

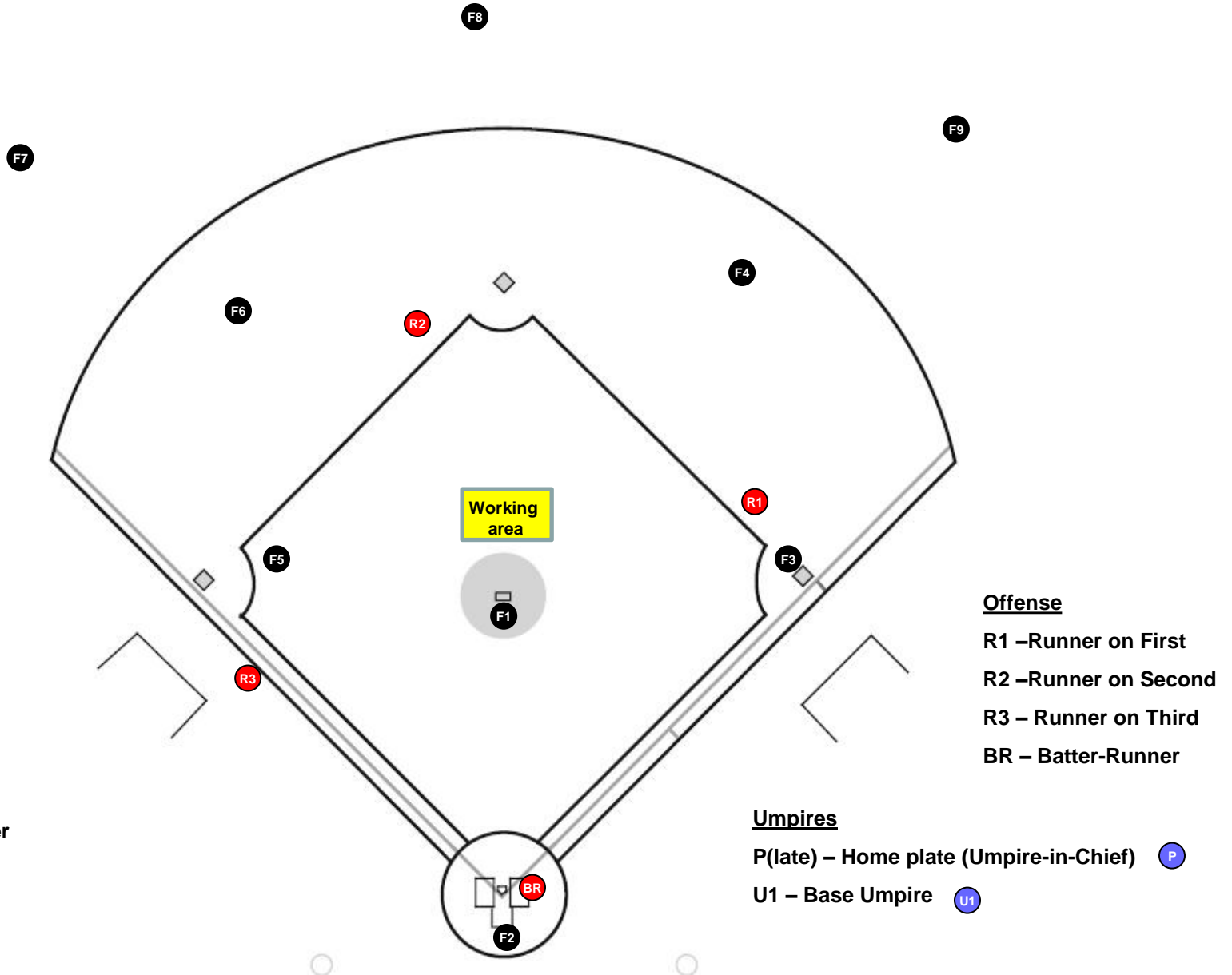
# **Ohio High School Athletic Association**

**2023-2024**

**2 Umpire Mechanics**



# ABBREVIATIONS



## Defense

- F1 – Pitcher
- F2 – Catcher
- F3 – 1<sup>st</sup> Baseman
- F4 – 2<sup>nd</sup> Baseman
- F5 – 3<sup>rd</sup> Baseman
- F6 –Shortstop
- F7 – Left Fielder
- F8 – Center Fielder
- F9 – Right Fielder

## Offense

- R1 –Runner on First
- R2 –Runner on Second
- R3 – Runner on Third
- BR – Batter-Runner

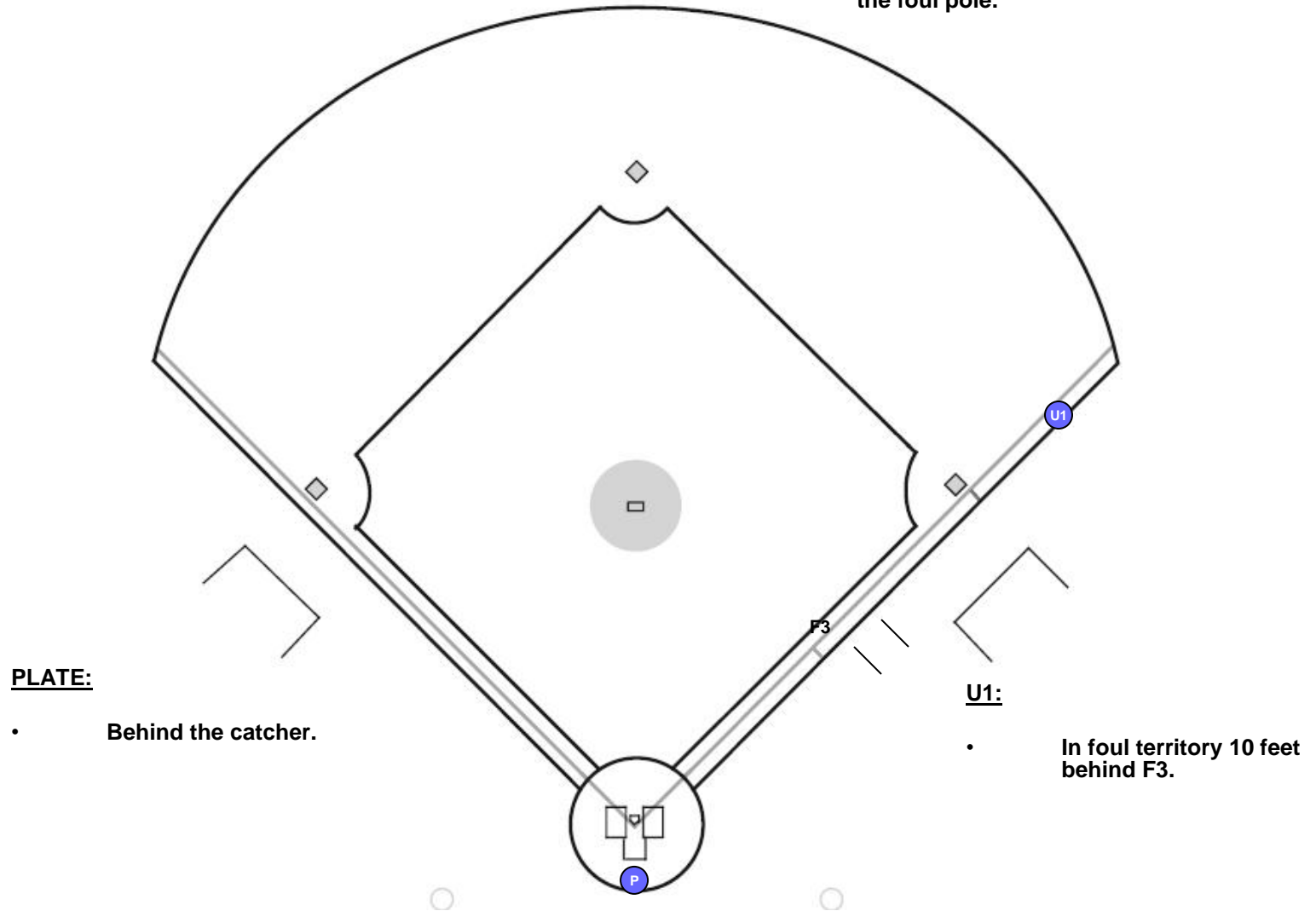
## Umpires

- P(late) – Home plate (Umpire-in-Chief) P
- U1 – Base Umpire U1

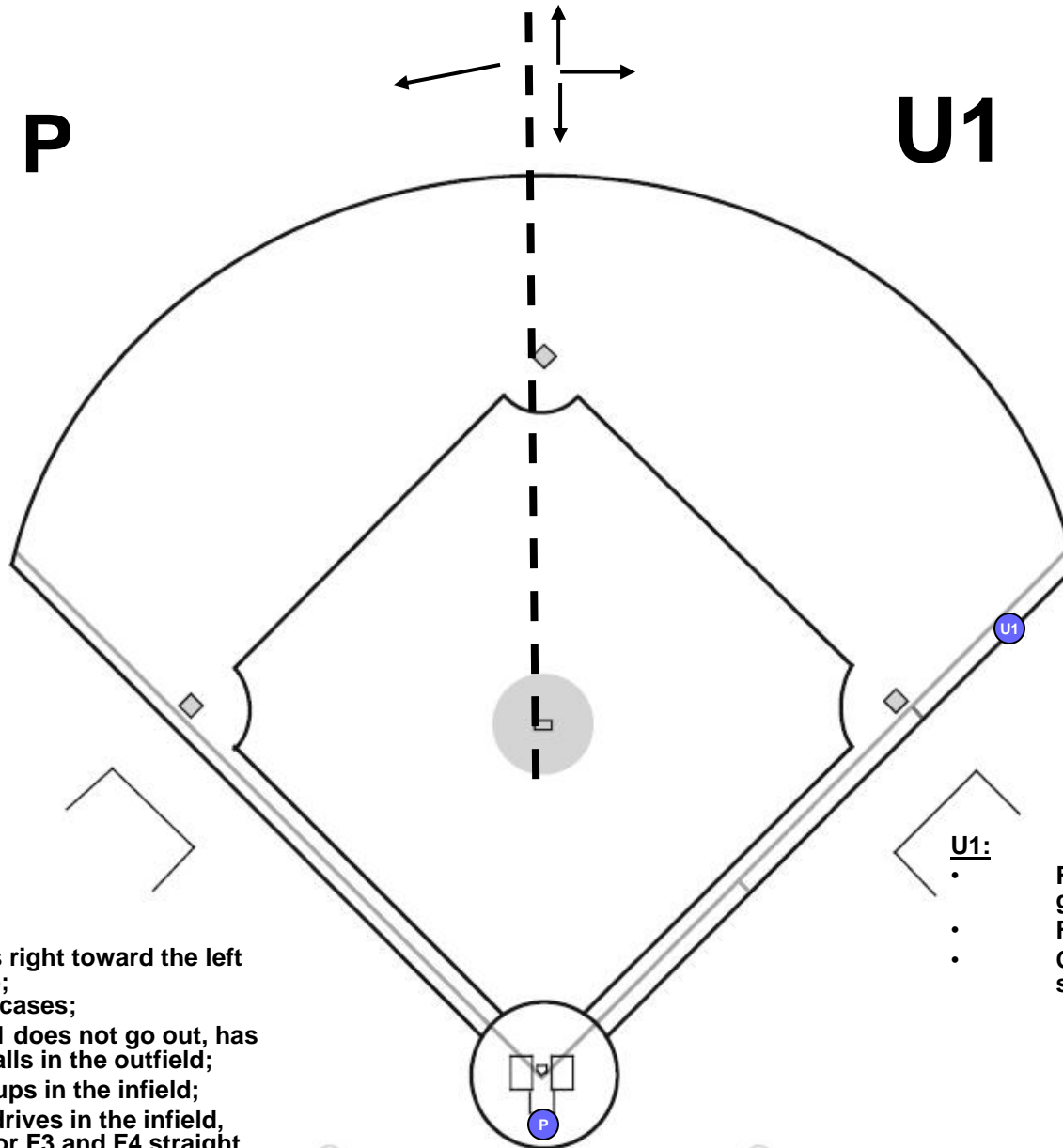
# U1 IN POSITION A

## Fair/Foul Responsibilities

- Plate – Up to the front edge of 1<sup>st</sup> base bag, and all the way to the foul pole up the 3<sup>rd</sup> baseline.
- U1 – Passed the front edge of 1<sup>st</sup> base bag to the foul pole.



# FLY BALL/LINE DRIVE RESPONSIBILITIES



## PLATE:

- F8 to his right toward the left field line;
- F7 in all cases;
- When U1 does not go out, has all the calls in the outfield;
- All pop-ups in the infield;
- All line-drives in the infield, except for F3 and F4 straight in or diving to their left.

## U1:

- F8 coming in, going back, and going toward the right field line;
- F9 in all cases;
- Quick line drives to F3 and F4 straight in or diving to their left.

INITIAL MOVEMENT

SECONDARY MOVEMENT

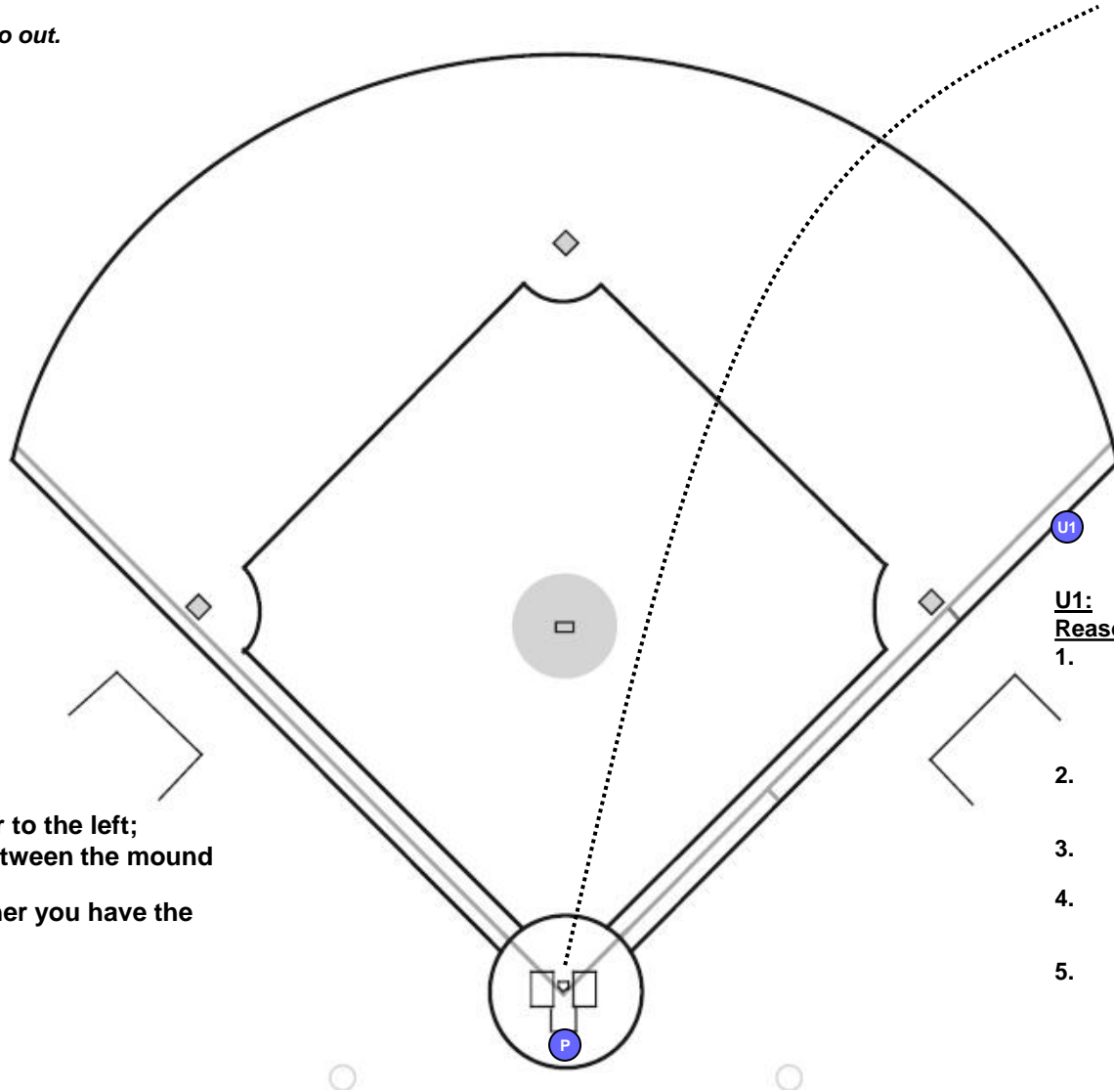
BALL FLIGHT

# FLY BALL OR LINE DRIVE TO RIGHT FIELD

Pause Read React

## Pause, Read, React

- *Pause- open up toward the ball*
- *Read- focus on fielder(s)*
- *React- if you see trouble, go out.*



## Plate:

- Always clear catcher to the left;
- Move in direction between the mound and first base;
- Read U1 as to whether you have the ball or the runner.

## U1:

### Reasons to go out:

1. F8 or F9 are running hard in towards the infield as if to make the catch on the dead run or dive to make the catch;
2. F8 or F9 turn their back to the infield and move towards the outfield wall;
3. F8, F9, and a infielder are converging on the ball;
4. F9 is running toward the foul line and a fair/foul decision may be needed;
5. Infielders are going back on the ball and it could possibly be a diving catch.

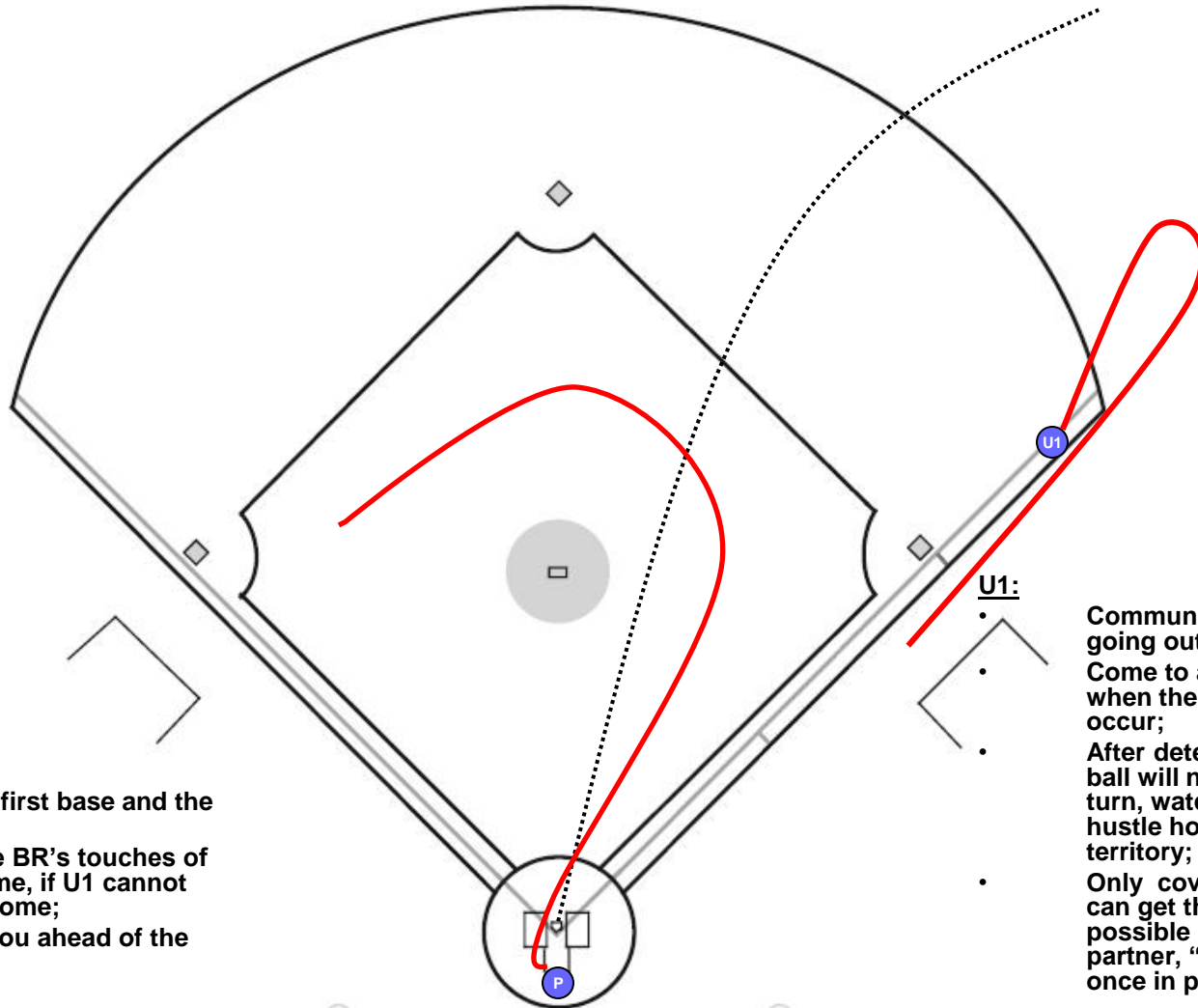
INITIAL MOVEMENT

SECONDARY MOVEMENT

BALL FLIGHT

# FLY BALL OR LINE DRIVE TO RIGHT FIELD

## U1 GOES OUT



### PLATE:

- Come out between first base and the mound;
- Responsible for the BR's touches of 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, and home, if U1 cannot get back to cover home;
- Path should keep you ahead of the BR.

