

# **Ohio High School Athletic Association**

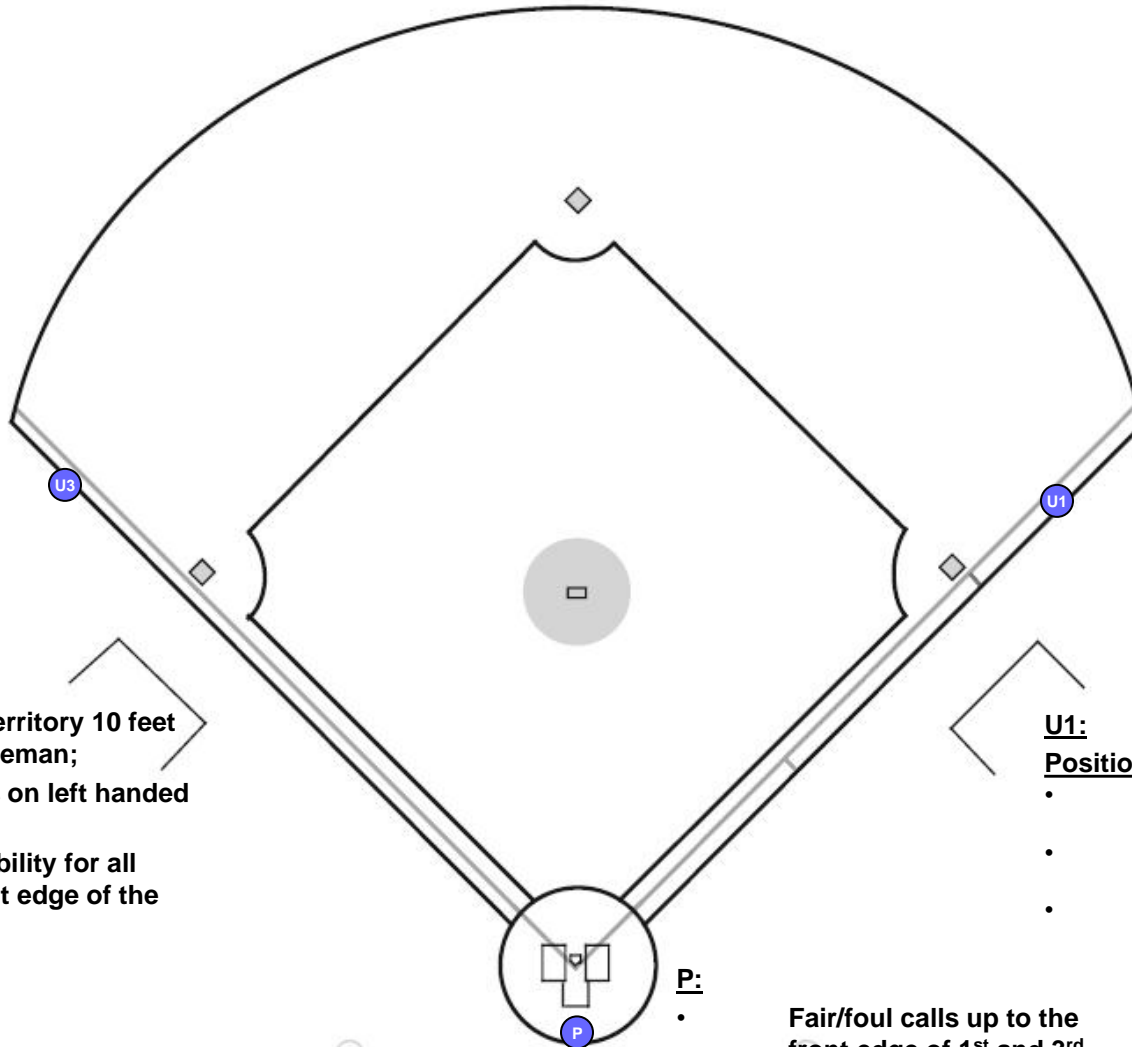
## **3 Umpire Mechanics 2023-2024**



# General Mechanics

- If you go out on a fly ball, stay out till the play is over.
- Even if you come into the infield when there is a fly ball to your outfield coverage, it is still your call.
- Assume your partner is not there unless you hear from him.
- Communicate rotations when the circumstances change.
- First base umpire is the trigger.
- Runner on 3<sup>rd</sup> only. If U3 goes out on a fly ball, U1 has to break hard into the working area behind the mound, watch for a throw back to 3<sup>rd</sup> and also has touches by BR.
- Runners on 1<sup>st</sup> and 2<sup>nd</sup> or bases loaded, if no one goes out we have a push (S17). U1 comes in and pivots and takes the batter runner to 2<sup>nd</sup> if he goes. U3 has all other base runners at 2<sup>nd</sup> and third. Vocalize “Push” if U1 comes in.
- No rotations if the ball stays in the infield

# NO RUNNERS ON BASE



## U3:

### Position D

- Both feet in foul territory 10 feet behind the 3<sup>rd</sup> baseman;
- Has check swings on left handed batters;
- Foul/fair responsibility for all balls past the front edge of the 3<sup>rd</sup> base bag.

## U1:

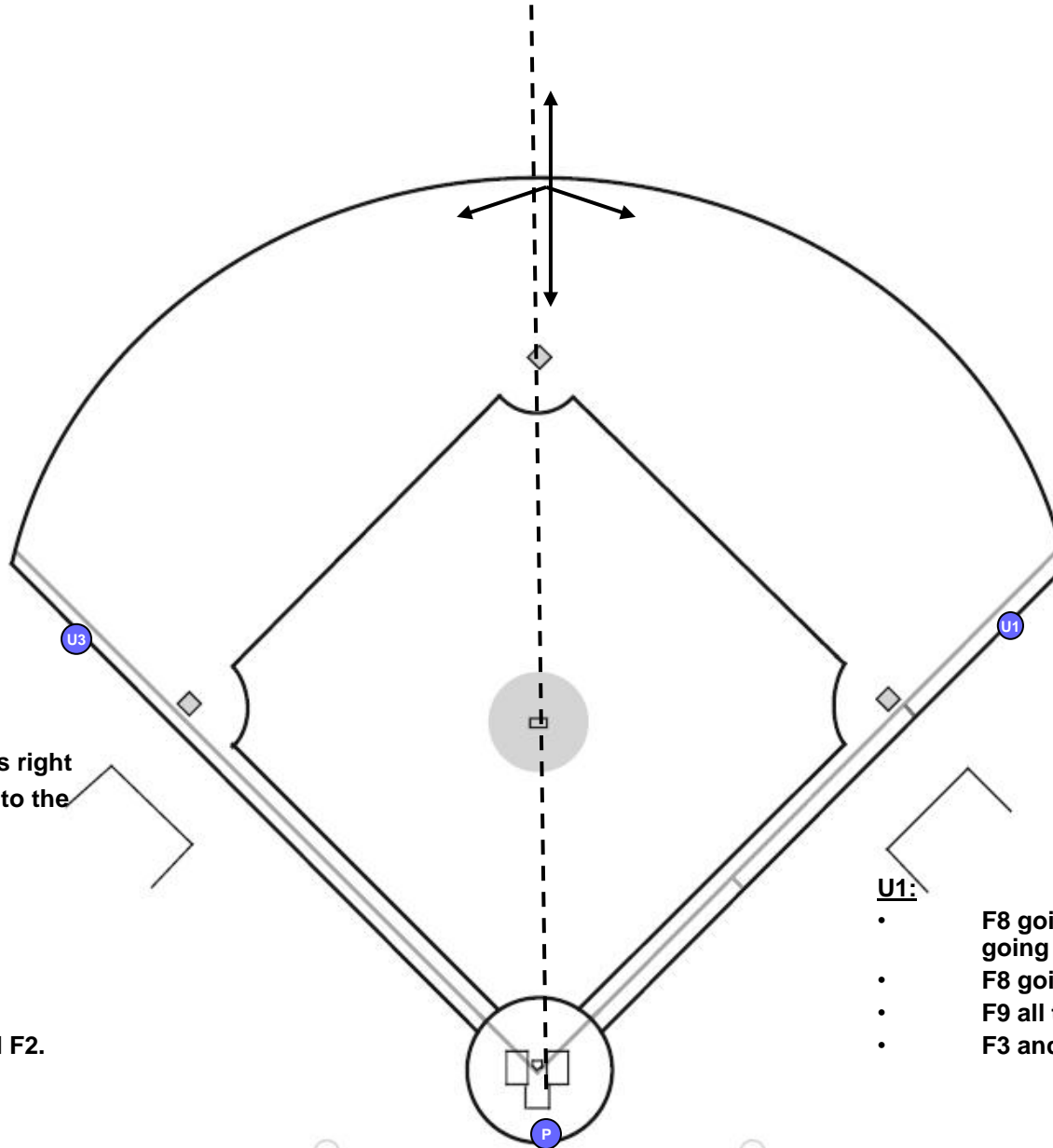
### Position A

- Both feet in foul territory 10 feet behind the 1<sup>st</sup> baseman;
- Has check swings on right handed batters;
- Has foul/fair responsibility for all balls past the front edge of the 1<sup>st</sup> base bag.

## P:

- Fair/foul calls up to the front edge of 1<sup>st</sup> and 3<sup>rd</sup> base.

# FLY BALL/LINE DRIVE COVERAGES



## U3:

- F8 going to his right
- F7 all the way to the line;
- F5 and F6.

## P:

- F1 and F2.

## U1:

- F8 going back, coming in, and going to his left
- F8 going to his left;
- F9 all the way to the line;
- F3 and F4.

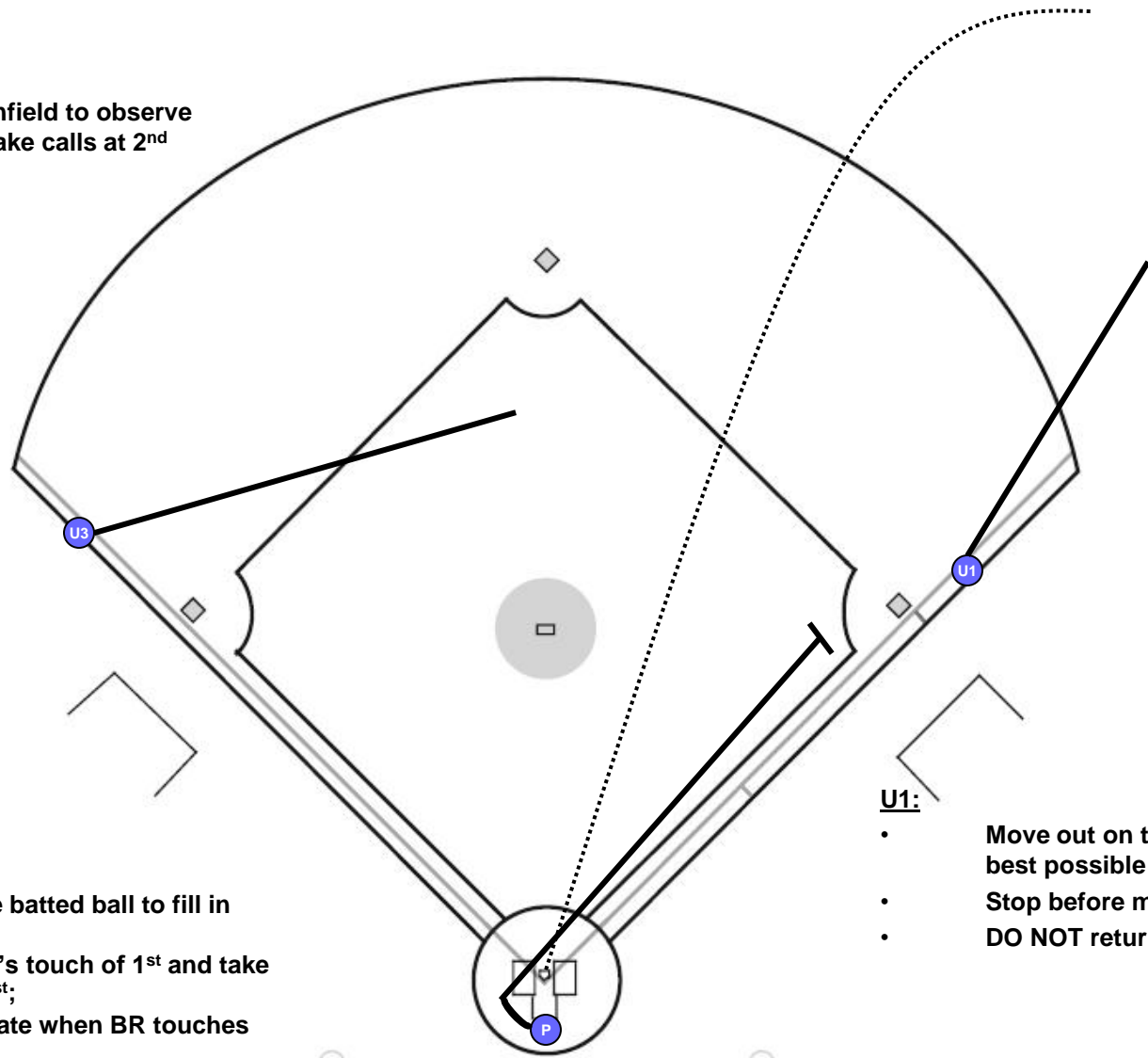
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 INITIAL MOVEMENT  
 - - - - -  
 SECONDARY MOVEMENT  
 .....  
 BALL FLIGHT

# FLY BALL

## U1 HAS THE CATCH/NO CATCH

**U3:**

- Move into the infield to observe touches and make calls at 2<sup>nd</sup> and 3<sup>rd</sup>.



**P**

- Move out on the batted ball to fill in behind U1;
- Observe the BR's touch of 1<sup>st</sup> and take him back into 1<sup>st</sup>;
- Return to the plate when BR touches 2<sup>nd</sup>.

**U1:**

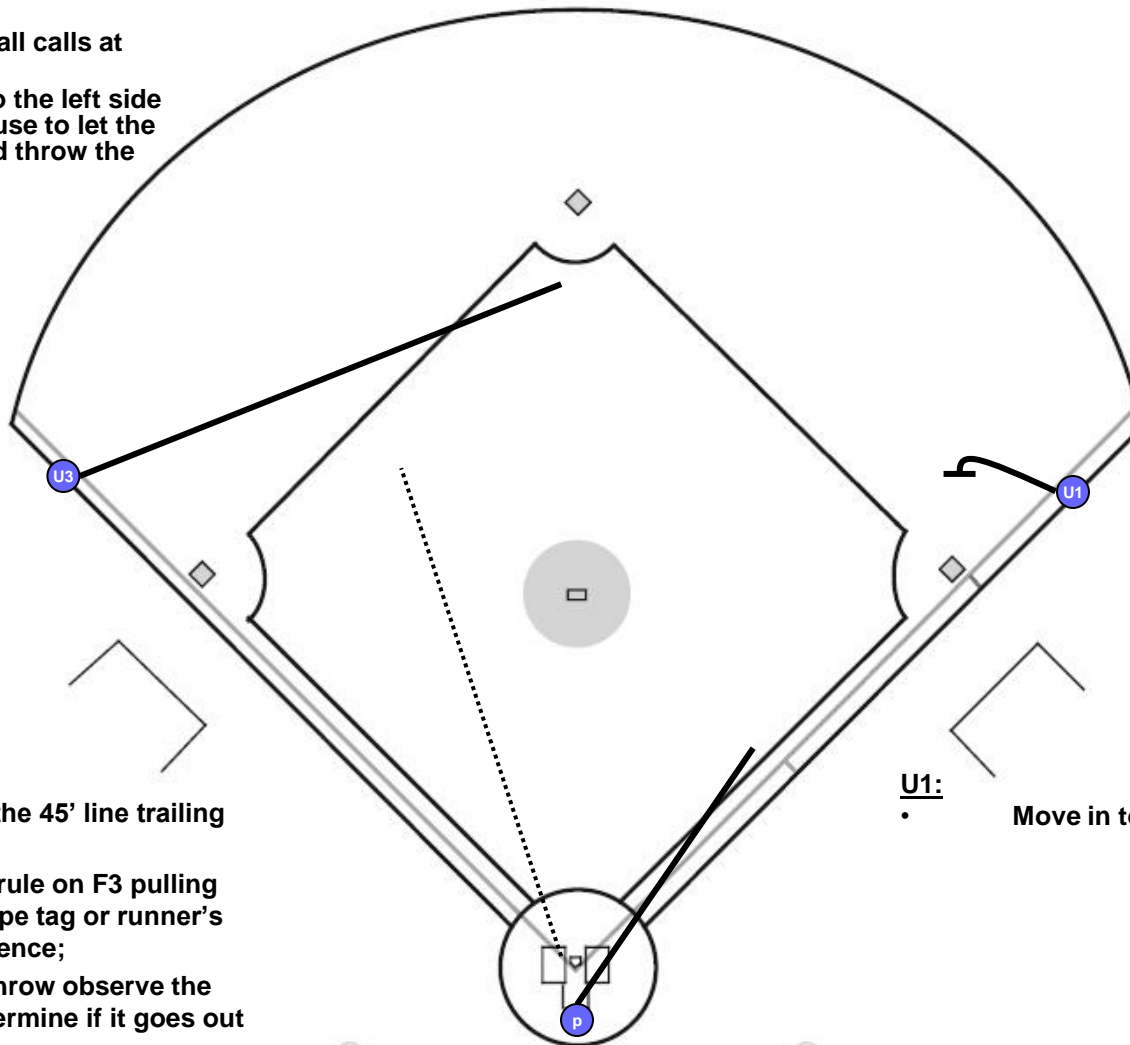
- Move out on the fly ball getting the best possible angle for the call;
- Stop before making the call;
- DO NOT return to the infield;

# GROUND BALL TO THE INFIELD

—————  
INITIAL MOVEMENT  
- - - - -  
SECONDARY MOVEMENT  
\*\*\*\*\*  
BALL FLIGHT

## U3:

- Move toward second base cut-out.
- Responsible for all calls at 2<sup>nd</sup> and 3<sup>rd</sup> base.
- If the ball is hit to the left side of the infield, pause to let the infielder field and throw the ball;



## P:

- Move up to the 45' line trailing the runner;
- Be ready to rule on F3 pulling his foot, swipe tag or runner's lane interference;
- On an overthrow observe the ball and determine if it goes out of play.

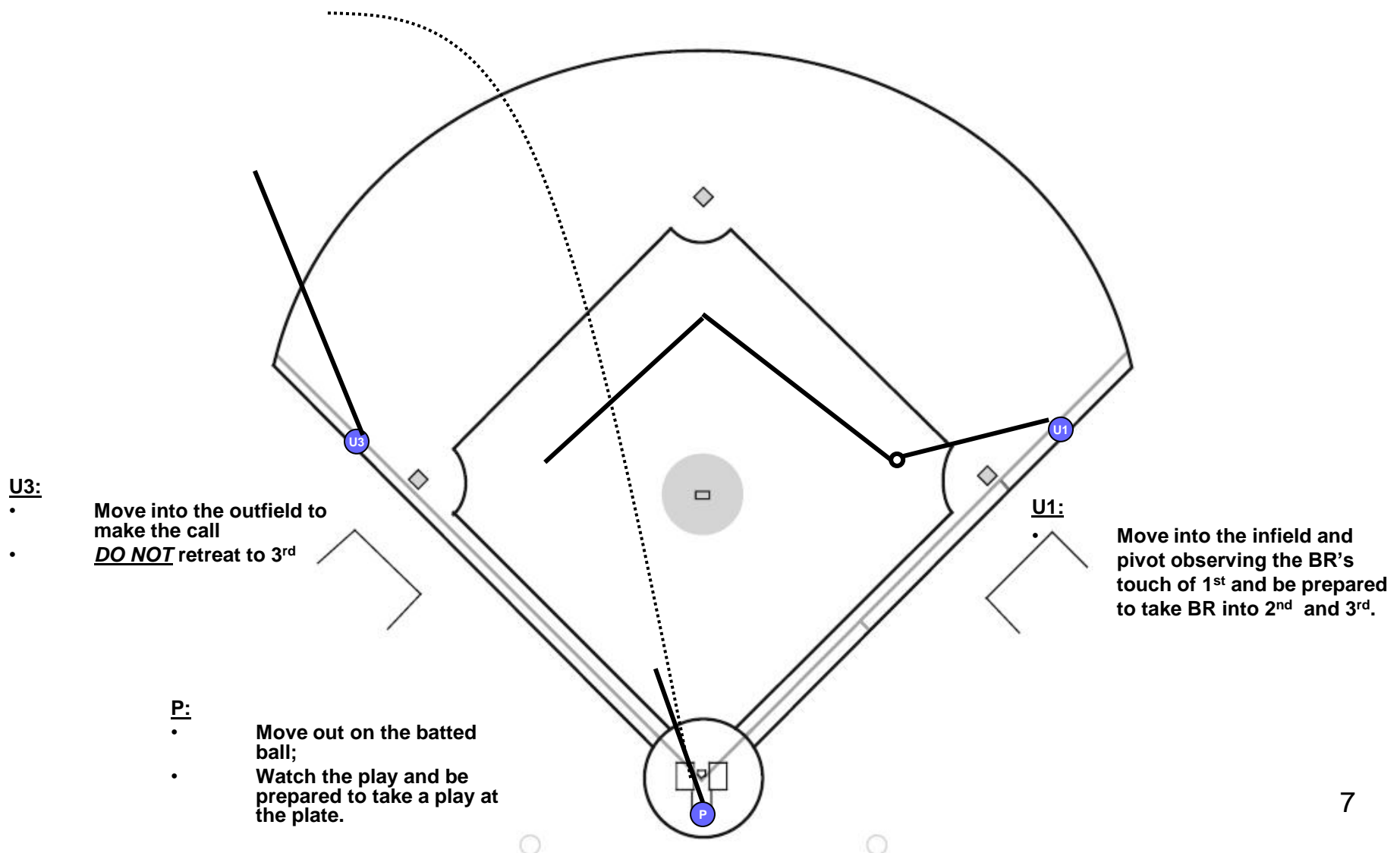
## U1:

- Move in to make the call at 1<sup>st</sup>.

