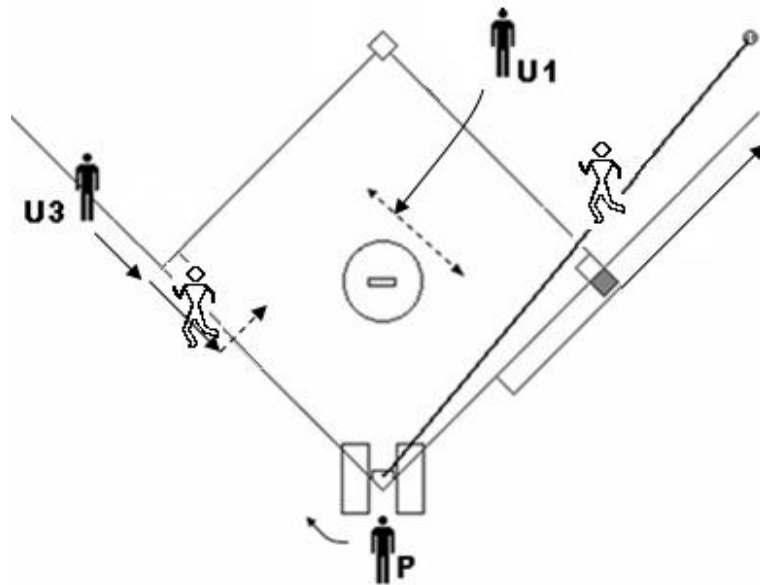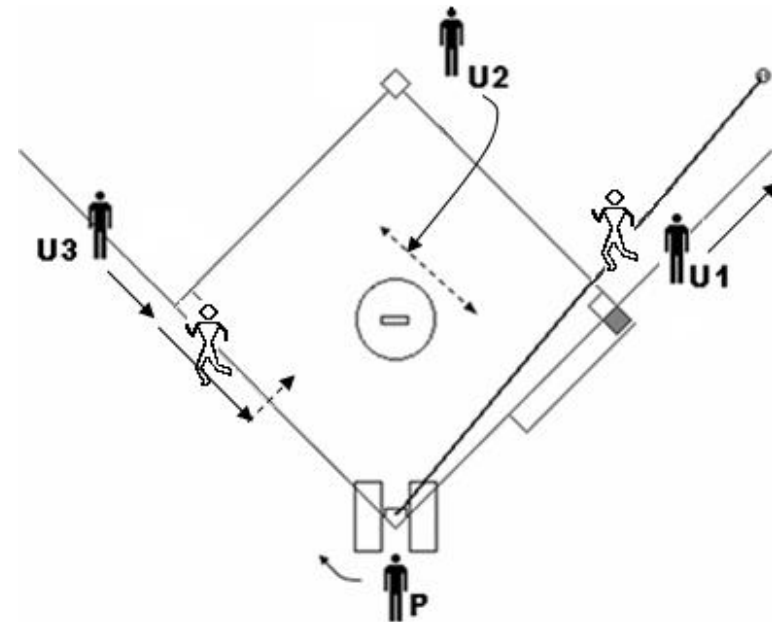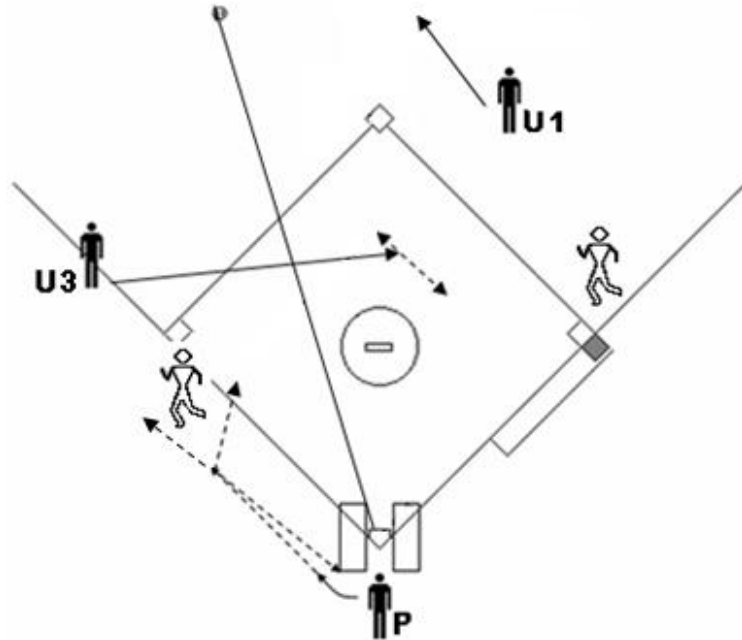## 3 Umpire System
- 1st base umpire [U1] goes out -

P -   Move to the holding position; be prepared for the play-back at 3rd base; move back to the plate for the call at home; or any call at 3rd base. Retreat to the plate as U3 brings the Batter-Runner into 3rd base.