### U1:

- Communicate that you're going out.
- Come to a **COMPLETE** stop when the catch is about to occur;
- After determining that the ball will not go out-of-play, turn, watching the ball, and hustle home in foul territory;
- Only cover the plate if you can get there prior to a possible play. Inform your partner, "I've got home!" once in position.

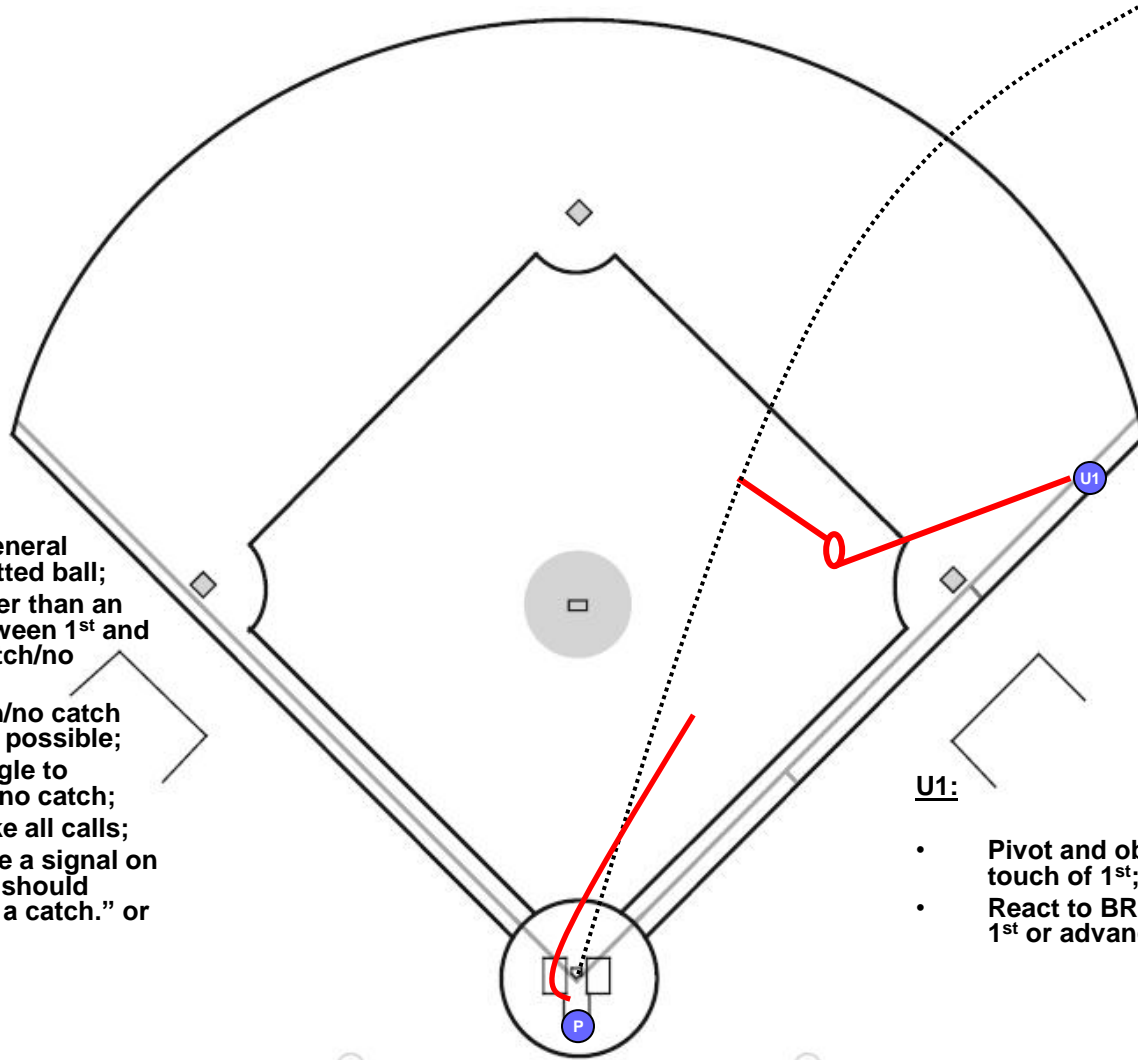
INITIAL MOVEMENT

SECONDARY MOVEMENT

BALL FLIGHT

# FLY BALL OR LINE DRIVE TO RIGHT FIELD

U1 DOES NOT GO OUT



## PLATE:

- Come out in the general direction of the batted ball;
- Come out no further than an imaginary line between 1<sup>st</sup> and 3<sup>rd</sup> on a routine catch/no catch;
- On a difficult catch/no catch move out as far as possible;
- Obtain the best angle to observe the catch/no catch;
- Be stopped to make all calls;
- Do not need to give a signal on a routine play, but should inform U1, "That's a catch." or "Ball's down.";

## U1:

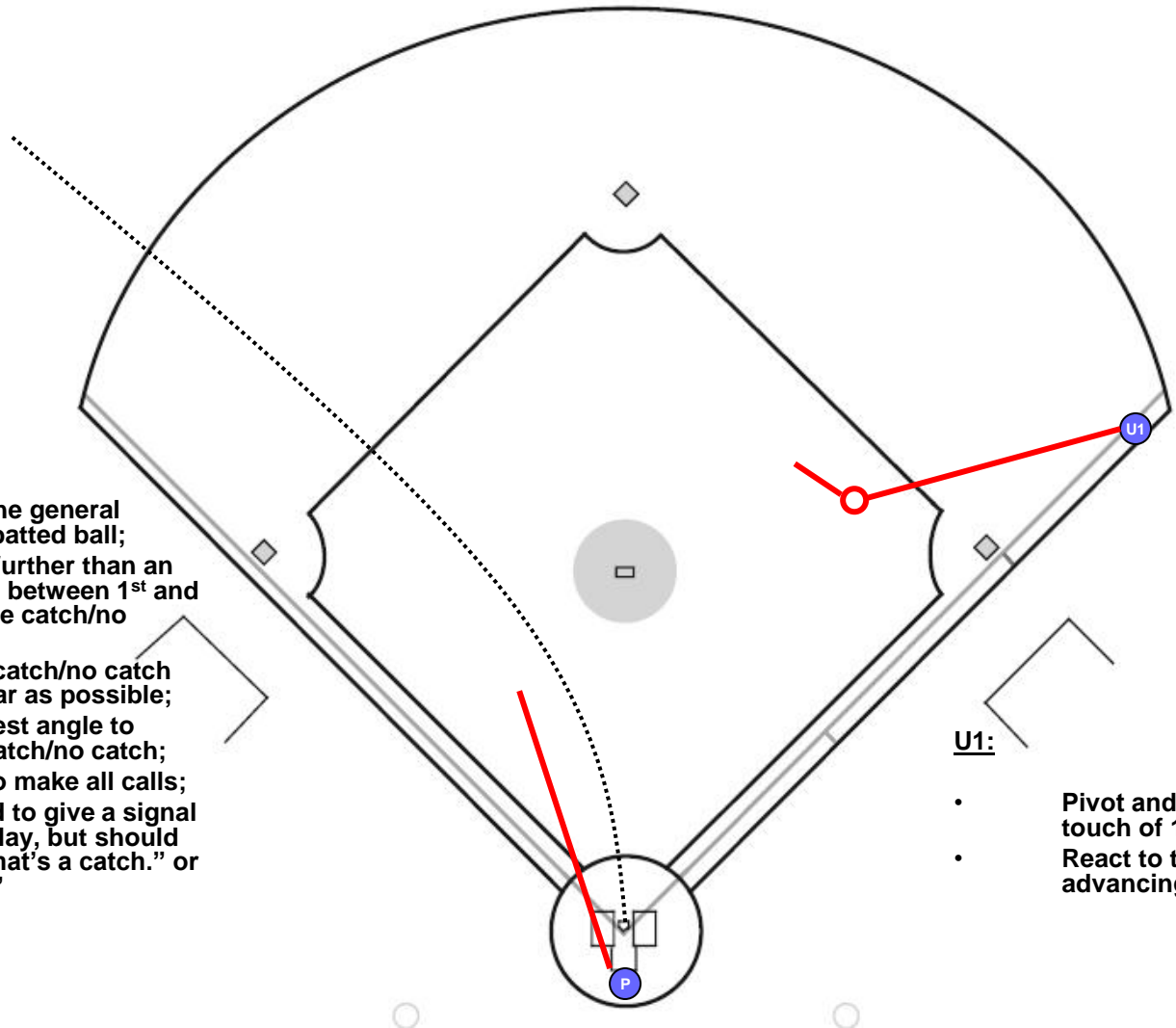
- Pivot and observe the BR's touch of 1<sup>st</sup>;
- React to BR going back into 1<sup>st</sup> or advancing to 2<sup>nd</sup>.

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 INITIAL MOVEMENT  
 - - - - -  
 SECONDARY MOVEMENT  
 BALL FLIGHT

# FLY BALL OR LINE DRIVE TO LEFT FIELD

## PLATE:

- Come out in the general direction the batted ball;
- Come out no further than an imaginary line between 1<sup>st</sup> and 3<sup>rd</sup> on a routine catch/no catch;
- On a difficult catch/no catch move out as far as possible;
- Obtains the best angle to observe the catch/no catch;
- Be stopped to make all calls;
- Does not need to give a signal on a routine play, but should inform U1, "That's a catch." or "Ball's down."



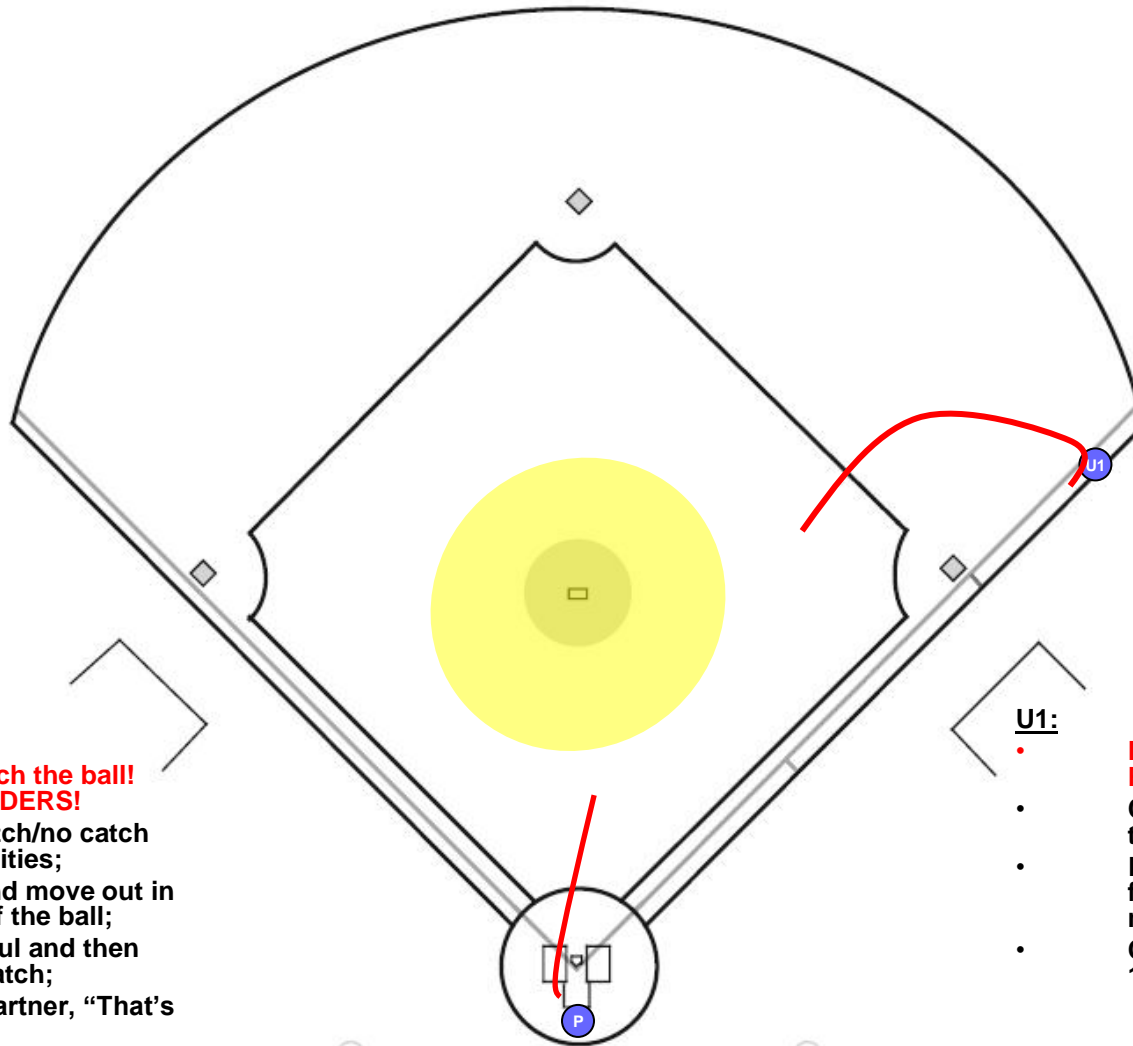
## U1:

- Pivot and observe the BR's touch of 1<sup>st</sup>;
- React to the BR back into 1<sup>st</sup> or advancing to 2<sup>nd</sup>.



# POPOP ON THE INFIELD

INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT



## Plate:

- **Do not watch the ball!  
READ FIELDERS!**
- Take all catch/no catch responsibilities;
- Clear F2 and move out in direction of the ball;
- Rule fair/foul and then catch/no catch;
- Tell your partner, "That's a catch."

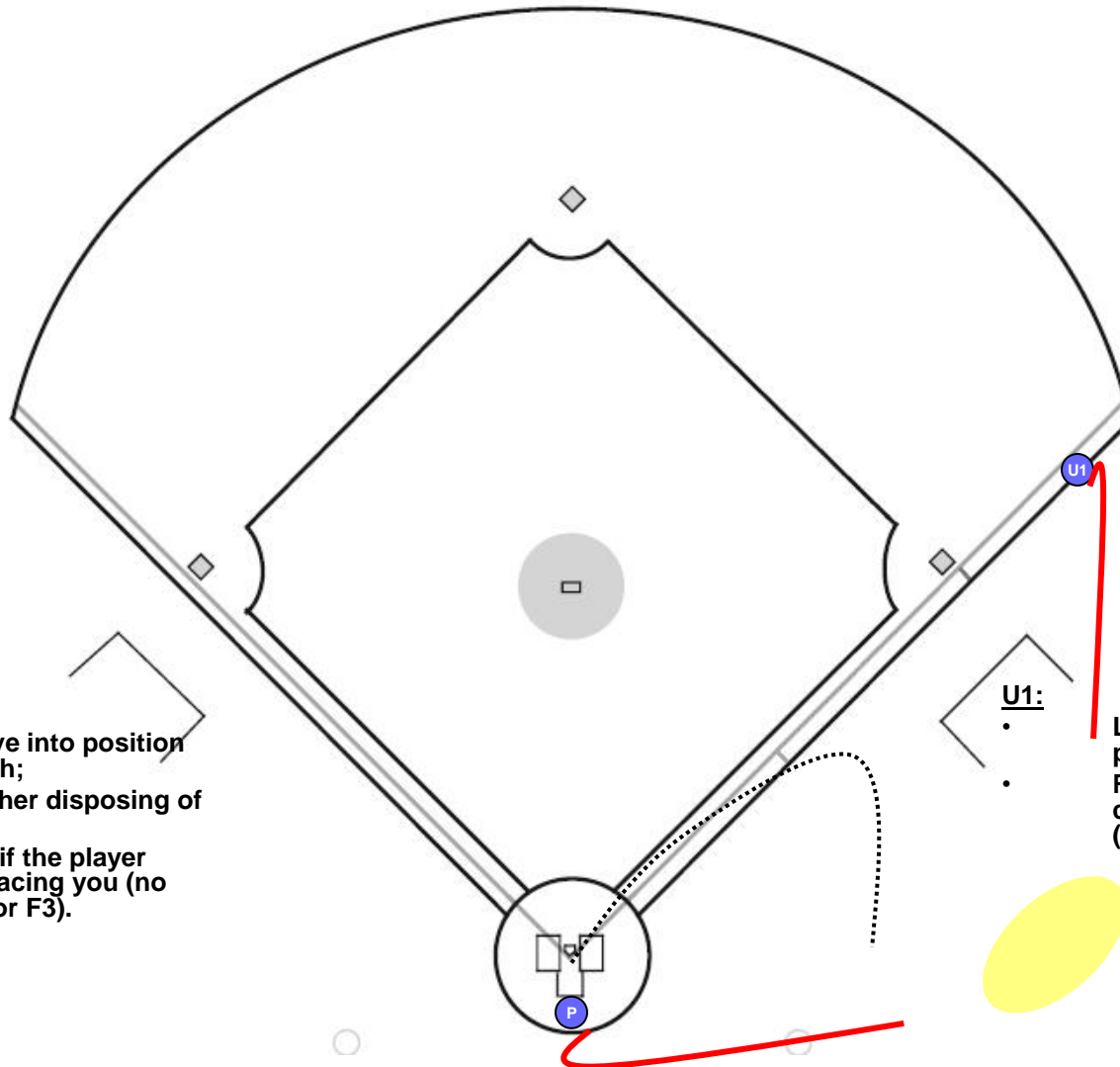
## U1:

- **Do not watch the ball!  
READ FIELDERS!**
- Clear F3 and move into the infield;
- Keep distance from fielder(s) that are making a play;
- Observe BR's touch of 1<sup>st</sup>.

INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT

# FOUL POP-UP BETWEEN HOME AND 1<sup>ST</sup>

BOTH F2 AND F3 GO FOR THE BALL



## PLATE:

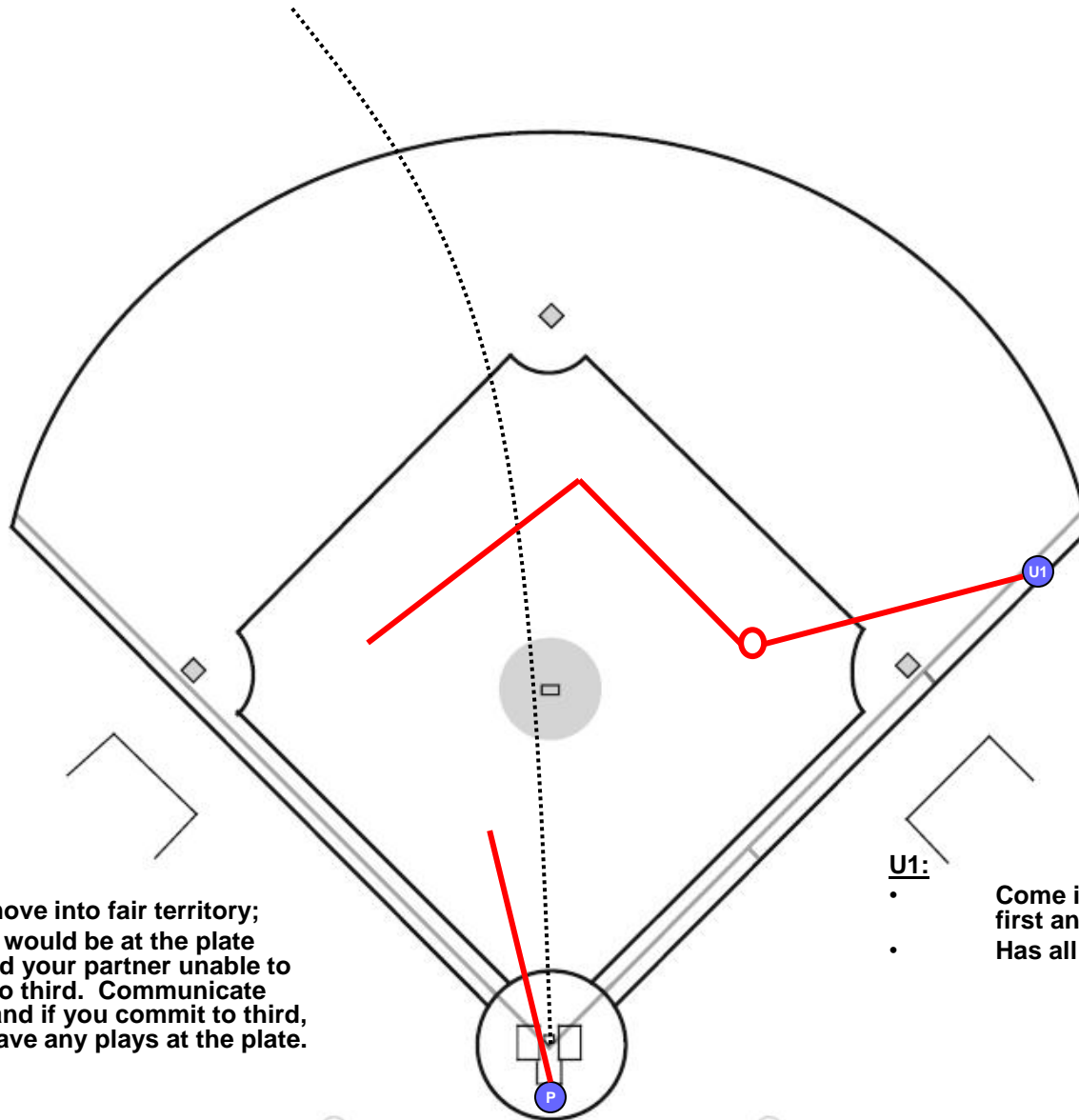
- Let F2 clear and move into position to rule catch/no catch;
- Be aware of the catcher disposing of his mask;
- Rule catch/no catch if the player catching the ball is facing you (no matter if it is the F2 or F3).

