

TASO – Baseball

Pre-Game Outline

for

2-Umpire Mechanics

Umpire's Pre-Game Conference General Outline

- I. Notify home institution** that the crew has arrived
 - A. Ensure that coaches are also notified of the crews arrival
- II. Confirm start time for game and determine pre-game ceremonies, if any**
- III. Locate and identify school administrator(s)**
- IV. Discussion topics**
 - A. Uniforms
 - B. Pre-game check of bats and helmets
- V. On-Field Pre-Game Conference procedure**
 - A. Positioning of umpires
 - B. Ground rules by home coach or home institution
 - C. U1 does all the talking unless otherwise directed
 - D. Positions for National Anthem and pre-game ceremonies
 - E. Run to positions
- VI. Check swing responsibilities and mechanics**
- VII. Swipe tag and pulled foot mechanics**
- VIII. Fair/Foul responsibilities**
- IX. Outfield Coverage**
- X. Unusual aspects of this field**
- XI. Known issues with teams/fans, etc.**
- XII. Non-Verbal Communication**
 - A. Infield fly
 - B. Standard rotation
 - C. Reverse rotation
 - D. Umpire going out
 - E. Appeal
 - F. Timing Play
 - G. Trap/Catch by catcher on third strike
 - H. Outs and count
 - I. Eye contact
- XIII. Verbal Communication**
 - A. On rotations
 - B. Umpire going out
- XIV. Crew conferences during game**
 - A. Unusual plays/situations – make sure everyone knows what happened and what the result is
 - B. Questions concerning rules/interpretations
- XV. Review play/rotation situations**
 - A. 2, 3 or 4 Umpire mechanics
- XVI. Appeals (know WHO is going to make the call)**
 - A. Missed bases
 - B. Tag-ups
- XVII. Arguments (coaches)**
 - A. One on One (Head coach ONLY)
 - B. When to step in and when to leave alone
 - C. Ejections/Restrictions to Bench
 - 1. Hopefully, there will not be any, but if there are.....
 - 2. After ejection or benching, umpire should turn and walk away
 - 3. Who is going to help who once the ejection/restriction is made
 - a) If U1 (may depend on which coach/bench it is), but generally,
 - (1) First base umpire if on first base side of the field
 - (2) Third base umpire if on the third base side
 - b) If at 1st or 3rd base
 - (1) U1 is the most preferable
 - c) If in the infield
 - (1) First or Third base umpire (or U1 if 3-man crew) depending on which coach/bench it is
- XVIII. Fights**
 - A. Try to stop players BEFORE fight starts
 - B. If you can't stop them, step back and take numbers of participants for ejections and reports. Let the coaches handle the players!!
- XIX. Weather related issues**
 - A. Lightning/Rain
 - 1. Know the lighting policy and procedures (30/30 Rule)
 - B. NFHS/UIIL rules for delayed/suspended game
- XX. Closing**
 - A. Rules or mechanics questions
 - B. Hustle at all times
 - C. Communicate with each other --- we are a TEAM
 - D. Good eye contact
 - E. Good timing
 - F. Get play RIGHT
 - G. Have fun and enjoy what you are doing

Umpire's Pre-Game Checklist 2-Umpire Mechanics

I. Positioning

- A. No Runners
 - 1. U1 in "A"
- B. Runner on 1st only
 - 1. U1 in "B"
- C. Runners on 2nd, 3rd, or multiple runners
 - 1. U1 in "C"

II. Fair/Foul Coverage

- A. When U1 is in "A"
 - 1. PL – to front of 1st base only
 - 2. U1 from front of base to outfield fence
 - 3. PL – third base line to the fence
- B. When U1 IN
 - 1. PL takes all fair/foul

III. Outfield Coverage

- A. When U1 is in "A"
 - 1. U1 has right field and the center fielder straight in/back and toward right field
 - a) If you GO OUT, hustle back to cover the plate when the play is over
 - 2. PL has everything else
- B. When U1 is IN
 - 1. U1 has the "wedge" and does NOT go out
 - 2. PL has the right or left fielder moving toward the foul line

IV. Infield Coverage (Fly Ball / Line Drive)

- A. U1 has the shortstop moving toward center field, second baseman moving toward first base or the outfield, and the first baseman moving to the outfield or foul territory
- B. PL has everything else
- C. If the play is going AWAY from you, especially on a low line drive, let the other umpire have it...the one who can actually SEE IT

V. Check Swing

- 1. Go to U1 when in "A"
- 2. When U1 is in "B" or "C", it is optional to request assistance

