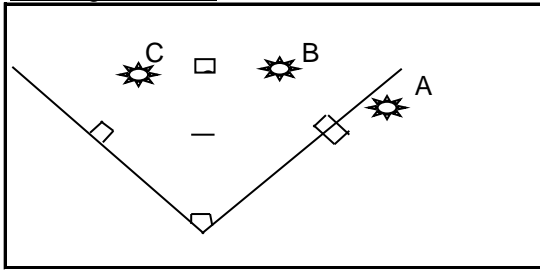


## BASE UMPIRE MECHANICS

### Starting Positions



- A. **No runners** on base  
2' into foul about 15' beyond first base
- B. **Runner on first base** only  
about 6' behind the second baseman, 3' to her left,  
between her and first base
- C. **Any other** base running possibilities not included in A or B above  
about 6' behind the short stop, 3' to her left, between  
her and second base

### Set Position

In all starting positions, stand relaxed while the pitcher is getting ready. In position A, just before the release of the pitch, be ready to move by standing on the balls of your feet, with your hands raised to about chest level (similar to an outfielder's ready position). In positions B and C, just before the release of the pitch place your hands on your upper thighs, as you slightly bend your back. Be on the balls of your feet so that you are ready to move. Be sure you can see the pitcher, the plate area, and the runners.

### The Safe Call Mechanic

1. From the set position, see the play and let it finish. **DO NOT RUSH YOUR CALL.**
2. Stand, then use the 'safe' mechanic.
3. If there are other runners, turn your attention to the play as it may not be over.

### The Out Call Mechanic

1. From the set position, see the play and let it finish. **DO NOT RUSH YOUR CALL.**
2. Stand, then use the 'out' mechanic.
3. Be aware of other runners and other possible calls.

These steps of the safe and out calls need to be **distinct and crisp**.

When you make the verbal 'safe' or 'out' call is a place where you can add individuality to your mechanics. Make the call with **confidence**. The closer the play the more you have to emphasize your call to "**sell it**".

It is so important **not to rush** these calls. See the entire play. Let the play finish.

If there is no play, no call is necessary. For example, if an infielder has difficulty picking the ball up cleanly and decides not to throw the ball to 1st, it is not necessary to give the safe call.

Responsibilities (Before the ball is hit)

When there are runners (positions B & C), look for **lead-offs**.

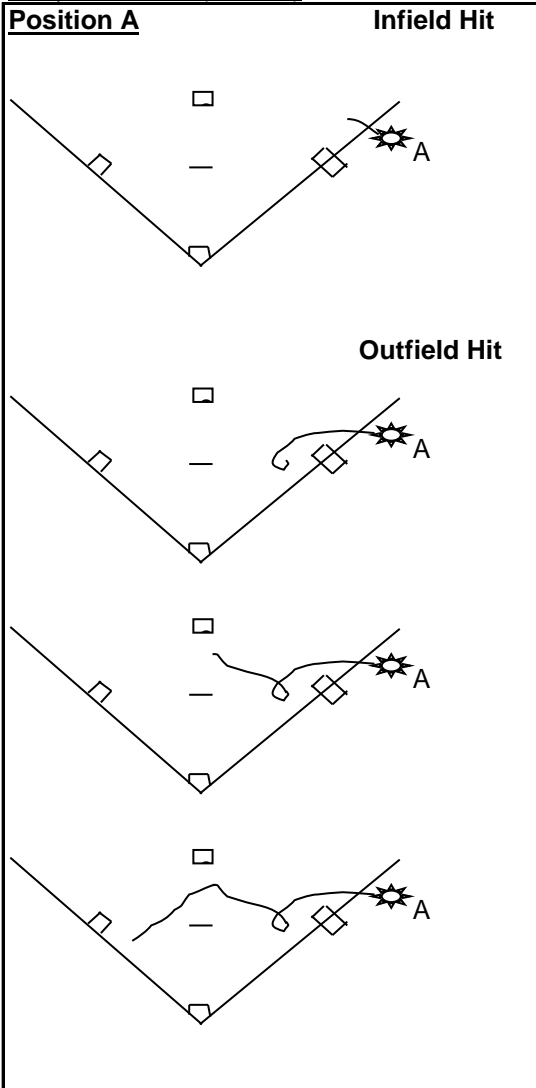
If a baserunner **steals**, run parallel to the base line to get into the **leading edge** position to make a possible call.