U3 -   Rotate inside for any calls at 1st and 2nd base.
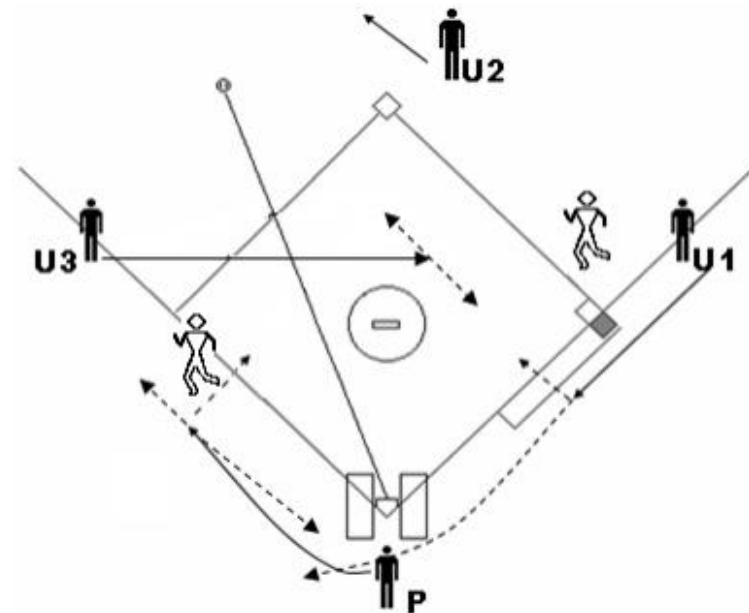
4 Umpire System
- 2nd base umpire [U2] goes out -

P -   Move to the holding position; be prepared to move up the foul line toward 3rd base for a possible play-back; or back to the plate for the call at home on the Lead Runner. Bounce inside for all calls at 3rd base.

U1 -   Move down the foul line, watch the Batter-Runner touch 1st base; rotate to the plate only when the plate umpire moves to 3rd base, for a possible call at Home.

U3 -   Rotate inside for any call at 2nd base; responsible for the Batter-Runner at 1st base after the release by U1.
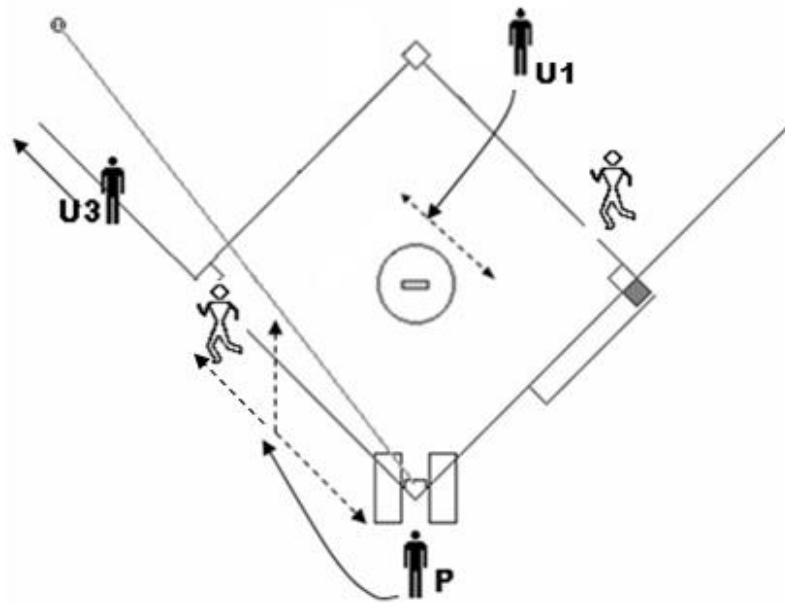
Runners on 1st and 3rd bases – Fly-ball down 3rd base line (left field):

3 Umpire System
- 3rd base umpire goes out -

P - Move to the holding position; be prepared for the play-back at 3rd base; move back to the plate for the call at home; or any call at 3rd base. Retreat to the plate as U1 brings the <u>Batter-Runner</u> into 3rd base.

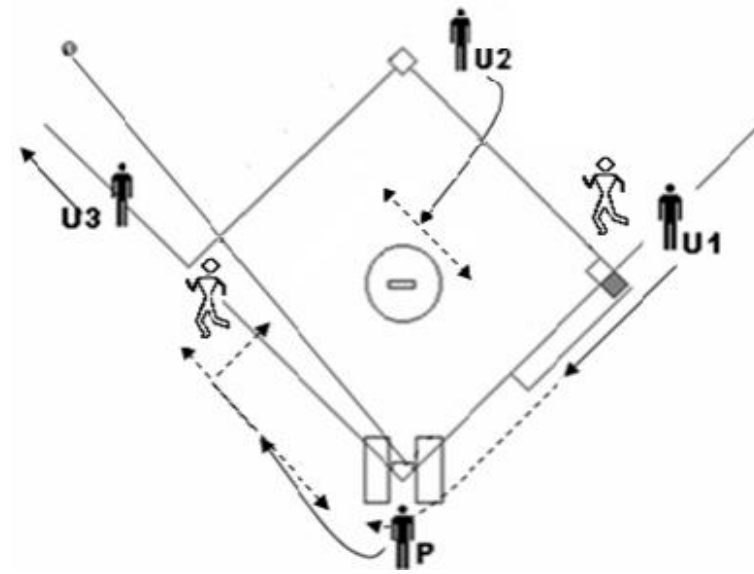U1 - Buttonhook inside for any calls at 1st and 2nd base.