## U1:

- Let F3 clear and move into position to rule catch/no catch;
- Rule catch/no catch if the player catching the ball is facing you (no matter if it is the F2 or F3).

INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT

# BASE HIT POSSIBLE TRIPLE



## PLATE:

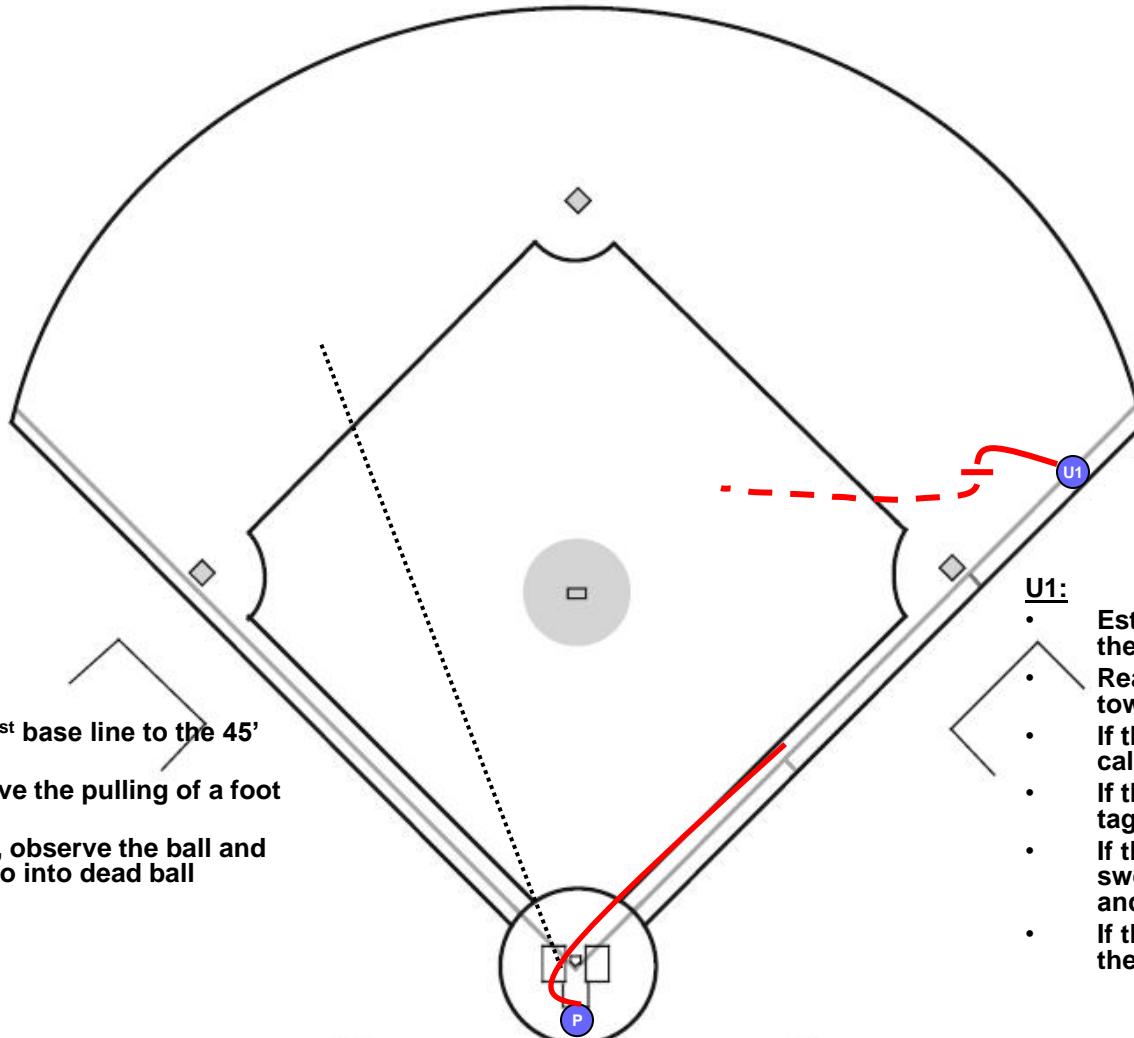
- Clear F2 and move into fair territory;
- Your next play would be at the plate unless you read your partner unable to take runner into third. Communicate your location and if you commit to third, you will also have any plays at the plate.

## U1:

- Come in and pivot, watch touch of first and stay ahead of runner;
- Has all plays at 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>.

INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT

# GROUND BALL



## PLATE:

- Trail the BR up the 1<sup>st</sup> base line to the 45' line;
- Be stopped to observe the pulling of a foot or a swipe tag;
- If the ball gets by F3, observe the ball and be sure it does not go into dead ball territory.

## U1:

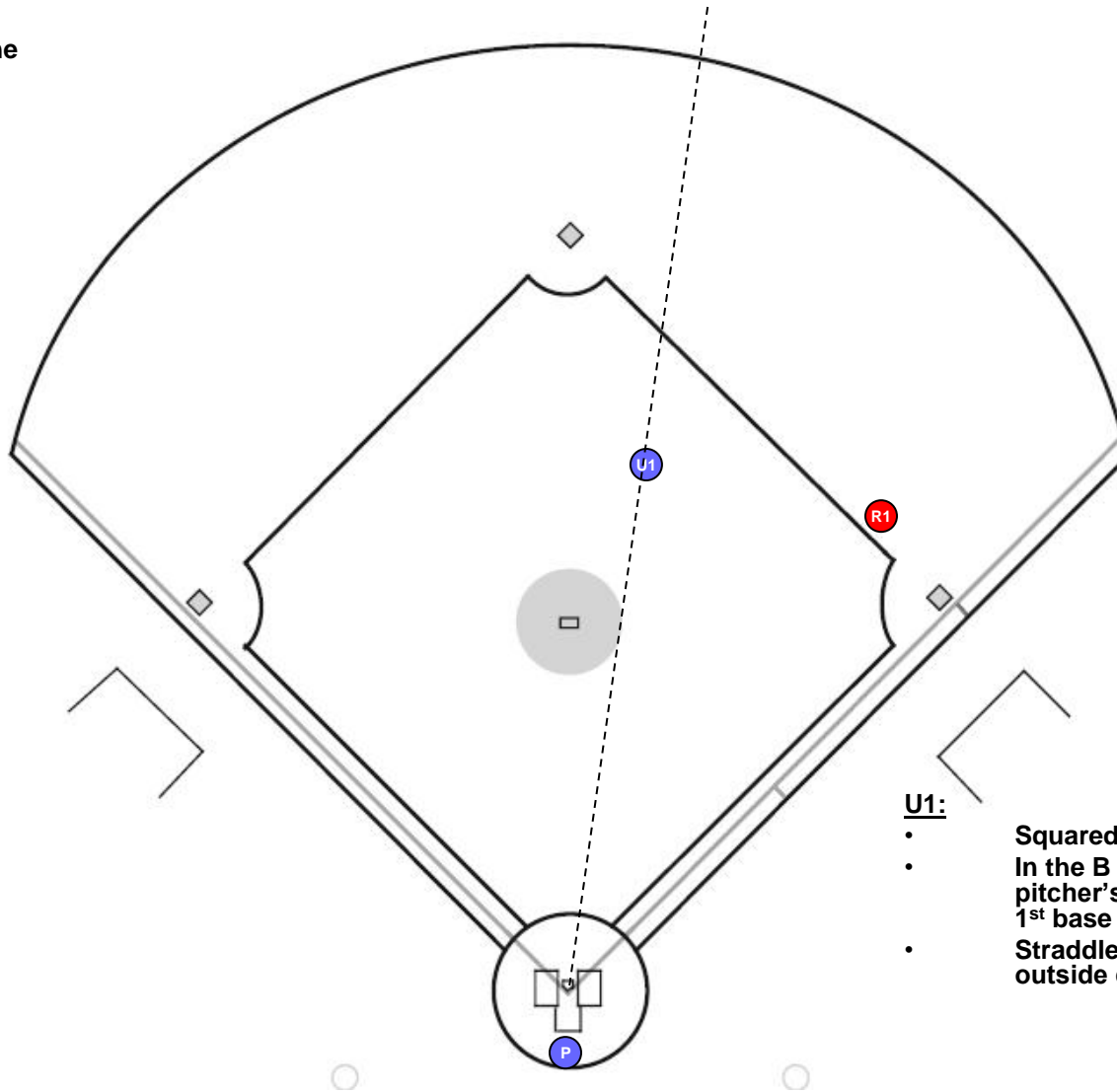
- Establish a 90 degree angle to the expected throw;
- Read the throw and then turn toward the base;
- If the play is close, "sell" the call;
- If there is a tag, say, "On the tag.";
- If the foot is pulled, give a sweeping motion with both arms and say, "Off the bag.";
- If the ball gets by F3, move into the infield avoiding the BR.

# RUNNER ON FIRST

**Communication:**  
Standard Rotation (S14)

## Fair/Foul Responsibilities

- Plate – both lines to the foul poles.
- U1 – None

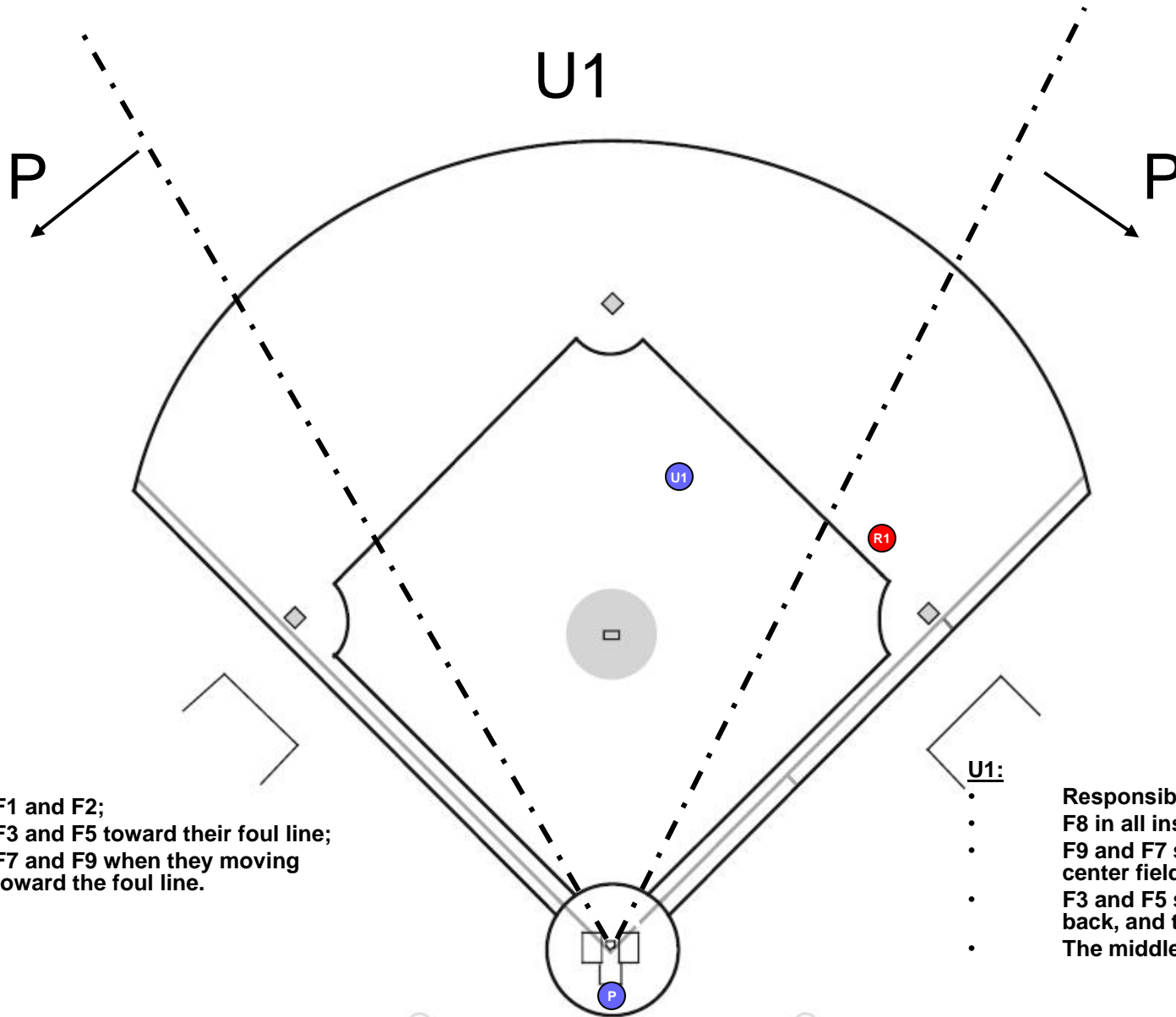


## U1:

- Squared facing home plate;
- In the B position, halfway between the pitcher's mound and 2<sup>nd</sup> base, on the 1<sup>st</sup> base side of the infield;
- Straddle an imaginary line off the outside edge of the pitcher's mound.

# FLY BALL/LINE DRIVE RESPONSIBILITIES

(Same for all situations with U1 inside)



**PLATE:**

- F1 and F2;
- F3 and F5 toward their foul line;
- F7 and F9 when they moving toward the foul line.

**U1:**

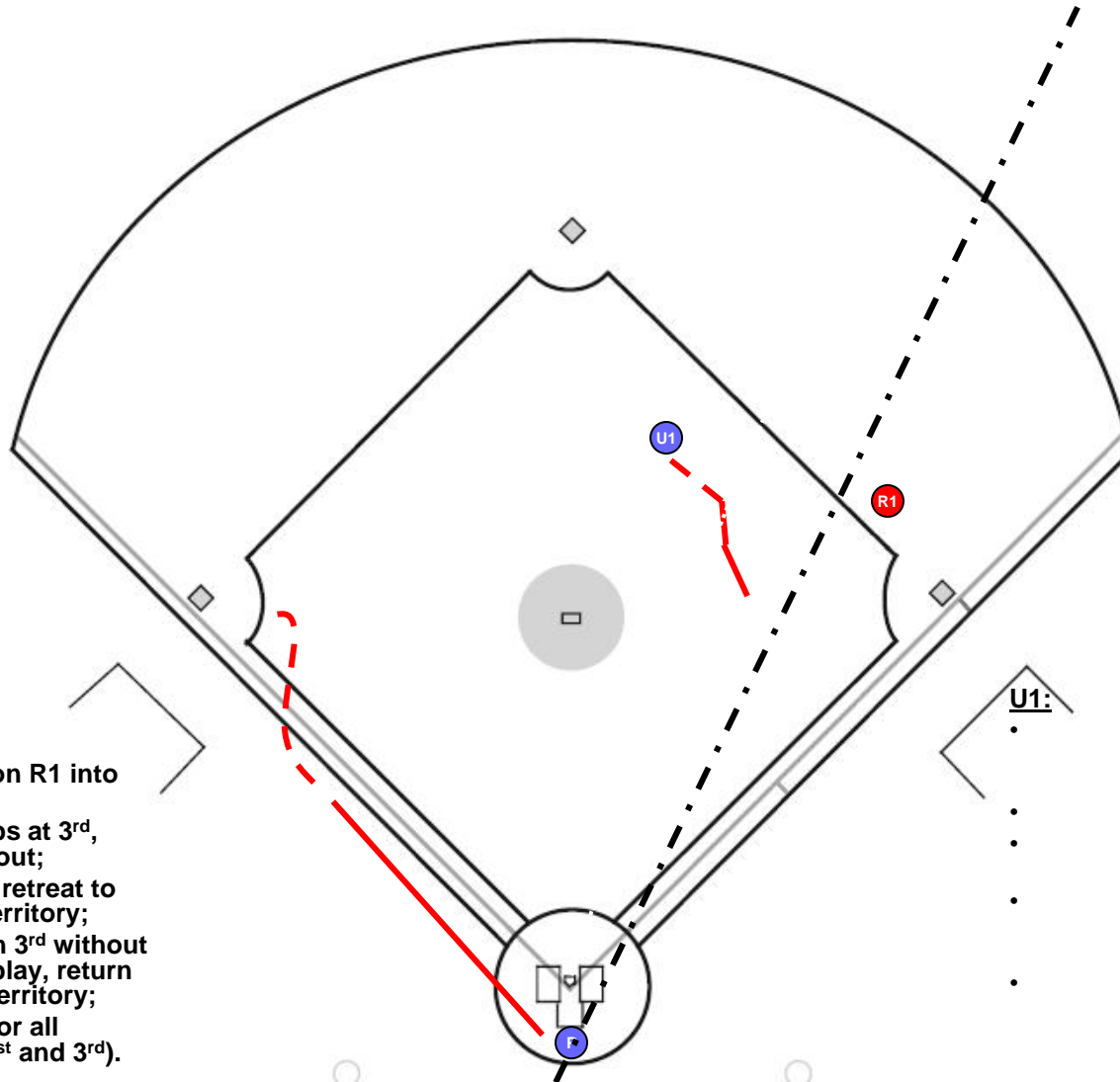
- Responsible for the "V";
- F8 in all instances;
- F9 and F7 straight in and toward center field;
- F3 and F5 straight in, straight back, and toward the middle;
- The middle infielders.

INITIAL MOVEMENT  
 SECONDARY MOVEMENT  
 BALL FLIGHT

# FLY BALL TO RF

## U1 HAS THE CATCH/NO CATCH

**Communication:**  
**Plate,** tell partner you're at 3<sup>rd</sup> if he comes



**Plate:**

- Has all plays on R1 into 3<sup>rd</sup>;
- If play develops at 3<sup>rd</sup>, move into cutout;
- On overthrow retreat to home in fair territory;
- If R1 will reach 3<sup>rd</sup> without any possible play, return home in foul territory;
- Responsible for all overthrows (1<sup>st</sup> and 3<sup>rd</sup>).

**U1:**

- Move to get the best angle possible to observe the catch/no catch;
- **DO NOT** cross the dirt;
- Responsible for all plays at 1<sup>st</sup> and 2<sup>nd</sup>;
- Glance at the BR's touch of 1<sup>st</sup> and react to take him back into 1<sup>st</sup>;
- Responsible for tag up on caught fly ball.

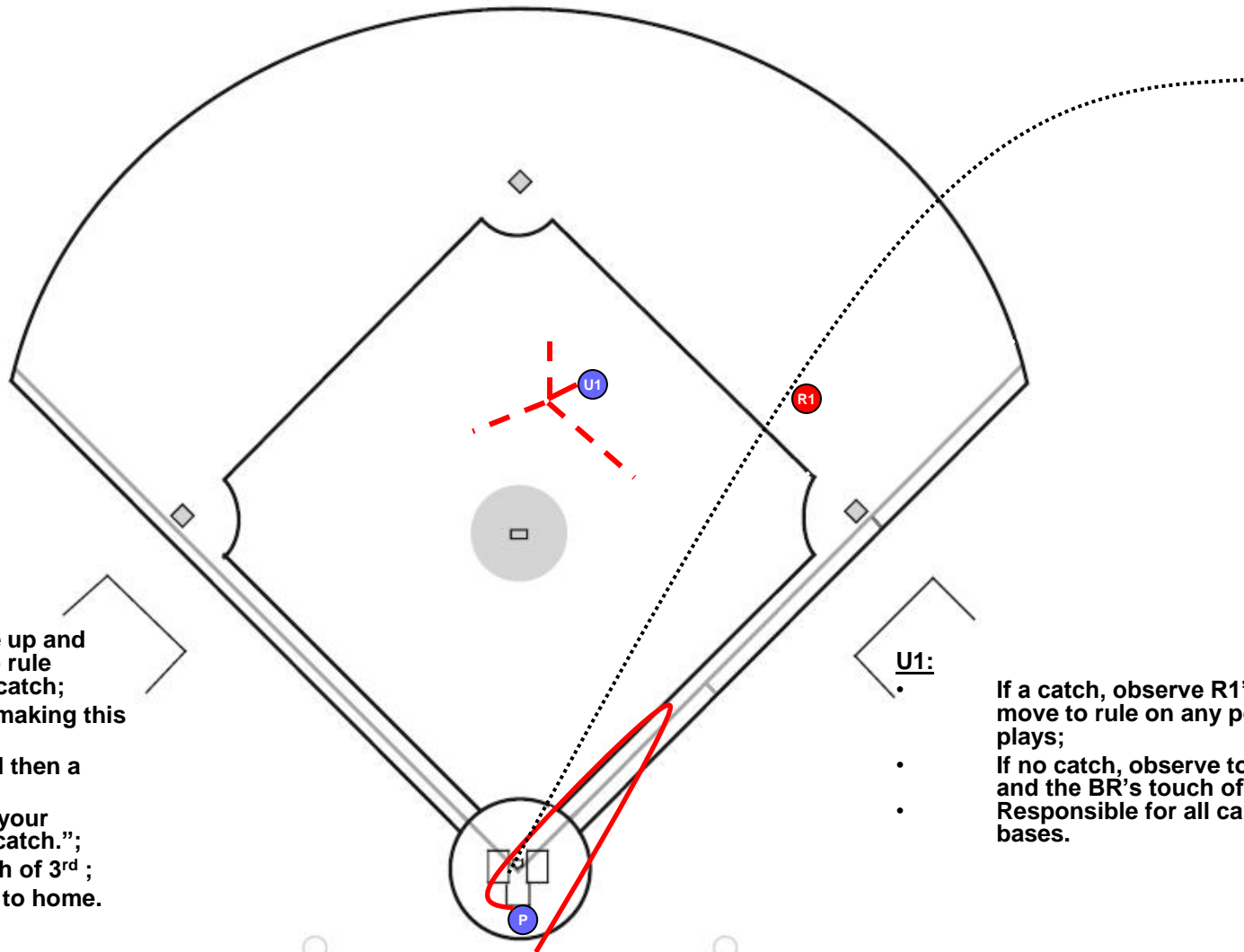
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 INITIAL MOVEMENT  
 - - - - -  
 SECONDARY MOVEMENT  
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 BALL FLIGHT

## FLY BALL DOWN THE RF LINE

PLATE HAS THE FAIR/FOUL AND CATCH/NO CATCH

### Communication:

Plate, tell partner you're on the ball, he has all bases.