VI. Rotation

- A. NOTE: Batted balls that go through the infield due to an error should be treated like a base hit to the outfield with the appropriate rotation
- B. NOTE: Throwing errors (overthrow, etc.) are NOT treated like a base hit and do not change the current rotation or cause the start of a new rotation
 - 1. One umpire has the ball, the other is responsible for the runner
 - 2. On an infield hit, U1 ALWAYS has responsibility for the first play in the infield
 - 3. No Runners
 - a) U1 is in "A"
 - b) If U1 goes out on a fly ball – PL takes the runner
 - c) If U1 is forced to foul territory on a hit near first base – PL takes the runner
 - d) On an overthrow at first base – PL will take the ball, U1 has the runner
 - 4. Runner on 1st
 - a) U1 is in "B"
 - b) On the double play, U1 has the plays at 2nd and 1st – PL has

primary responsibility for the interference at 2nd base

- c) Base Hit – PL will rotate to cover 3rd
- d) Fly Ball – PL will rotate to cover third

5. Runners on 1st and 2nd

- a) U1 will be in "C"
- b) Double Steal – U1 covers the throw(s) to 3rd and/or 2nd
- c) Base hit to outfield
 - (1) PL stays home
 - (2) U1 has all calls in the infield
- d) Hit to infield

- (1) U1 covers makes the call on the first and second plays in the double play
- (2) PL has primary responsibility for the interference call on the first play of the double play

6. Runners on 1st & 3rd

- a) U1 will be in "C"
- b) Base hit to outfield
 - (1) U1 has all calls at 1st and 2nd
 - (2) PL moves up third base line and watches runner touch the plate, then moves to 3rd for any play there
 - (3) If the runner from 1st attempts to score, PL will retreat to cover any play at the plate and U1 will have all calls in the infield
- c) Hit to infield

- (1) PL Stays home for a possible play at the plate
- (2) U1 has all calls in the infield

7. Runners on 2nd and 3rd

- a) U1 will be in "C"
- b) PL will stay home on any hit
- c) U1 will have all calls in the infield

8. Runners on 1st, 2nd & 3rd

- a) U1 will be in "C"
- b) PL will stay home on any hit
- c) U1 will have all calls in the infield

C. Problem areas

- 1. Runner on 3rd only, Fly ball to right
 - a) PL has the catch/no catch and fair/foul call, as well as the tagup at 3rd
- 2. Fly ball immediately behind 1st base when U1 is in "A"
 - a) U1 cannot get into position to make the fair/foul call without interfering with the batter-runner

- b) U1 should move into the infield to make the catch/no catch call
- c) PL should come up the first base line and make the fair/foul call

VII. Routine / Miscellaneous

- A. Communication is CRITICAL
 - 1. Flash outs and coverage to your partners
 - 2. VERBALLY communicate is crucial when the ball is hit
 - a) Unless the ball is bouncing, *SOMEONE has to take responsibility for the catch*
 - 3. If you are going OUT (U1) announce the fact both verbally and visually (“I’m going out” and raise your right hand pointing to the outfield)
- B. Crew errors will likely occur.....the success of the crew depends on limiting those errors and reacting immediately to any that DO occur to **FILL THE HOLE** and provide coverage.....we can talk about it later

VIII. Checking with your partner/Conferences/Unusual Plays or Situations

- A. If you have an unusual play/call, make sure your partners know what happened, particularly if there was a lot going on at the time.....keep the crew informed—get everyone together and tell them what you have/did and make sure everyone has the count/outs/runs scored/runner placement/etc correct
 - 1. Example.....runner called out for passing a preceding runner between 3rd and Home. (which runs score, number of outs, etc.)
 - 2. Don’t be afraid to confer with your partners.....Get the play RIGHT
 - a) Don’t overdo it.....but check when you need to
 - b) If you are going to check, know who you need to check with (one or all). Except on obvious things (pulled foot, check swing, etc.) it is usually best to get everyone together to discuss the situation---
NO COACHES or PLAYERS

IX. Rules that you may only see occasionally

- A. Pitching regulations
 - 1. Substitution
 - 2. Re-entry as pitcher (allowed)
 - 3. Once per inning
 - 4. Gorilla stance
 - 5. Multi-colored glove on pitcher
- B. Ball lodged in glove (See Case Plays 5..... for clarification)
- C. Hurdling (arm vs. torso)
- D. Batter interference
 - 1. at plate
 - 2. with catcher on steal of 2nd/3rd
- E. Courtesy Runner
- F. Designated Hitter
- G. Batting out of order
- H. Illegal substitute
 - 1. On offense (batting/running)
 - 2. On defense
- I. Appeals of missed base
 - 1. If a proper appeal is made, the umpire who had responsibility for the touch of that base is the only one who should respond to the appeal
 - 2. COMMUNICATE with your partner

- a) Make eye contact then signal or verbally announce who has the appeal

The other umpires MUST watch the runners is it a “live ball” appeal as runners can advance at their own risk.