Watch the pitcher for **illegal pitches**.

Follow the pitch to the catcher.

Help you partner with a **check swing appeal**.

Responsibilities (On hits)



Keep your **eyes on the ball** as you run to your position two steps into fair. Let the throw of the ball turn your body to the base as you get 'set' to make the call. Observe the play. **DO NOT RUSH YOUR CALL.**  
READ - PAUSE - REACT

Obvious calls do not have to be emphasized. But the tougher the call, the more you have to "sell it".

Remember - No play, no call.

On a hit to the outfield, your first **movement is to the infield**, about 10' inside the base line and 5' from the foul line. As the batter-runner nears 1st base, **button-hook** as you watch her touch the base. If the fielders try for an out as the batter-runner returns to first base you will have the **leading edge** of first base. Be in the set position to make a call.

READ - PAUSE - REACT

Remember - No play, no call.

Should the batter runner try for 2nd, **parallel the base line** to get to the **leading edge** of second base, keeping the 10' distance. Get into your set position if there is going to be a play on the runner.

READ - PAUSE - REACT

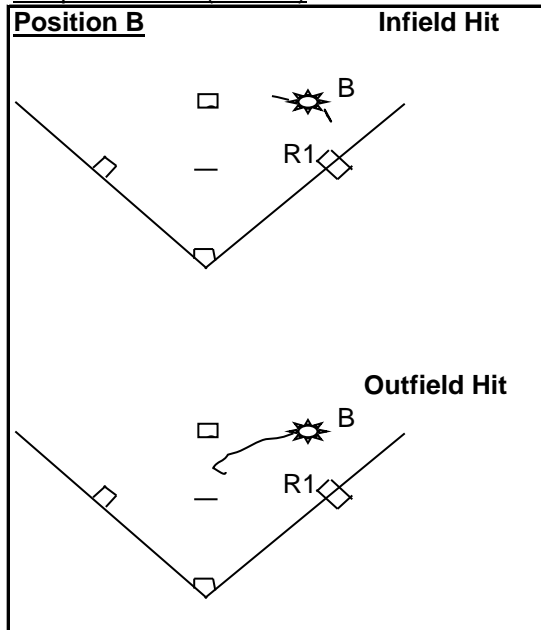
Remember - No play, no call.

The same play could develop that this runner may try for 3rd base. Watch for the runner **touching 2nd** as you **parallel the base line** to get to the **leading edge** of third base. If there is going to be a play on the runner get into the set position.

READ - PAUSE - REACT

Remember - No play, no call.

Responsibilities (On hits)



On an infield hit from position B, the defence has a choice of 2nd base or 1st base to try for the force out. **DO NOT ASSUME WHERE THE PLAY WILL BE.** You need to remain where you are until the ball has been thrown. You will only be able to take a step or two toward the appropriate base before you get into your set position to make a call.

READ - PAUSE - REACT

Remember - No play, no call.

Unless that play was the third out, the play may continue for at another base (double play). **BE ALERT.**

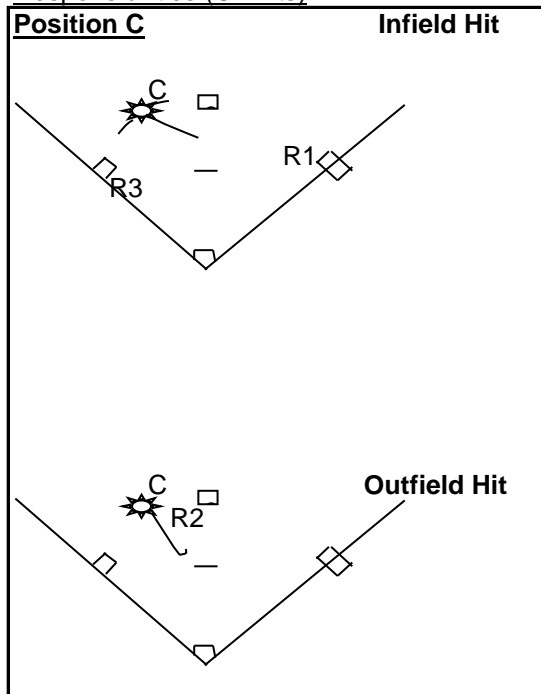
In this position, on an outfield hit move about 10' into the infield. See that the batter-runner and R1 touch the bases. Normally, a play will be at second. Move so that you have its **leading edge.**

READ - PAUSE - REACT

Remember - No play, no call.