4 umpire system
- 3rd base umpire [U3] goes out -

P - Move to the holding position; be prepared to move up the foul line toward 3rd base for a possible play-back; or back to the plate for the call at home on the <u>Lead Runner.</u> Bounce inside for *all calls* at 3rd base. Jan 2015

U1 - Move down the foul line, watch the <u>Batter-Runner</u> touch 1st base; rotate to the plate <u>only</u> when the plate umpire moves to 3rd base, for a possible call at Home.

U2 - Buttonhook inside for any call at 2nd base; responsible for the <u>Batter-Runner</u> at 1st and 2nd base after the release by U1.

Runners on 2nd and 3rd base – Fly-ball down 1st base line (right field):
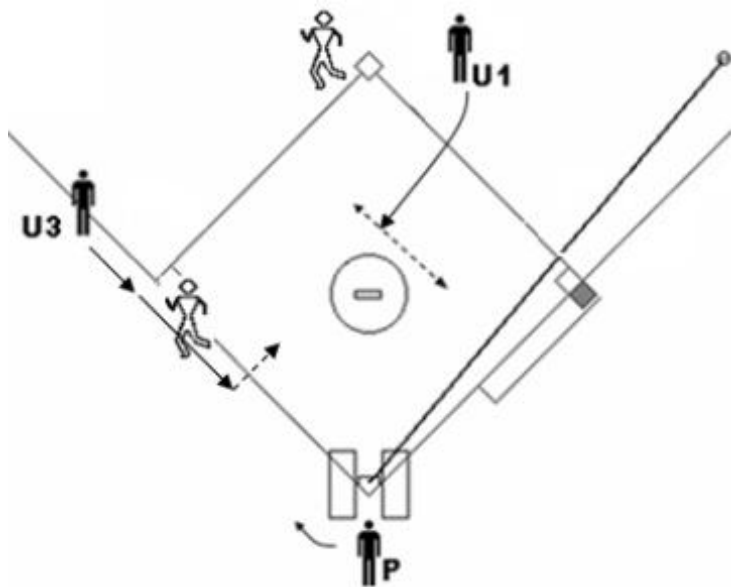
3 Umpire System
- Plate umpire [P] calls the catch -

P -   As the hit is to the left side of the Right Fielder - Moves to the left of the plate; watch down the 1st base line for the catch and indicates Fair/Foul on the touch of the ball; calls "Foul" if necessary. Remains at the plate for possible call on runner.

U1 -   Buttonhook inside for all calls at 1st and 2nd base.

U3 -   Move down foul territory for the play-back at 3rd base, or bounce into the infield for any play at 3rd base. (Refer page 30 for alternative mechanic)

4 Umpire System
- 1st base umpire [U1] goes out -

P -   Move to the left of the plate watch the catch and assist with the call at 1st base, if requested; responsible for all calls at Home.

U2 -   Buttonhook inside for any call at 1st and 2nd base.

U3 -   Move down foul territory for the play-back at 3rd base, or bounce into the infield for any play at 3rd base. (Refer page 30 for alternative mechanic)
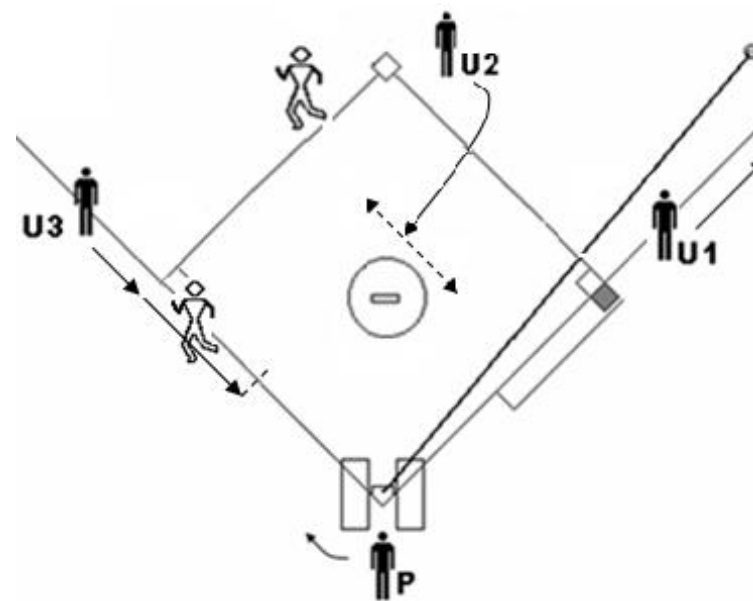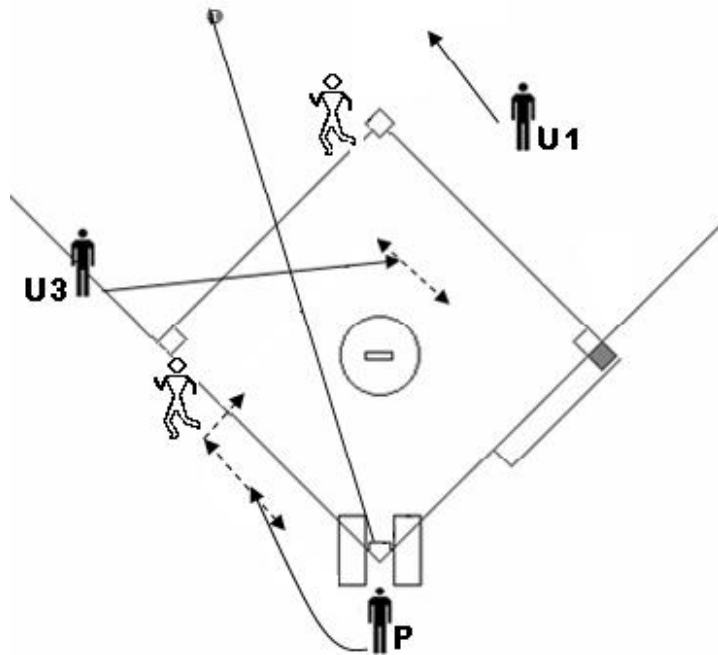
Runners on 2nd and 3rd bases – Fly-ball between left and right fields:

3 Umpire System
- 1st base umpire [U1] goes out -

P -   Move to the holding position; be prepared for the play-back at 3rd base; move back to the plate for the call at home; or bounce inside for any call at 3rd base. Retreat to the plate as U3 brings the Batter-Runner into 3rd base.

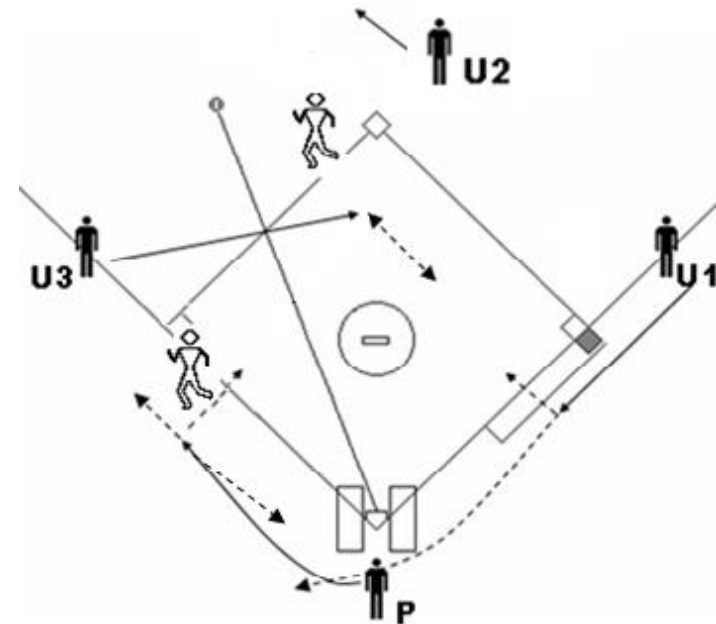U3 -   Rotate inside for any calls at 1st and 2nd base.

4 Umpire System
- 2nd base umpire [U2] goes out -

P -   Move to the holding position; be prepared to move up the foul line toward 3rd base for a possible play-back; or back to the plate for the call at home on the Lead Runner. Bounce inside for the call at 3rd base on the Batter-Runner.

U1 -   Move down the foul line, watch the Batter-Runner touch 1st base; rotate to the plate, for a possible call at Home, only if the plate umpire moves to 3rd base.

U3 -   Rotate inside for any call at 2nd base; responsible for the Batter-Runner at 1st base after the release by U1.
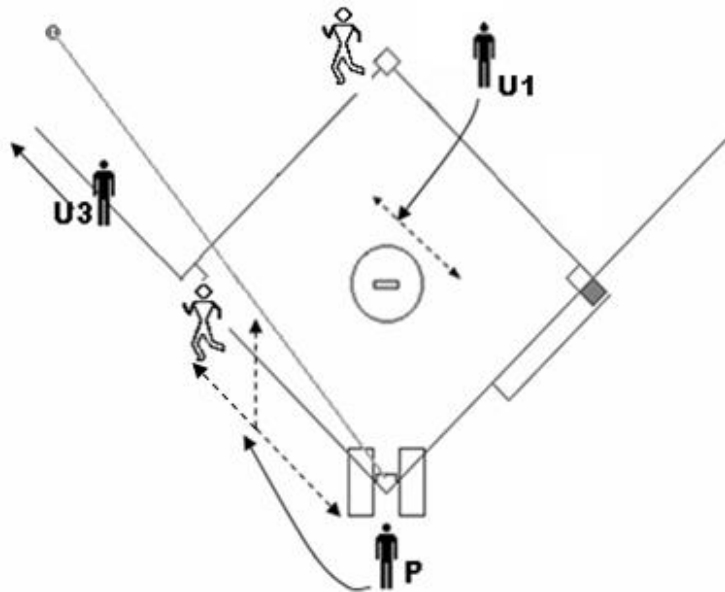
Runners on 2nd and 3rd bases – Fly-ball down 3rd base line (left field):

3 Umpire System
- 3rd base umpire [U3] goes out -

P - Move to the holding position; be prepared for the play-back at 3rd base; move back to the plate for the call at home; or bounce inside for any call at 3rd base. Retreat to the plate as U1 brings the <u>Batter-Runner</u> into 3rd base.