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 INITIAL MOVEMENT  
 - - - - -  
 SECONDARY MOVEMENT  
 .....  
 BALL FLIGHT

# FLY BALL TO LEFT

## U3 HAS THE CATCH/NO CATCH

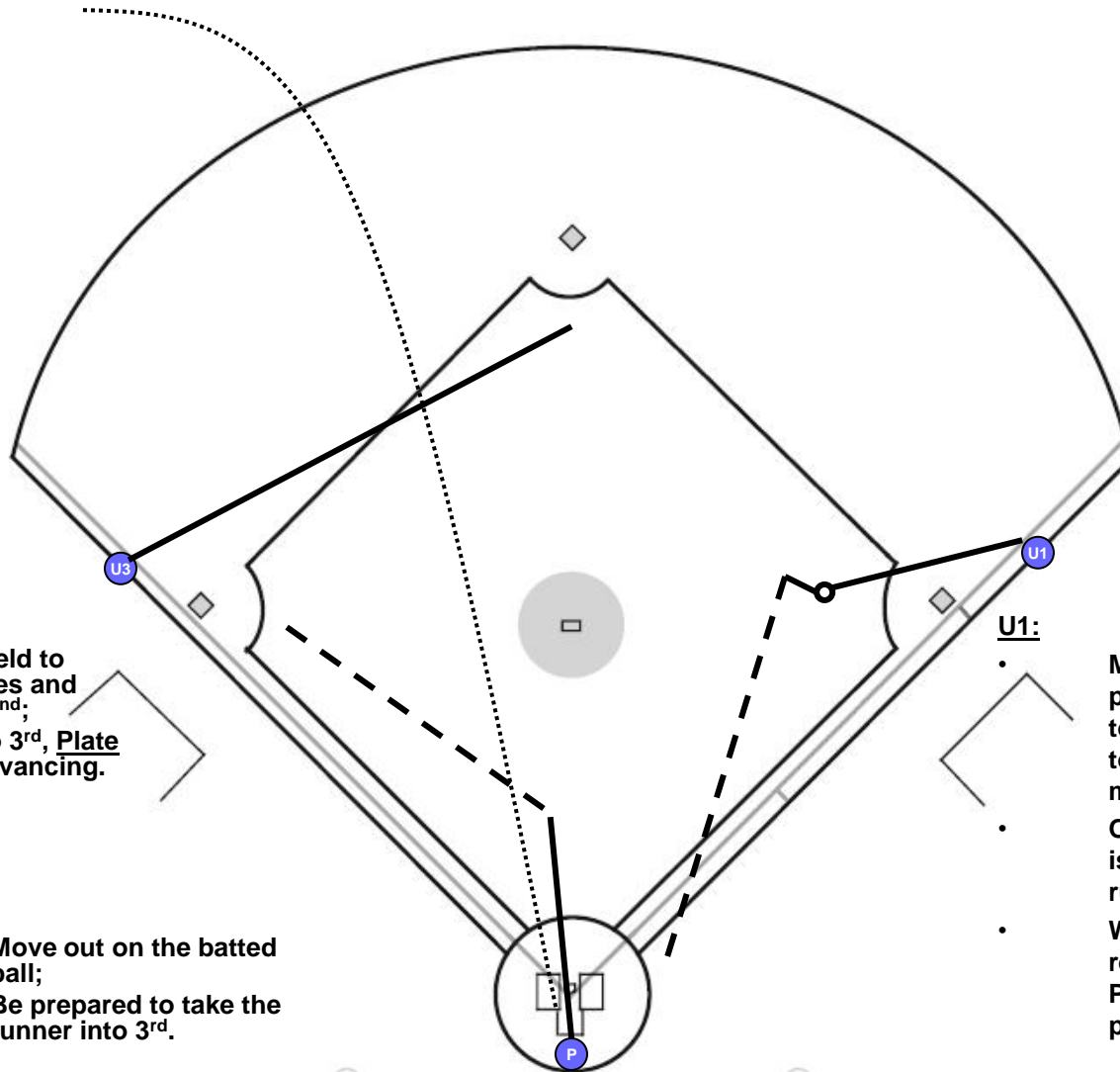


# BASE HIT

INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT

## Communication:

P- tell U3 your at 3<sup>rd</sup> if he comes.



### U3:

- Move into the infield to observe all touches and make all calls at 2<sup>nd</sup>;
- **DO NOT** retreat to 3<sup>rd</sup>, Plate has the runner advancing.

### P:

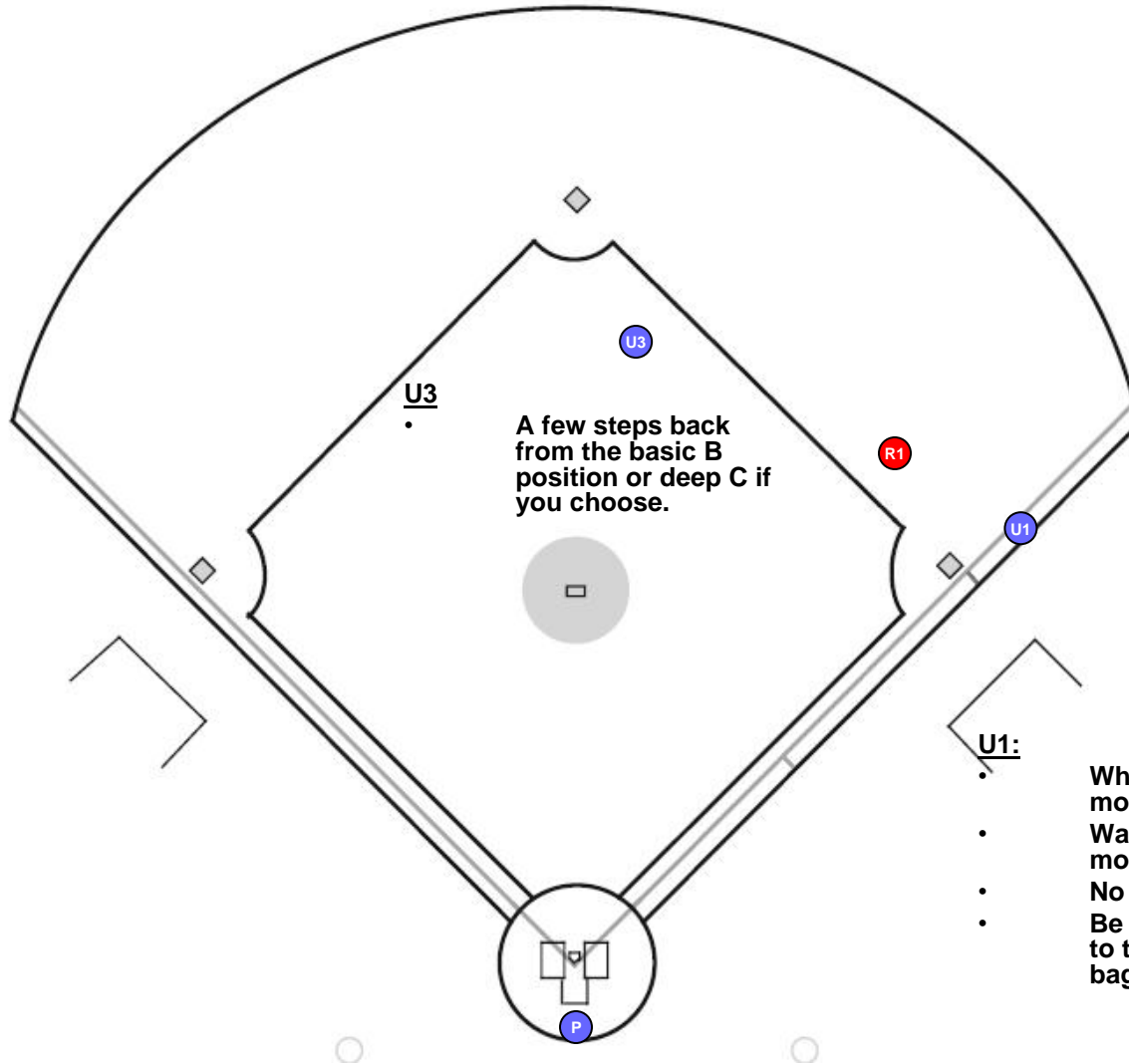
- Move out on the batted ball;
- Be prepared to take the runner into 3<sup>rd</sup>.

### U1:

- Move into the infield and pivot observing the BR's touch of 1<sup>st</sup> and be prepared to take BR into 2<sup>nd</sup> if U3 misses the rotation;
- Once you have seen that U3 is in position to take the runner into 2<sup>nd</sup> remain at 1<sup>st</sup>;
- When BR reaches 2<sup>nd</sup>, retreat to home to cover for P, telling him, "I've got the plate."



# RUNNER ON 1<sup>st</sup>

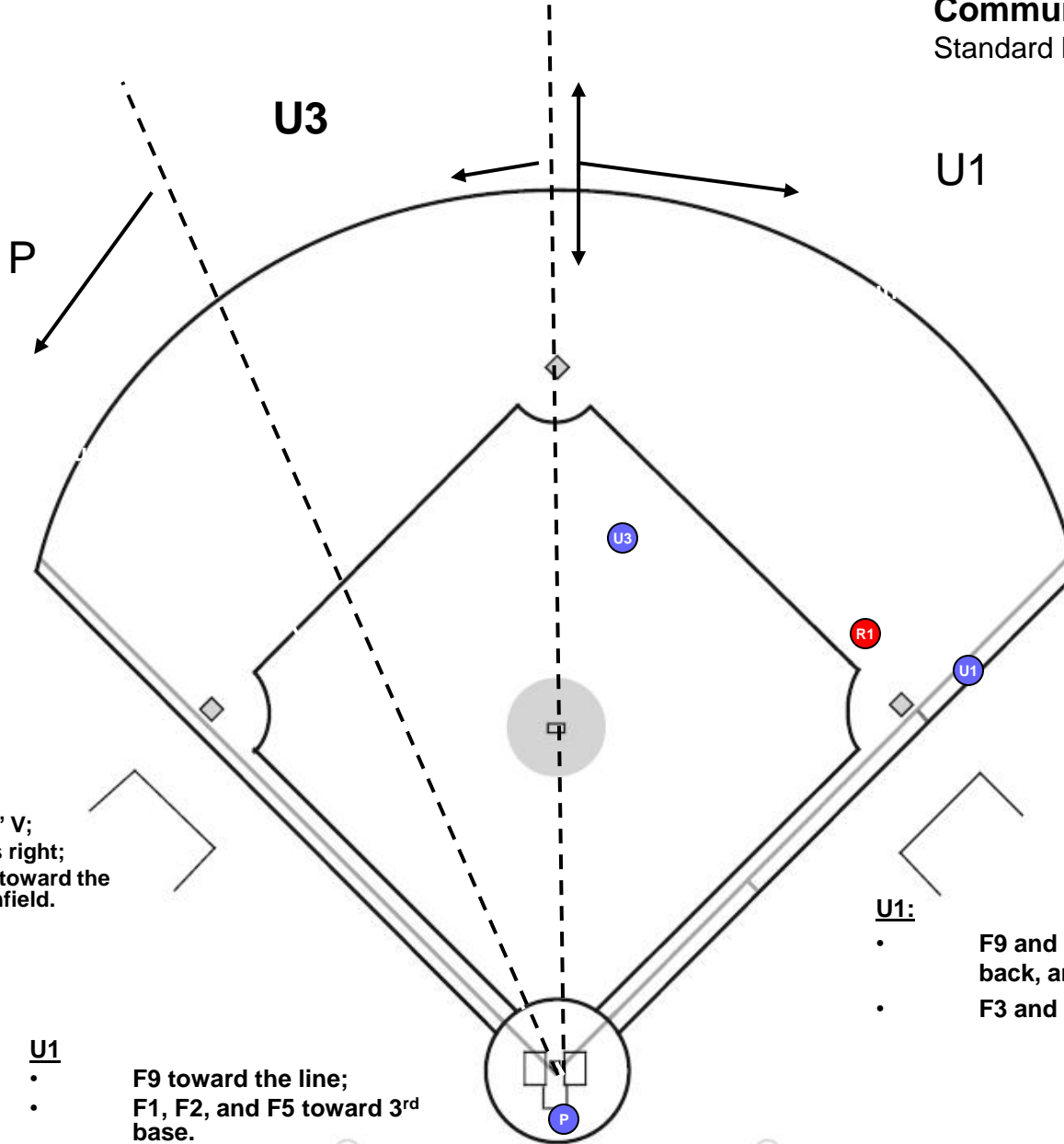


**U1:**

- When the runner is being held, move 10 feet beyond bag;
- Watch for the balk on a pickoff move;
- No movement on pickoff;
- Be hands on knees set, adjacent to the foul line and square to the bag.

# FLY BALL/LINE DRIVE COVERAGE

**Communication:**  
Standard Rotation (S14)



U3:

- The “modified” V;
- F8 going to his right;
- F5, F6, and F4 toward the center of the infield.

U1

- F9 toward the line;
- F1, F2, and F5 toward 3<sup>rd</sup> base.

U1:

- F9 and F8 coming in, going back, and going to his left;
- F3 and F4 toward 1<sup>st</sup> base.

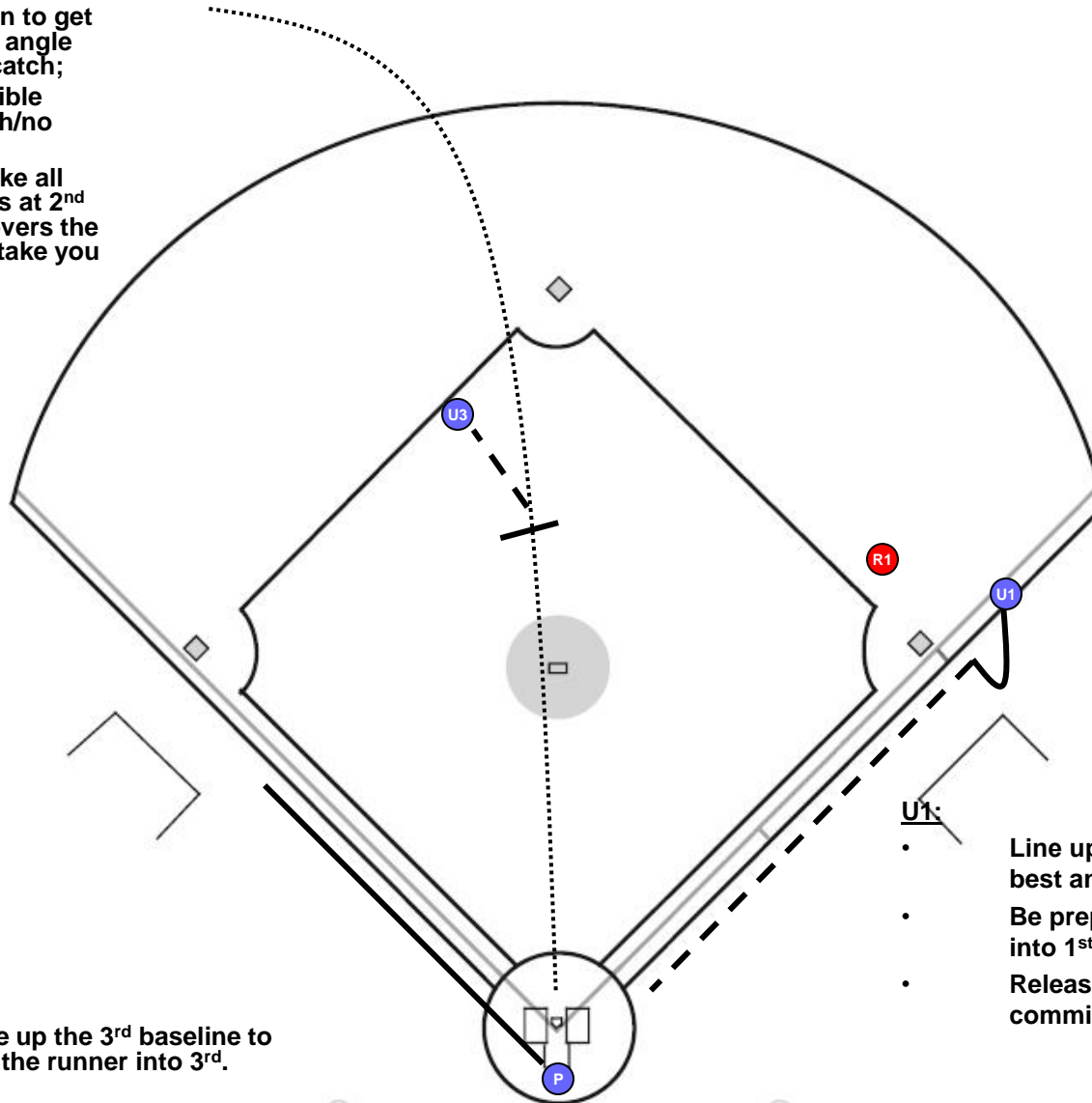
INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT

# FLY BALL

## U3 HAS THE CATCH/NO CATCH

### U3:

- Move into position to get the best possible angle for the catch/no catch;
- Give a visual/audible signal of the catch/no catch if needed;
- Be prepared to take all touches and plays at 2<sup>nd</sup> and at 1<sup>st</sup> if U1 covers the plate, let the ball take you to the play.



### U1:

- Line up R1's tag getting the best angle possible;
- Be prepared to take R1 back into 1<sup>st</sup> or the BR into 1<sup>st</sup>;
- Release to home when/if R1 commits to third.

### P:

- Move up the 3<sup>rd</sup> baseline to take the runner into 3<sup>rd</sup>.

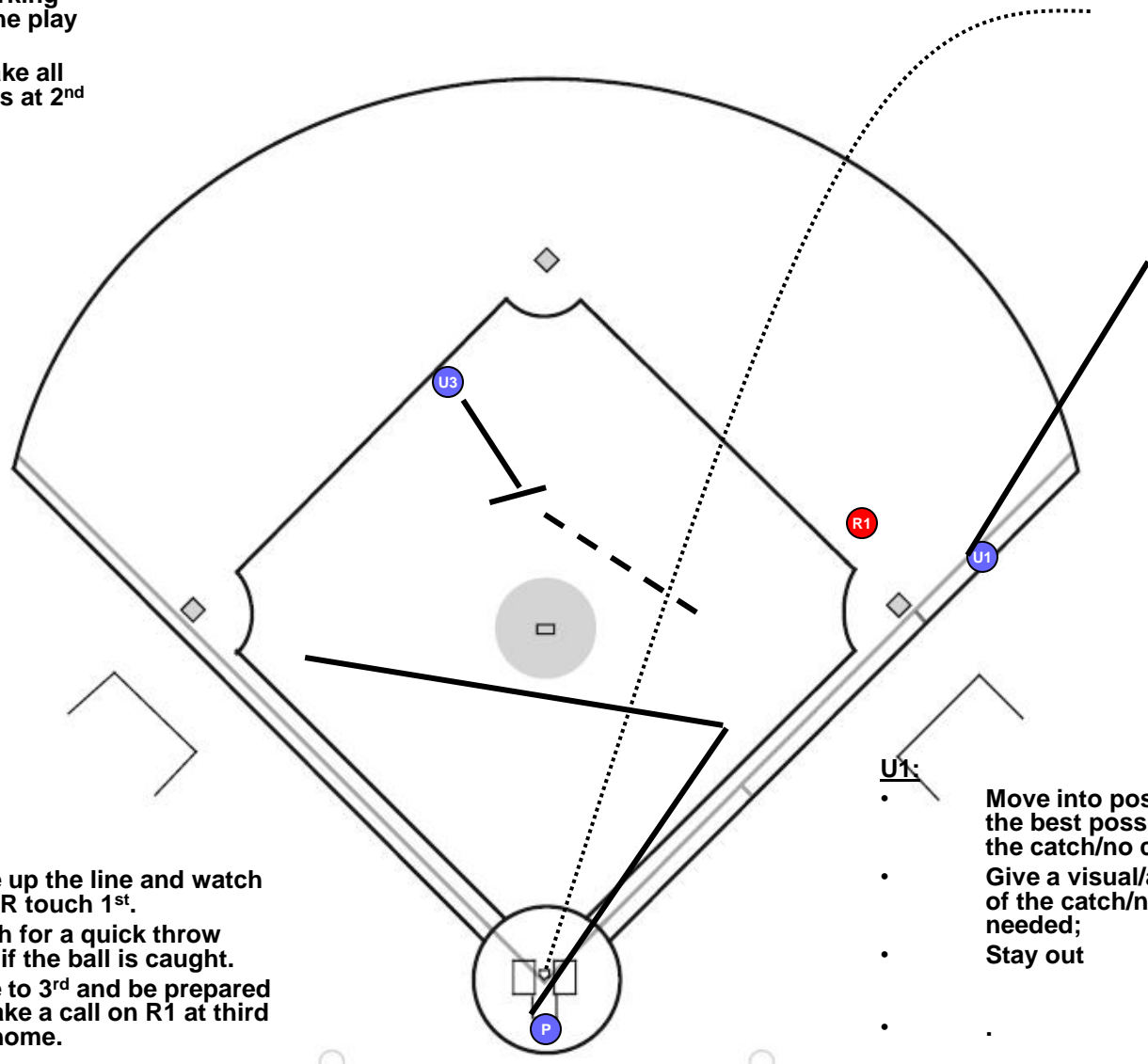
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 INITIAL MOVEMENT  
 - - - - -  
 SECONDARY MOVEMENT  
 .....  
 BALL FLIGHT

# FLY BALL

## U1 HAS THE CATCH/NO CATCH

### U3:

- Fall back into working area and watch the play develop.
- Be prepared to take all touches and plays at 2<sup>nd</sup> and at 1<sup>st</sup>



### P:

- Move up the line and watch the BR touch 1<sup>st</sup>.
- Watch for a quick throw back if the ball is caught.
- Move to 3<sup>rd</sup> and be prepared to make a call on R1 at third and home.