#### Plate:

- Clear F2 and move up and straddle the line to rule fair/foul, catch/no catch;
- Be stopped when making this call;
- Signal fair/foul and then a catch/no catch;
- When a catch, tell your partner, "That's a catch.";
- Observe R1's touch of 3<sup>rd</sup> ;
- If no catch, retreat to home.

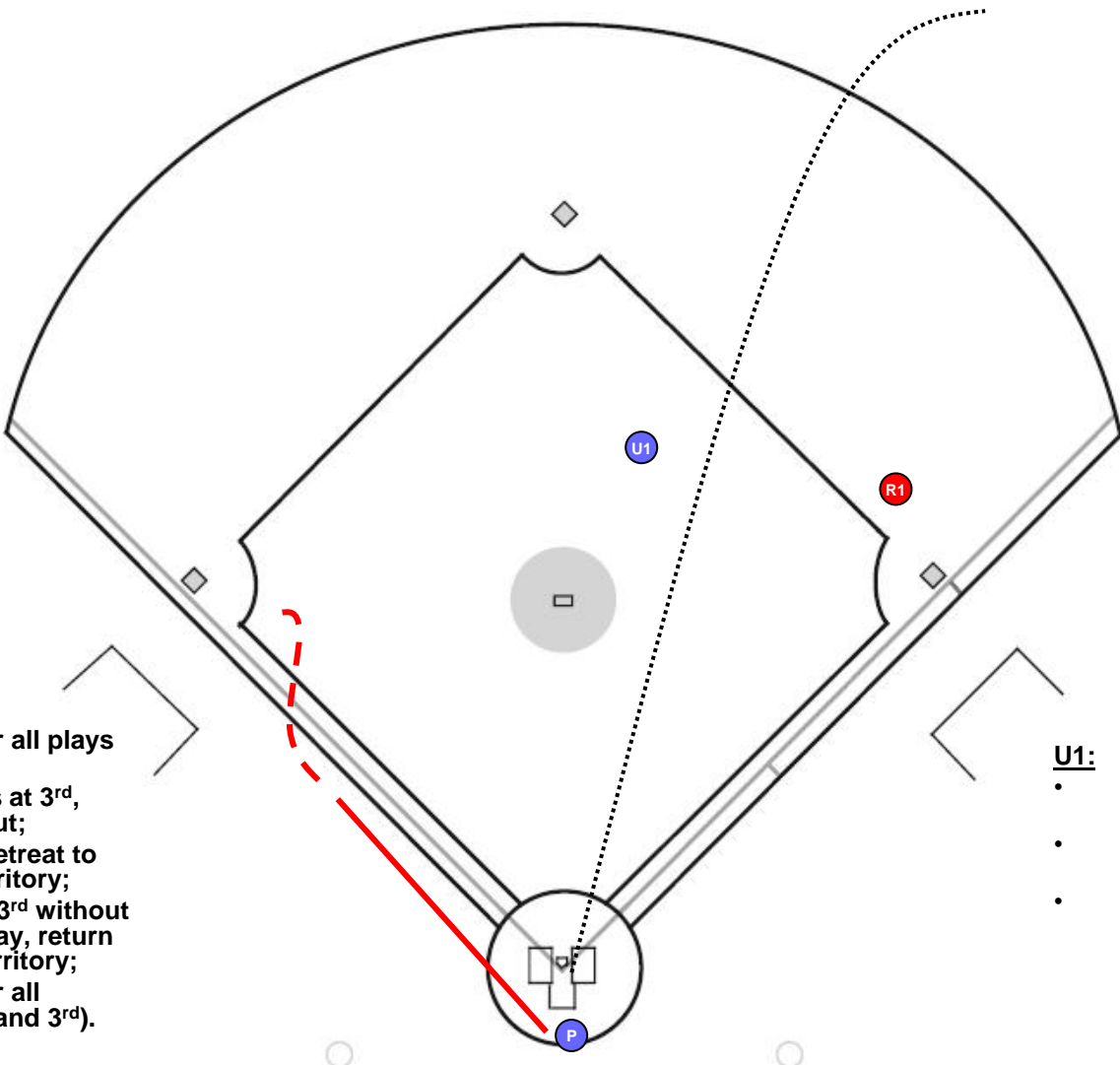
#### U1:

- If a catch, observe R1's tag and move to rule on any possible plays;
- If no catch, observe touch of 2<sup>nd</sup> and the BR's touch of 1<sup>st</sup>;
- Responsible for all calls at all bases.



# BASE HIT

INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT



## Plate:

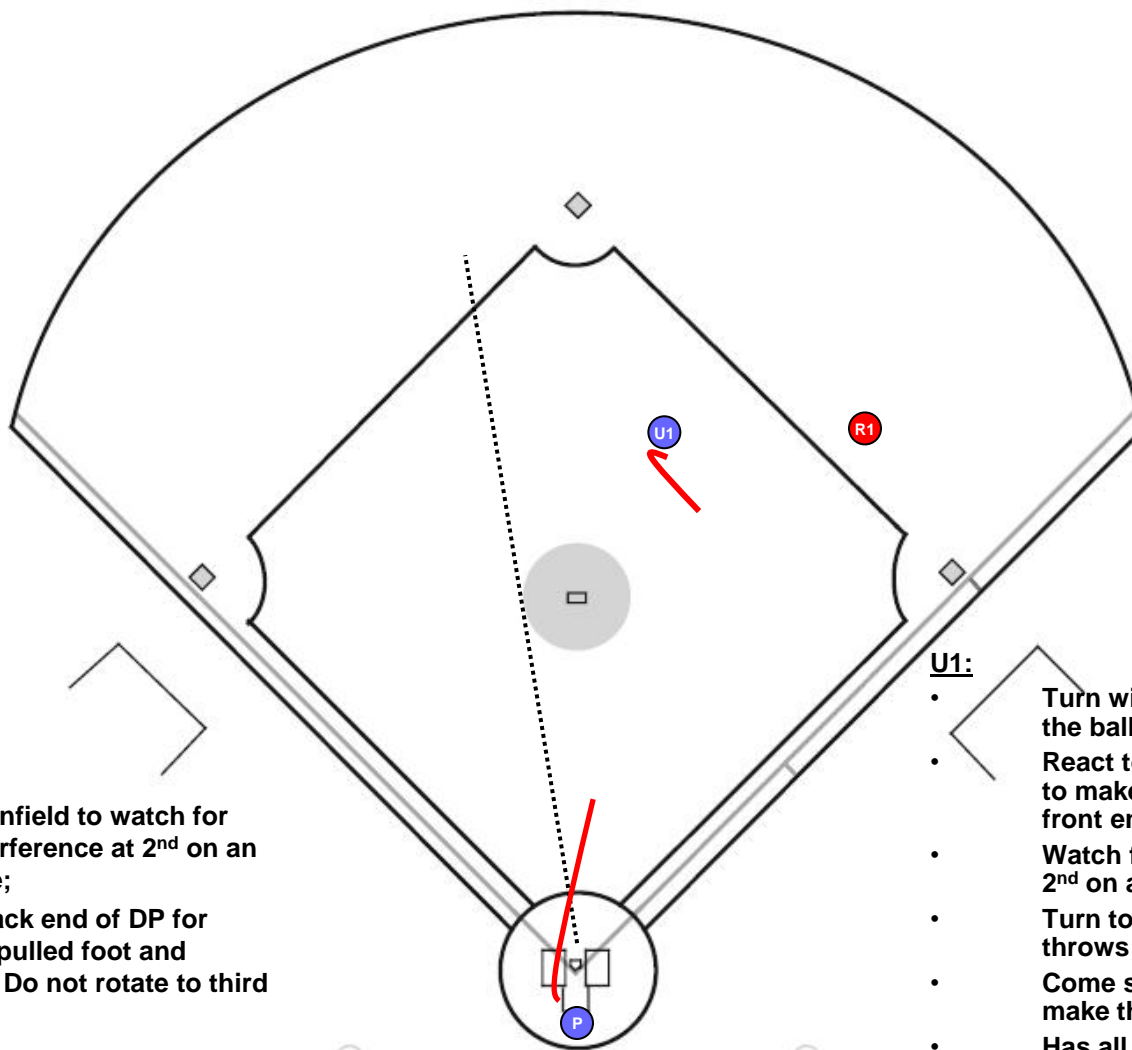
- Responsible for all plays on R1 into 3<sup>rd</sup>;
- If play develops at 3<sup>rd</sup>, move into cutout;
- On overthrow retreat to home in fair territory;
- If R1 will reach 3<sup>rd</sup> without any possible play, return home in foul territory;
- Responsible for all overthrows(1<sup>st</sup> and 3<sup>rd</sup>).

## U1:

- Responsible for all touches at 1<sup>st</sup> and 2<sup>nd</sup>;
- Split difference between 1<sup>st</sup> and 2<sup>nd</sup>;
- Make sure partner is rotating to third, and be prepared to cover all plays!

# GROUND BALL

INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT



## Plate:

- Move into infield to watch for runner interference at 2<sup>nd</sup> on an illegal slide;
- Observe back end of DP for swipe tag, pulled foot and overthrow. Do not rotate to third base.

## U1:

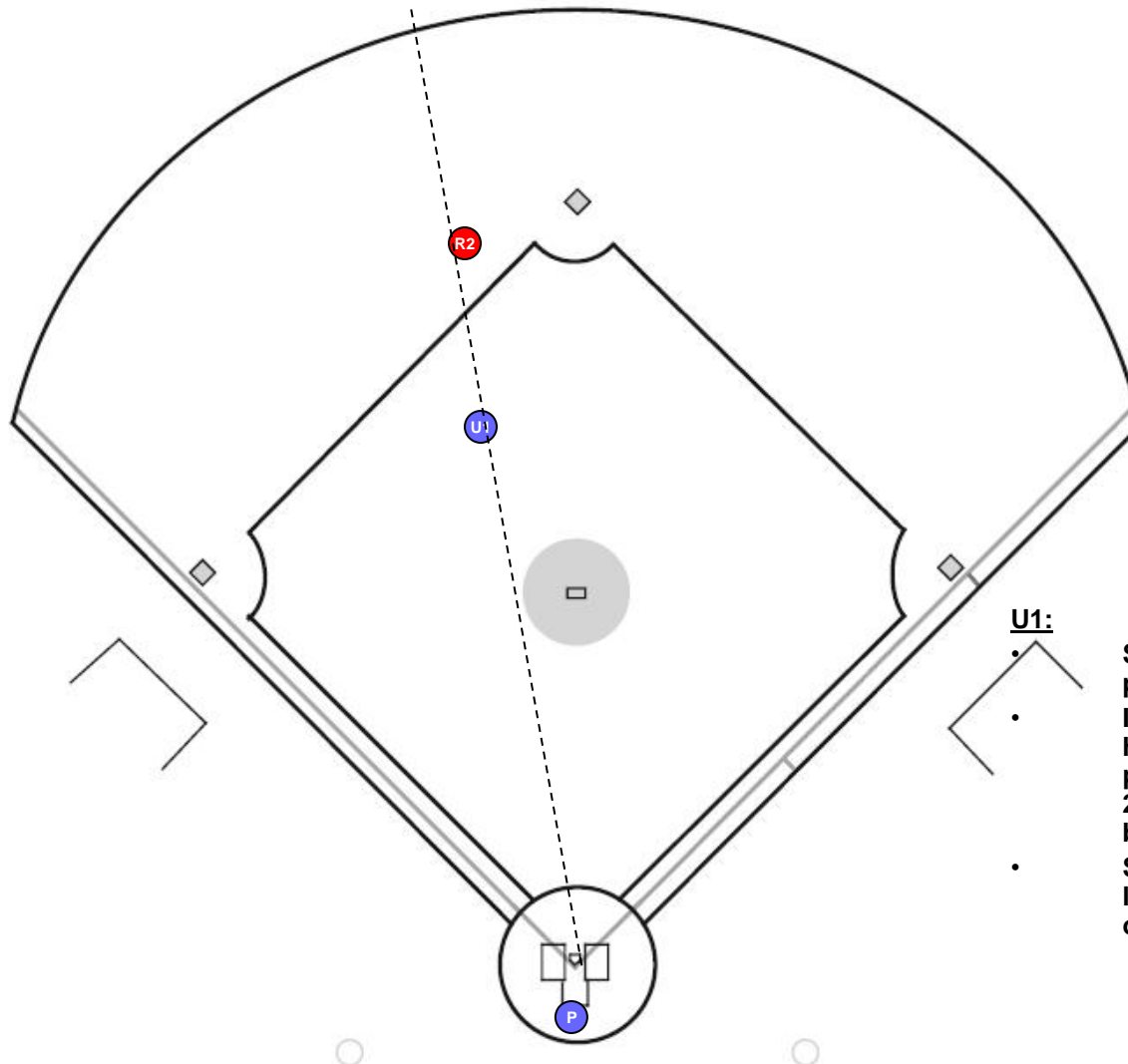
- Turn with the batted ball, facing the ball;
- React to the throw and line up to make the call at 2<sup>nd</sup> on the front end of the possible DP;
- Watch for runner interference at 2<sup>nd</sup> on an illegal slide;
- Turn toward 1<sup>st</sup> as the fielder throws;
- Come set, observe the play, make the call.
- Has all calls at 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>

## RUNNER ON SECOND

### Communication:

Staying Home (S16)

If two out also add Timing Play (S13)



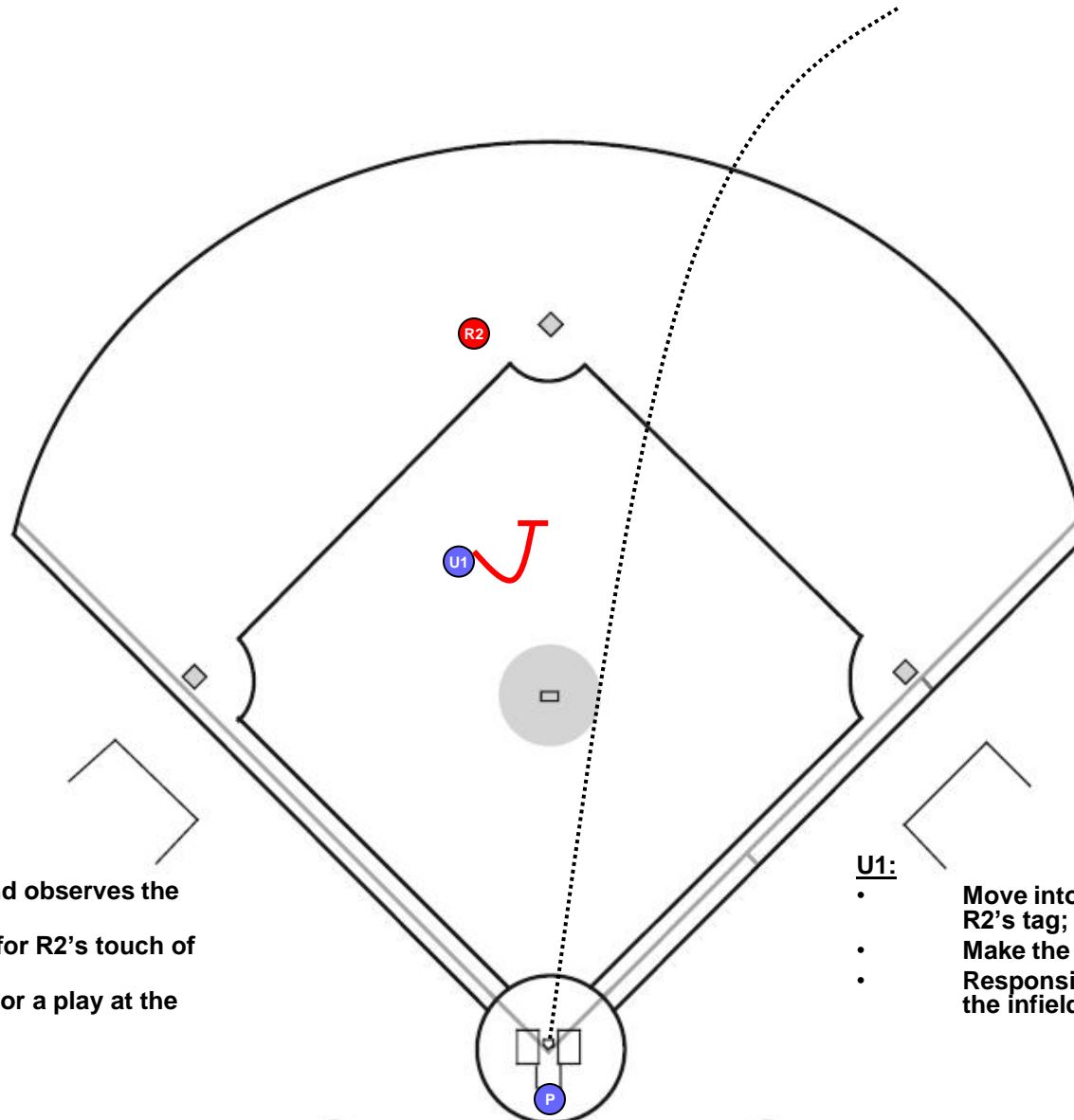
### U1:

- Squared facing home plate;
- In the C position, halfway between the pitcher's mound and 2nd base, on the 3rd base side of the infield;
- Straddle an imaginary line off the outside edge of the pitcher's mound.

# FLY BALL TO OUTFIELD

## R1 TAGS

INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT



### Plate:

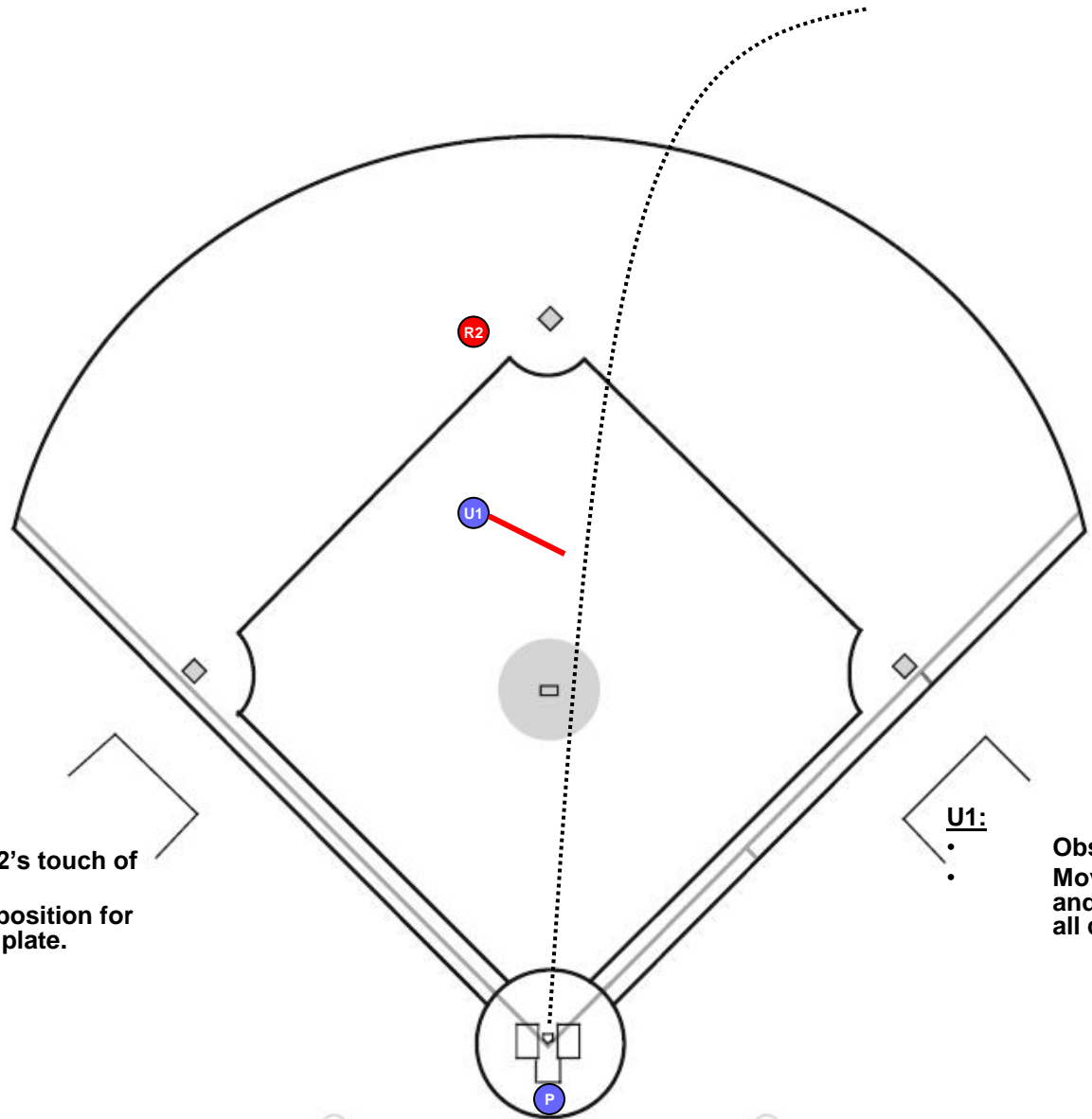
- Stay home and observes the action;
- Responsible for R2's touch of 3<sup>rd</sup>;
- Be prepared for a play at the plate.