U1 - Buttonhook inside for any call at 1st and 2nd base.
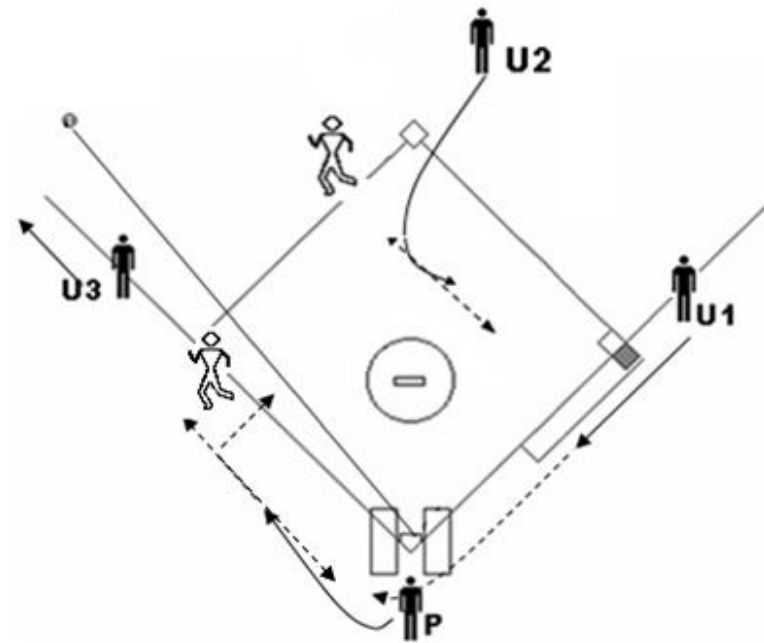
4 Umpire System
- 3rd base umpire [U3] goes out -

P - Move to the holding position; be prepared to move up the foul line toward 3rd base for a possible play-back; or back to the plate for the call at home on the <u>Lead Runner.</u> Bounce inside for the call at 3rd base on the <u>Batter-Runner</u>.

U1 - Move down the foul line, watch the <u>Batter-Runner</u> touch 1st base; rotate to the plate, for a possible call at Home, <u>only</u> if the plate umpire moves to 3rd base.

U2 - Buttonhook inside for any call at 2nd base; responsible for the <u>Batter-Runner</u> at 1st and 2nd base after the release by U1.

Runners on 1st, 2nd and 3rd base – Fly-ball down 1st base line (right field):
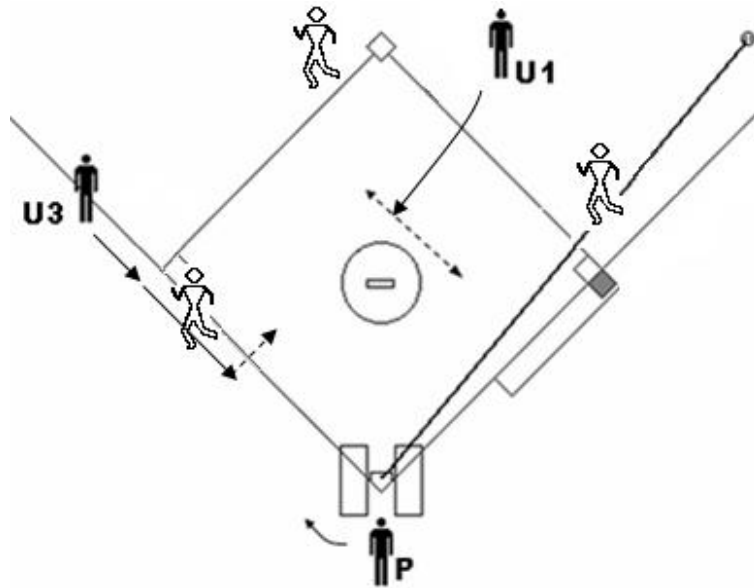
3 Umpire System
- Plate umpire [P] calls the catch -

P - As the hit is to the left side of the Right Fielder - Moves to the left of the plate; watch down the 1st base line for the catch and indicates Fair/Foul on the touch of the ball; calls "Foul" if necessary. Remains at the plate for possible call on runner.

U1 - Buttonhook inside for all calls at 1st and 2nd base.

U3 - Move down foul territory for the play-back at 3rd base, or bounce into the infield for any play at 3rd base. (Refer page 30 for alternative mechanic)

4 Umpire System
- 1st base umpire [U1] goes out -

P - Move to the left of the plate watch the catch and assist with the call at 1st base, if requested; responsible for all calls at Home.

U2 - Buttonhook inside for any call at 1st and 2nd base.