### U1:

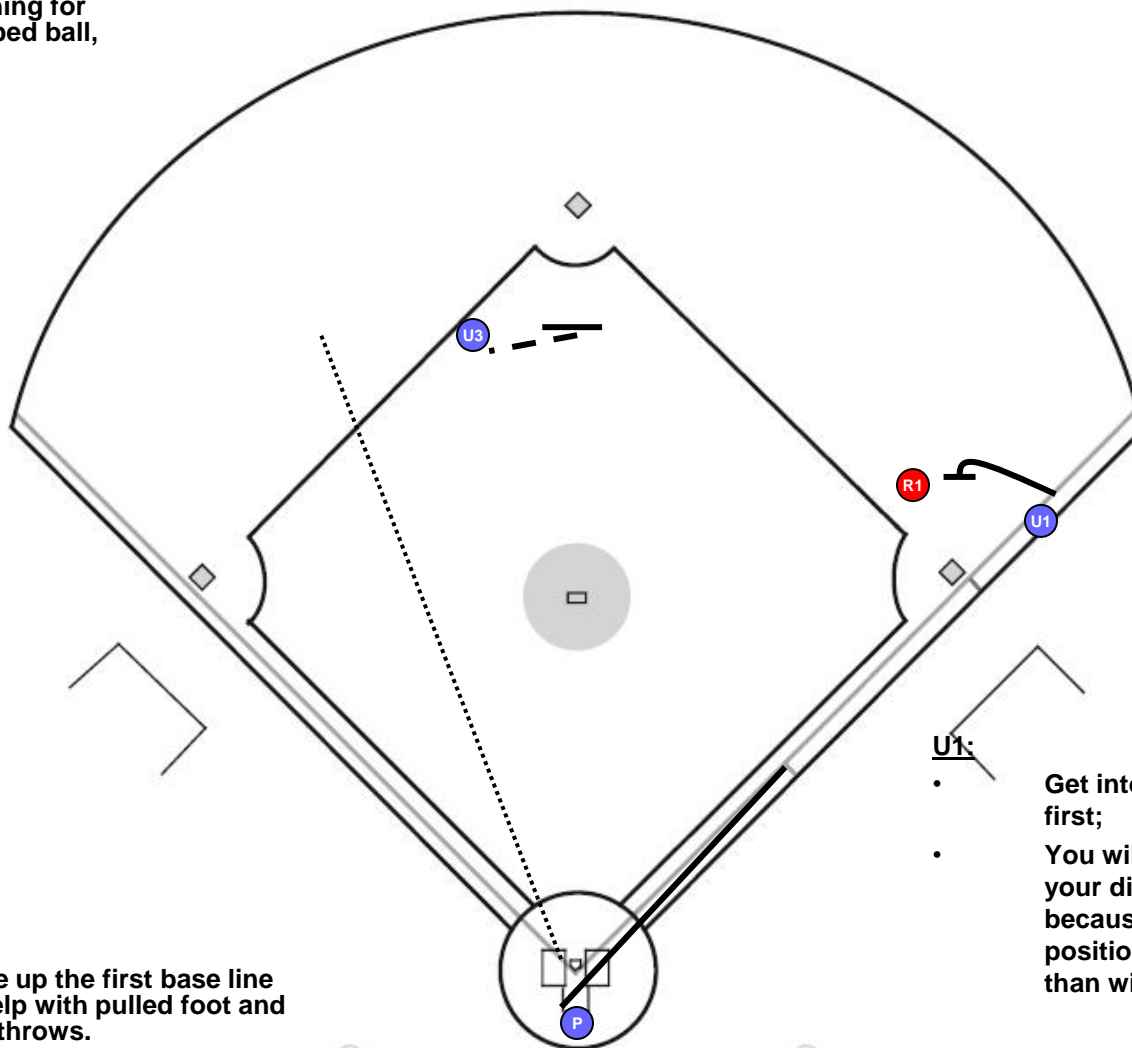
- Move into position to get the best possible angle for the catch/no catch;
- Give a visual/audible signal of the catch/no catch if needed;
- Stay out

# GROUND BALL

- INITIAL MOVEMENT
- SECONDARY MOVEMENT
- BALL FLIGHT

## U3:

- Move into position to for play at second base;
- Have SLOW timing at play on second, watching for pulled foot, dropped ball, and interference.



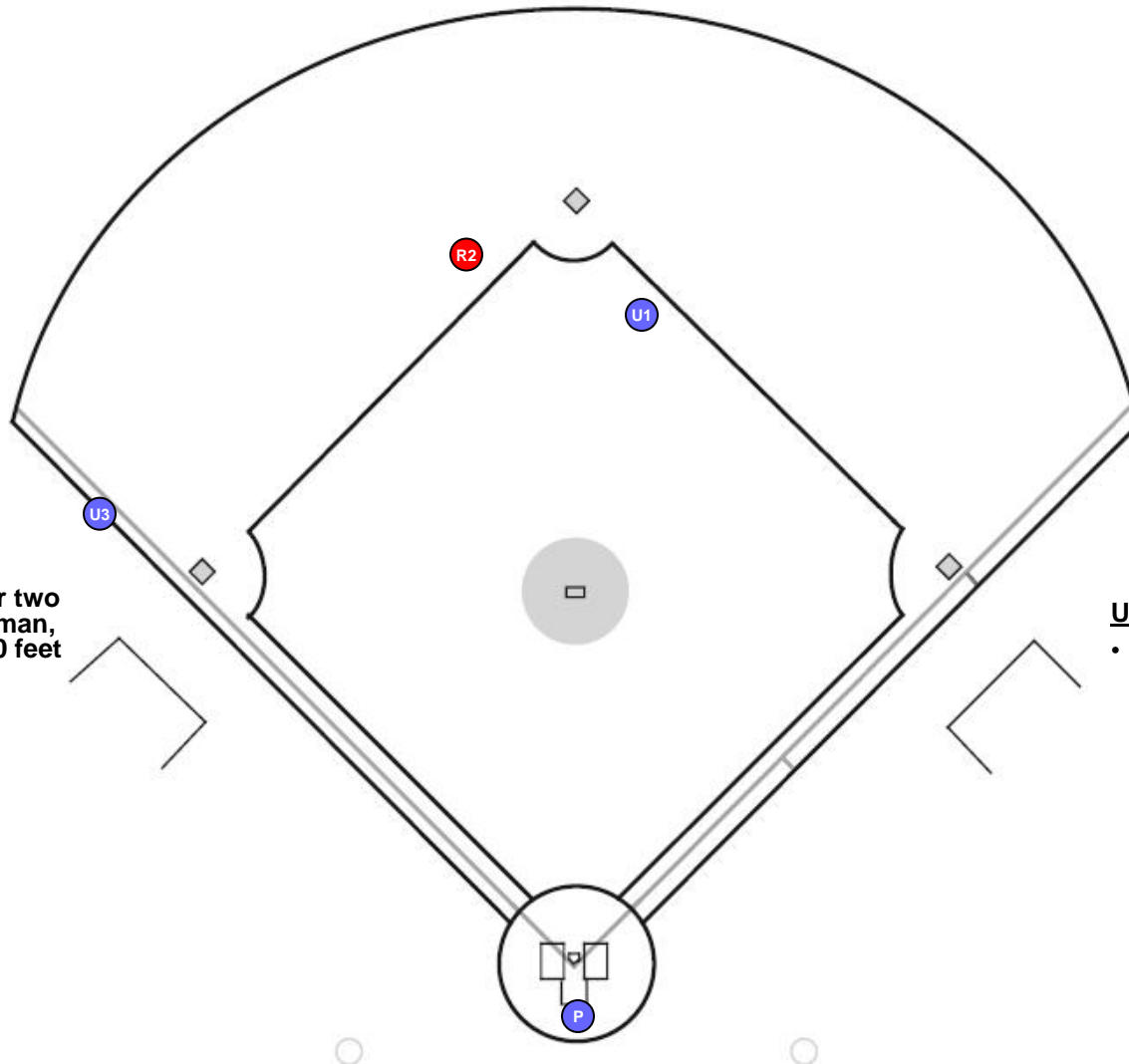
## U1:

- Get into position for play a first;
- You will have to increase your distance from first, because your starting position is closer to the bag than with nobody on.

## P:

- Move up the first base line to help with pulled foot and overthrows.

# RUNNER ON 2<sup>nd</sup>



## U3:

- D position, a step or two behind the 3<sup>rd</sup> baseman, never closer than 10 feet from the bag.

## U1:

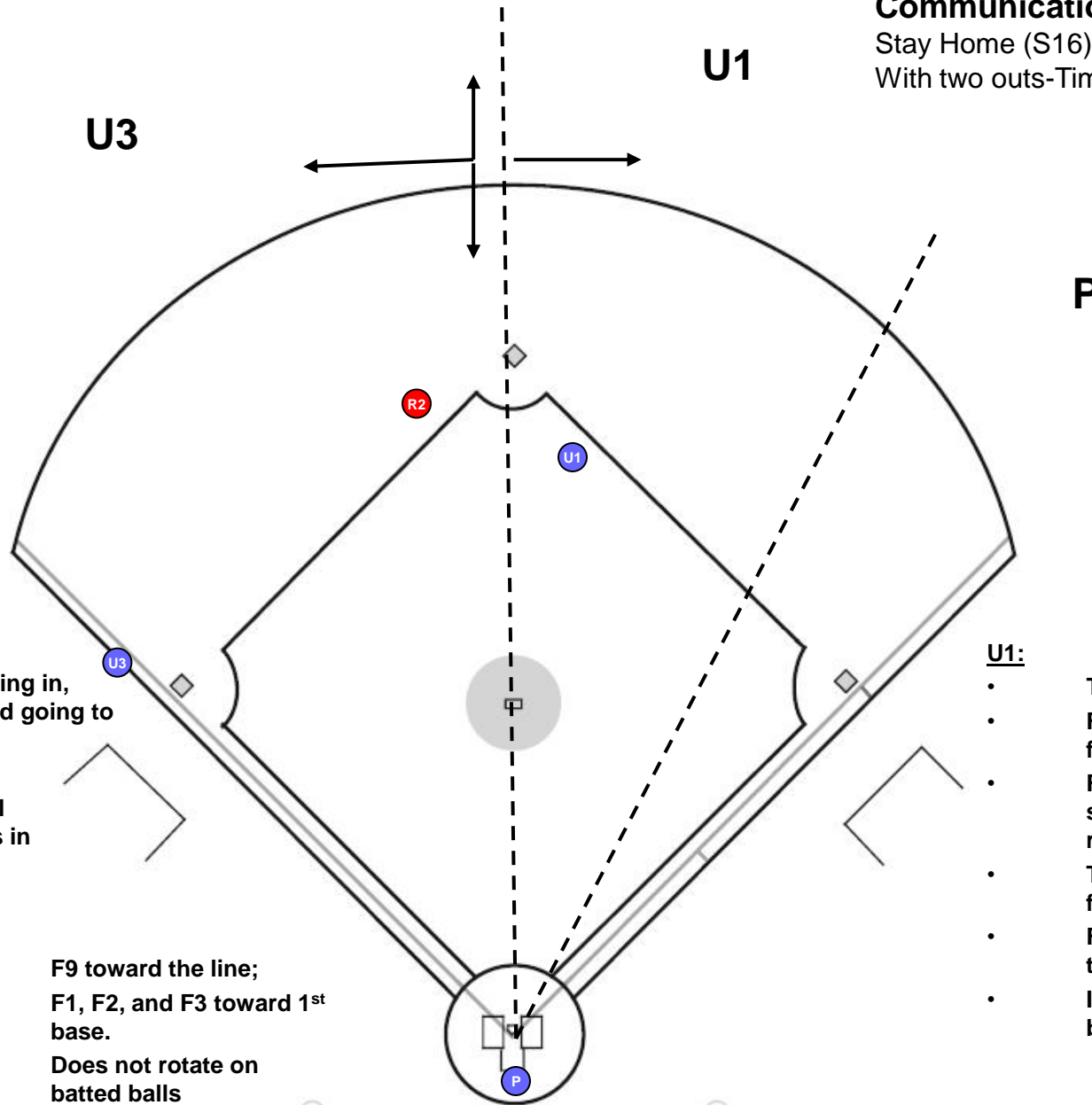
- Deep B, acceptable to be square toward the third baseline.

# FLY BALL COVERAGE

## Communication:

Stay Home (S16)

With two outs-Timing Play (S13)



### U3:

- F7 and F8 coming in, going back, and going to his right;
- F5 and F6;
- Goes out on all catchable balls in coverage area.

### P:

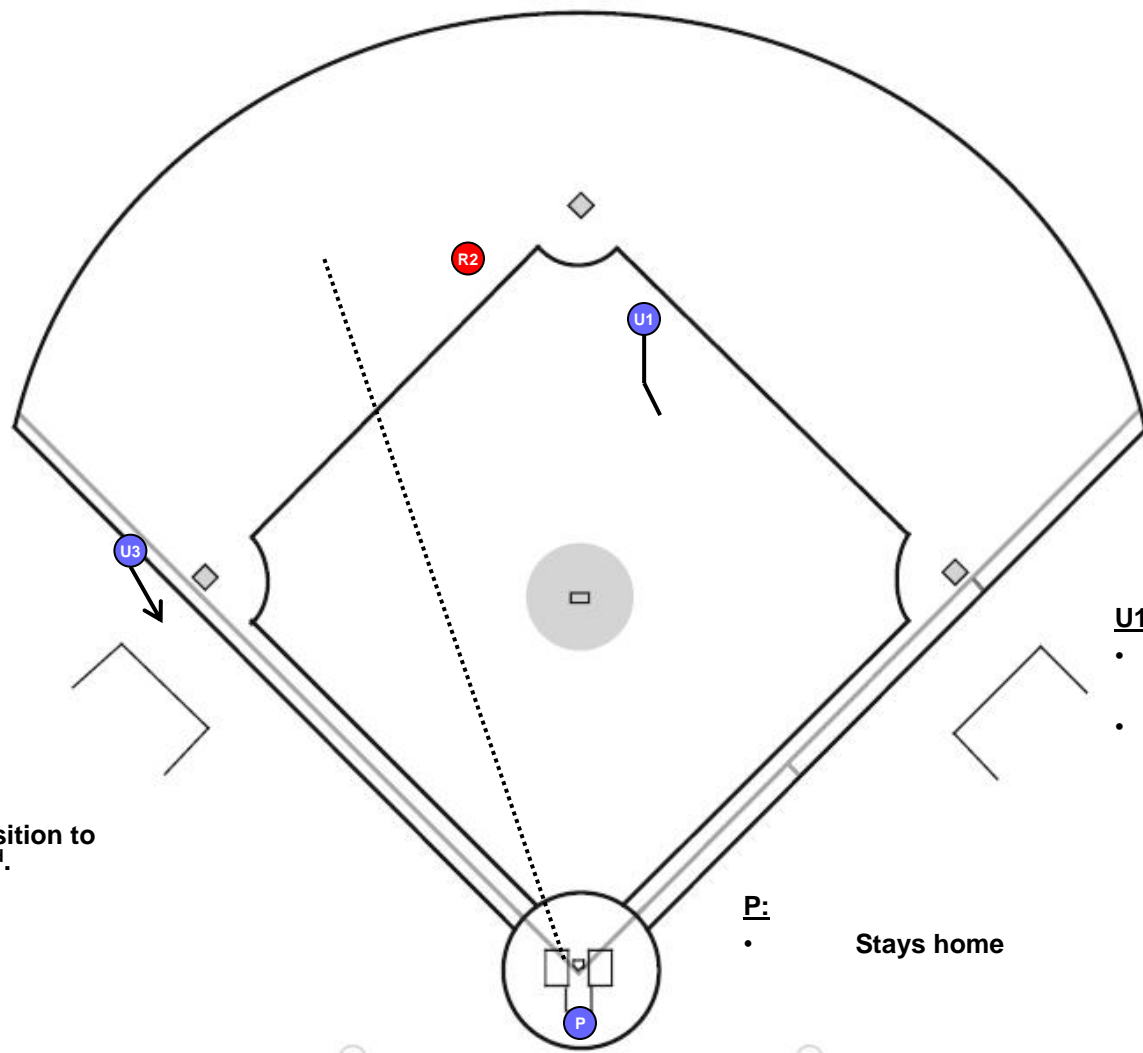
- F9 toward the line;
- F1, F2, and F3 toward 1<sup>st</sup> base.
- Does not rotate on batted balls

### U1:

- The “modified” V;
- F8 going to toward right field;
- F9 going straight in, straight back, or to his right;
- Takes all catch/no catch from the infield
- F3, F4, and F6 toward the middle of the infield.
- If U3 goes out, revert back to two-man.

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 INITIAL MOVEMENT  
 - - - - -  
 SECONDARY MOVEMENT  
 .....  
 BALL FLIGHT

# GROUND BALL TO THE INFIELD OR BASE HIT



U3:  
 • Moves into position to make call at 3<sup>rd</sup>.

P:  
 • Stays home

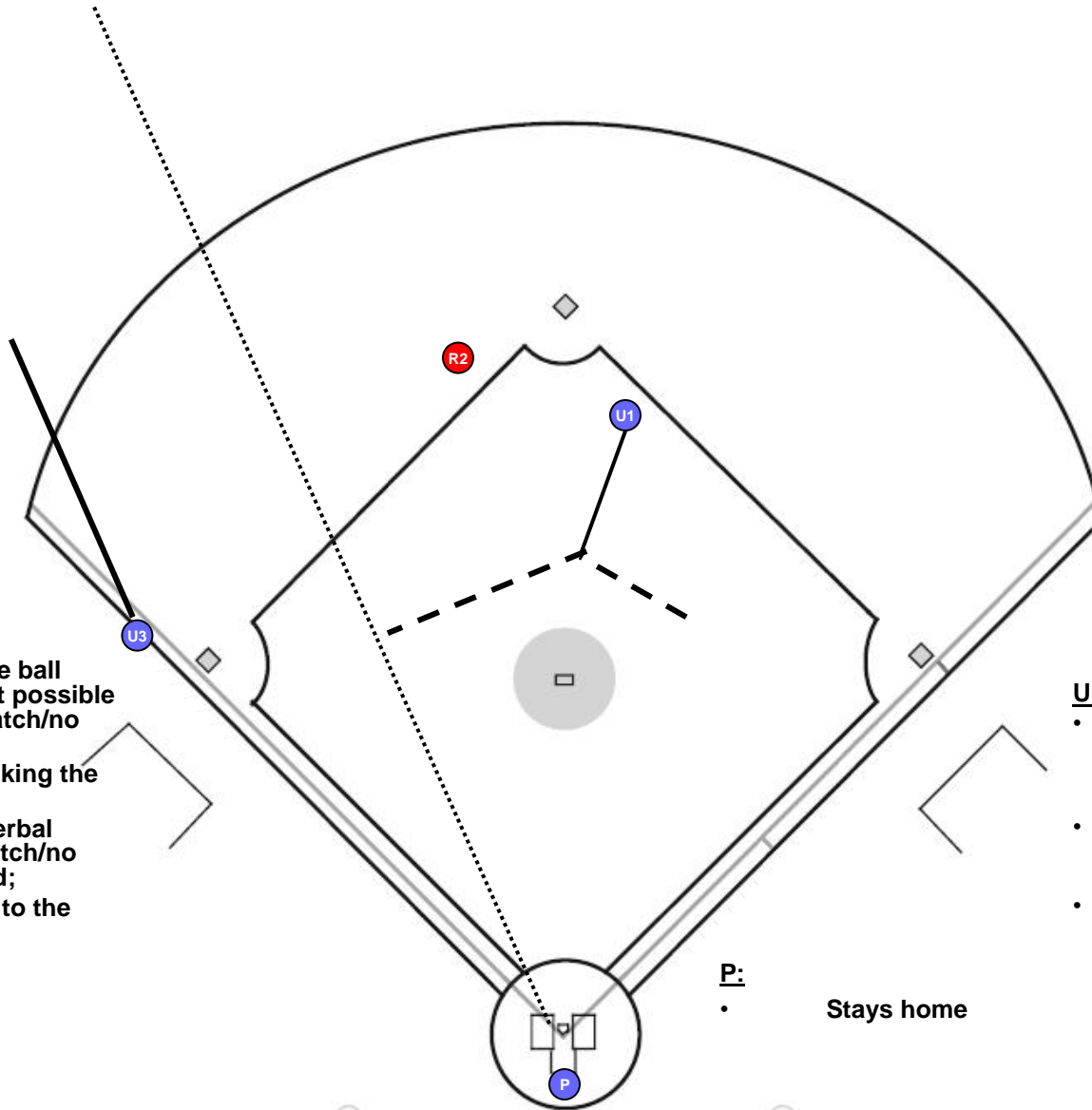
U1:  
 • Same movement as two man.  
 • If ball gets through infield, has all plays at 1<sup>st</sup> and 2<sup>nd</sup>.



\_\_\_\_\_  
 INITIAL MOVEMENT  
 - - - - -  
 SECONDARY MOVEMENT  
 .....  
 BALL FLIGHT

# FLY BALL TO LEFT

U3 HAS THE CATCH/NO CATCH



U3:

- Move out on the ball getting the best possible angle for the catch/no catch;
- Stop before making the call;
- Give a visual/verbal signal of the catch/no catch, if needed;
- **DO NOT** return to the infield.

U1:

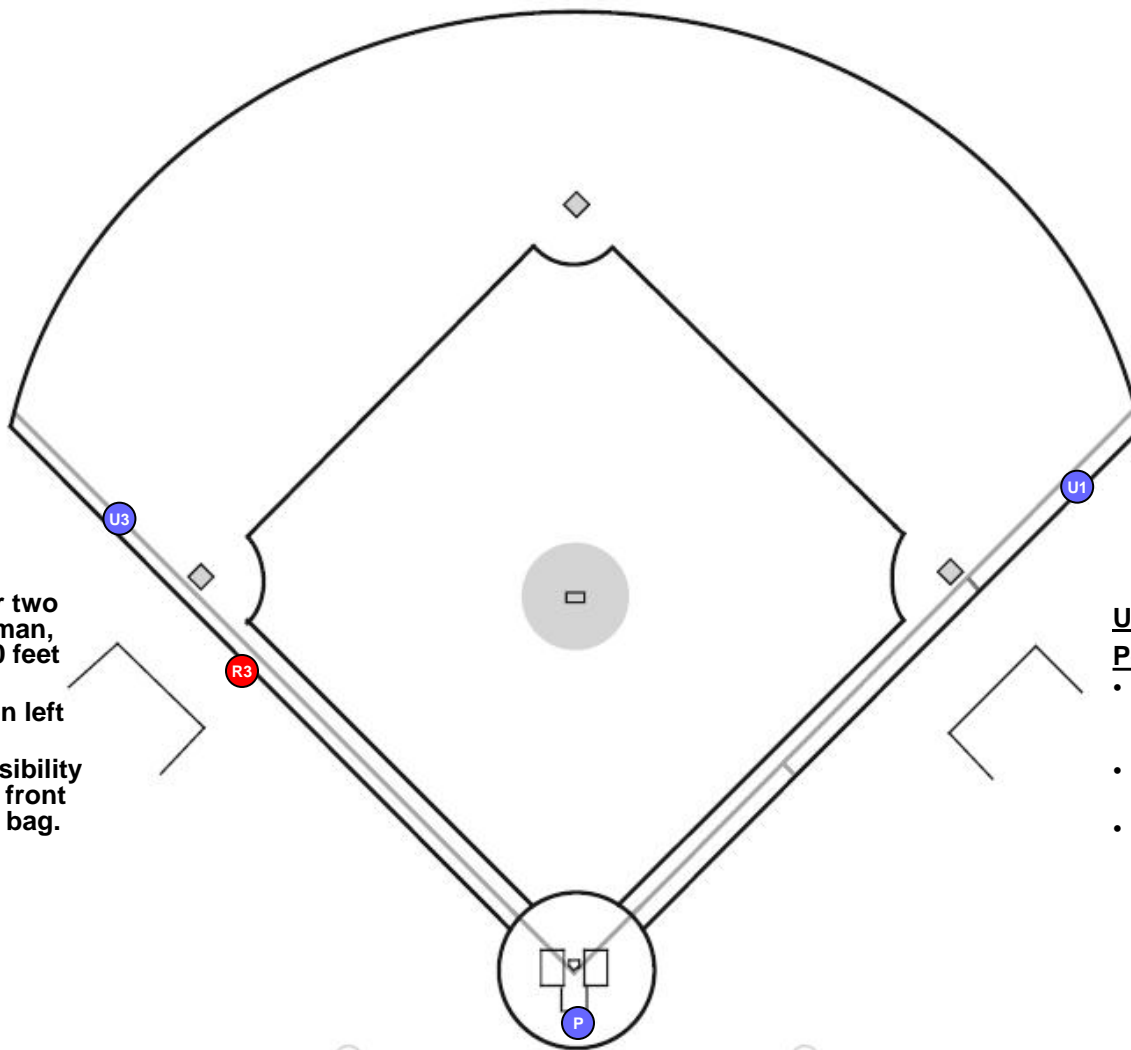
- Be prepared to take all touches and plays at 1<sup>ST</sup>, 2<sup>nd</sup> and all plays at 3<sup>rd</sup>.
- Fall back to working area and let the ball take you to the play.
- Watch runners touch the bases

P:

- Stays home

# RUNNER ON 3<sup>rd</sup>

- INITIAL MOVEMENT
- SECONDARY MOVEMENT
- BALL FLIGHT



### U3:

- D position, a step or two behind the 3<sup>rd</sup> baseman, never closer than 10 feet from the bag.
- Has check swings on left handed batters;
- Has foul/fair responsibility for all balls past the front edge of the 3<sup>rd</sup> base bag.