### U1:

- Move into position to observe R2's tag;
- Make the catch/no catch call;
- Responsible for all plays in the infield.

# BASE HIT

INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT



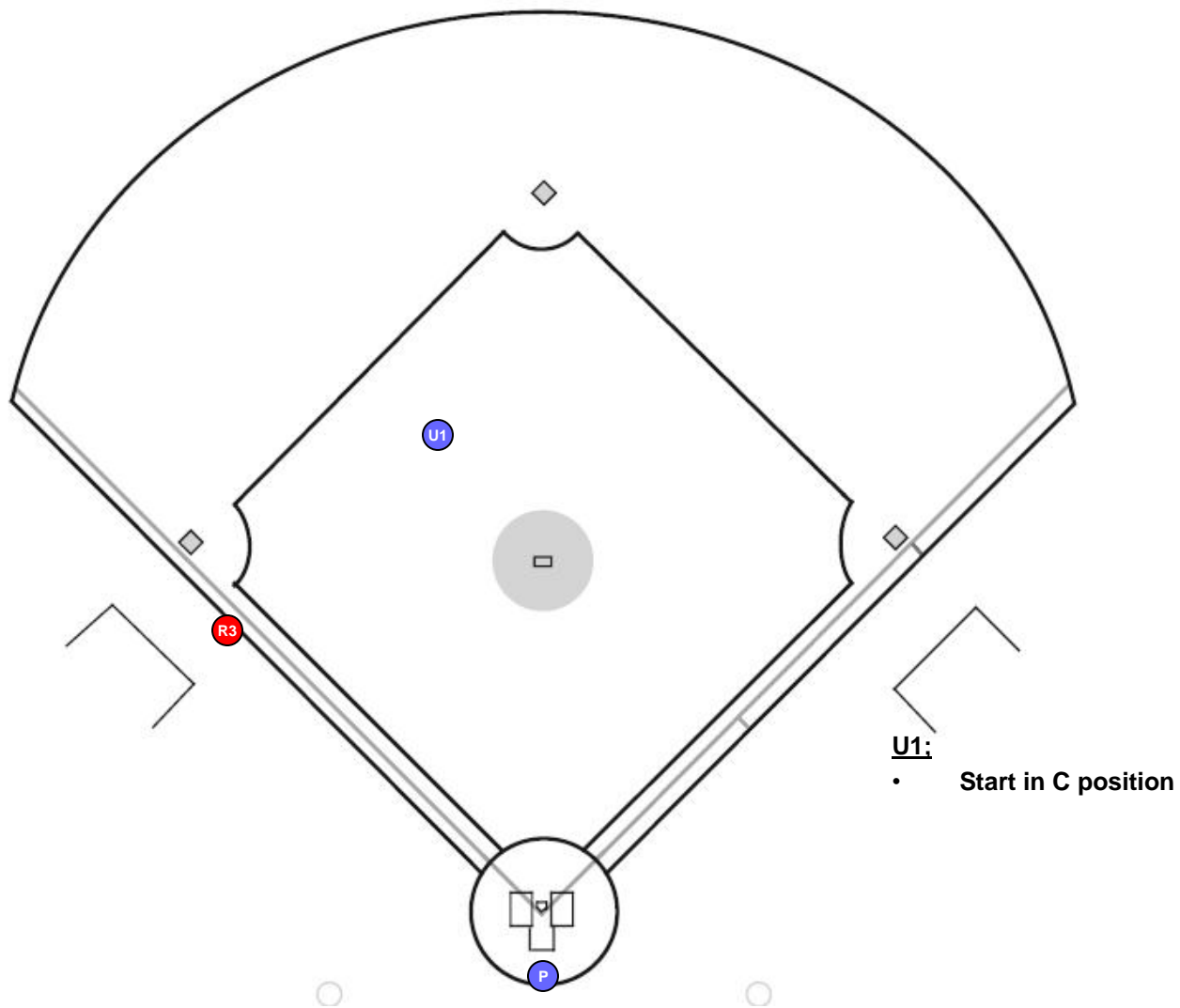
**Plate:**

- Observe R2's touch of 3<sup>rd</sup>;
- Move into position for play at the plate.

**U1:**

- Observe BR's touch of 1<sup>st</sup>;
- Move into working area and be prepared to make all calls at all bases.

# RUNNER AT THIRD

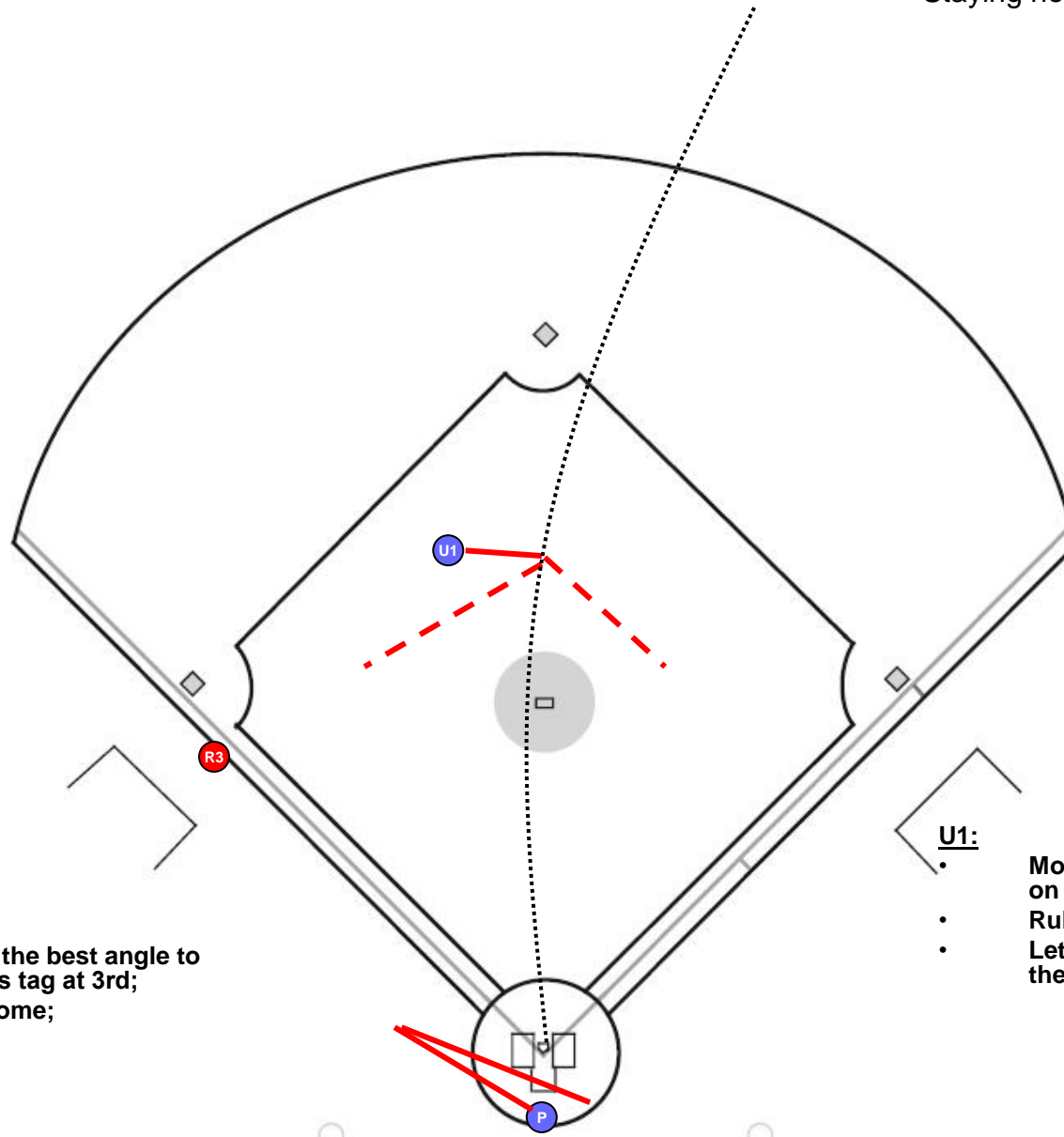


# FLY BALL TO OUTFIELD

## U1 HAS THE CATCH/NO CATCH

INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT

**Communication:**  
Staying home (16)



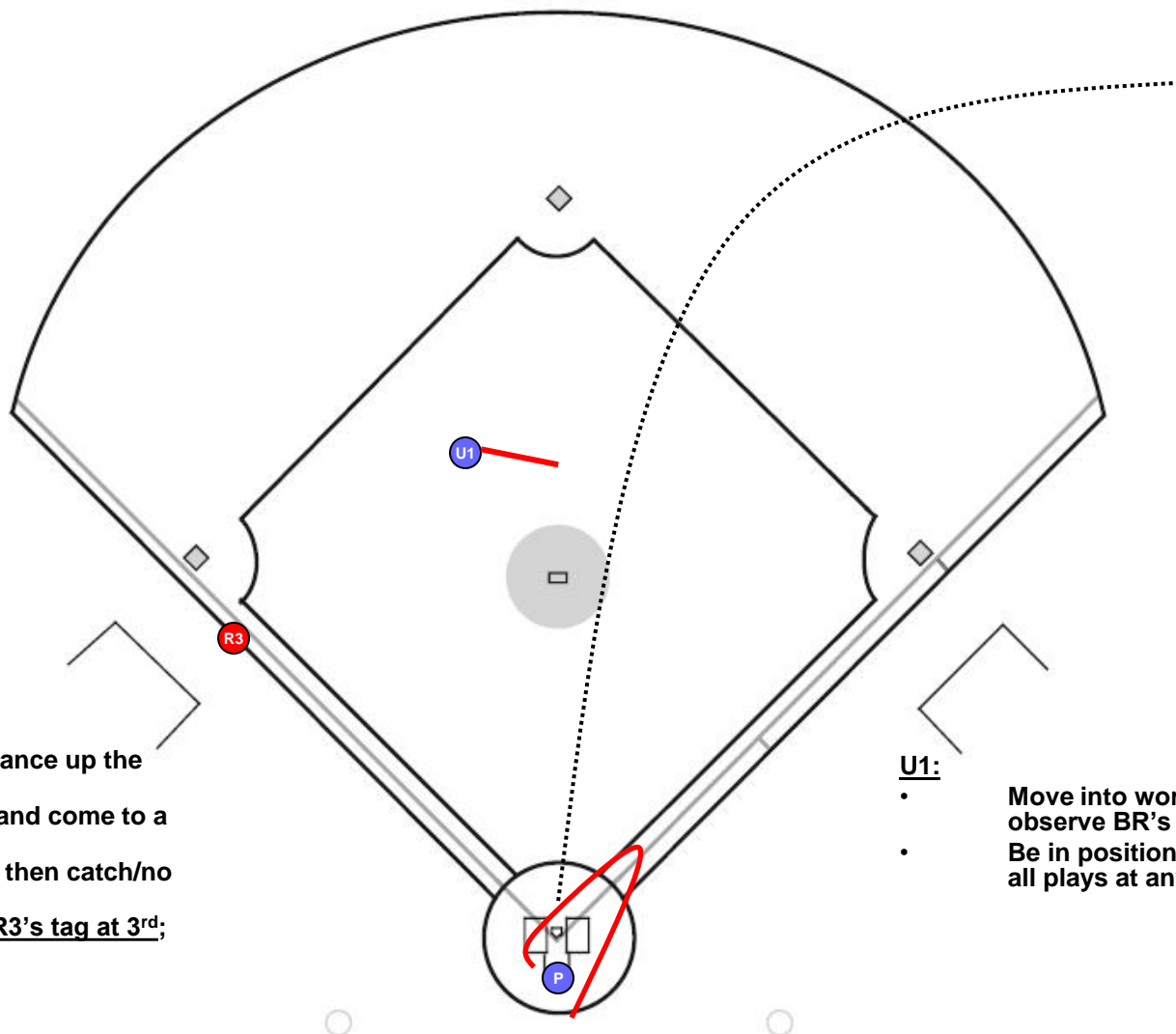
- Plate:**
- Move to get the best angle to observe R3's tag at 3rd;
  - Retreat to home;

- U1:**
- Move into position to rule on the catch/no catch;
  - Rule catch/no catch;
  - Let the throw take you to the play.

# FLY BALL DOWN THE RF LINE

PLATE HAS THE FAIR/FOUL AND CATCH/NO CATCH  
RUNNER TAGS

INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT



## Plate:

- Move a **short** distance up the baseline;
- Straddle the line and come to a complete stop;
- Rule fair/foul and then catch/no catch;
- Responsible for R3's tag at 3<sup>rd</sup>;
- Retreat to home.

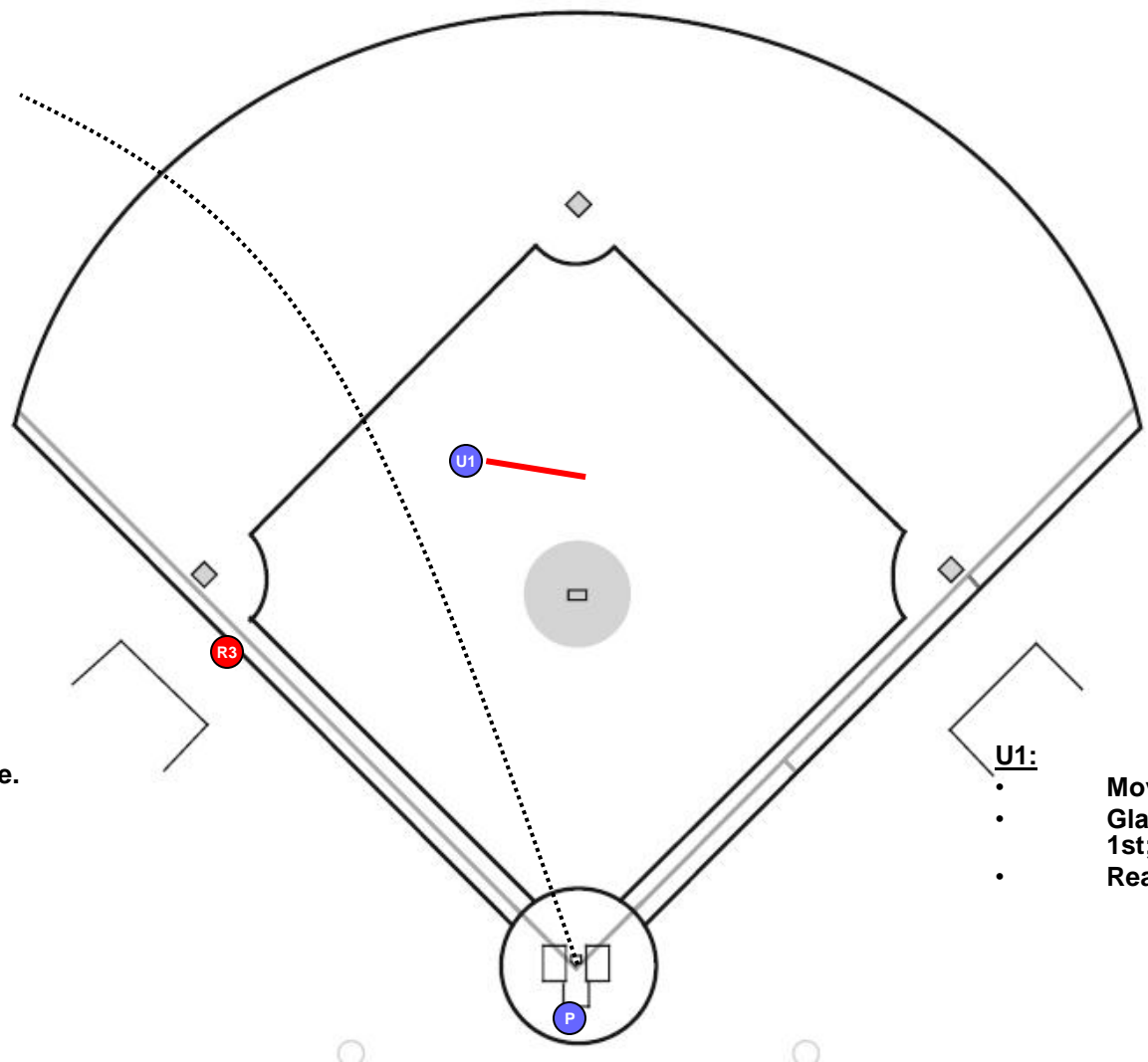
## U1:

- Move into working area to observe BR's touch at 1st;
- Be in position to react to all plays at any bases.



# BASE HIT

INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT



**Plate:**  
• Stays home.

**U1:**  
• Move into working area;  
• Glance at BR's touch of  
• 1st;  
• React to the throw.

## RUNNERS AT FIRST AND SECOND

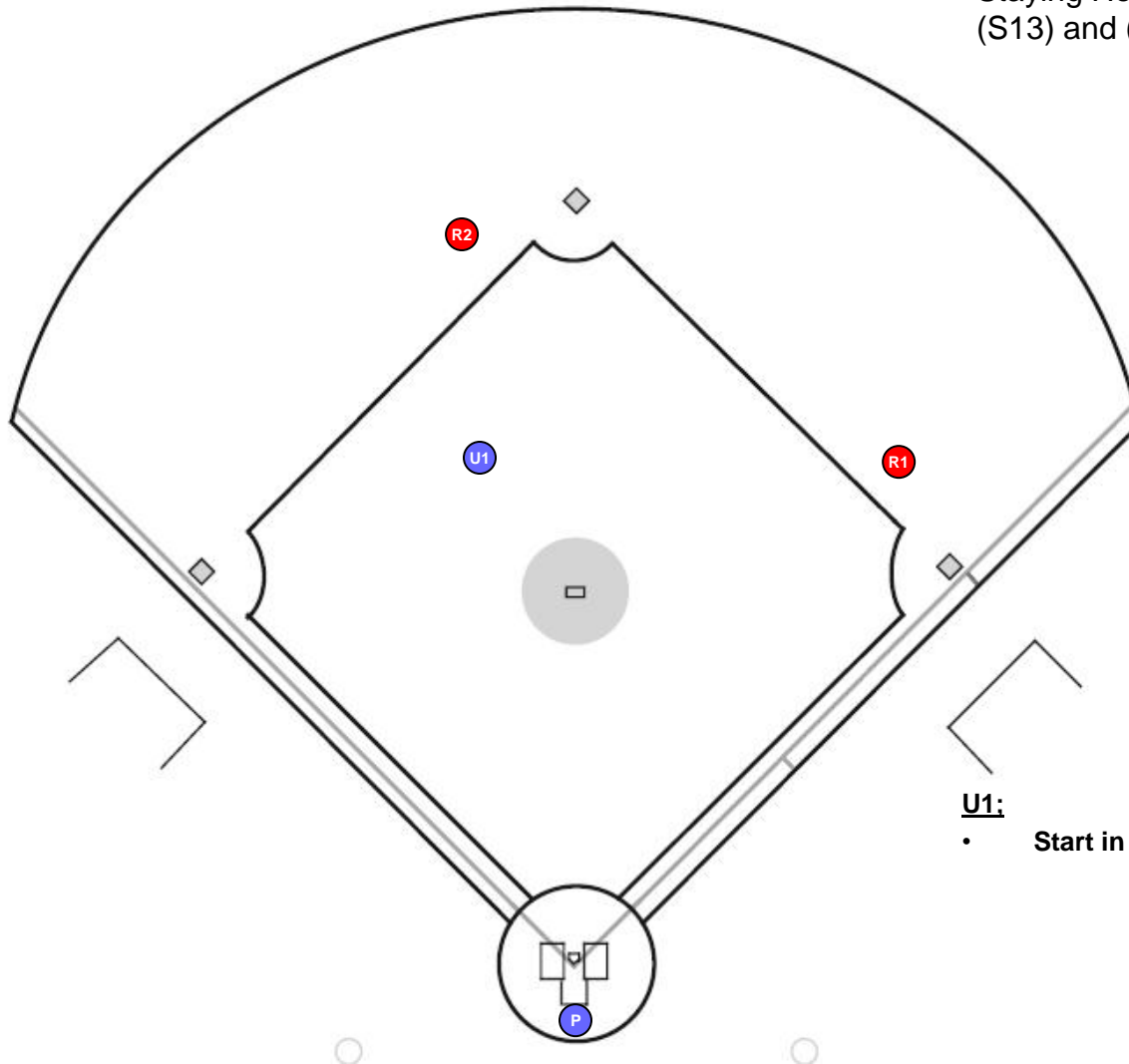
### Communication:

Less than 2 outs:

Infield fly, plate covers third on caught fly ball to outfield (15)

Two outs:

Staying Home and timing play (S13) and (S16)



U1:

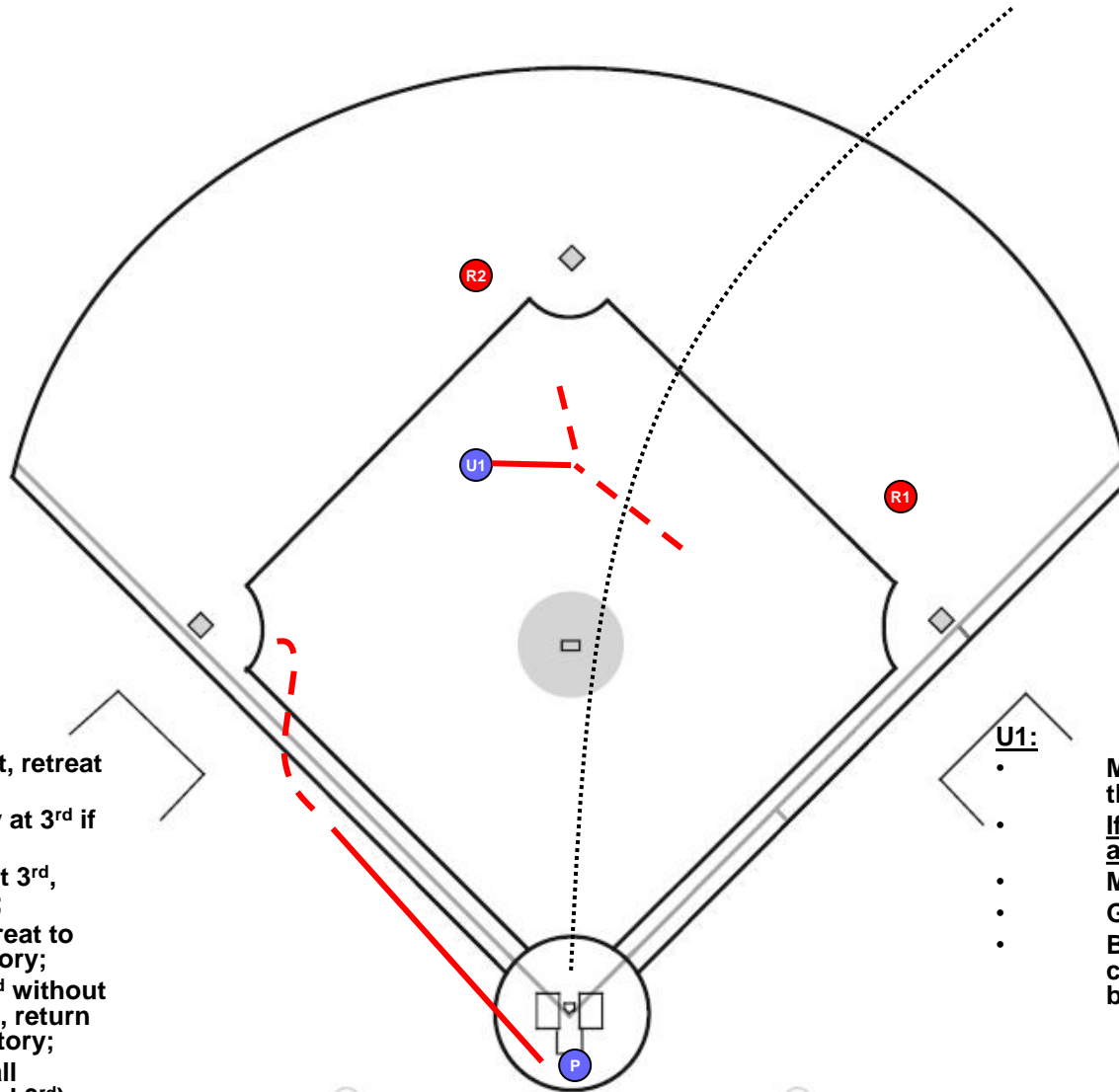
- Start in C position

INITIAL MOVEMENT  
SECONDARY MOVEMENT

BALL FLIGHT

# ROUTINE FLY BALL

U1 HAS THE CATCH/NO CATCH  
R1 TAGS



## Plate:

- If fly is not caught, retreat home;
- If caught, has play at 3<sup>rd</sup> if R2 tags;
- If play develops at 3<sup>rd</sup>, move into cutout;
- On overthrow retreat to home in fair territory;
- If R2 will reach 3<sup>rd</sup> without any possible play, return home in foul territory;
- Responsible for all overthrows(1<sup>st</sup> and 3<sup>rd</sup>).

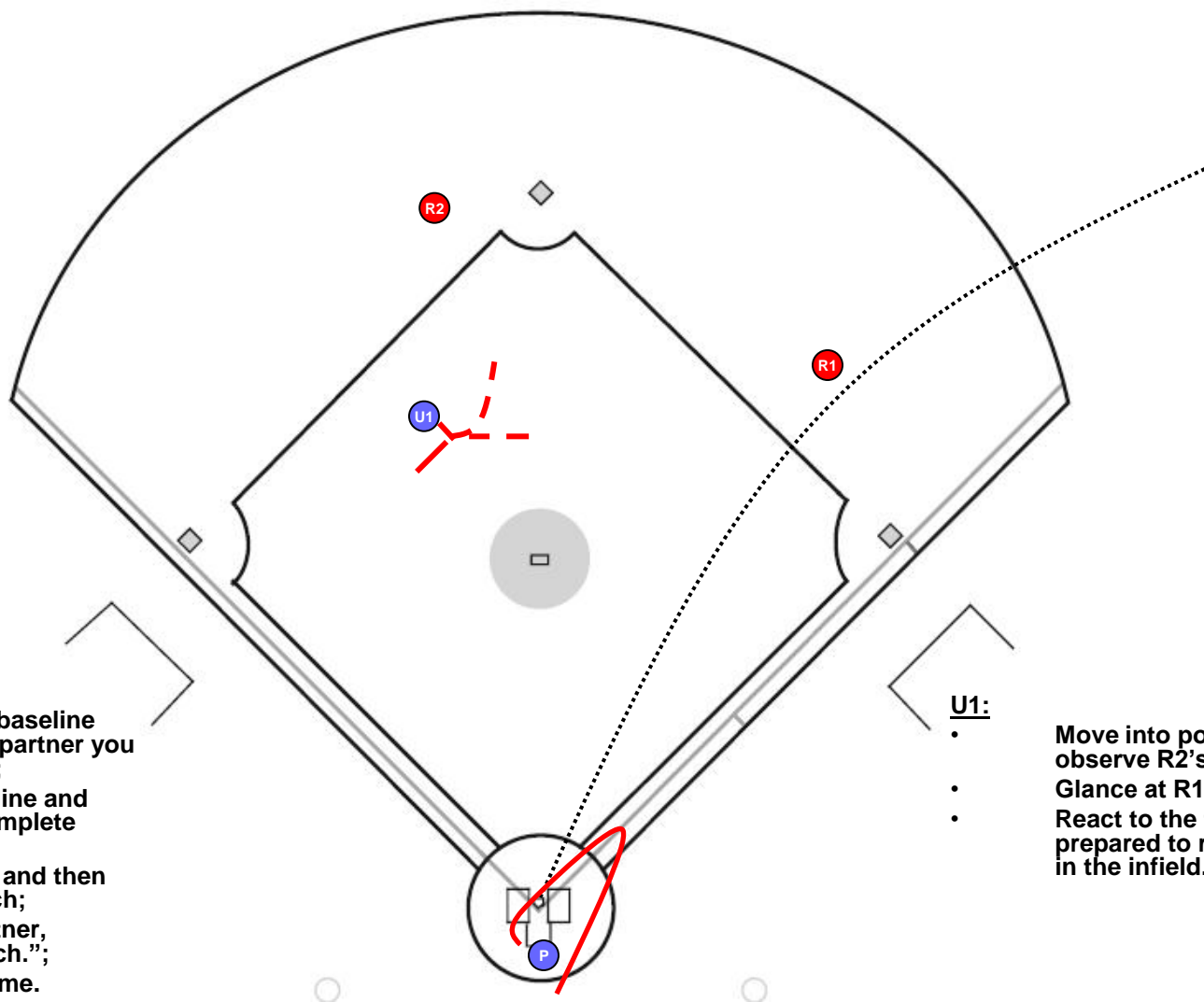
## U1:

- Move into position to rule on the catch/no catch;
- If uncaught, you have all plays at all bases;
- Make the catch/no catch call;
- Glance at R2 and R1's tag ups;
- Be in position to react to R2 coming back into 2<sup>nd</sup> and R1 back into 1<sup>st</sup> or on to 2<sup>nd</sup>.

# FLY BALL DOWN THE RF LINE

PLATE HAS THE FAIR/FOUL AND CATCH/NO CATCH  
R1 TAGS

INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT



## Plate:

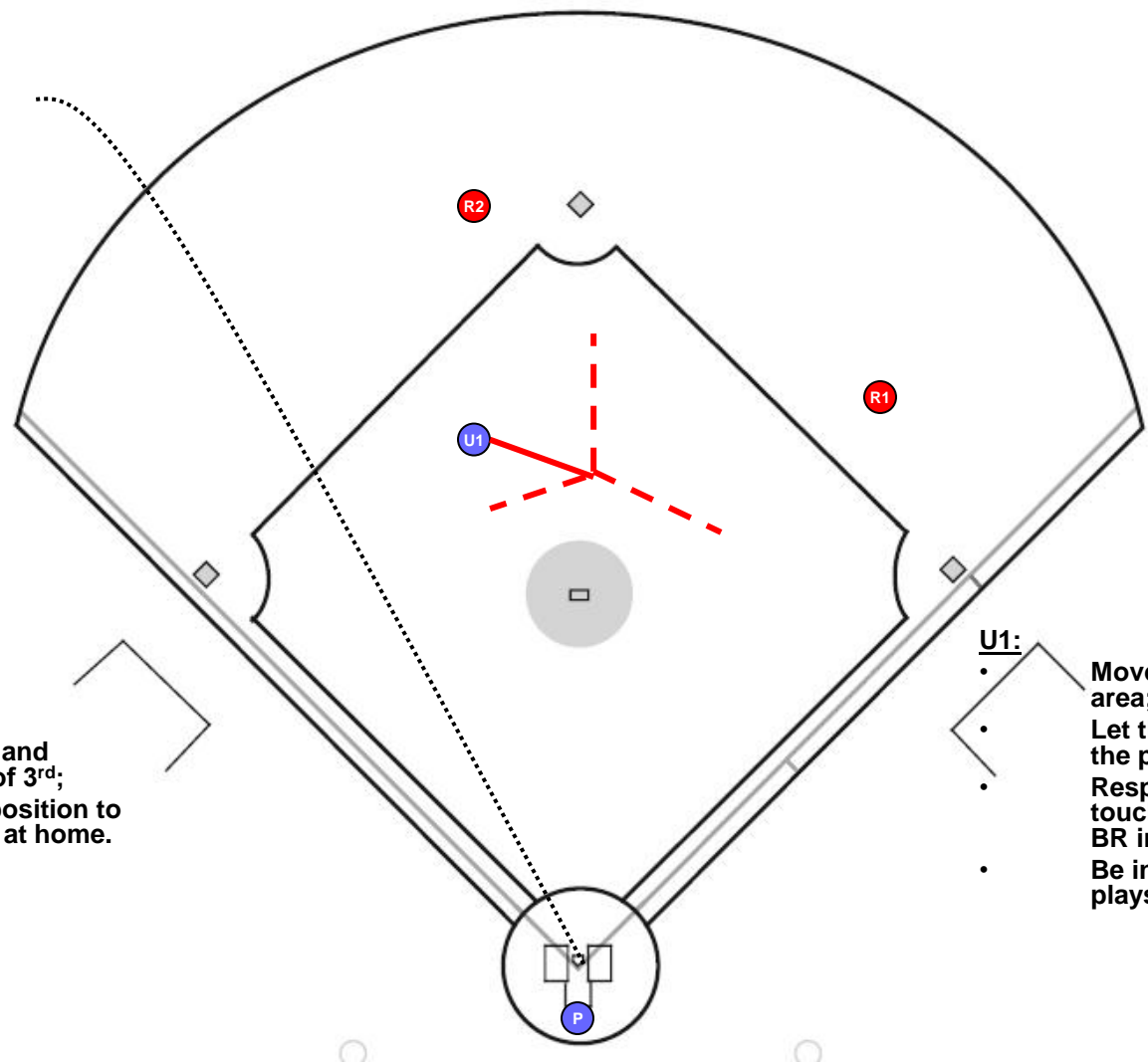
- Move up the baseline and tell your partner you have the ball;
- Straddle the line and come to a complete stop;
- Rule fair/foul and then catch/no catch;
- Tell your partner, "That's a catch.";
- Retreat to home.

## U1:

- Move into position to observe R2's tag at 2<sup>nd</sup>;
- Glance at R1's tag at 1<sup>st</sup>;
- React to the throw and be prepared to rule on all plays in the infield.

# BASE HIT

- INITIAL MOVEMENT
- SECONDARY MOVEMENT
- BALL FLIGHT



### Plate:

- Observe R2 and R1's touch of 3<sup>rd</sup>;
- Move into position to rule on play at home.

### U1:

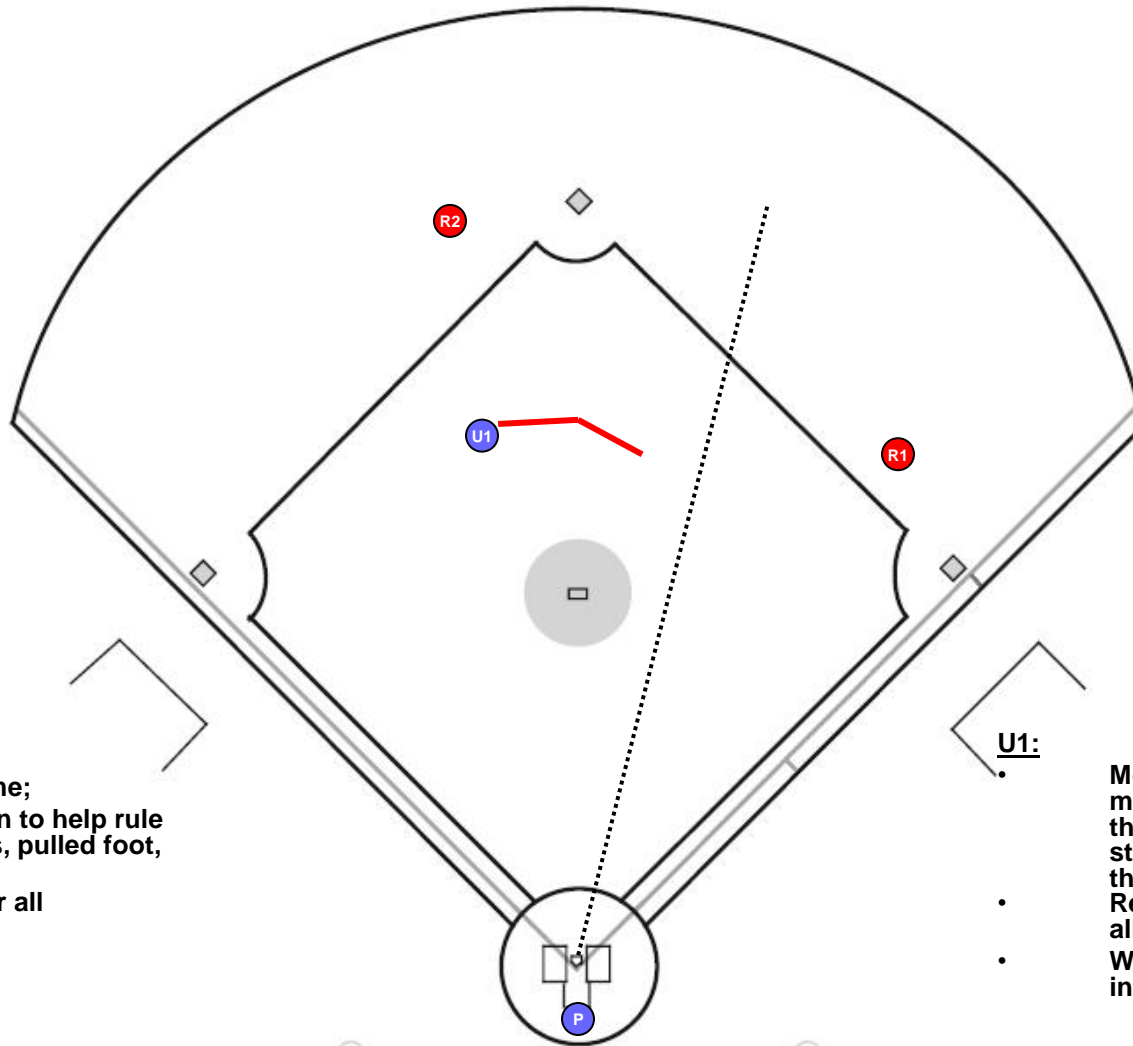
- Move into the working area;
- Let the throw take you to the play;
- Responsible for all touches of 1<sup>st</sup> and 2<sup>nd</sup> and BR into third;
- Be in position to take all plays in the infield.

# GROUND BALL

INITIAL MOVEMENT

SECONDARY MOVEMENT

BALL FLIGHT



## Plate:

- Plate stays home;
- Observes action to help rule on illegal slides, pulled foot, swipe tags;
- Responsible for all overthrows.

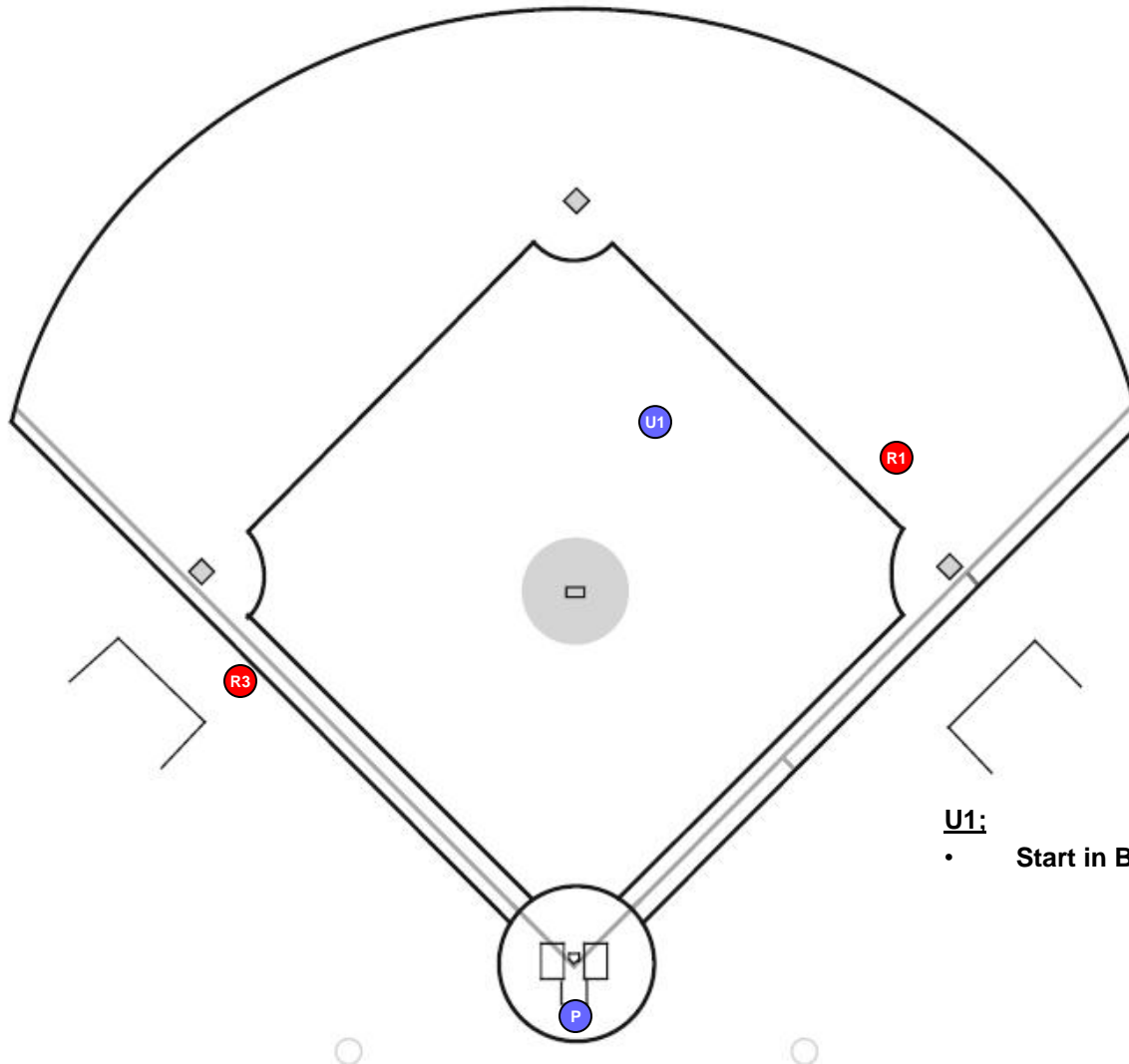
## U1:

- Move into a position to make a call at any base in the infield being careful to stay out of the line of the throw;
- Responsible for all calls at all bases;
- Watch for runner interference.