U3 - Move down foul territory for the play-back at 3rd base, or bounce into the infield for any play at 3rd base. (Refer page 30 for alternative mechanic)
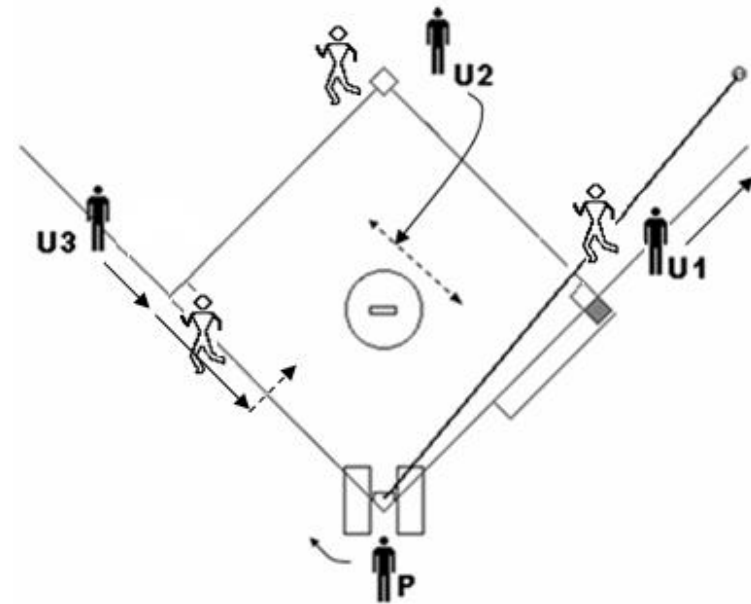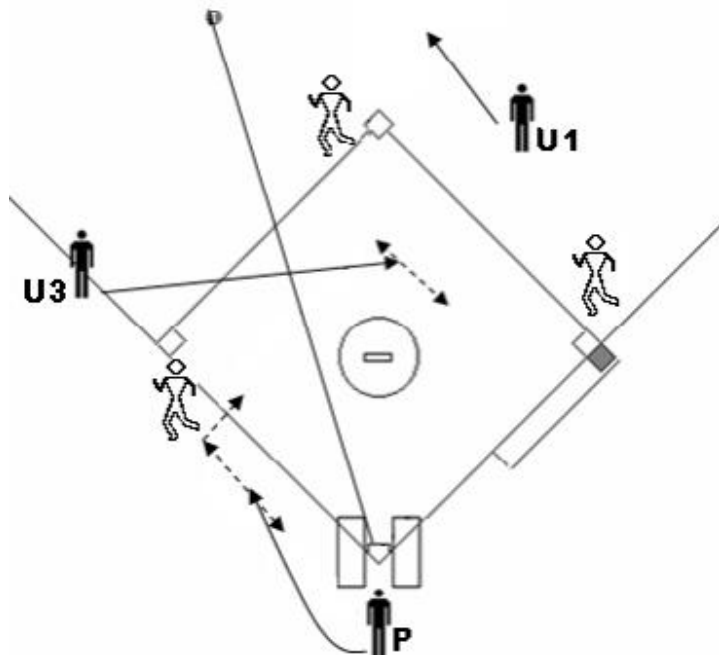
Runners on 1st, 2nd and 3rd bases – Fly-ball between left and right fields:

3 Umpire System
- 1st base umpire [U1] goes out -

P - Move to the holding position; be prepared for the play-back at 3rd base; move back to the plate for the call at home; or bounce inside for any call at 3rd base. Retreat to the plate as U3 brings the Batter-Runner into 3rd base.

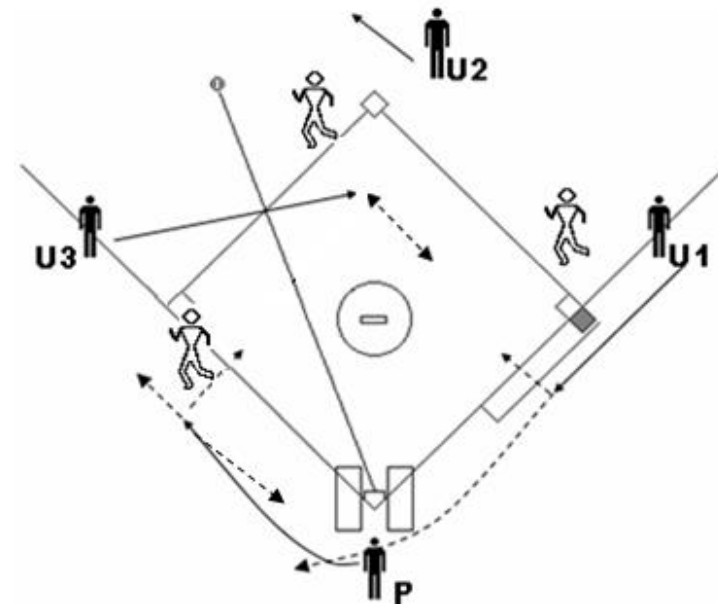U3 - Rotate inside for any calls at 1st and 2nd base.

4 Umpire System
- 2nd base umpire [U2] goes out -

P - Move to the holding position; be prepared to move up the foul line toward 3rd base for a possible play-back; or back to the plate for the call at home on the Lead Runner. Bounce inside for the call at 3rd base on the Batter-Runner.