### U1:

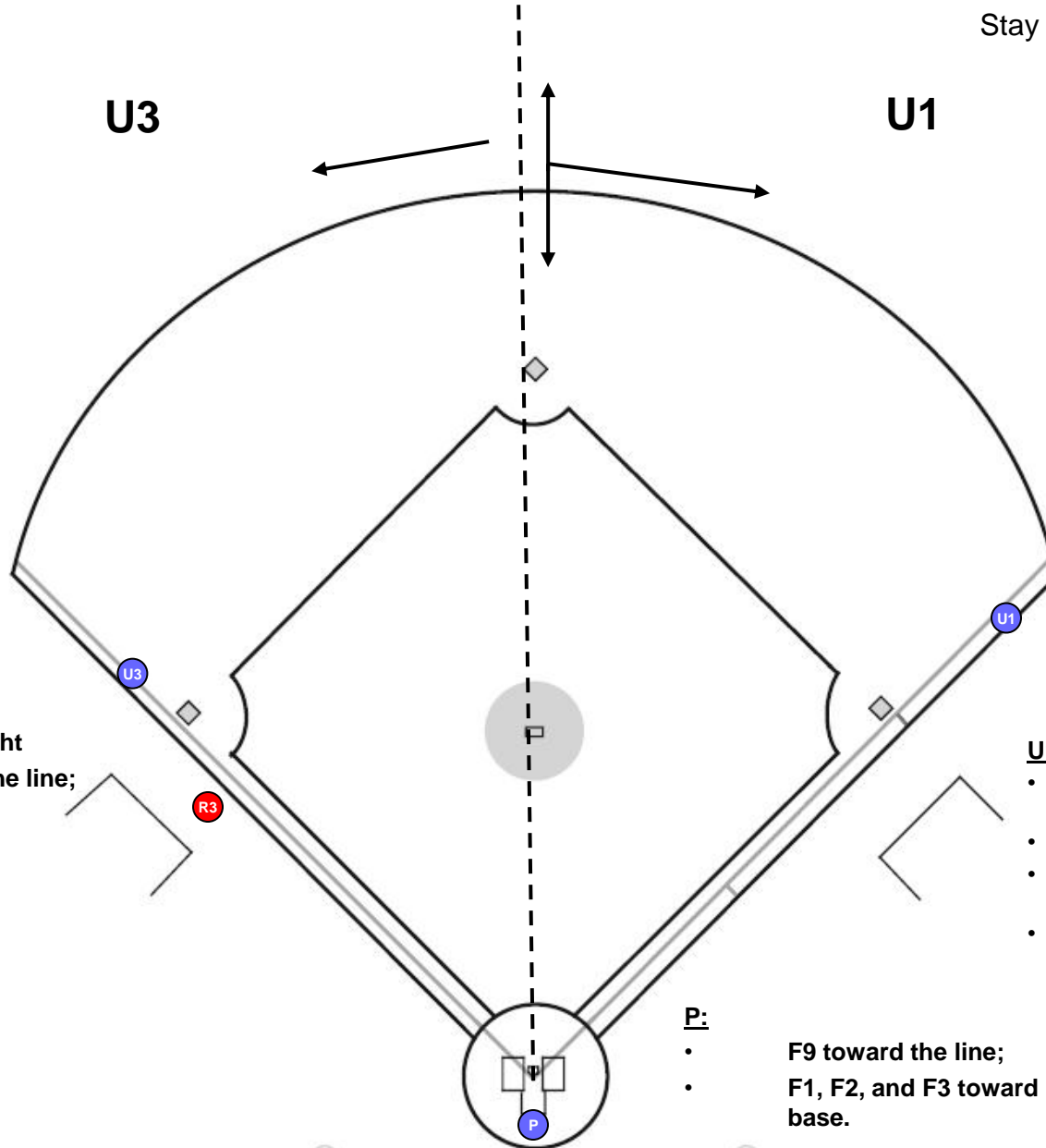
#### Position A

- Both feet in foul territory 10 feet behind the 1<sup>st</sup> baseman;
- Has check swings on right handed batters;
- Has foul/fair responsibility for all balls past the front edge of the 1<sup>st</sup> base bag.

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 INITIAL MOVEMENT  
 - - - - -  
 SECONDARY MOVEMENT  
 .....  
 BALL FLIGHT

# FLY BALL COVERAGE

**Communication:**  
 Stay Home (S16)



**U3:**

- F8 going to his right
- F7 all the way to the line;
- F5 and F6.

**U1:**

- F8 going back, coming in, and going to his left
- F8 going to his left;
- F9 all the way to the line;
- F3 and F4 The "modified" V;

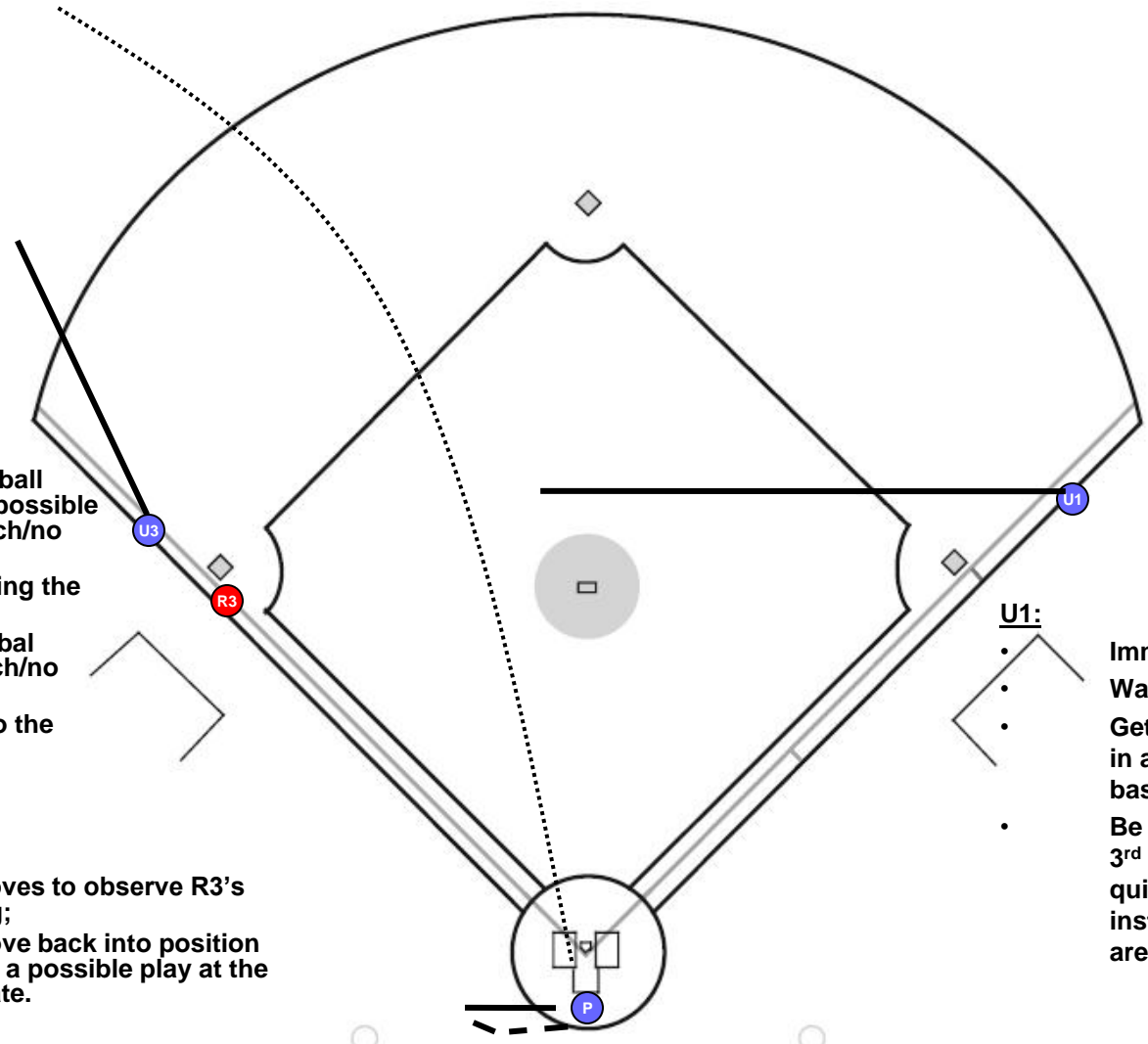
**P:**

- F9 toward the line;
- F1, F2, and F3 toward 1<sup>st</sup> base.

\_\_\_\_\_  
 INITIAL MOVEMENT  
 - - - - -  
 SECONDARY MOVEMENT  
 .....  
 BALL FLIGHT

# FLY BALL

## U3 HAS THE CATCH/NO CATCH



**U3:**

- Move out on the ball getting the best possible angle for the catch/no catch;
- Stop before making the call;
- Give a visual/verbal signal of the catch/no catch, if needed;
- DO NOT return to the infield.

**P:**

- Moves to observe R3's tag;
- Move back into position for a possible play at the plate.

**U1:**

- Immediately run into the infield;
- Watch BR touch 1<sup>st</sup>;
- Get into the working area, being in a position to make a call at any base;
- Be prepared for a throw back into 3<sup>rd</sup> on R3. This can happen quickly, and therefore quick instincts and maximum hustle are necessary.

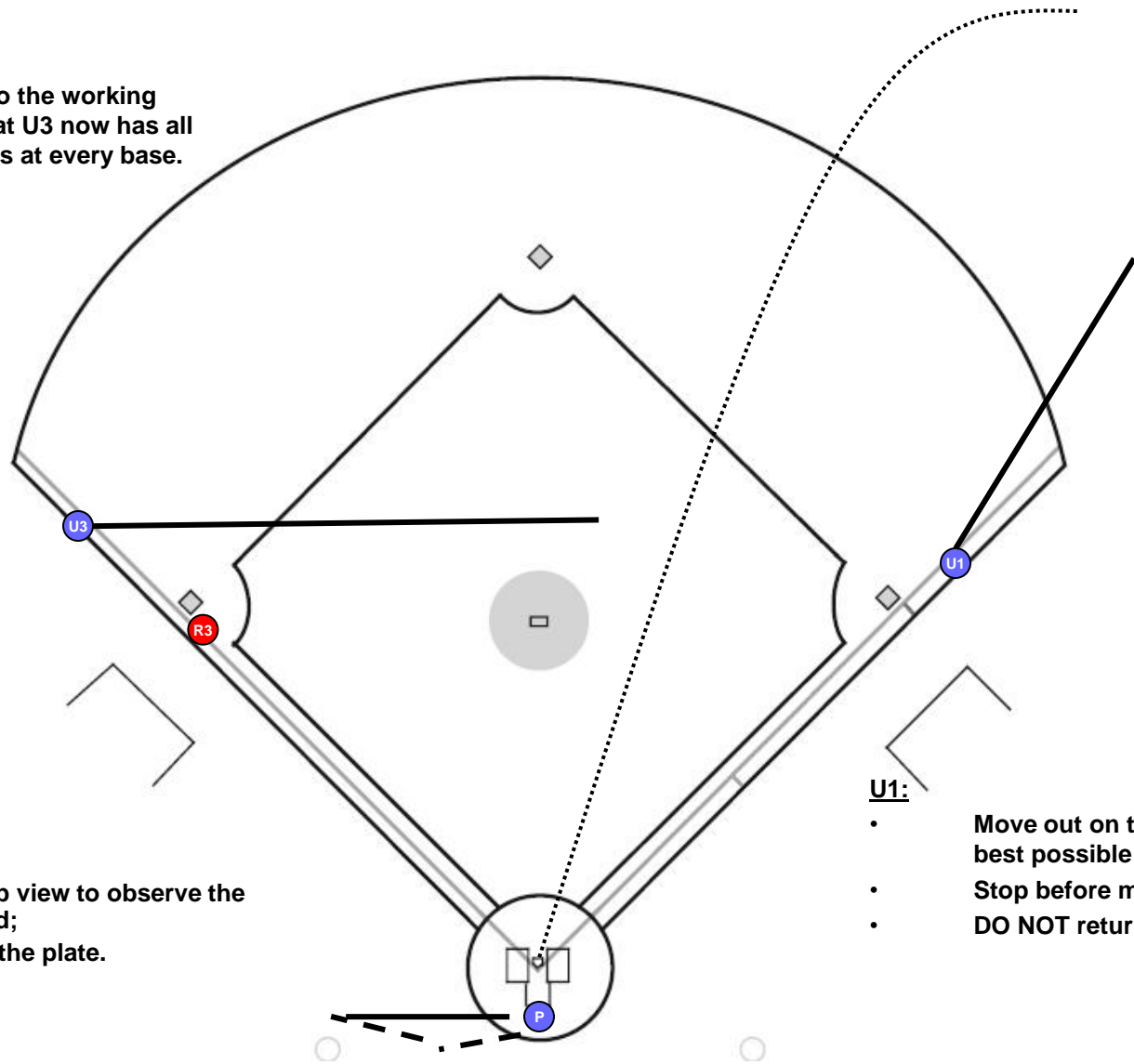
\_\_\_\_\_  
 INITIAL MOVEMENT  
 - - - - -  
 SECONDARY MOVEMENT  
 .....  
 BALL FLIGHT

# FLY BALL

## U1 HAS THE CATCH/NO CATCH

**U3:**

- Quickly move into the working area, realizing that U3 now has all plays and touches at every base.



**P**

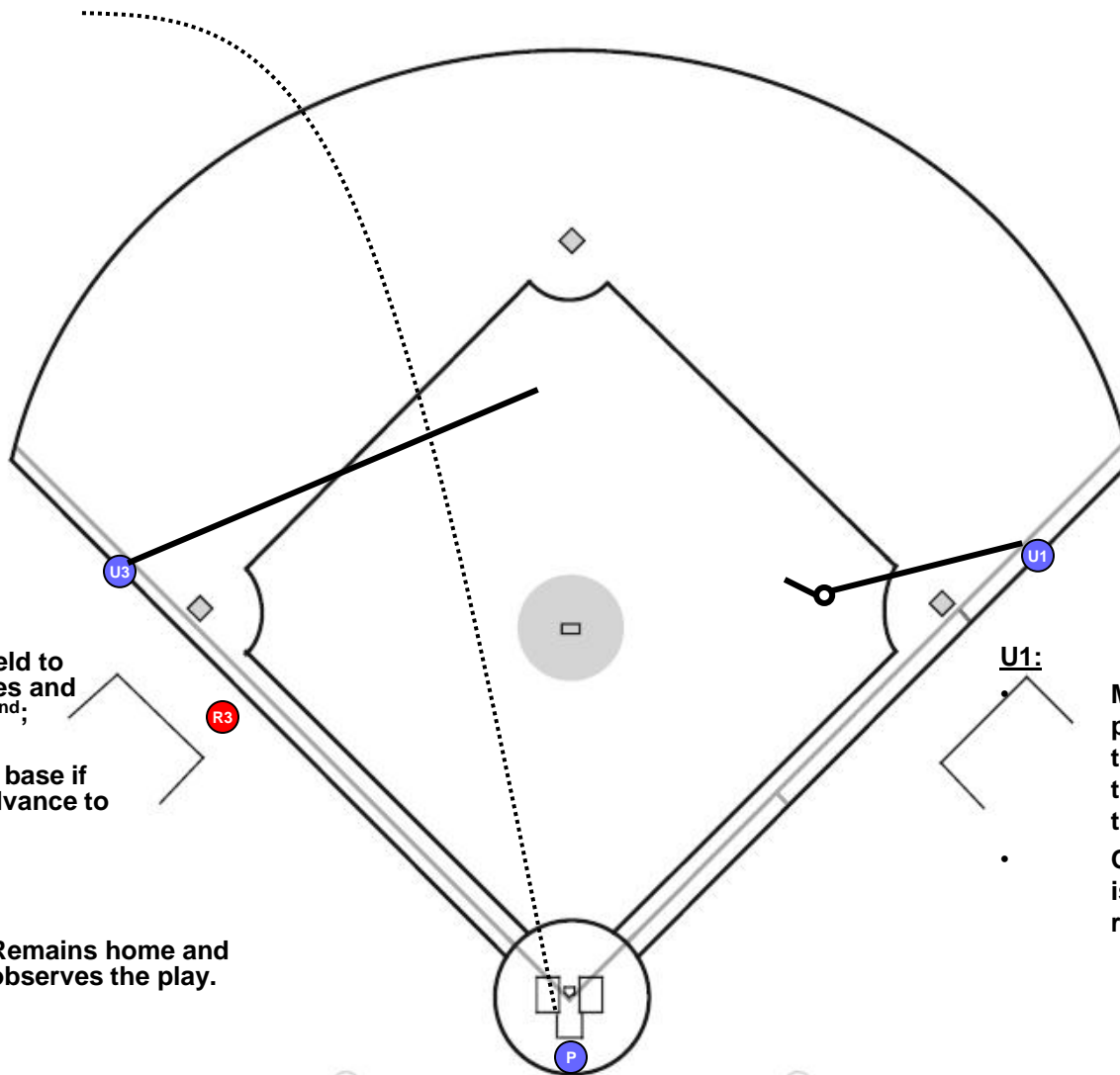
- Move to open up view to observe the tag of R3 at third;
- Has all plays at the plate.

**U1:**

- Move out on the fly ball getting the best possible angle for the call;
- Stop before making the call;
- DO NOT return to the infield;

# BASE HIT

- INITIAL MOVEMENT
- - - - - SECONDARY MOVEMENT
- ..... BALL FLIGHT



**U3:**

- Move into the infield to observe all touches and make all calls at 2<sup>nd</sup>;
- Has all calls at 3<sup>rd</sup> base if BR attempts to advance to 3<sup>rd</sup>.

**P:**

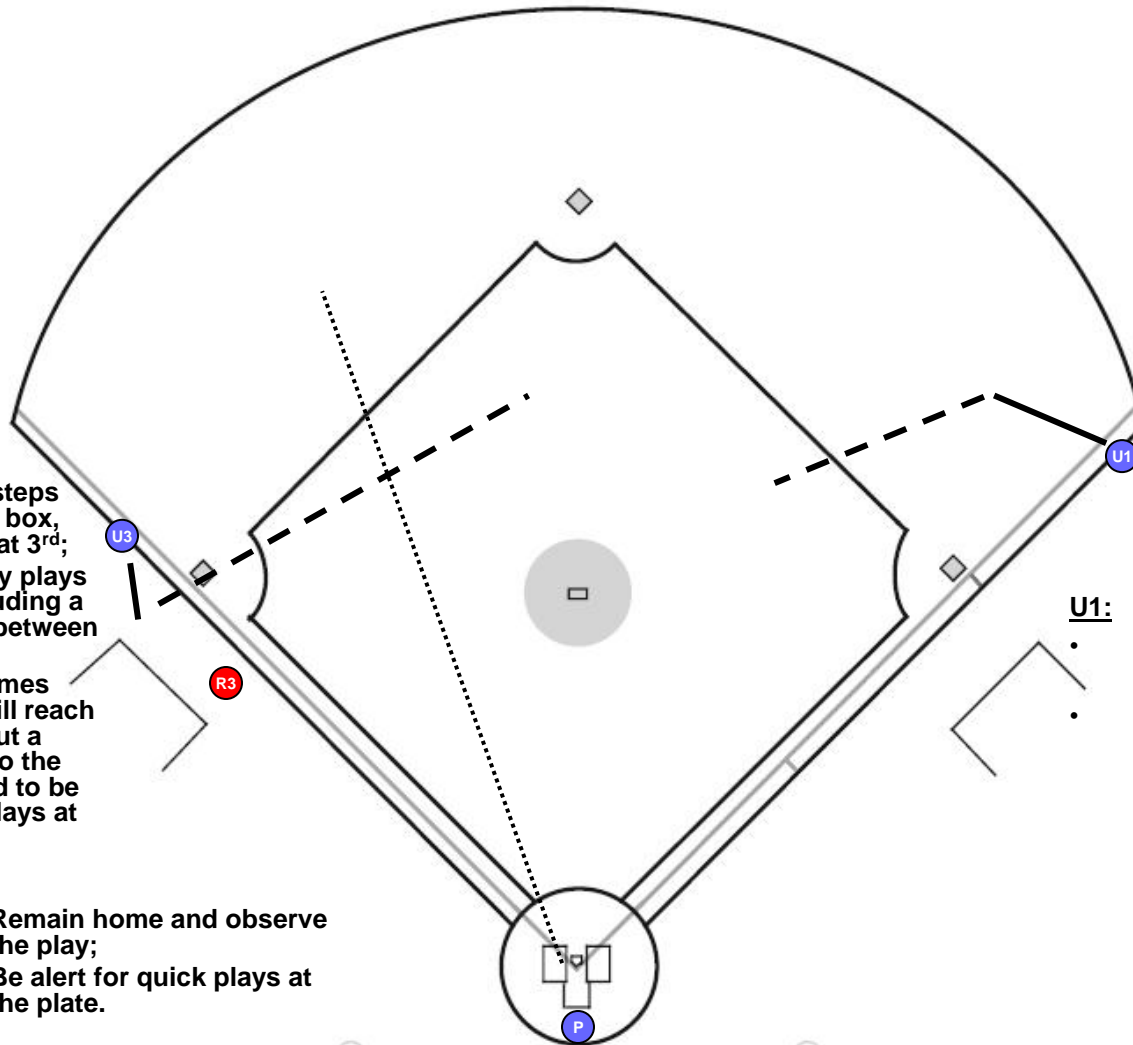
- Remains home and observes the play.