## RUNNERS AT FIRST AND THIRD

### Communication:

Standard Rotation (S14) on  
base hit into outfield

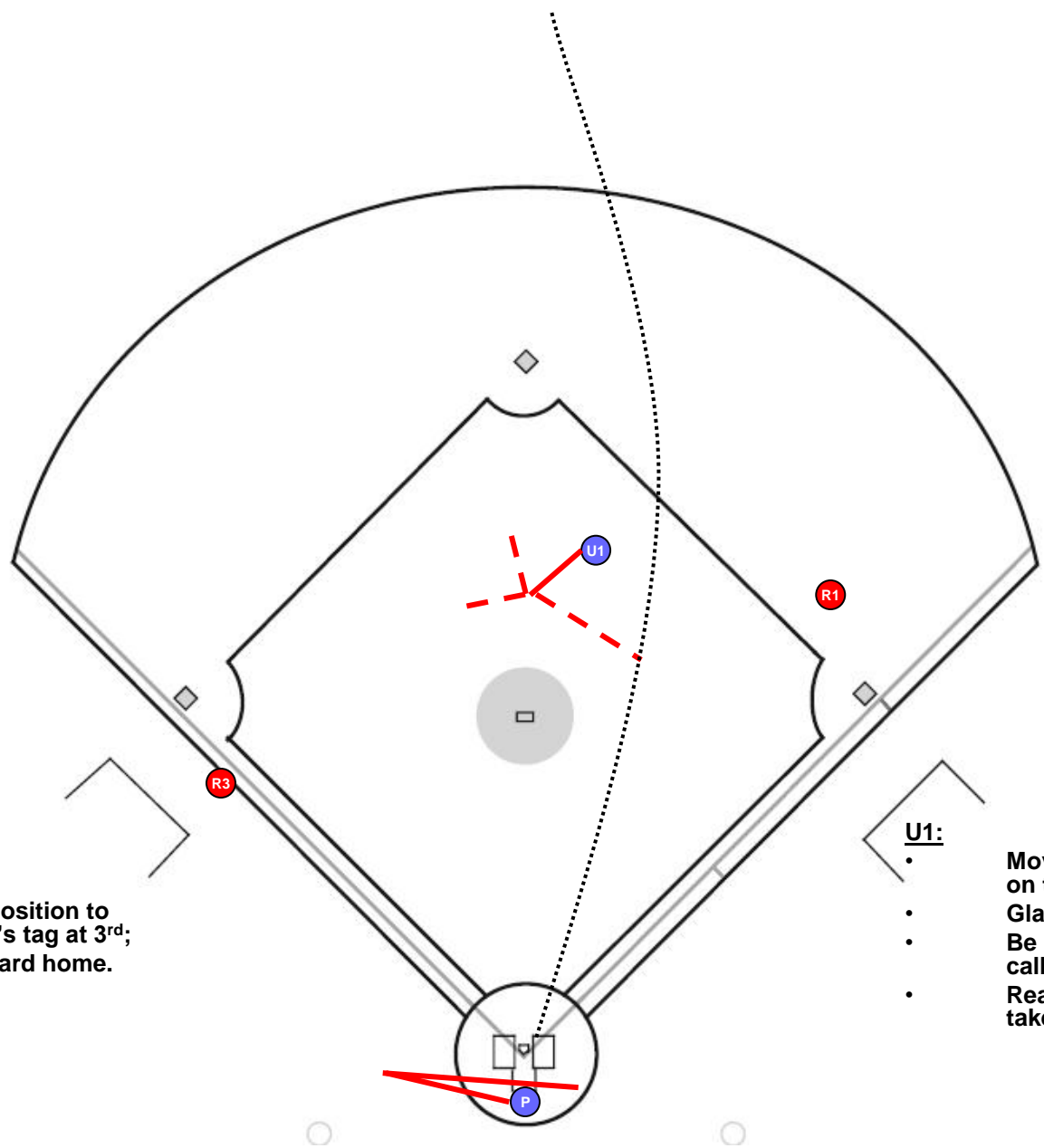


### U1:

- Start in B position

# ROUTINE FLY BALL

INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT



**Plate:**

- Move into position to observe R3's tag at 3<sup>rd</sup>;
- Retreat toward home.

**U1:**

- Move into position to rule on the catch/no catch;
- Glance at R1's tag at 1st;
- Be in position to make all calls on the bases;
- Read the throw and let it take you to the play.

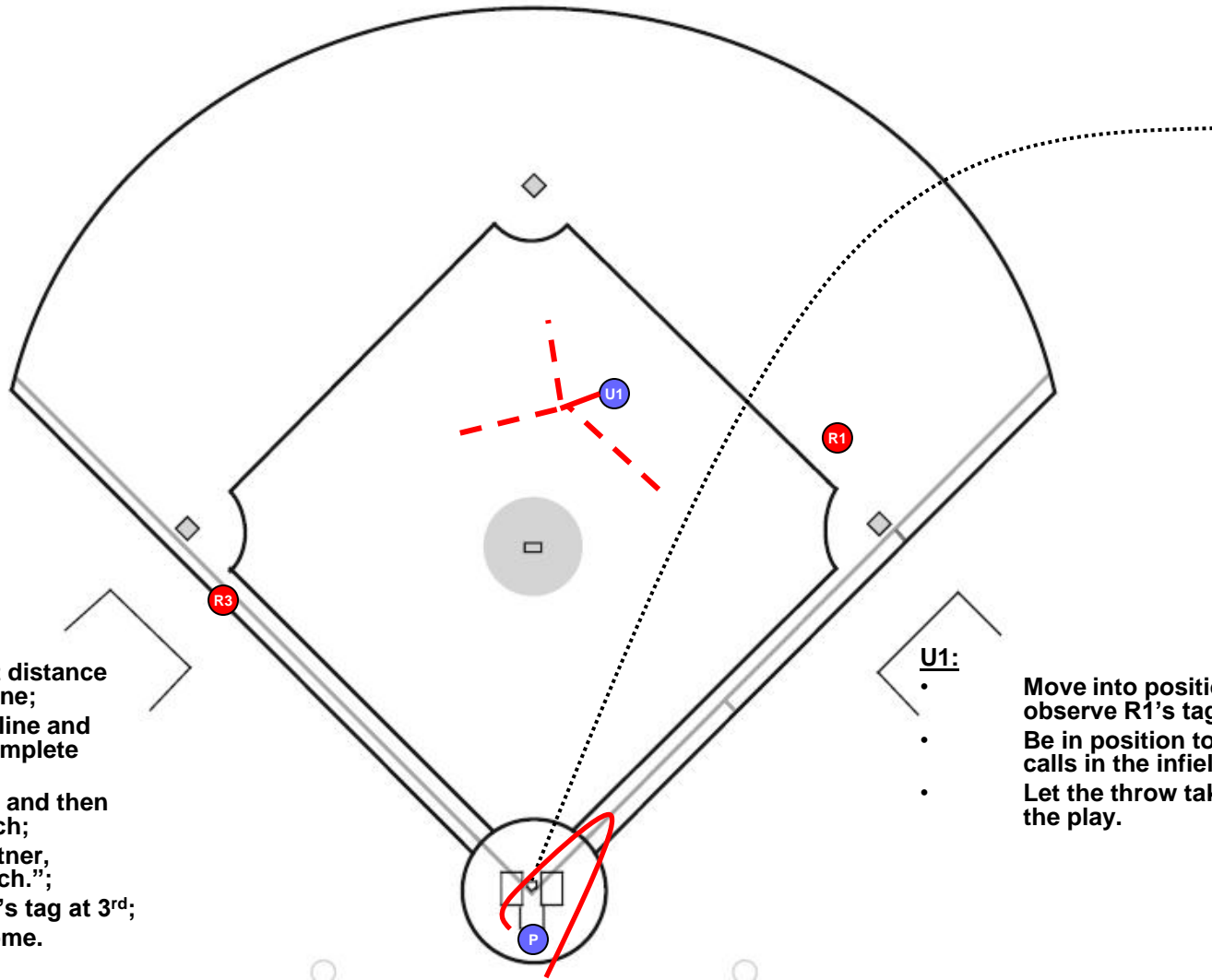


INITIAL MOVEMENT  
SECONDARY MOVEMENT

BALL FLIGHT

# FLY BALL DOWN THE RF LINE

PLATE HAS FAIR/FOUL AND CATCH/NO CATCH



**Plate:**

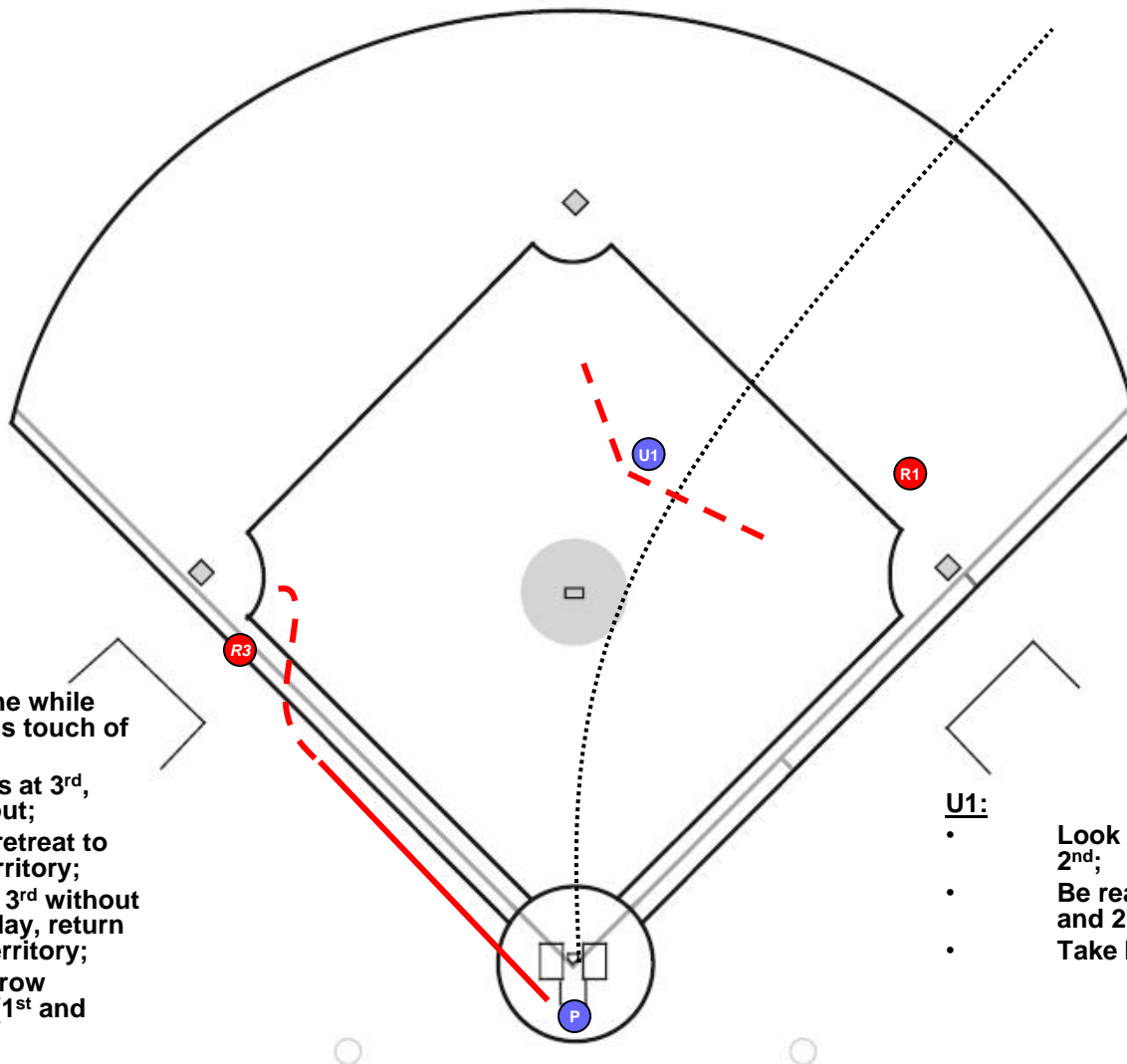
- Move a short distance up the baseline;
- Straddle the line and come to a complete stop;
- Rule fair/foul and then catch/no catch;
- Tell your partner, "That's a catch.";
- Glance at R3's tag at 3<sup>rd</sup>;
- Retreat to home.

**U1:**

- Move into position to observe R1's tag at 1<sup>st</sup>;
- Be in position to make all calls in the infield;
- Let the throw take you to the play.

# BASE HIT

INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT



## Plate:

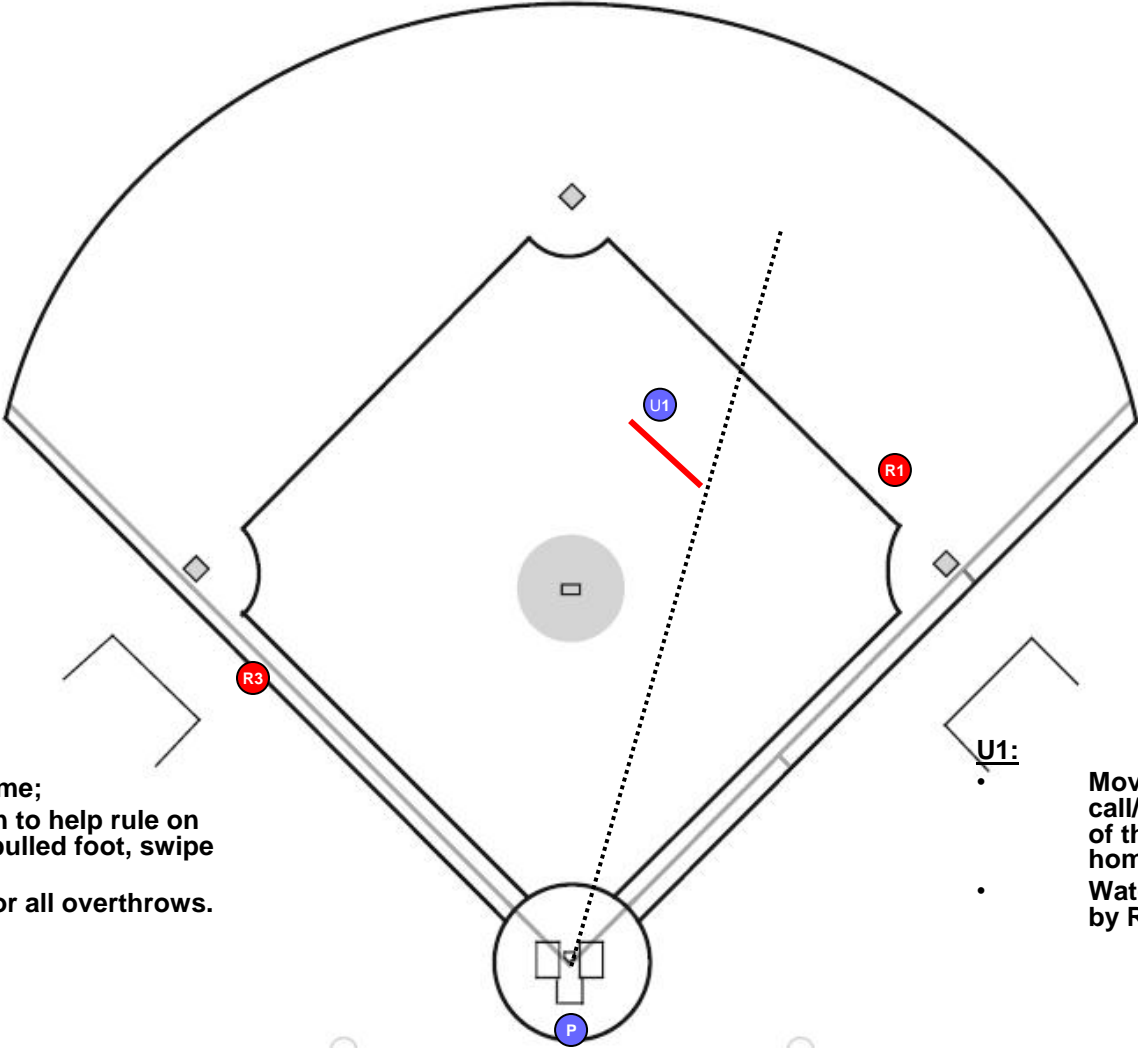
- Move up the line while glancing at R3's touch of home;
- If play develops at 3<sup>rd</sup>, move into cutout;
- On overthrow retreat to home in fair territory;
- If R1 will reach 3<sup>rd</sup> without any possible play, return home in foul territory;
- Take all overthrow responsibility (1<sup>st</sup> and 3<sup>rd</sup>).

## U1:

- Look at all touches of 1<sup>st</sup> and 2<sup>nd</sup>;
- Be ready to make all calls at 1<sup>st</sup> and 2<sup>nd</sup>;
- Take BR into 3<sup>rd</sup> on triple.

# GROUND BALL

- INITIAL MOVEMENT
- SECONDARY MOVEMENT
- BALL FLIGHT



**Plate:**

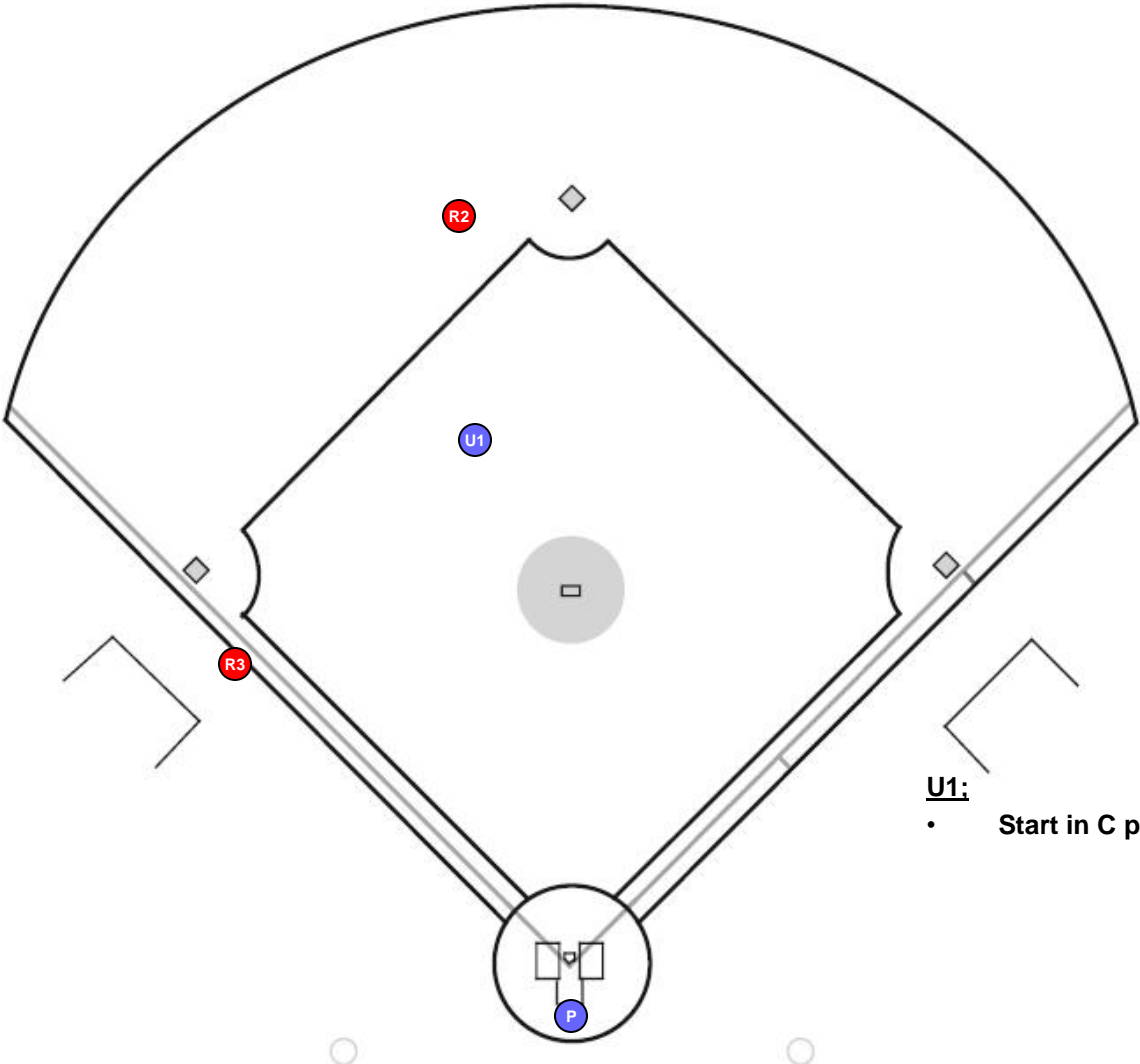
- Plate stays home;
- Observe action to help rule on illegal slides, pulled foot, swipe tags;
- Responsible for all overthrows.