U1 - Move down the foul line, watch the Batter-Runner touch 1st base; rotate to the plate, for a possible call at Home, only if the plate umpire moves to 3rd base.

U3 - Rotate inside for any call at 2nd base; responsible for the Batter-Runner at 1st base after the release by U1.
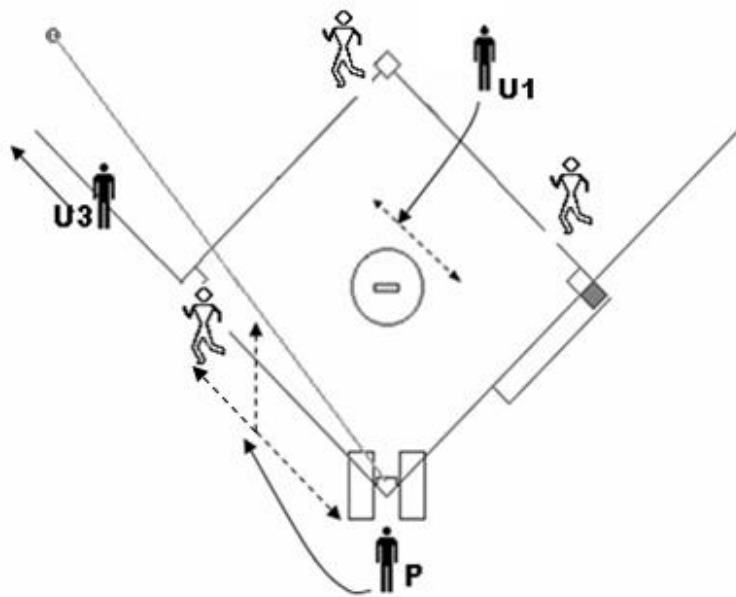
Runners on 1st, 2nd and 3rd bases – Fly-ball down 3rd base line (left field):

3 Umpire System
- 3rd base umpire [U3] goes out -

P -   Move to the holding position; be prepared for the play-back at 3rd base; move back to the plate for the call at home; or bounce inside for any call at 3rd base. Retreat to the plate as U1 brings the <u>Batter-Runner</u> into 3rd base.

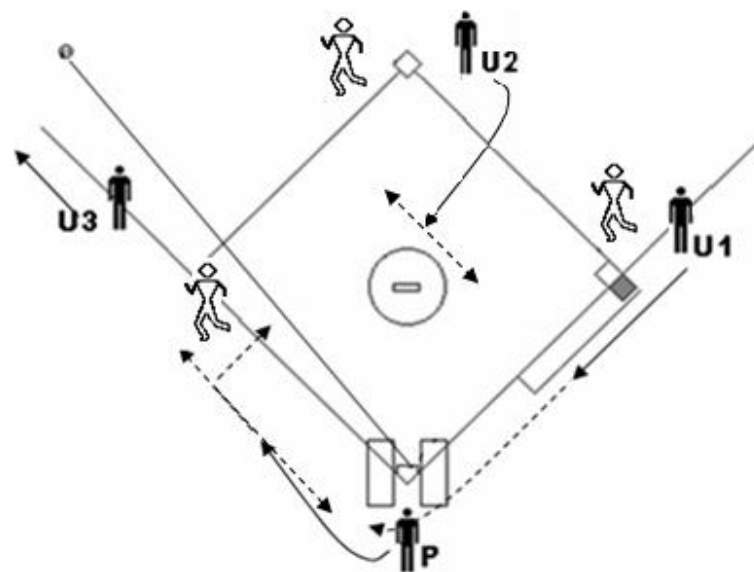U1 -   Buttonhook inside for any call at 1st and 2nd base.

4 Umpire System
- 3rd base umpire [U3] goes out -

P -   Move to the holding position; be prepared to move up the foul line toward 3rd base for a possible play-back; or back to the plate for the call at home on the <u>Lead Runner.</u> Bounce inside for the call at 3rd base on the <u>Batter-Runner</u>.

U1 -   Move down the foul line, watch the <u>Batter-Runner</u> touch 1st base; rotate to the plate, for a possible call at Home, <u>only</u> if the plate umpire moves to 3rd base.

U2 -   Buttonhook inside for any call at 2nd base; responsible for the <u>Batter-Runner</u> at 1st and 2nd base after the release by U1.

In a 3 Umpire System on a hit to F9, if the play dictates and U3 considers he will be in a better position to have the Four Essential Elements in front as a play develops - U3 would move to the leading edge for a possible call at 3rd base; move inside for any play-back at 3rd base.

In a 4 Umpire System on a hit to F9, if the play dictates and U3 considers he will be in a better position to have the Four Essential Elements in front as a play develops - U3 would move to the leading edge for a possible call at 3rd base; move inside for any play-back at 3rd base.

Fly-ball Coverage – 5/6 umpire system:

5 Umpire System

ULF/URF – Responsible for all calls beyond the base umpire and behind the infielders (fair or foul, catch or no catch and the status of a ball leaving the field of play). Responsibilities do not change with runners on base.