**U1:**

- Move into the infield and pivot observing the BR's touch of 1<sup>st</sup> and prepared to take BR into 2<sup>nd</sup> if U3 misses the rotation.
- Once you have seen that U3 is in position to take the runner into 2<sup>nd</sup> remain at 1<sup>st</sup>;

- INITIAL MOVEMENT
- - - SECONDARY MOVEMENT
- ..... BALL FLIGHT

# GROUND BALL



## U3:

- Initially take a few steps toward the coach's box, anticipating a play at 3<sup>rd</sup>;
- Remain alert for any plays at third on R3, including a possible rundown between 3<sup>rd</sup> and home;
- If and when it becomes apparent that R3 will reach home safely, without a play, then move into the middle of the infield to be in position for all plays at 2<sup>nd</sup> and 3<sup>rd</sup>.

## P:

- Remain home and observe the play;
- Be alert for quick plays at the plate.

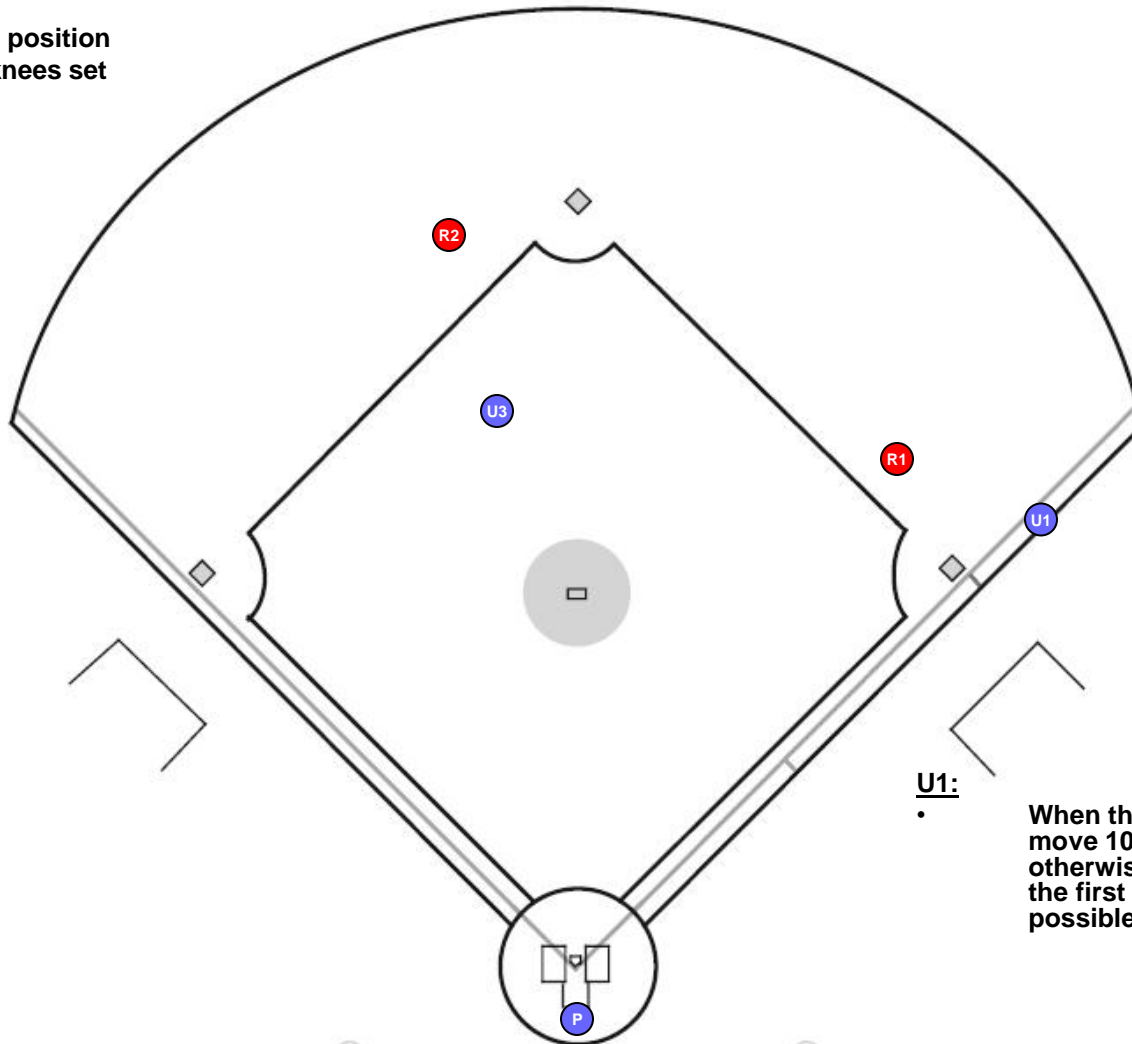
## U1:

- Take normal position for plays at 1<sup>st</sup> base.
- Be aware that if U3 is required to stay at 3<sup>rd</sup>, then it is necessary to move into the infield and stay ahead of the BR.

# RUNNERS ON 1<sup>ST</sup> AND 2<sup>ND</sup>

## U3:

- Standard C position
- Hands on knees set

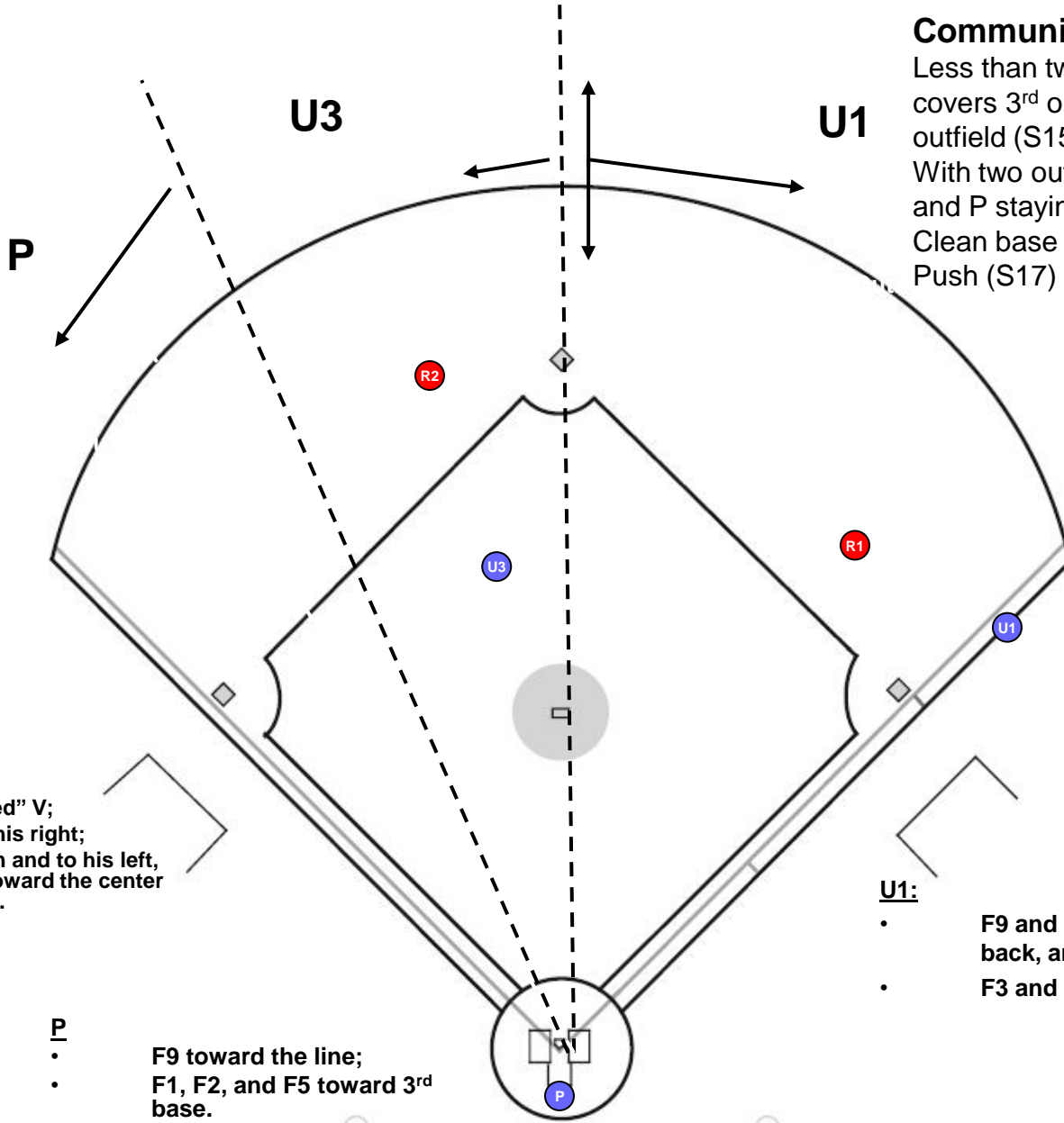


## U1:

- When the runner is being held, move 10 feet beyond bag; otherwise be a step or two behind the first baseman, still aware of possible pickoffs.



# FLY BALL/LINE DRIVE COVERAGE



## Communication:

Less than two out- Infield Fly Plate covers 3<sup>rd</sup> on caught fly ball to outfield (S15)  
 With two out add- Timing Play (S13) and P staying home (S16)  
 Clean base hit no one goes out- Push (S17)

### U3:

- The “modified” V;
- F8 going to his right;
- F5 straight in and to his left, F6, and F4 toward the center of the infield.

### P:

- F9 toward the line;
- F1, F2, and F5 toward 3<sup>rd</sup> base.

### U1:

- F9 and F8 coming in, going back, and going to his left;
- F3 and F4 toward 1<sup>st</sup> base.

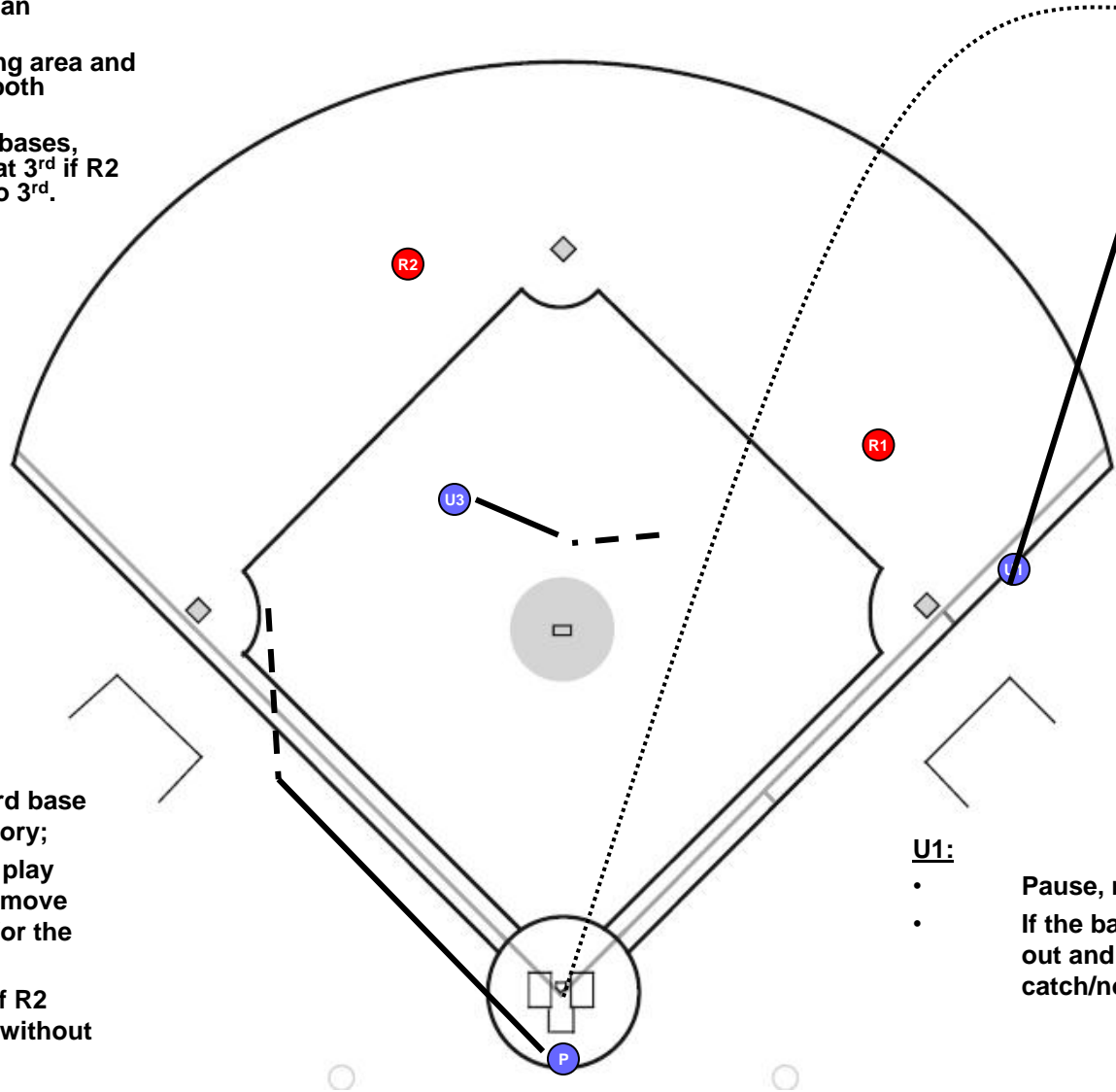
# FLY BALL TO RIGHT FIELD

## U1 GOES OUT (TROUBLE BALL)

\_\_\_\_\_  
 INITIAL MOVEMENT  
 - - - - -  
 SECONDARY MOVEMENT  
 .....  
 BALL FLIGHT

### U3:

- Revert to two-man mechanics;
- Moves to working area and has tag-ups of both runners;
- Has plays at all bases, except for play at 3<sup>rd</sup> if R2 tags and goes to 3<sup>rd</sup>.

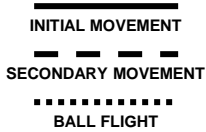


### P:

- Move up the third base line in foul territory;
- If R2 tags and a play develops at 3<sup>rd</sup>, move into the cutout for the play;
- Retreats home if R2 advances to 3<sup>rd</sup> without a play.

### U1:

- Pause, read, and react;
- If the ball is a trouble ball, go out and be set for the catch/no catch;



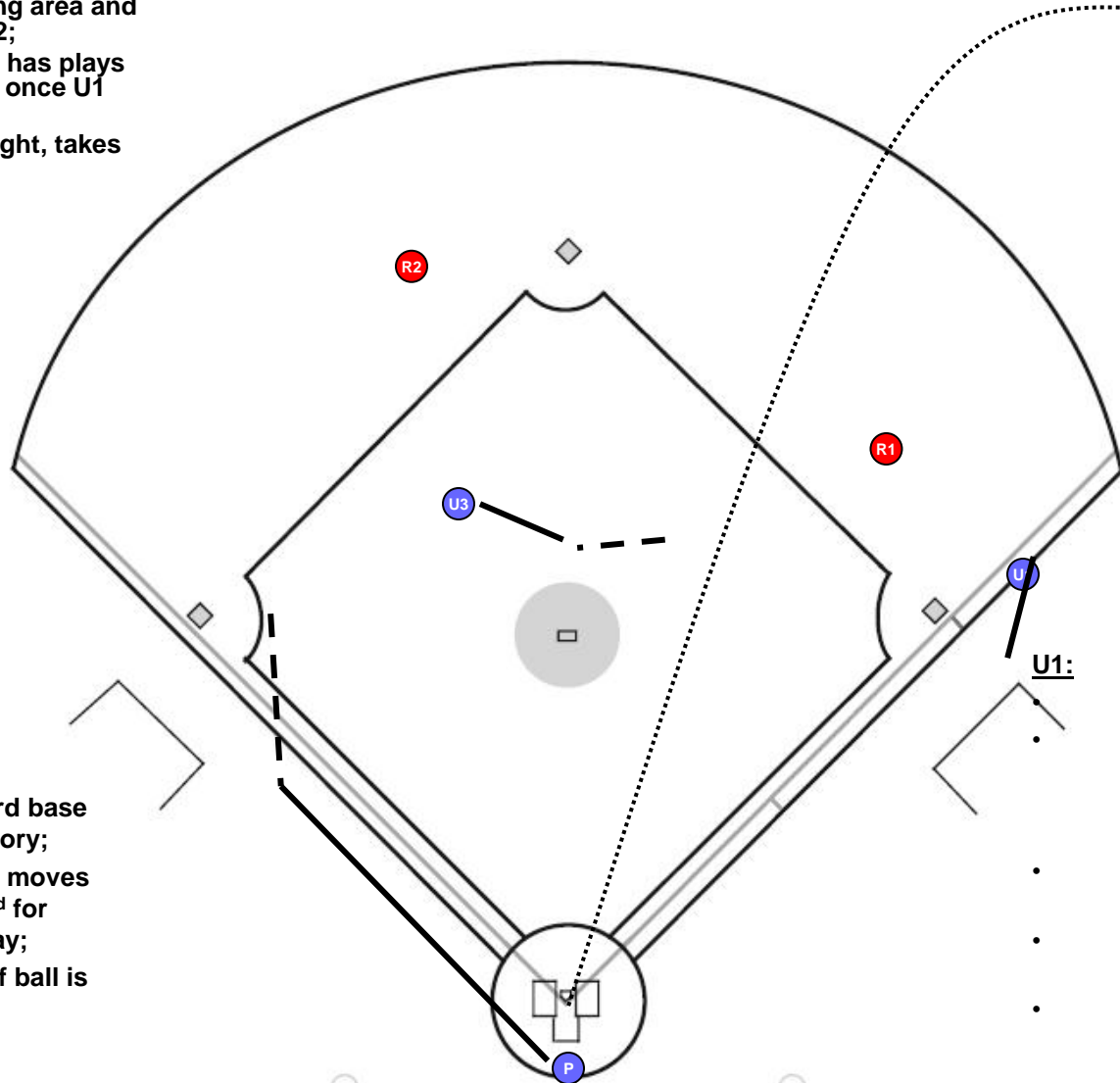
# FLY BALL TO RIGHT FIELD

U1 DOES NOT GO OUT

**Communication:**  
 P- if rotate to 3<sup>rd</sup> for a call, vocalize that you're there.

**U3:**

- Moves to working area and has tag-up of R2;
- If ball is caught, has plays at 2<sup>nd</sup>, and at 1<sup>st</sup> once U1 rotates home;
- If ball is not caught, takes R2 into 3<sup>rd</sup>.



**P**

- Move up the third base line in foul territory;
- If ball is caught, moves all the way to 3<sup>rd</sup> for any possible play;
- Retreats home if ball is not caught.

**U1:**

- Pause, read, and react.
- If the ball is not a trouble ball, remain in the area behind first base, lining up a possible tag;
- Still responsible for catch/no catch;
- If ball is caught, rotates home if R2 commits to 3<sup>rd</sup>.
- If ball is not caught, remain at 1<sup>st</sup> base.

# FLY BALL TO LEFT FIELD

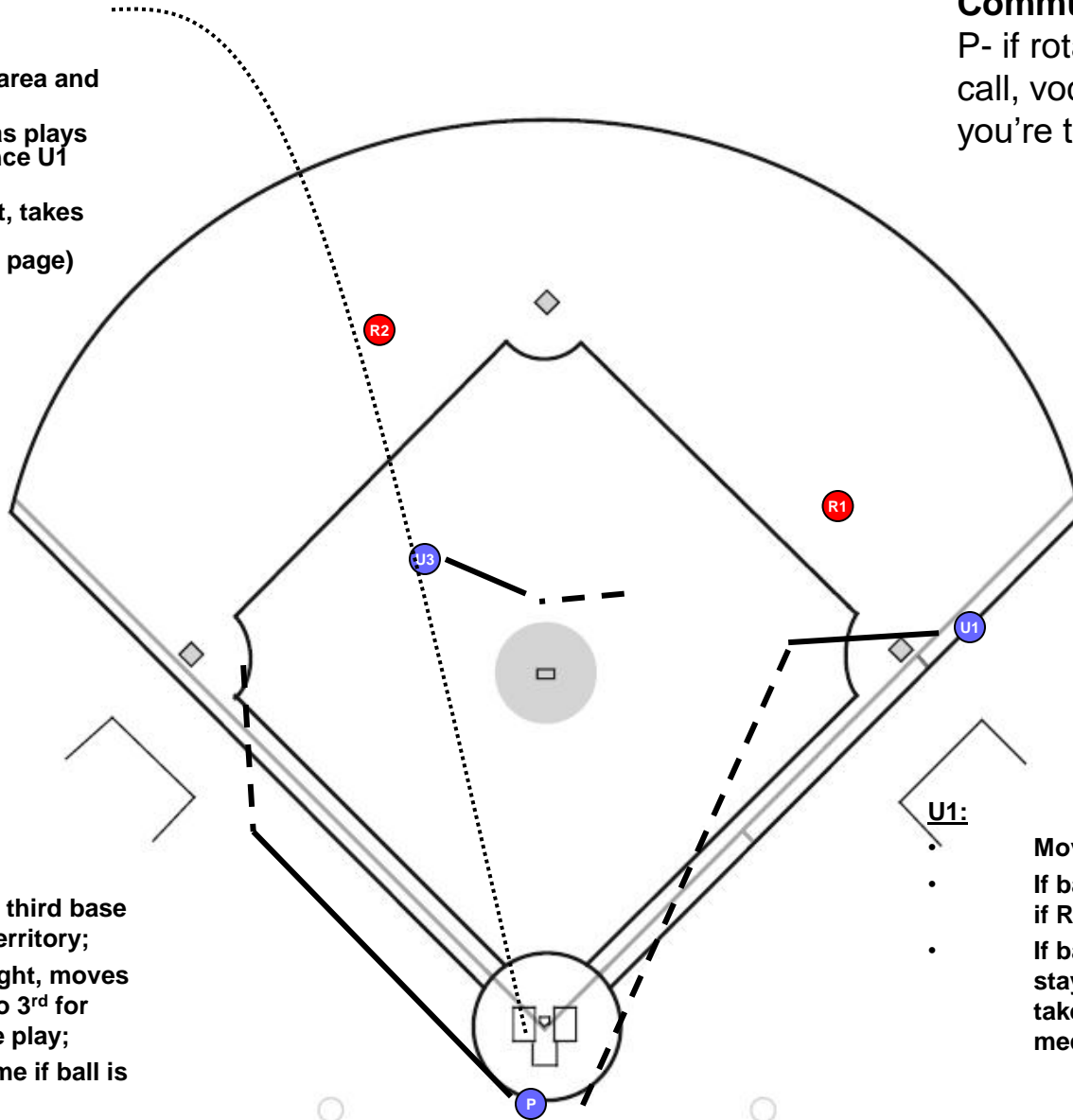
\_\_\_\_\_  
 INITIAL MOVEMENT  
 - - - - -  
 SECONDARY MOVEMENT  
 .....  
 BALL FLIGHT

## U3

- Moves to working area and has tag-up of R2;
- If ball is caught, has plays at 2<sup>nd</sup>, and at 1<sup>st</sup> once U1 rotates home;
- If ball is not caught, takes R2 into 3<sup>rd</sup>. (Same mechanics as next page)

## Communication:

P- if rotate to 3<sup>rd</sup> for a call, vocalize that you're there.



