

Ohio High School Athletic Association

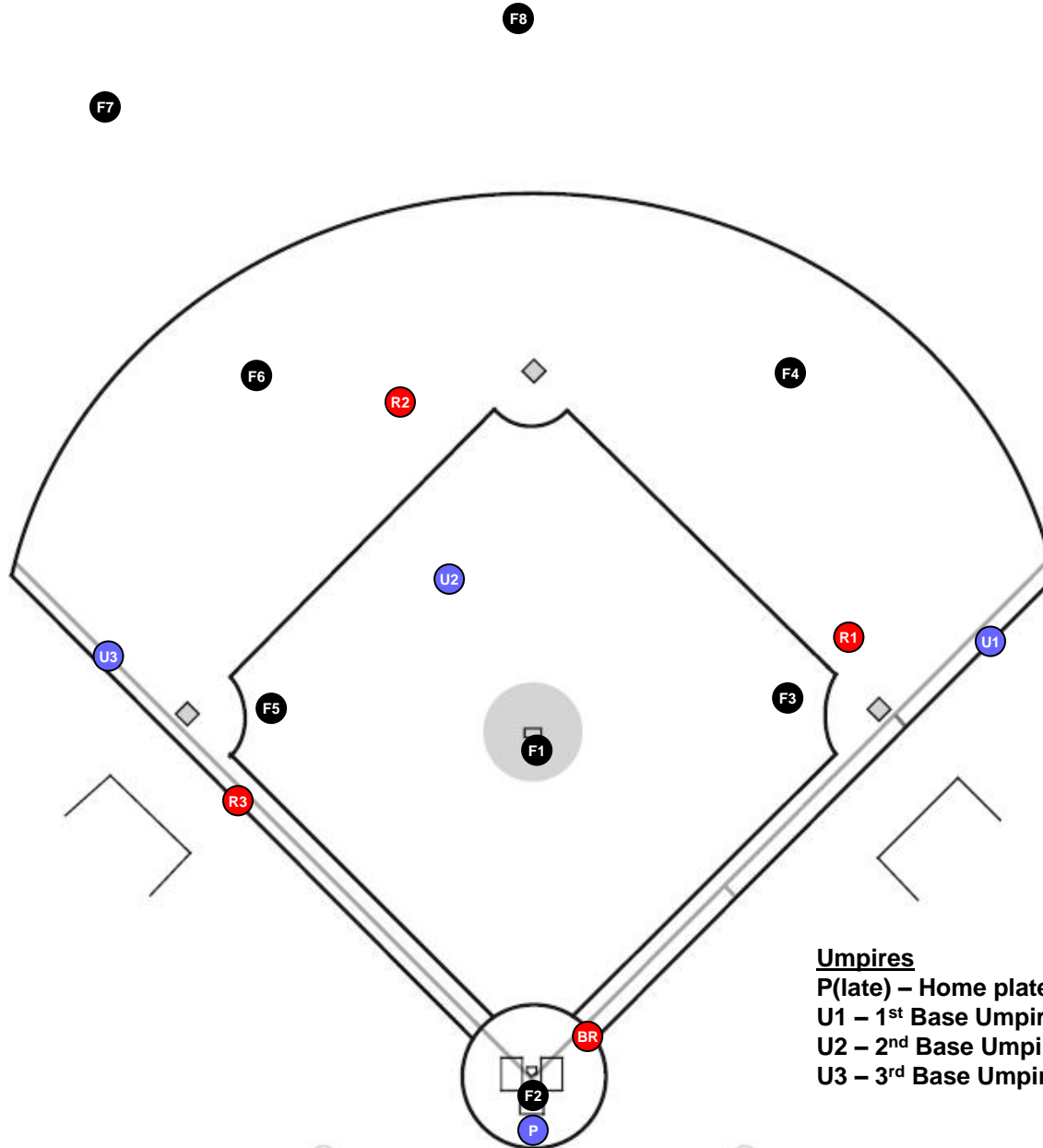
FOUR UMPIRE MECHANICS 2023-2024



GENERAL PRINCIPLES

- In four person crews, someone will ALWAYS go out on catchable fly balls and once out stay out;
- Check swings appeals go to U1 on right handed batters and U3 on left handed batters;
- U2 has interference call at 2ND on double plays;
- PLATE when there is a runner in scoring position the plate umpire will rarely remain stationary. They should be moving to rotate or to be a second set of eyes on the play unless a runner can score.