Coverage ULF

Coverage URF

ULF

URF

U3

U1
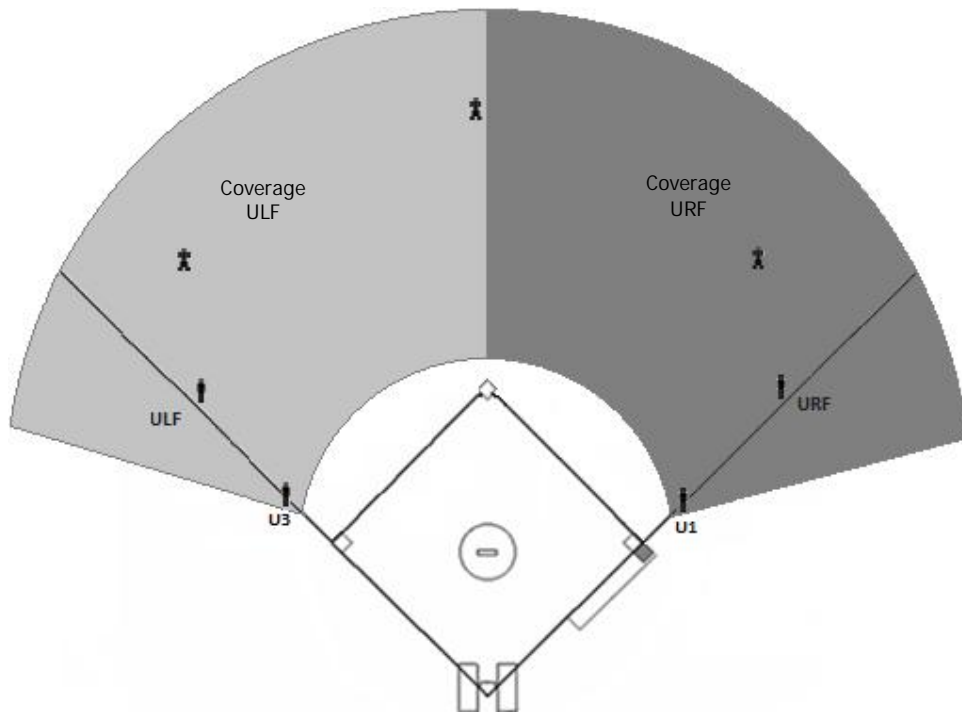
No base umpires go out. Refer pages 4, 11 and 12 for base umpire rotations.

6 Umpire System

ULF/URF – Responsible for all calls beyond the base umpire and behind the infielders (fair or foul, catch or no catch and the status of a ball leaving the field of play). Responsibilities do not change with runners on base.

Coverage ULF

Coverage URF

ULF

U2

URF

U3

U1
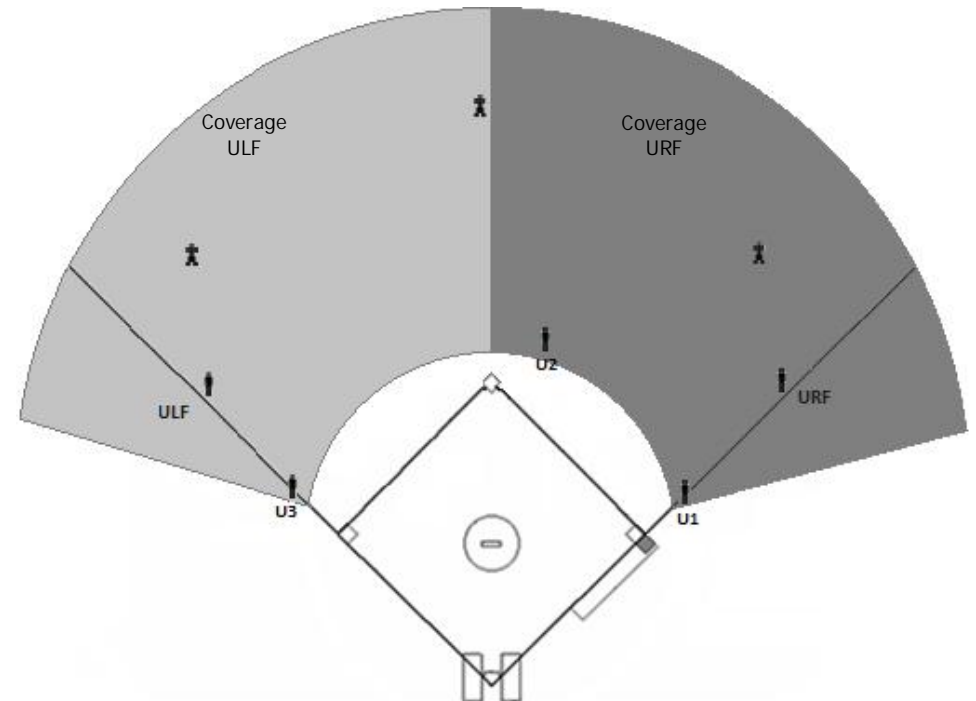
No base umpires go out. Refer page 4 for base umpire rotations.