**U1:**

- Move into position to make the call/s, being careful to stay out of the line of a possible throw home;
- Watch for runner interference by R1.

# RUNNERS AT SECOND AND THIRD

**Communication:**  
Staying Home (S16)  
With two outs also add  
Timing Play (S13)



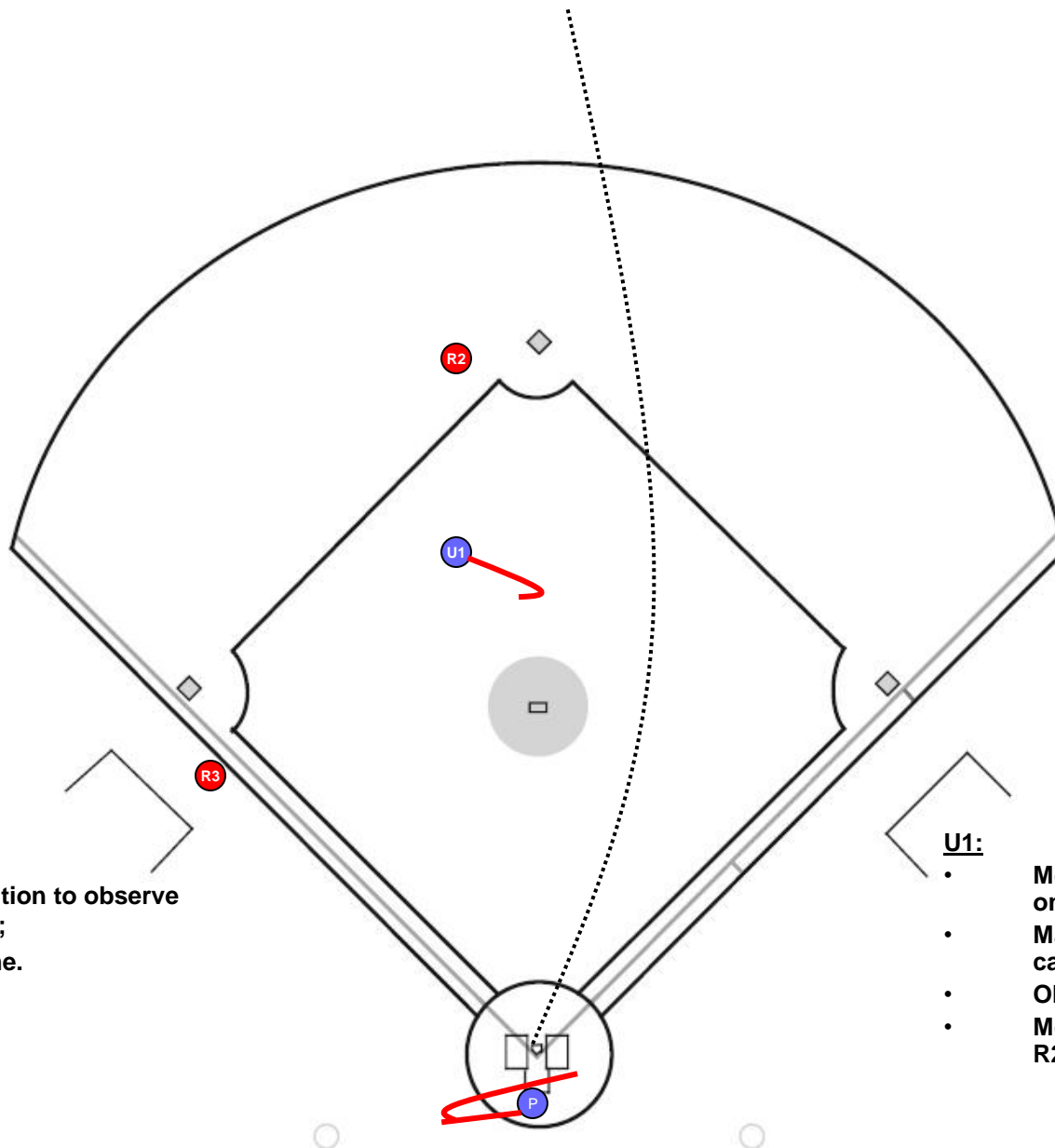
**U1:**  
• Start in C position

INITIAL MOVEMENT  
SECONDARY MOVEMENT

BALL FLIGHT

# ROUTINE FLY BALL

U1 HAS THE CATCH/NO CATCH  
RUNNER TAGS



## Plate:

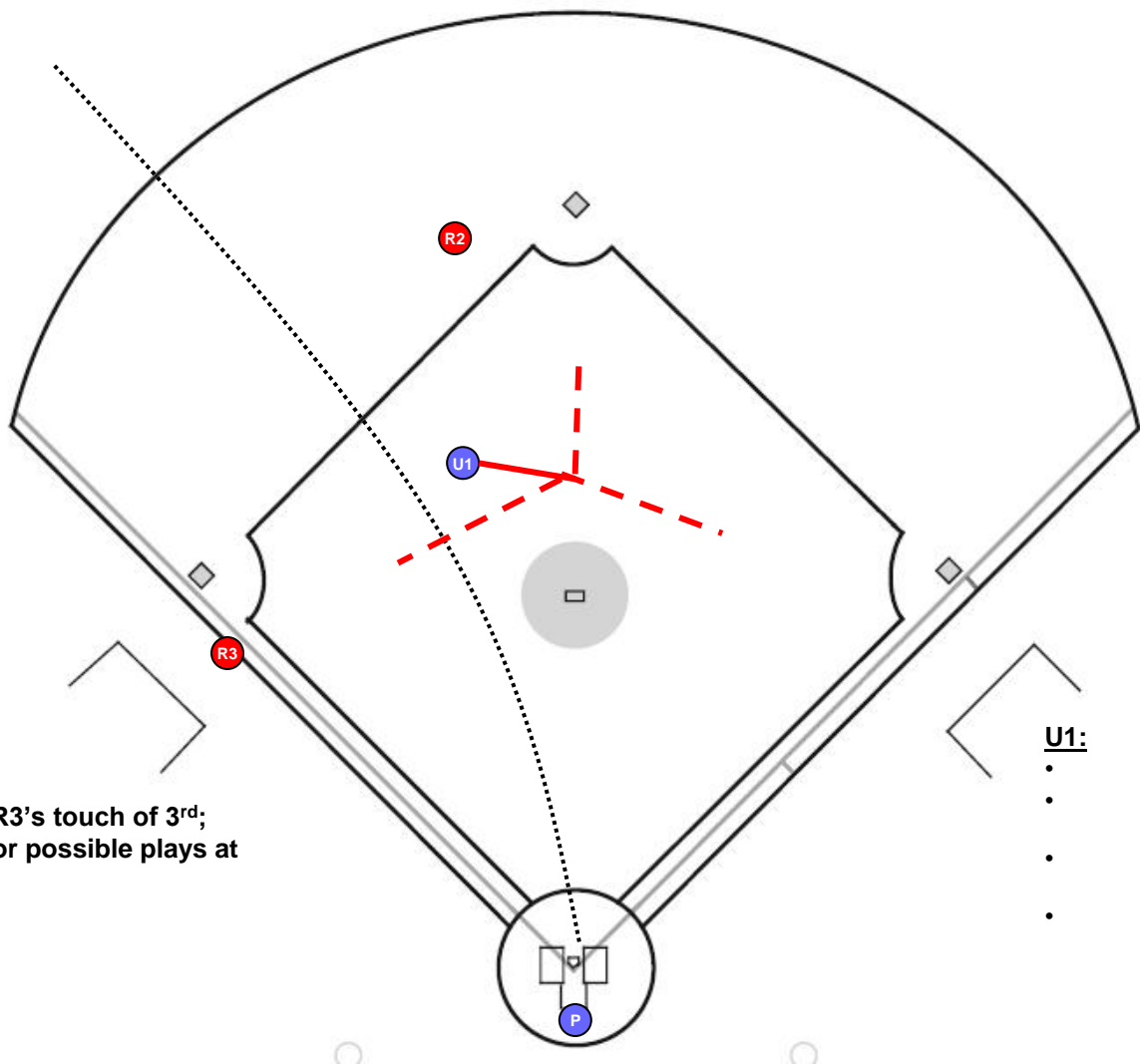
- Move into position to observe R3's tag at 3rd;
- Retreat to home.

## U1:

- Move into position to rule on the catch/no catch;
- Make the catch/no catch call;
- Observe R2's tag at 2nd;
- Move into position to take R2 back into 2<sup>nd</sup> or into 3<sup>rd</sup>.

# BASE HIT

INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT



### Plate:

- Glance at R3's touch of 3<sup>rd</sup>;
- Be ready for possible plays at the plate.

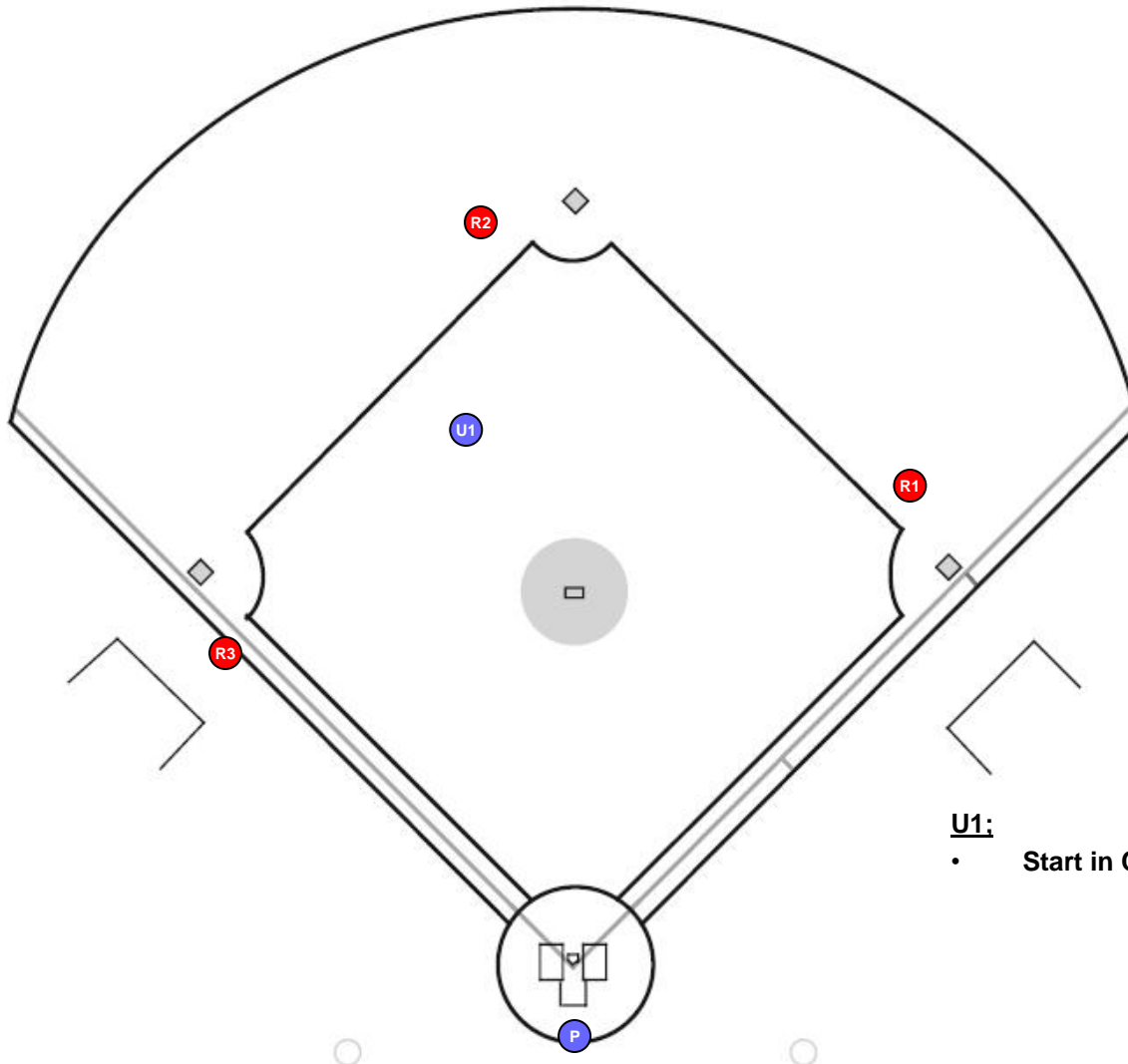
### U1:

- Move into working area;
- Glance at BR's touch of 1<sup>st</sup>;
- Be alert to take plays at all bases in the infield;
- Let the throw take you to the play.

# BASES LOADED

## Communication:

Staying Home (S16)  
With two outs also add  
Timing Play (S13)



### U1:

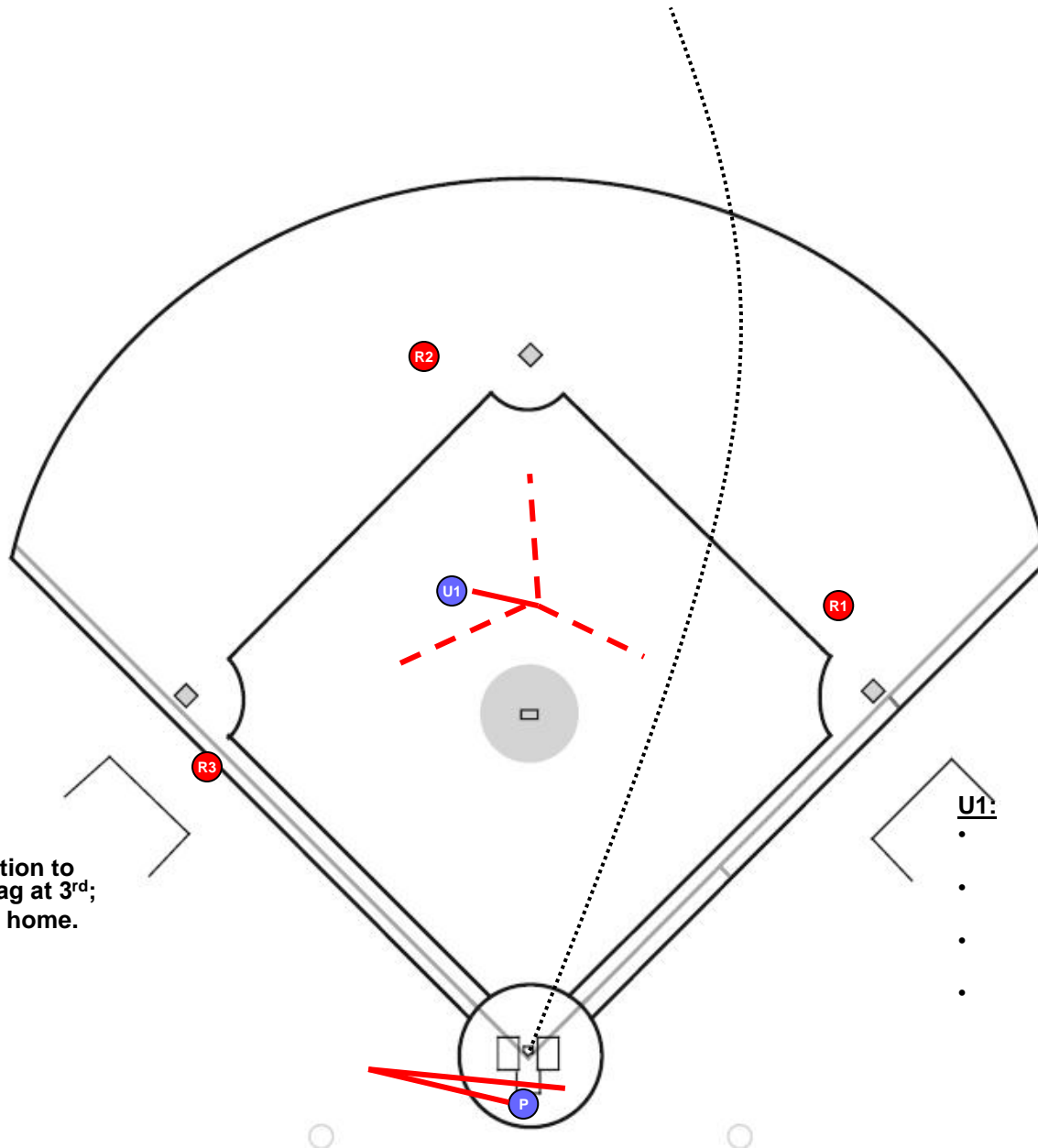
- Start in C position

INITIAL MOVEMENT  
SECONDARY MOVEMENT

BALL FLIGHT

# ROUTINE FLY BALL

U1 HAS THE CATCH/NO CATCH



### Plate:

- Move into position to observe R3's tag at 3<sup>rd</sup>;
- Retreat toward home.

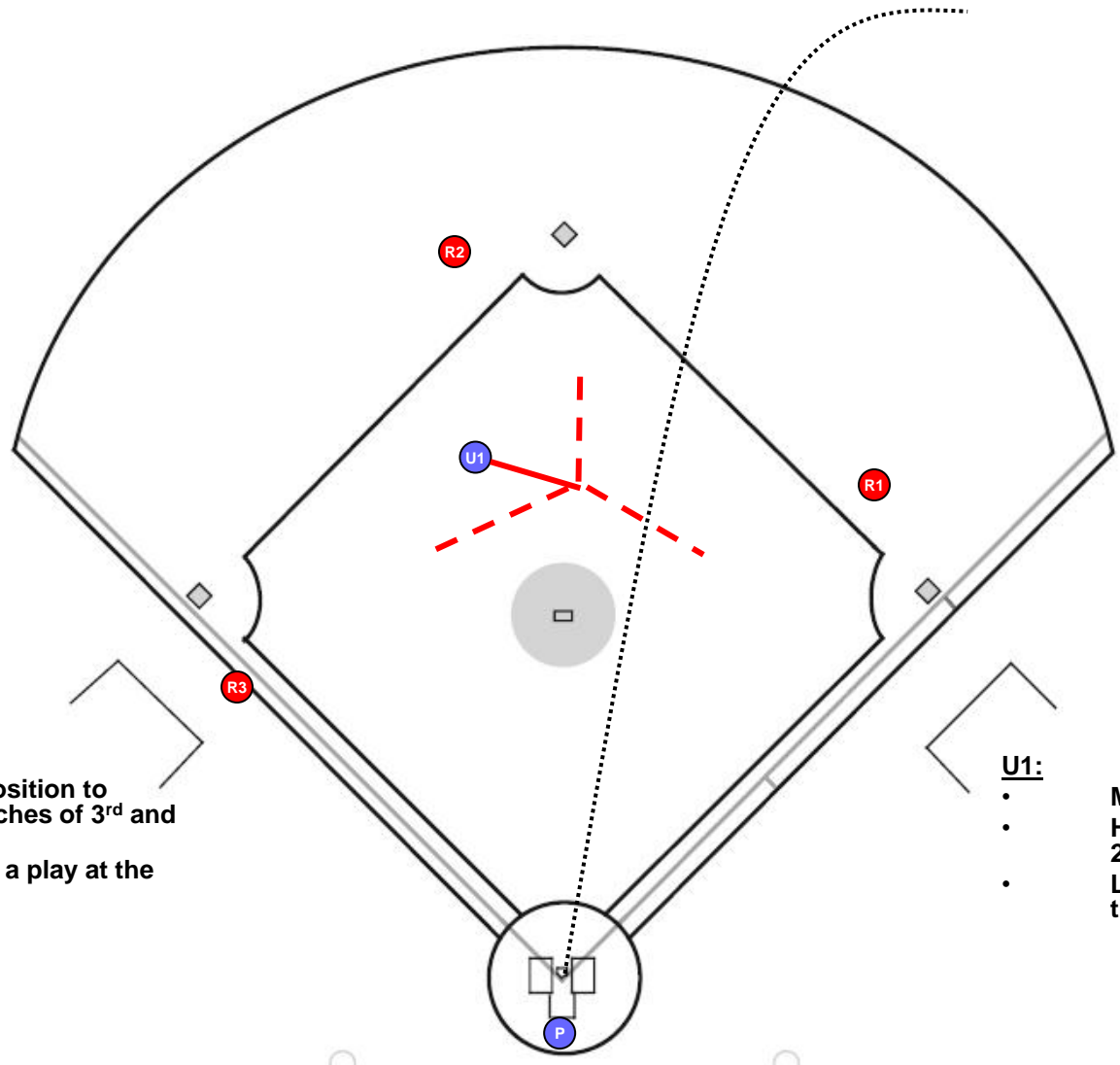
### U1:

- Move into position to rule on the catch;
- Make the catch/no catch call;
- Observe R2's and R1's tag ups;
- Let the throw take you to the play.



# BASE HIT

- INITIAL MOVEMENT
- SECONDARY MOVEMENT
- BALL FLIGHT



## Plate:

- Move into position to observe touches of 3<sup>rd</sup> and home;
- Be ready for a play at the plate.

## U1:

- Move into working area;
- Has all touches at 1<sup>st</sup> and 2<sup>nd</sup>;
- Let the throw take you to the play.