- Cover partners if a rotation is missed;
- Communicate; Both Verbal (during the play) and Non-verbal (prior to the play)
- Have an umpire ahead of the play versus following the play.

ABBREVIATIONS



Defense

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

Offense

- R3 –Runner on 3rd
- R2 – Runner on 2nd
- R1 – Runner on 1st
- BR – Batter-Runner

Umpires

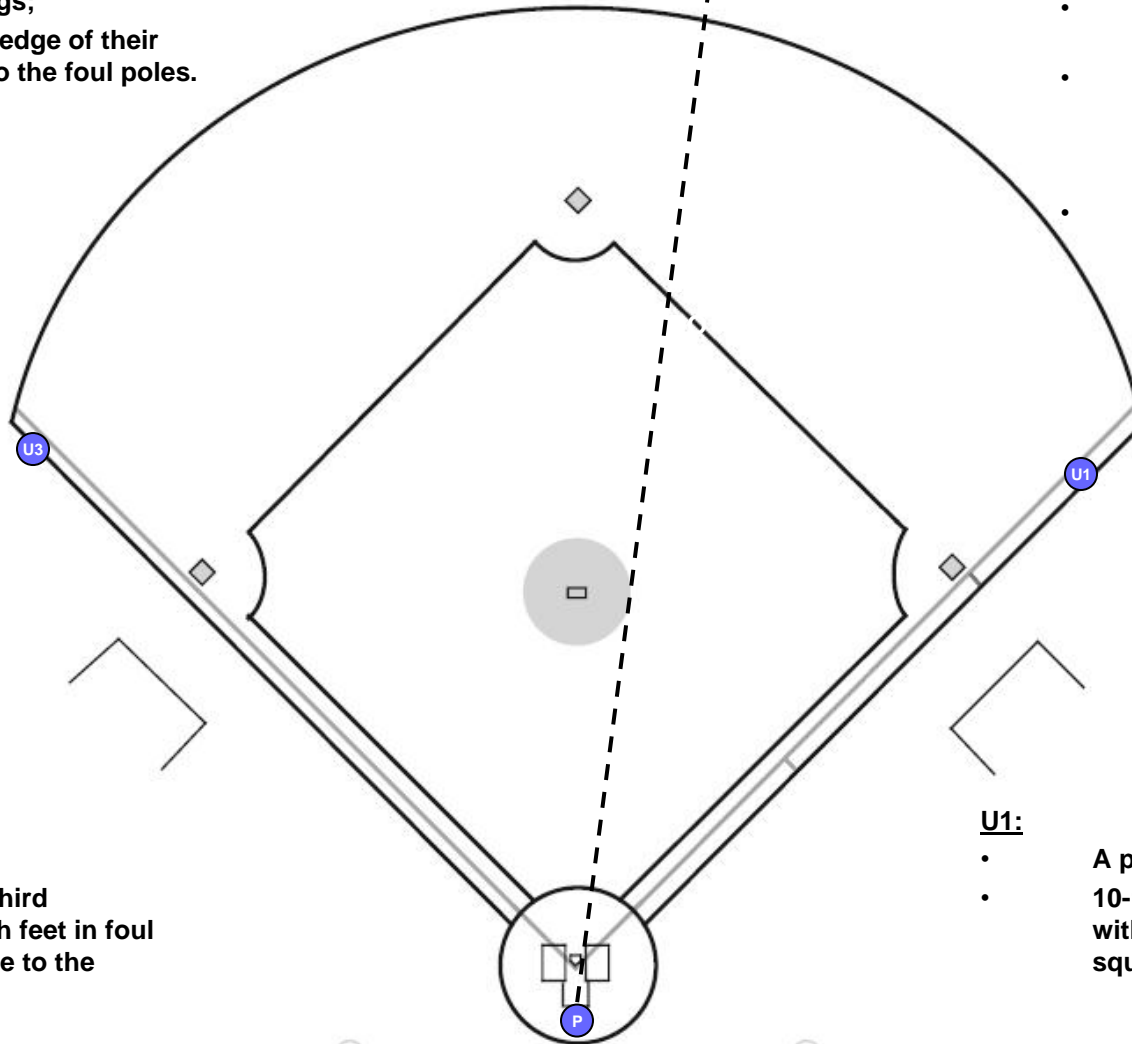
- P(late) – Home plate (Umpire-in-Chief)
- U1 – 1st Base Umpire
- U2 – 2nd Base Umpire
- U3 – 3rd Base Umpire