## P

- Move up the third base line in foul territory;
- If ball is caught, moves all the way to 3<sup>rd</sup> for any possible play;
- Retreats home if ball is not caught.

## U1:

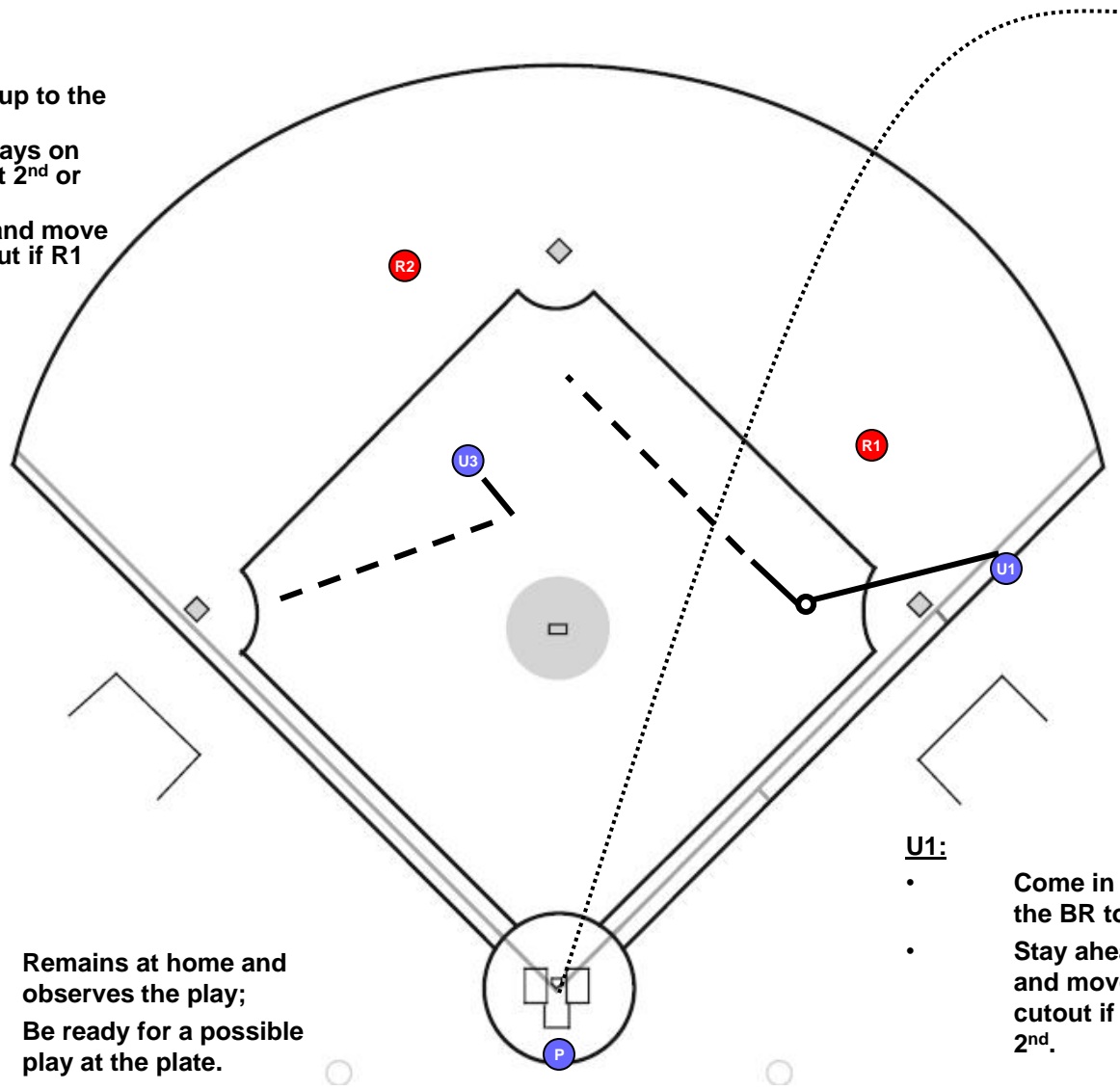
- Moves into the infield.
- If ball is caught, rotates home if R2 commits to 3<sup>rd</sup>.
- If ball is not caught, (push) stays ahead of the BR and takes the BR into 2<sup>nd</sup>. (Same mechanics as next page)

# BASE HIT

—————  
INITIAL MOVEMENT  
- - - - -  
SECONDARY MOVEMENT  
.....  
BALL FLIGHT

## U3:

- Step up and open up to the ball;
- Responsible for plays on R2 at 3<sup>rd</sup>, and R1 at 2<sup>nd</sup> or 3<sup>rd</sup>;
- Stay ahead of R1 and move into 3<sup>rd</sup> base cut-out if R1 commits to 3<sup>rd</sup>.



## P

- Remains at home and observes the play;
- Be ready for a possible play at the plate.

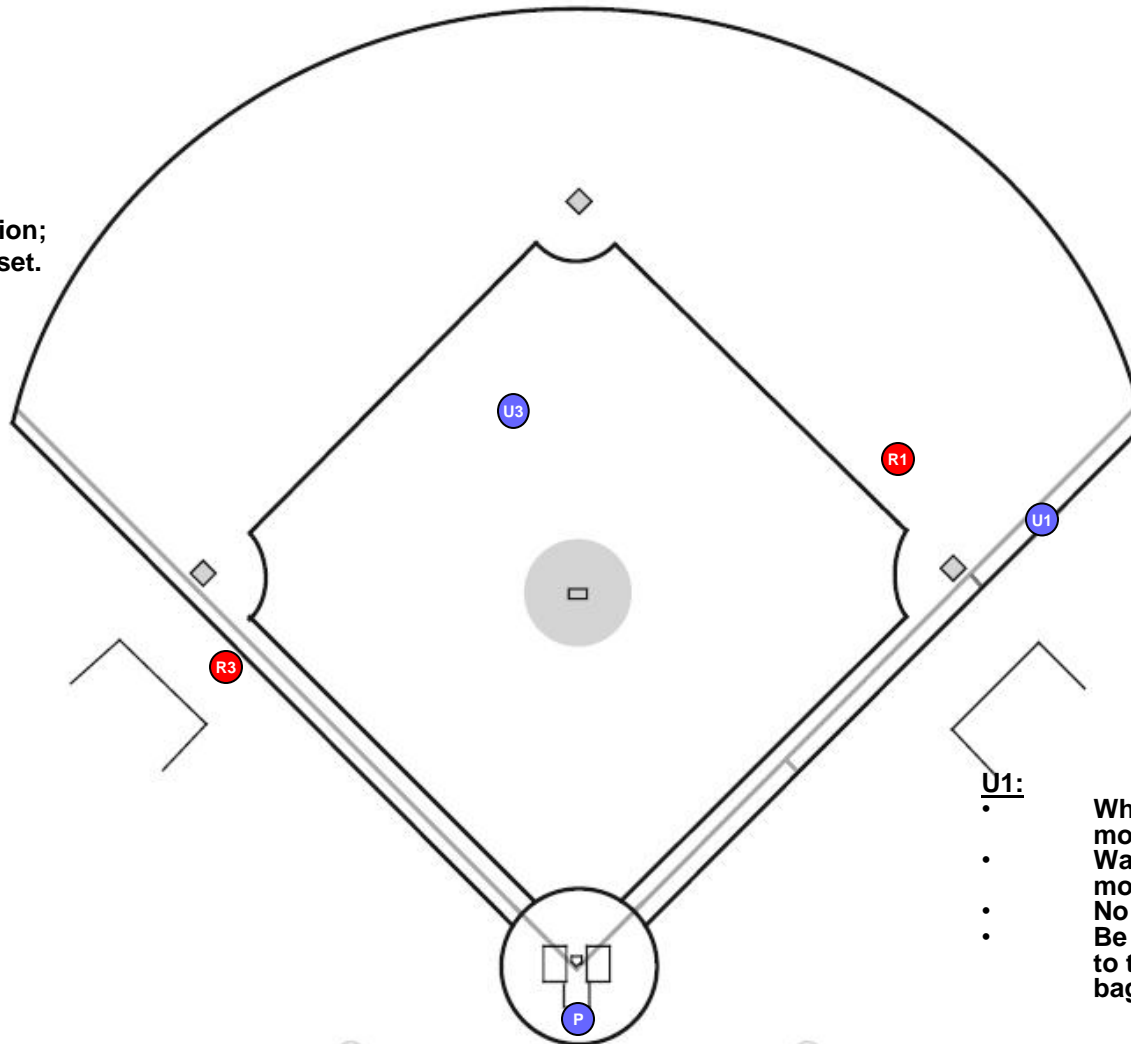
## U1:

- Come in and pivot, watching the BR touch 1<sup>st</sup> base;
- Stay ahead of the BR, (push) and move into the 2<sup>nd</sup> base cutout if the BR commits to 2<sup>nd</sup>.

## POSITIONS WITH RUNNERS ON 1<sup>ST</sup> AND 3<sup>RD</sup>

### U3:

- Standard C position;
- Hands on knees set.

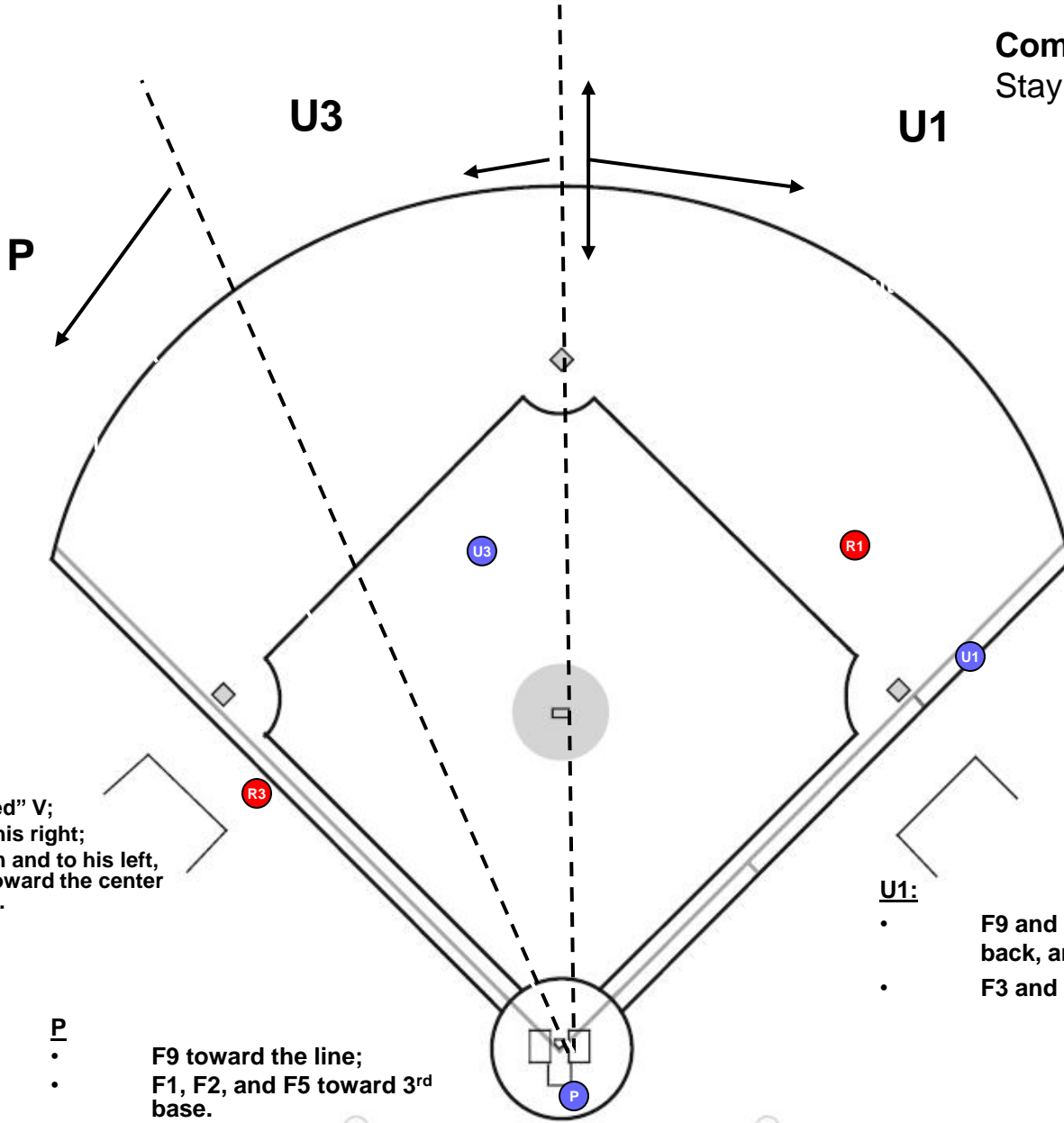


### U1:

- When the runner is being held, move 10 feet beyond bag;
- Watch for the balk on a pickoff move;
- No movement on pickoff;
- Be hands on knees set, adjacent to the foul line and square to the bag.

# FLY BALL/LINE DRIVE COVERAGE

**Communication:**  
Stay Home (S16)



U3:

- 
- 
- 

The "modified" V;  
F8 going to his right;  
F5 straight in and to his left,  
F6, and F4 toward the center  
of the infield.

P:

- 
- 

F9 toward the line;  
F1, F2, and F5 toward 3<sup>rd</sup>  
base.

U1:

- 
- 

F9 and F8 coming in, going  
back, and going to his left.  
F3 and F4 toward 1<sup>st</sup> base.

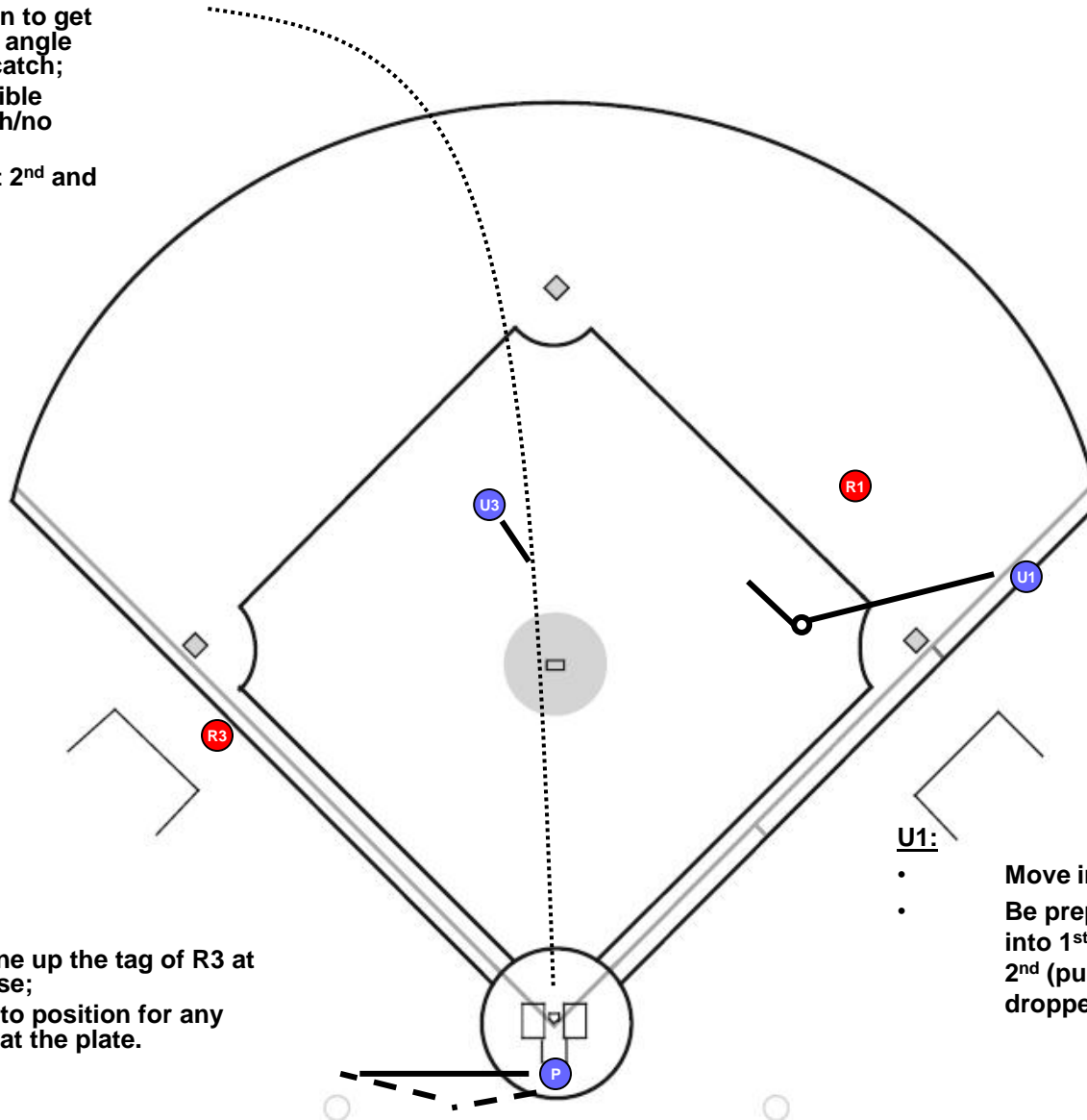
\_\_\_\_\_  
 INITIAL MOVEMENT  
 - - - - -  
 SECONDARY MOVEMENT  
 .....  
 BALL FLIGHT

# FLY BALL

## U3 HAS THE CATCH/NO CATCH

### U3:

- Move into position to get the best possible angle for the catch/no catch;
- Give a visual/audible signal of the catch/no catch if needed;
- Has play on R1 at 2<sup>nd</sup> and all plays at 3<sup>rd</sup>.



### P:

- Will line up the tag of R3 at 3<sup>rd</sup> base;
- Get into position for any plays at the plate.

### U1:

- Move into the infield.
- Be prepared to take R1 back into 1<sup>st</sup> or the BR into 1<sup>st</sup> or 2<sup>nd</sup> (push) if the ball is dropped.



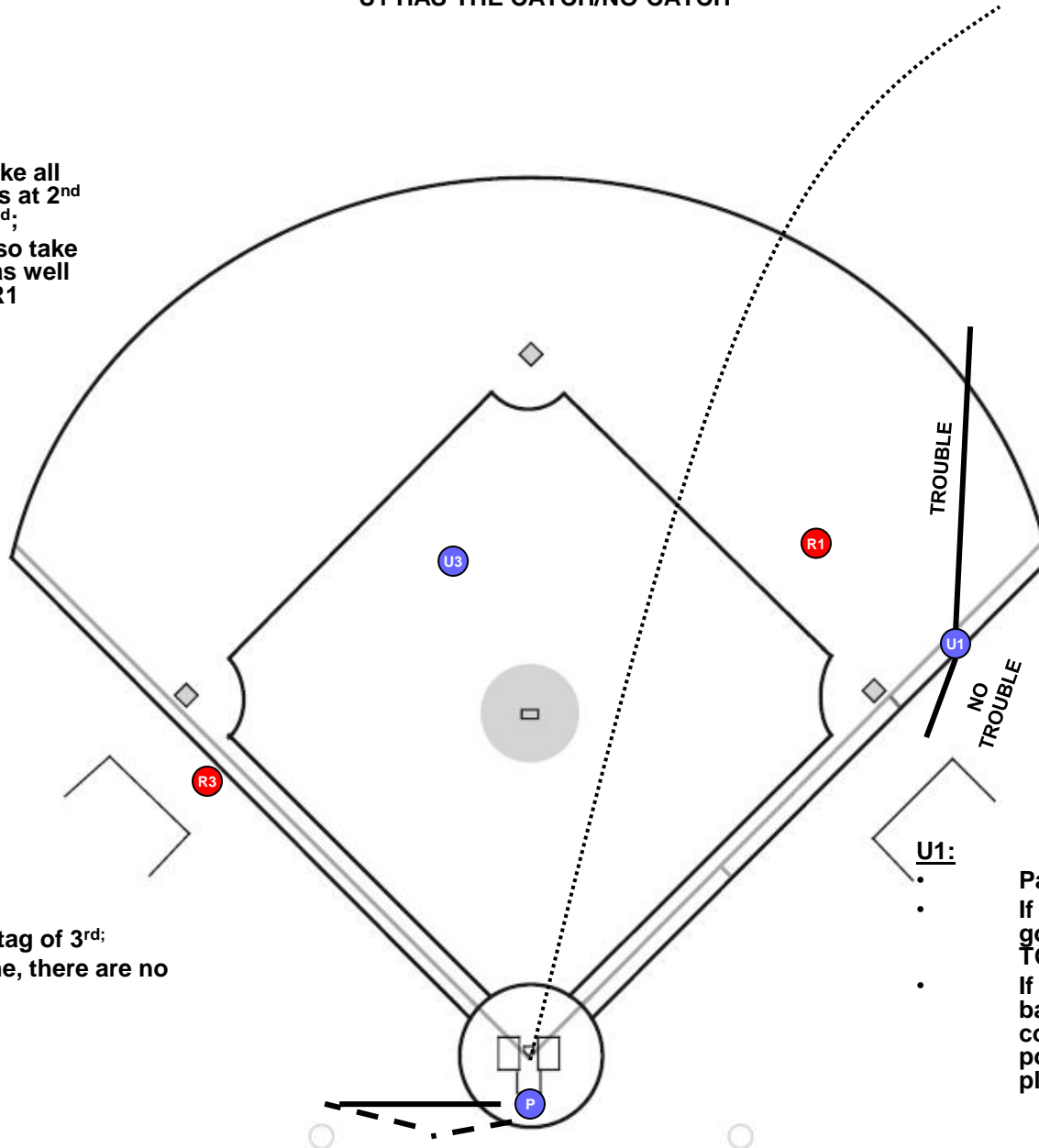
\_\_\_\_\_  
 INITIAL MOVEMENT  
 - - - - -  
 SECONDARY MOVEMENT  
 .....  
 BALL FLIGHT

## FLY BALL

### U1 HAS THE CATCH/NO CATCH

**U3:**

- Be prepared to take all touches and plays at 2<sup>nd</sup> and all plays at 3<sup>rd</sup>;
- If U1 goes out, also take all plays at first, as well as the tag-up of R1



**P:**

- Line up R3 tag of 3<sup>rd</sup>;
- Return home, there are no rotations.