Be prepared for any further plays to develop. R1 may try for third and your home plate partner may or may not assist you by taking the play at 3rd. As well the defense may try for an out on the batter-runner at 1st or 2nd. It is your responsibility to get as close as possible to be set for a call at the appropriate base.

Responsibilities (On hits)



This is probably the most difficult position for infield hit calls. You will be in this position with many different base running situations. There may be forces at 2nd and/or 3rd as well as 1st. You must be aware of the situation before the pitch. Again, **DO NOT ASSUME THE PLAY.** Make sure the fielder has made her play before you commit to a base to make a call. Normally you are outside the base lines on infield hits to make your calls. However, from position C you are a long way from 1st base to make a call if the play is there. Therefore, try to get as close to 1st as possible to make this call. Do not make the call while you are still running. Stop and get set before the ball gets there.

READ - PAUSE - REACT

Remember - No play, no call.

Hustle into the infield, pick up the ball to see where a play might be. Observe base runner(s) touch bases. On a fly ball you may be responsible for a runner's legal tag-up. Get as close as possible to the **leading edge** of a play to make your call.

READ - PAUSE - REACT

Remember - No play, no call.

## REVIEW

BE IN YOUR SET POSITION AT THE START OF THE PITCH.

GET INTO YOUR SET POSITION TO MAKE A CALL. NEVER MAKE A CALL WHILE YOU ARE MOVING.

MAKE CONFIDENT VERBAL CALLS AND USE CRISP SIGNALS.

BE AWARE OF FIELDERS AND RUNNERS AND DO NOT INTERFERE WITH THE PLAY.

KNOW THE SITUATION (OUTS, COUNT, BASE RUNNERS, FORCE OR TAG, INFIELD FLY, DROPPED THIRD STRIKE, ETC) BEFORE EACH PITCH.

WATCH RUNNERS TOUCH ALL THEIR BASES.

BE AWARE OF YOUR RESPONSIBILITY OF RUNNERS TAGGING ON FIRST TOUCHED FLY BALL HITS.

GENERAL RULE: WHEN THE BALL IS HIT INTO THE INFIELD THE BASE UMPIRE STAYS OUT. WHEN THE BALL IS HIT INTO THE OUTFIELD THE BASE UMPIRE COMES IN. (One exception is shown above.)

**{BALL IN, UMP OUT - BALL OUT, UMP IN}**

## **BASE MECHANICS (Miscellaneous Points)**

### Fair/Foul Calls

In a two umpire system it is only the PLATE umpire who has this responsibility. DO NOT MAKE THIS CALL.

### Catch/No Catch

In a two umpire system, it is the PLATE umpire who has this responsibility. However, if you see that an outfielder is going to make a very difficult play on a fly ball, you can decide to run towards the play to make this call. Do this sparingly.

### Indicator

Keep the count and outs as a back up for your partner. Remember that you are not official. If a player or coach asks you for the count or outs, say something to indicate your answer is not official. You might say, "Unofficially the count is 2 balls and 1 strike." Or "I show 2 outs." If your partner gives a count or number of outs that you disagree with, confer with him/her as soon as possible. One of you is wrong. Indicator is in the left hand.

### Between Innings

After the third out hustle to the pitcher's plate and, with your back toward 2nd base, brush the plate clean. Then hustle to your position along the 1st base foul line as you and your partner show that the game is still under your control.

### Communication with Players/Coaches

Be respectful. Listen first, then respond. Do not let a coach or player question one of your judgment calls. However, if a rule or situation is brought to your attention that may alter your call, talk to your partner.

### Check Swing Request

If you see the batter make any sort of a check swing, immediately **in your mind** make a decision if there was a swing. Then, if your partner appeals to you, you will be able to answer **without hesitation**.

### The Four Elements

By following the proper procedures as outlined, the umpire keeps the four essential elements in front of her/him and in view. These four elements are:

**BALL - BASE - RUNNER - FIELDER**