NO RUNNERS ON

Fair/Foul Responsibilities

The same in all situations in 4 man mechanics:

- Plate – Up to the front edge of the 1st and 3rd base bags;
- U1 and U3 – Front edge of their respective bases to the foul poles.



U2:

- E position;
- On or close to the imaginary line running from the plate through the edge of the pitcher's mound;
- 10 -12 feet behind the middle infielders;
- Preferably on the second baseman's side, but permissible to be on the shortstop's side;
- Avoid being directly behind an infielder, or being too close to them;

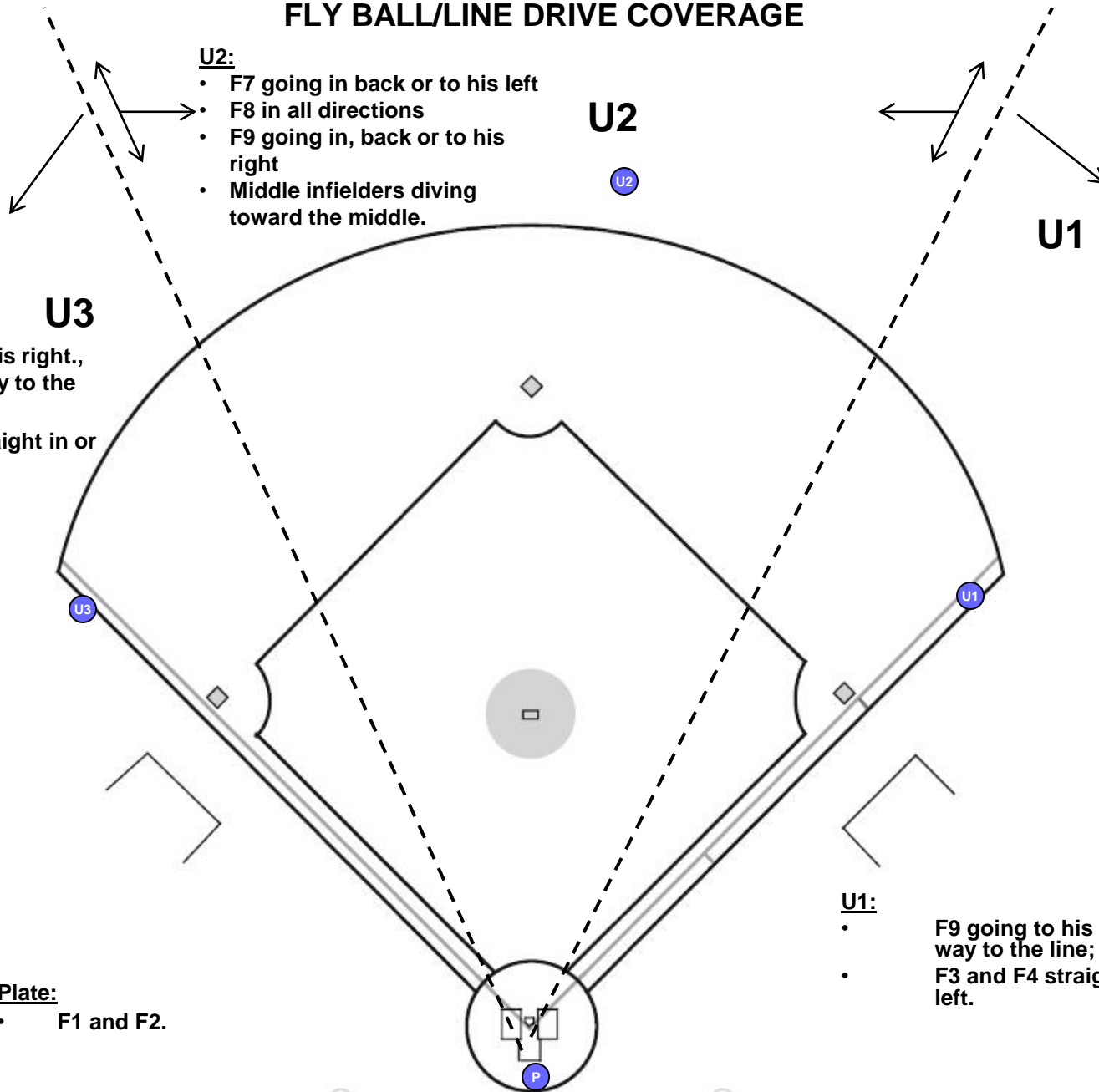
U1:

- A position;
- 10-12 feet behind first baseman, with both feet in foul territory and square to the plate.

U3:

- D position;
- 10-12 feet behind third baseman, with both feet in foul territory and square to the plate.

FLY BALL/LINE DRIVE COVERAGE



U2:

- F7 going in back or to his left
- F8 in all directions
- F9 going in, back or to his right
- Middle infielders diving toward the middle.

U2

U2

U1

U1:

- F9 going to his left and all the way to the line;
- F3 and F4 straight in or to his left.

U3

U3

U3:

- F7 going to his right., and all the way to the line;
- F5 and F6 straight in or to his right.

Plate:

- F1 and F2.

INITIAL MOVEMENT

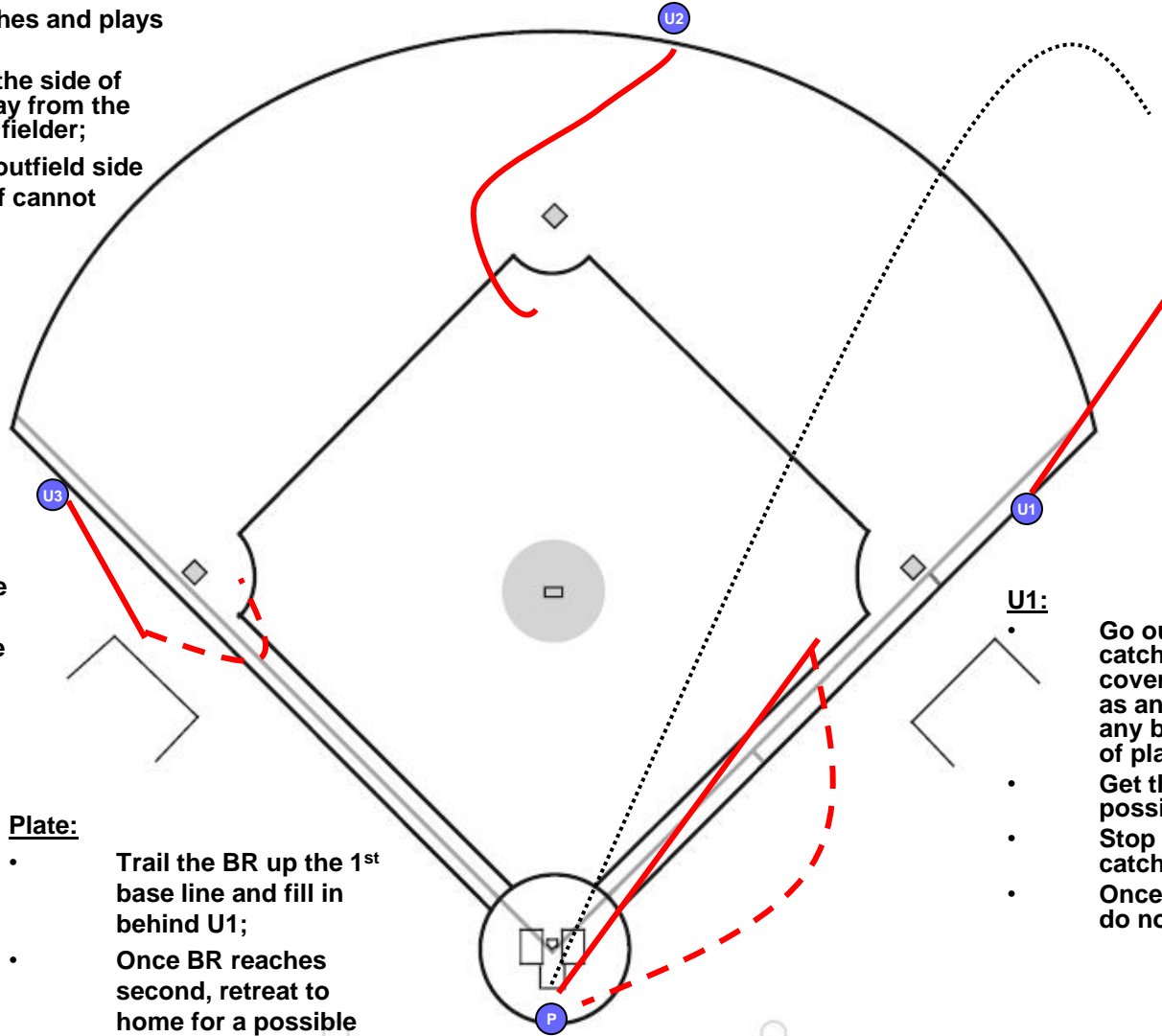
SECONDARY MOVEMENT

BALL FLIGHT

WHEN U1 GOES OUT

U2:

- Move into the infield to take all touches and plays at 2nd;
- Come in on the side of the base away from the throw of the fielder;
- Stay on the outfield side of the base if cannot



U3:

- Move down the line ready to move into position to take the runner into 3rd.

Plate:

- Trail the BR up the 1st base line and fill in behind U1;
- Once BR reaches second, retreat to home for a possible play.

U1:

- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area; Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