**U1:**

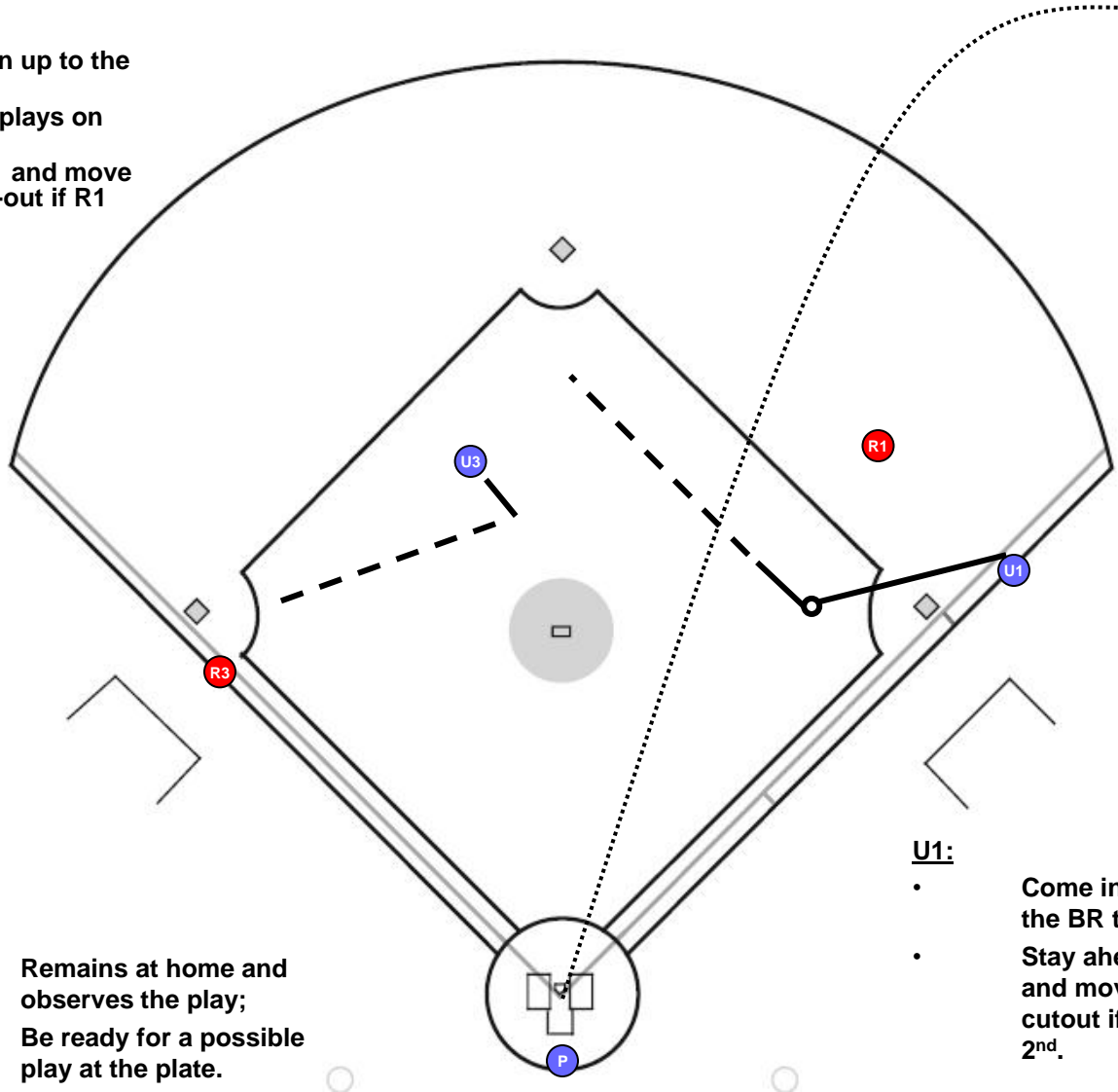
- Pause, read, and react;
- If the ball is a trouble ball, go out. **DO NOT RETURN TO INFIELD;**
- If the ball is not a trouble ball, move toward the coach's box to line up R1's possible tag and take all plays at 1<sup>st</sup>.

# BASE HIT

- INITIAL MOVEMENT
- SECONDARY MOVEMENT
- BALL FLIGHT

## U3:

- Step up and open up to the ball;
- Responsible for plays on R1 at 2<sup>nd</sup> or 3<sup>rd</sup>;
- Stay ahead of R1 and move into 3<sup>rd</sup> base cut-out if R1 commits to 3<sup>rd</sup>.



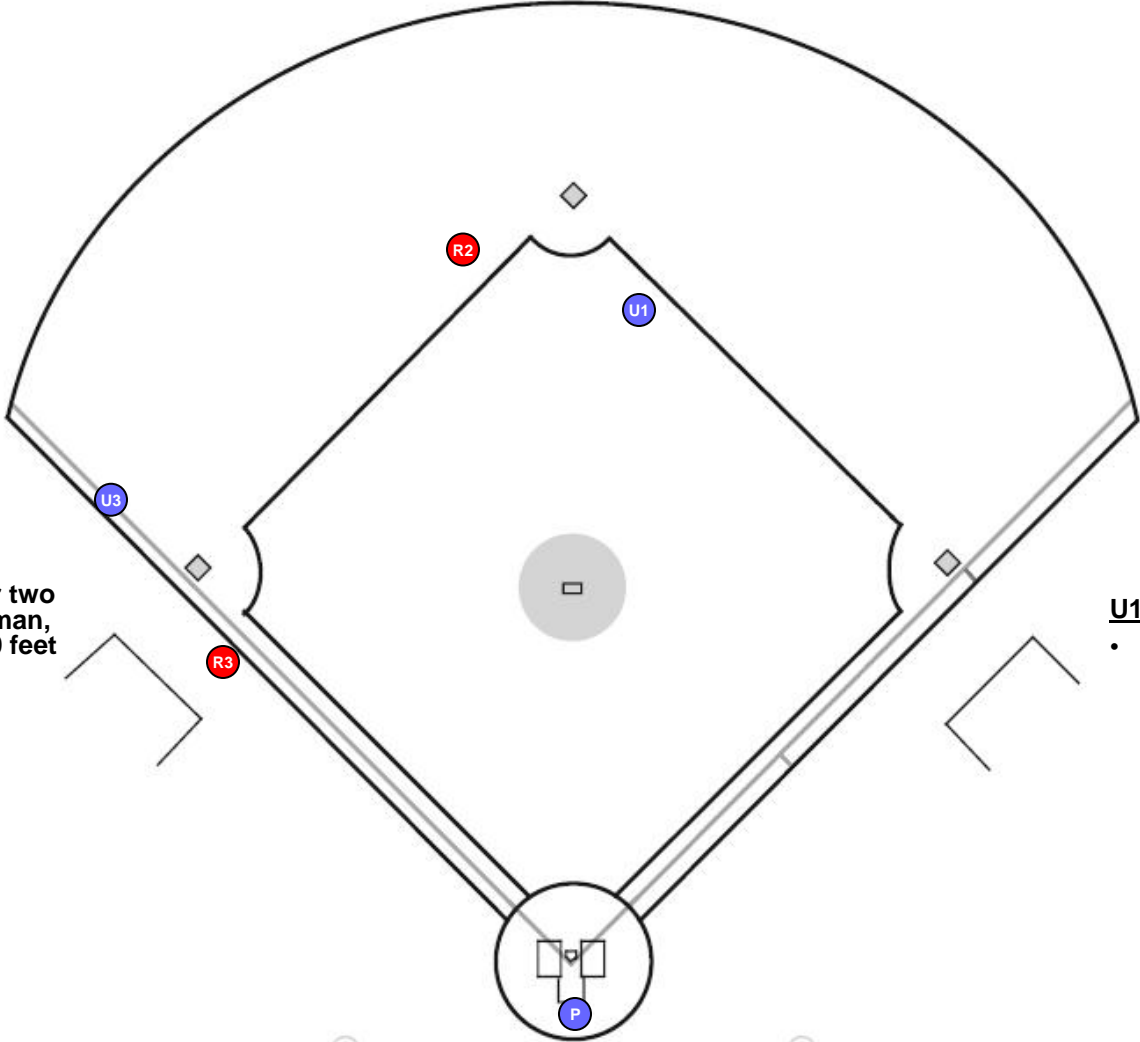
## P:

- Remains at home and observes the play;
- Be ready for a possible play at the plate.

## U1:

- Come in and pivot, watching the BR touch 1<sup>st</sup> base;
- Stay ahead of the BR (push) and move into the 2<sup>nd</sup> base cutout if the BR commits to 2<sup>nd</sup>.

# RUNNERS ON 2<sup>nd</sup> AND 3<sup>RD</sup>



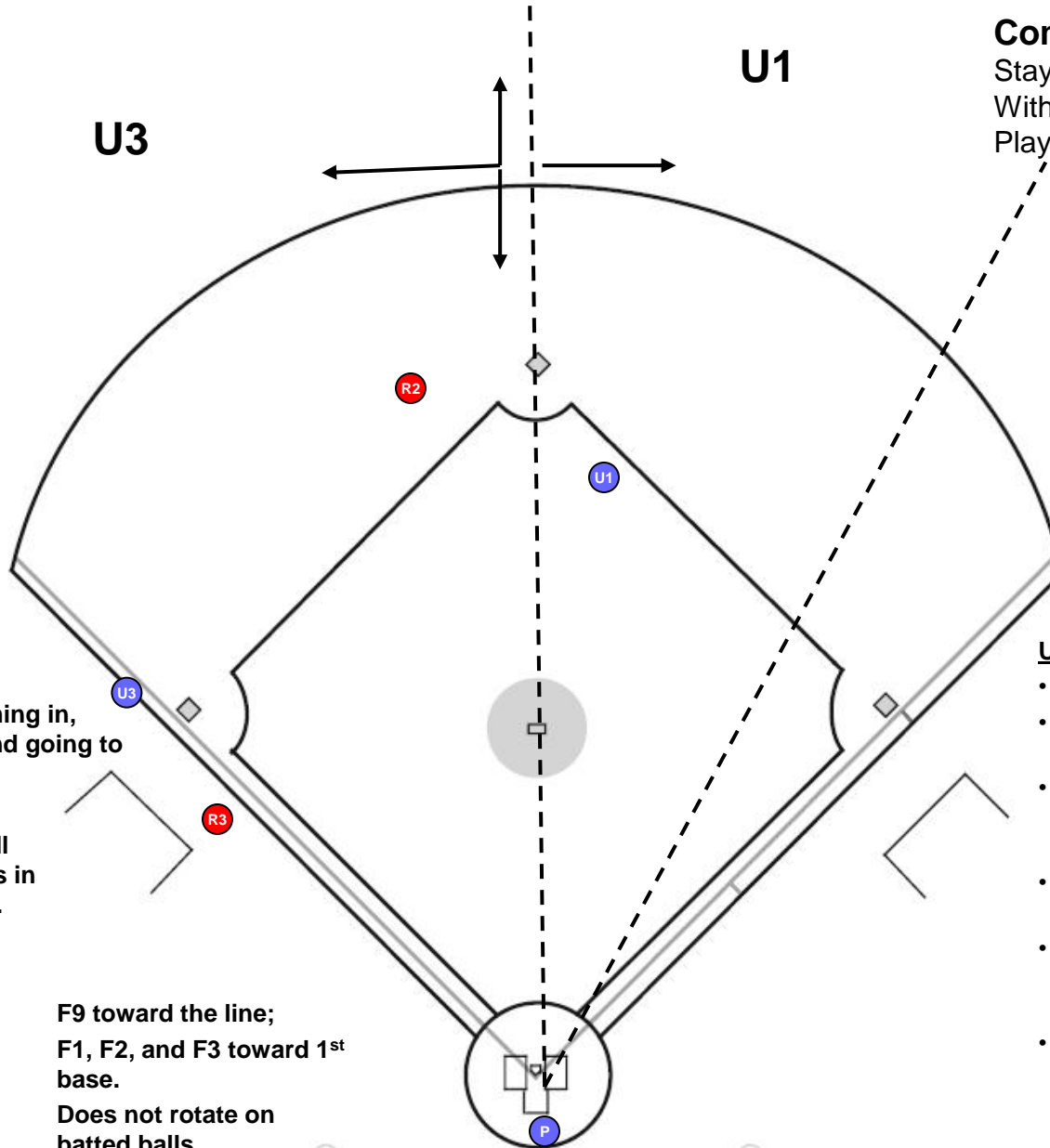
U3:

- D position, a step or two behind the 3<sup>rd</sup> baseman, never closer than 10 feet from the bag.

U1:

- Deep B, acceptable to be square toward the third baseline.

# FLY BALL COVERAGE



**Communication:**  
 Stay Home (S16)  
 With two out add Timing  
 Play (S13)

**P**

**U3**

**U1**

**U3:**

- F7 and F8 coming in, going back, and going to his right;
- F5 and F6
- Goes out on all catchable balls in coverage area.

**P:**

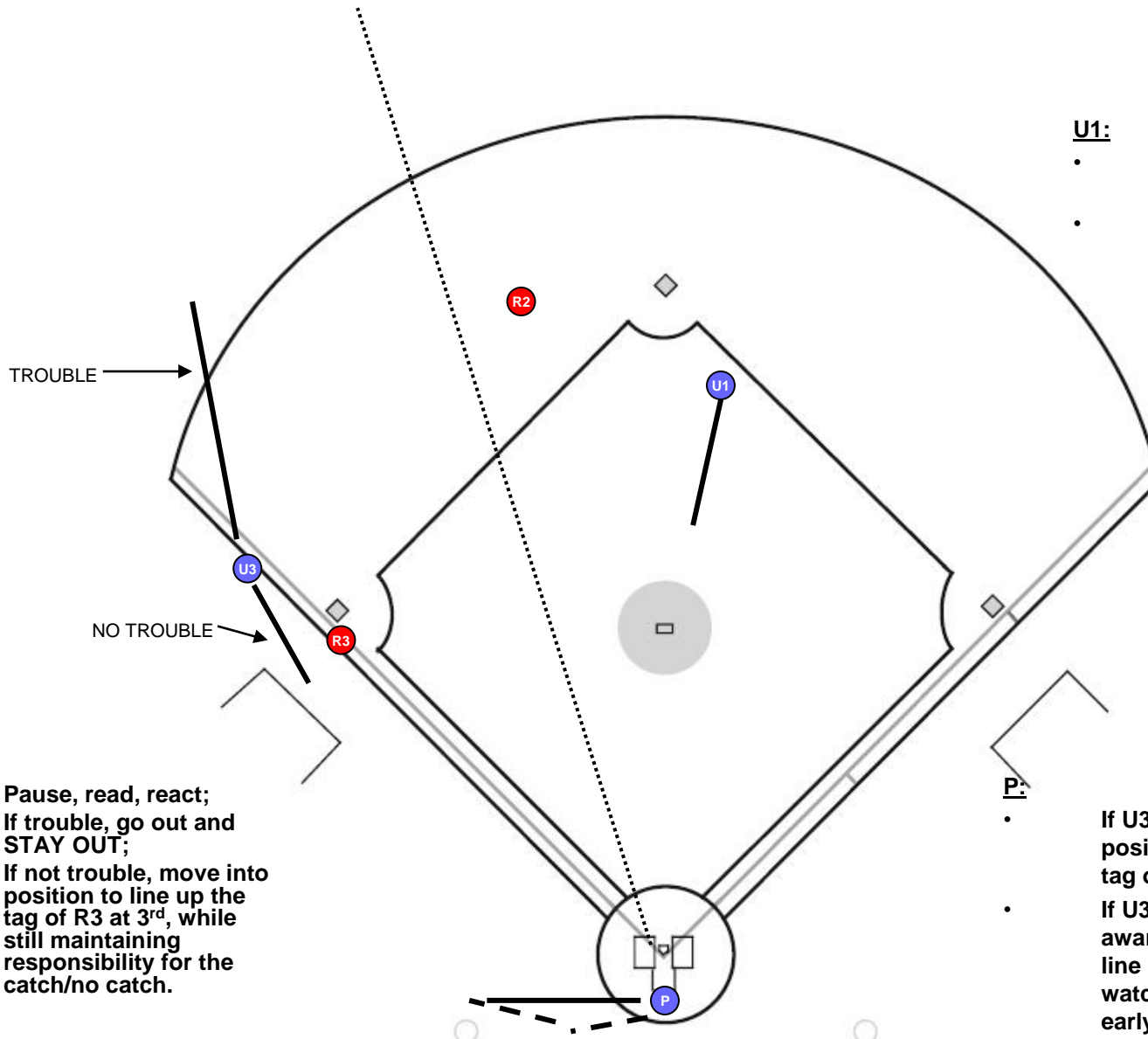
- F9 toward the line;
- F1, F2, and F3 toward 1<sup>st</sup> base.
- Does not rotate on batted balls

**U1:**

- The “modified” V;
- F8 going to toward right field;
- F9 going straight in, straight back, or to his right
- Takes all catch/no catch from the infield
- F3 straight in and to his right, F4, and F6 toward the middle of the infield.
- If U3 goes out, revert back to two-man.

# FLY BALL TO THE OUTFIELD

\_\_\_\_\_  
 INITIAL MOVEMENT  
 - - - - -  
 SECONDARY MOVEMENT  
 .....  
 BALL FLIGHT



## U1:

- Has all plays at 1<sup>st</sup> and 2<sup>nd</sup>;
- If U3 goes out, also has all plays at 3<sup>rd</sup>.

## U3:

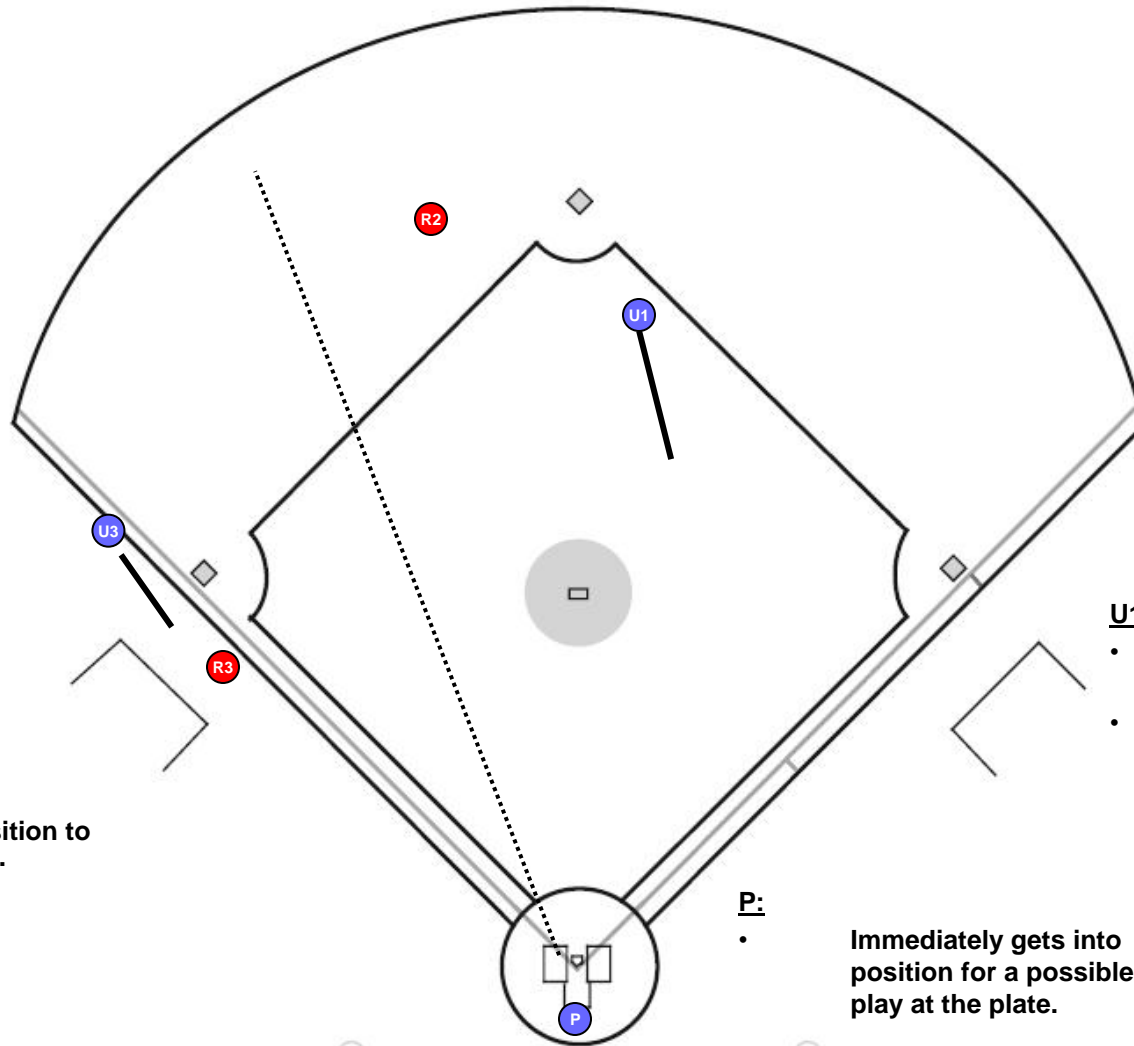
- Pause, read, react;
- If trouble, go out and STAY OUT;
- If not trouble, move into position to line up the tag of R3 at 3<sup>rd</sup>, while still maintaining responsibility for the catch/no catch.

## P:

- If U3 goes out, get into position to line up the tag of R3;
- If U3 does not go out, be aware of U3 failing to line up the tag and watch to see if R3 leaves early.

\_\_\_\_\_  
 INITIAL MOVEMENT  
 - - - - -  
 SECONDARY MOVEMENT  
 .....  
 BALL FLIGHT

# GROUND BALL TO THE INFIELD OR BASE HIT



U3:  
 • Moves into position to make call at 3<sup>rd</sup>.

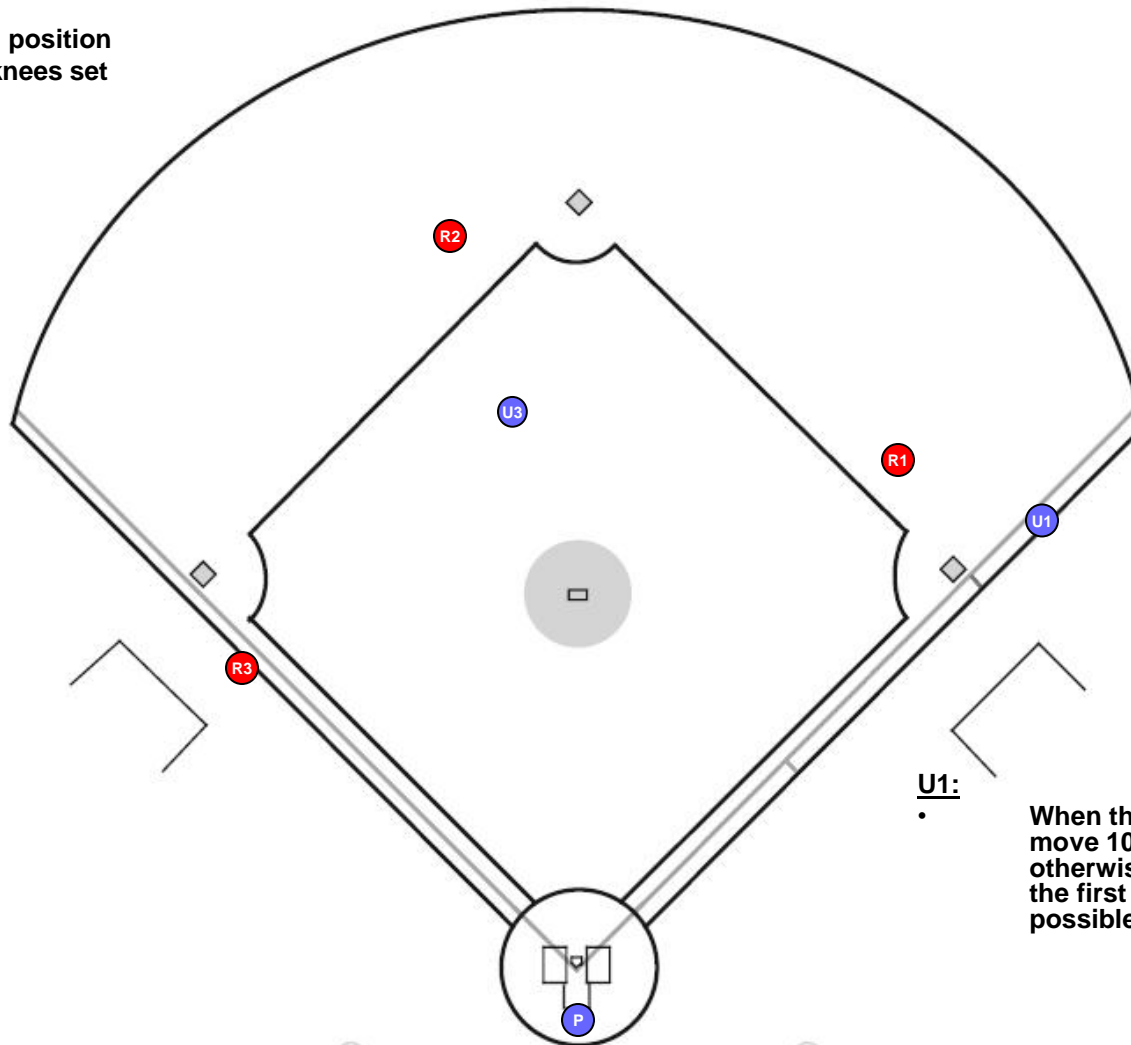
P:  
 • Immediately gets into position for a possible play at the plate.

U1:  
 • Same movement as two-man;  
 • If ball gets through infield, has all plays at 1<sup>st</sup> and 2<sup>nd</sup>.

# BASES LOADED

## U3:

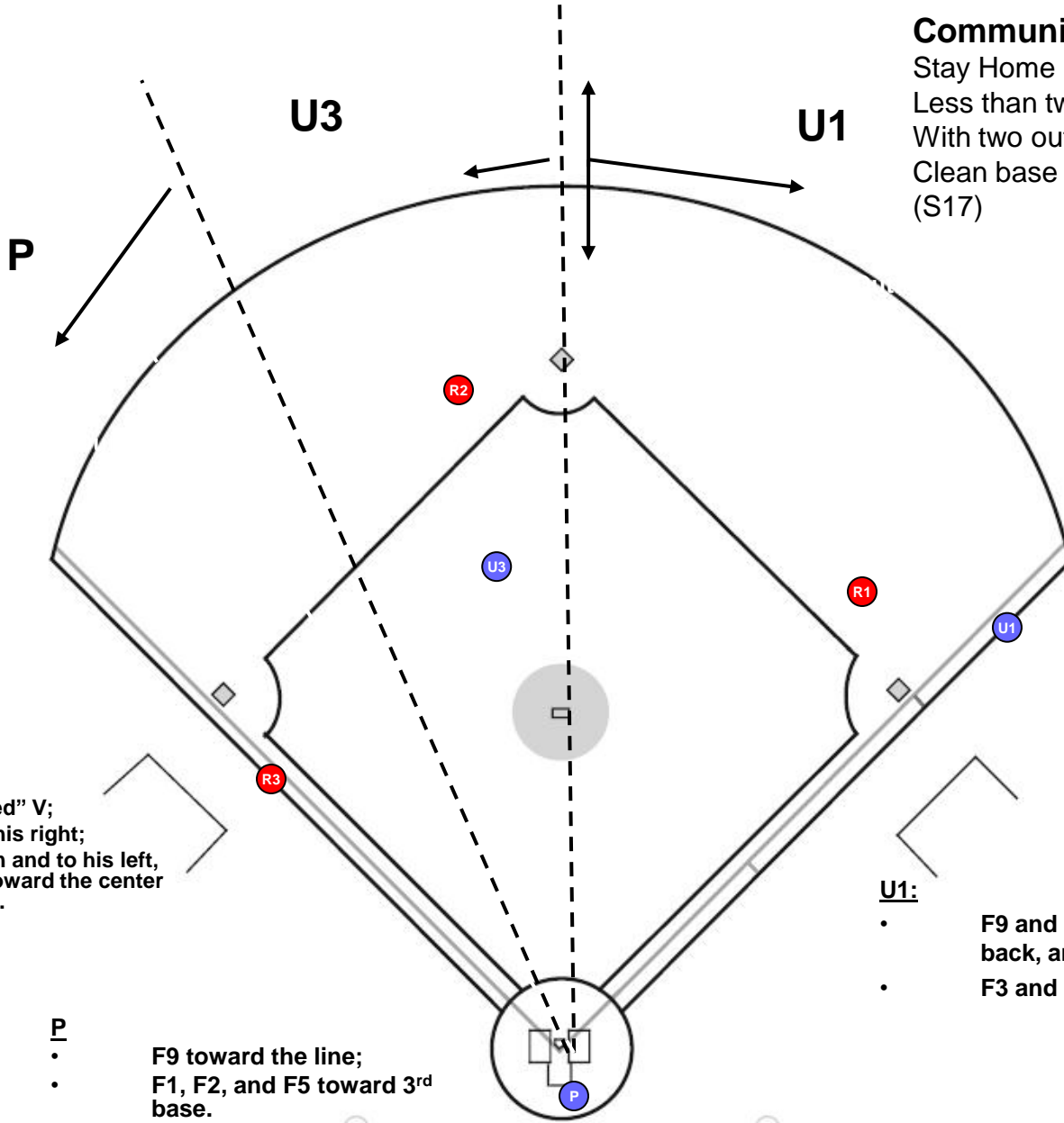
- Standard C position
- Hands on knees set



## U1:

- When the runner is being held, move 10 feet beyond bag; otherwise be a step or two behind the first baseman, still aware of possible pickoffs.

# FLY BALL/LINE DRIVE COVERAGE



## Communication:

- Stay Home (S16)
- Less than two out- Infield Fly (S11)
- With two out add- Timing Play (S13)
- Clean base hit no one goes out- Push (S17)

### U3:

- The “modified” V;
- F8 going to his right;
- F5 straight in and to his left,
- F6, and F4 toward the center of the infield.

### P:

- F9 toward the line;
- F1, F2, and F5 toward 3<sup>rd</sup> base.

### U1:

- F9 and F8 coming in, going back, and going to his left;
- F3 and F4 toward 1<sup>st</sup> base.



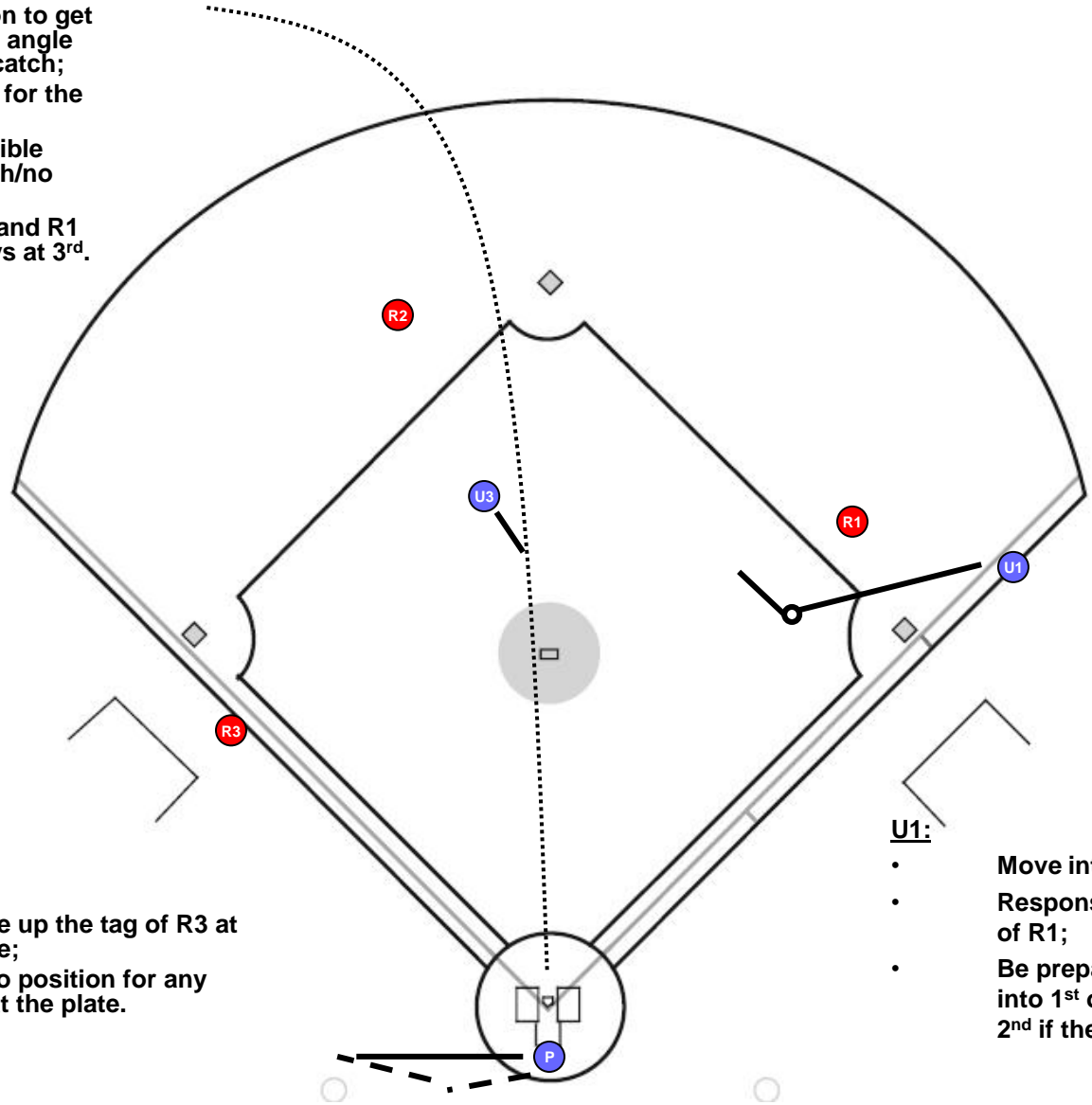
\_\_\_\_\_  
 INITIAL MOVEMENT  
 - - - - -  
 SECONDARY MOVEMENT  
 .....  
 BALL FLIGHT

# FLY BALL

## U3 HAS THE CATCH/NO CATCH

### U3:

- Move into position to get the best possible angle for the catch/no catch;
- Also responsible for the tag-up for R2;
- Give a visual/audible signal of the catch/no catch if needed;
- Has plays on R2 and R1 at 2<sup>nd</sup> and all plays at 3<sup>rd</sup>.



### P:

- Will line up the tag of R3 at 3<sup>rd</sup> base;
- Get into position for any plays at the plate.

### U1:

- Move into the infield;
- Responsible for the tag-up of R1;
- Be prepared to take R1 back into 1<sup>st</sup> or the BR into 1<sup>st</sup> or 2<sup>nd</sup> if the ball is dropped.

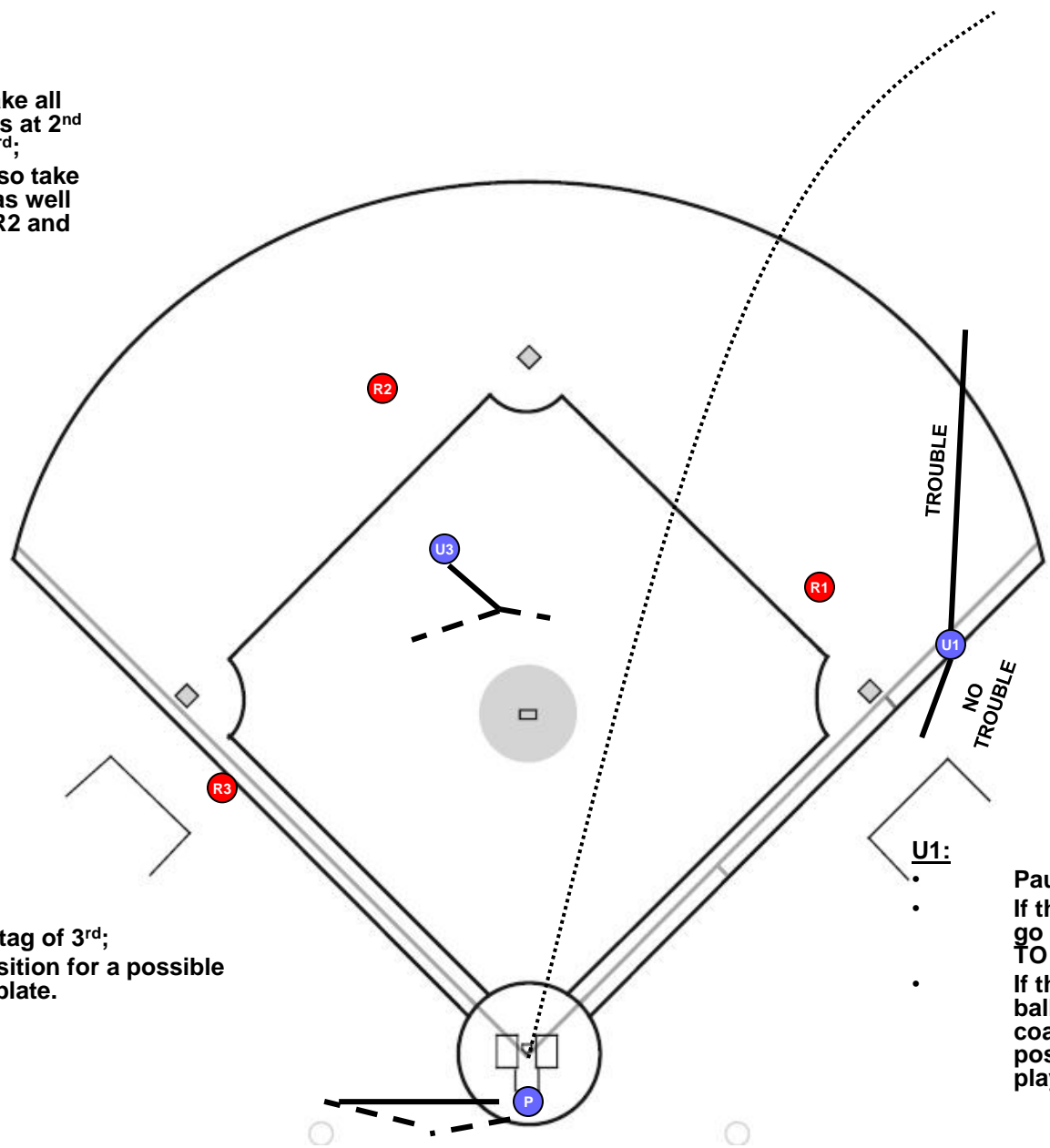
\_\_\_\_\_  
 INITIAL MOVEMENT  
 - - - - -  
 SECONDARY MOVEMENT  
 .....  
 BALL FLIGHT

# FLY BALL

## U1 HAS THE CATCH/NO CATCH

### U3:

- Be prepared to take all touches and plays at 2<sup>nd</sup> and all plays at 3<sup>rd</sup>;
- If U1 goes out, also take all plays at first, as well as the tag-up of R2 and R1



### P:

- Line up R3 tag of 3<sup>rd</sup>;
- Get into position for a possible play at the plate.

### U1:

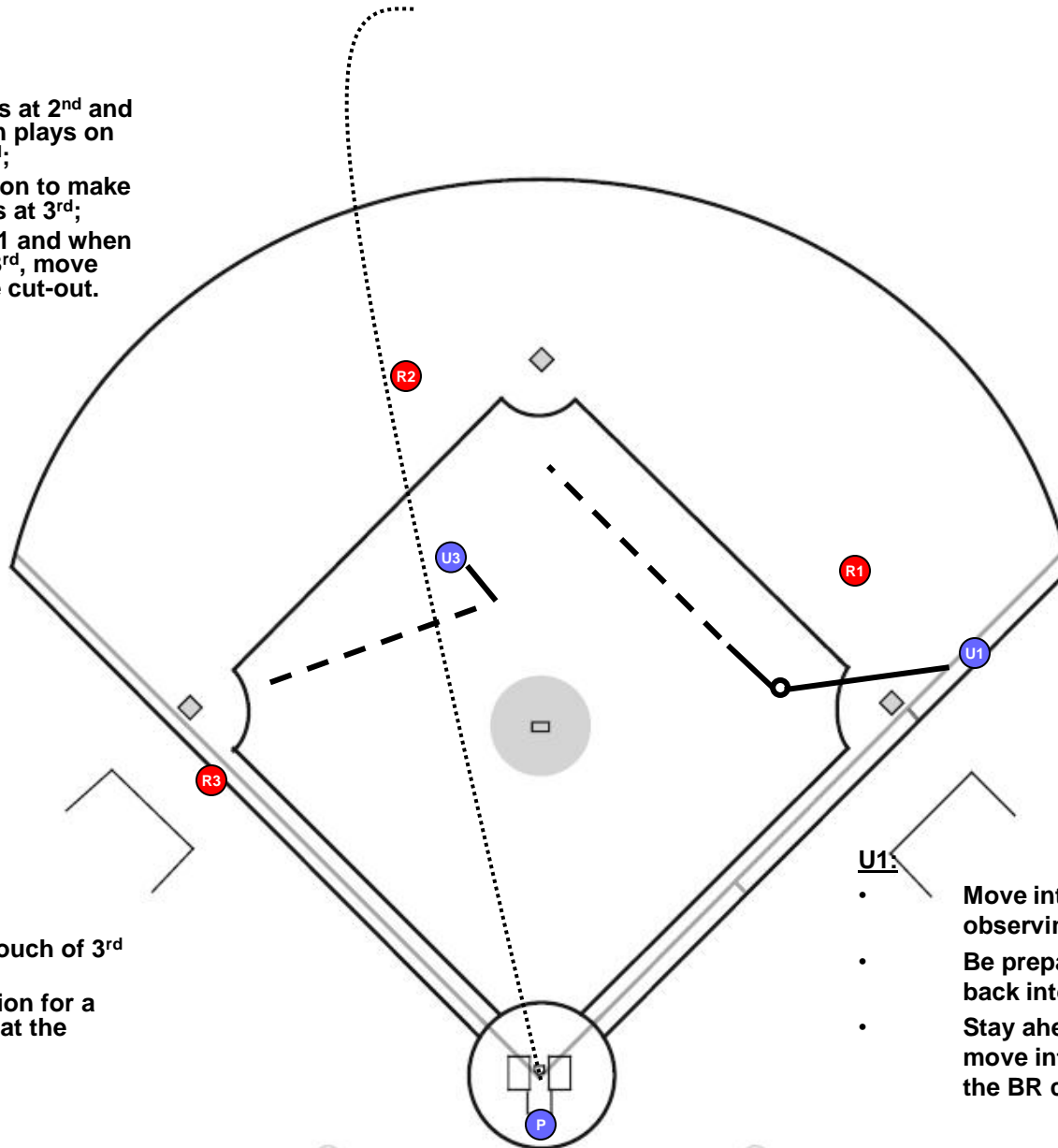
- Pause, read, and react;
- If the ball is a trouble ball, go out. DO NOT RETURN TO INFIELD;
- If the ball is not a trouble ball, move toward the coach's box to line up R1's possible tag and take all plays at 1<sup>st</sup>.

# BASE HIT

\_\_\_\_\_  
 INITIAL MOVEMENT  
 - - - - -  
 SECONDARY MOVEMENT  
 .....  
 BALL FLIGHT

## U3:

- Observe touches at 2<sup>nd</sup> and make all calls on plays on R2 and R1 at 2<sup>nd</sup>;
- Move into position to make all calls on plays at 3<sup>rd</sup>;
- Stay ahead of R1 and when R1 commits to 3<sup>rd</sup>, move into the 3<sup>rd</sup> base cut-out.



## P:

- Observe the touch of 3<sup>rd</sup> by R2;
- Get into position for a possible play at the plate.

## U1:

- Move into the infield and pivot observing the BR's touch of 1<sup>st</sup>;
- Be prepared to take the runner back into 1<sup>st</sup>;
- Stay ahead of the BR (push) and move into the 2<sup>nd</sup> base cut-out if the BR commits to 2<sup>nd</sup>.