INITIAL MOVEMENT
 SECONDARY MOVEMENT

BALL FLIGHT

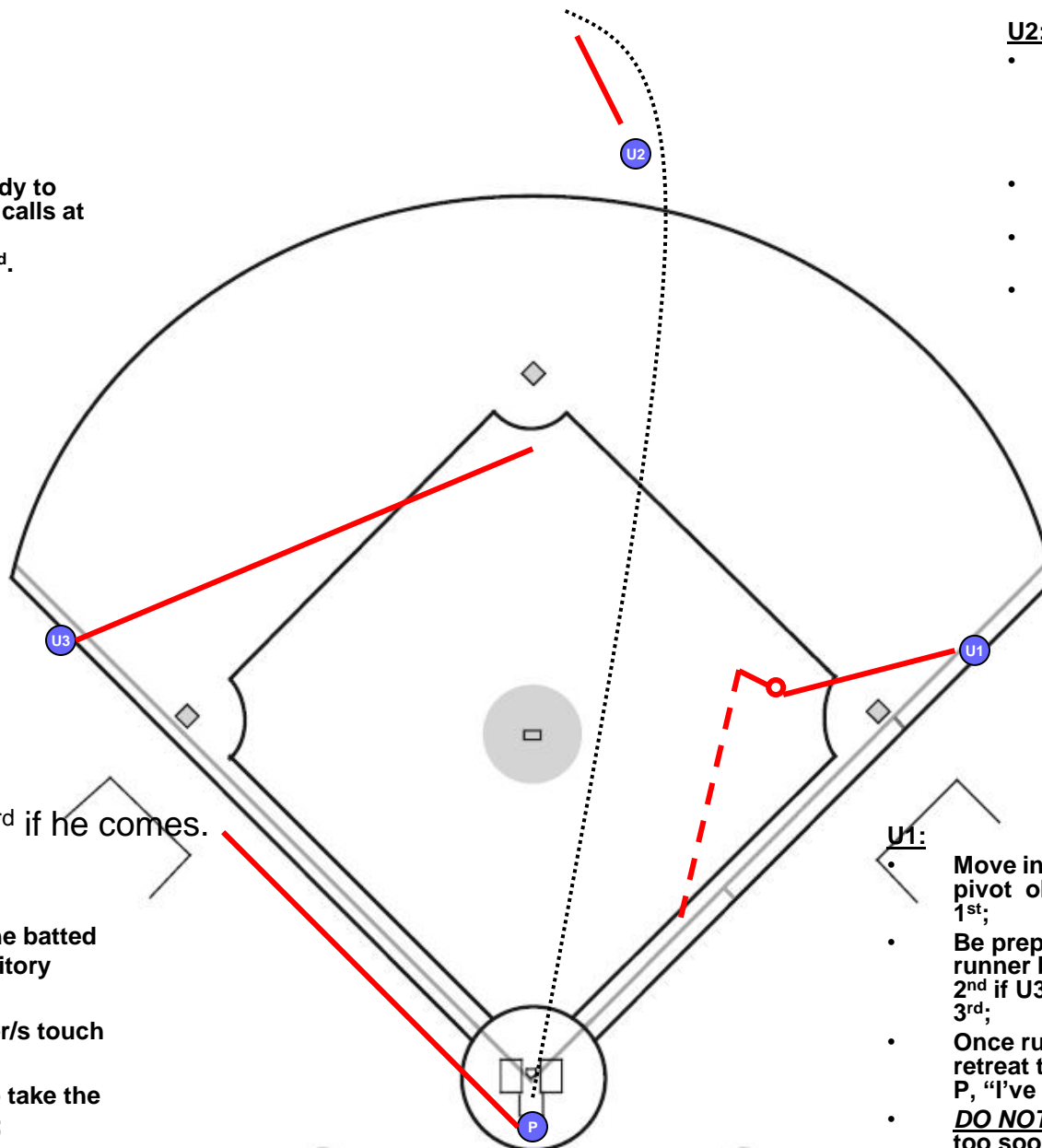
WHEN U2 GOES OUT

U3:

- Move into infield ready to take all touches and calls at 2nd;
- **DO NOT** retreat to 3rd.

U2:

- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.



Communication:

P- tell U3 your at 3rd if he comes.

Plate:

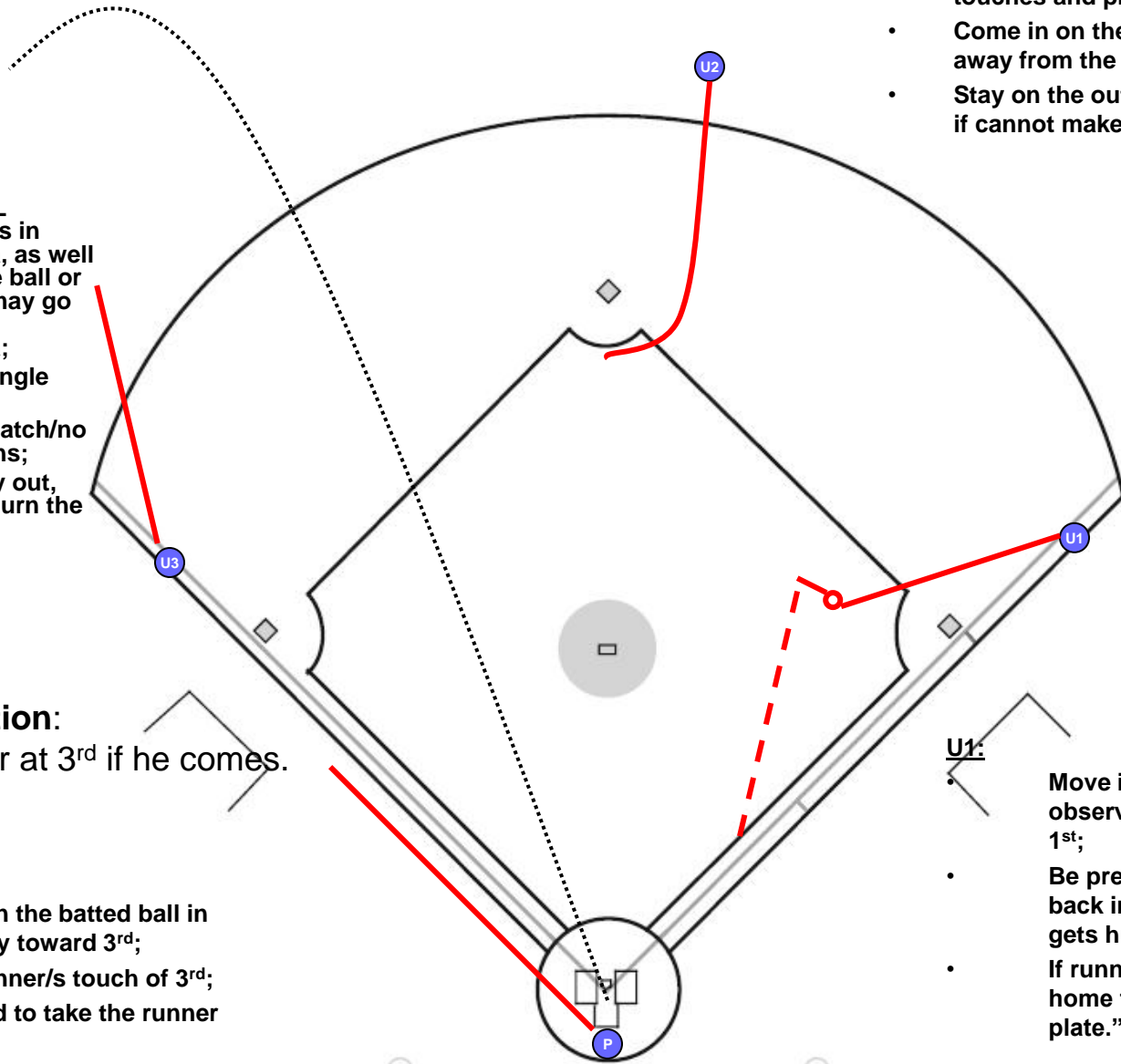
- Move out on the batted ball in foul territory toward 3rd;
- Observe runner/s touch of 3rd;
- Be prepared to take the runner into 3rd;
- Will not retreat home.

U1:

- Move into the infield and pivot observing touch of 1st;
- Be prepared to take the runner back into 1st or into 2nd if U3 gets hung up at 3rd;
- Once runner achieves 2nd, retreat toward home telling P, "I've got the plate.";
- **DO NOT** commit to home too soon.

WHEN U3 GOES OUT

INITIAL MOVEMENT
 SECONDARY MOVEMENT
 BALL FLIGHT



U2:

- Move into the infield to take all touches and plays at 2nd;
- Come in on the side of the base away from the throw of the fielder;
- Stay on the outfield side of the base if cannot make it inside

U3:

- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

Communication:

P- tell U2 your at 3rd if he comes.

U1:

- Move into the infield and pivot observing the BR's touch of 1st;
- Be prepared to take the runner back into 1st or into 2nd if U3 gets hung up at 3rd;
- If runner achieves 2nd, move to home telling P, "I've got the plate.";

Plate:

- Move out on the batted ball in foul territory toward 3rd;
- Observe runner/s touch of 3rd;
- Be prepared to take the runner into 3rd;
- Will not retreat home.

BASE HIT

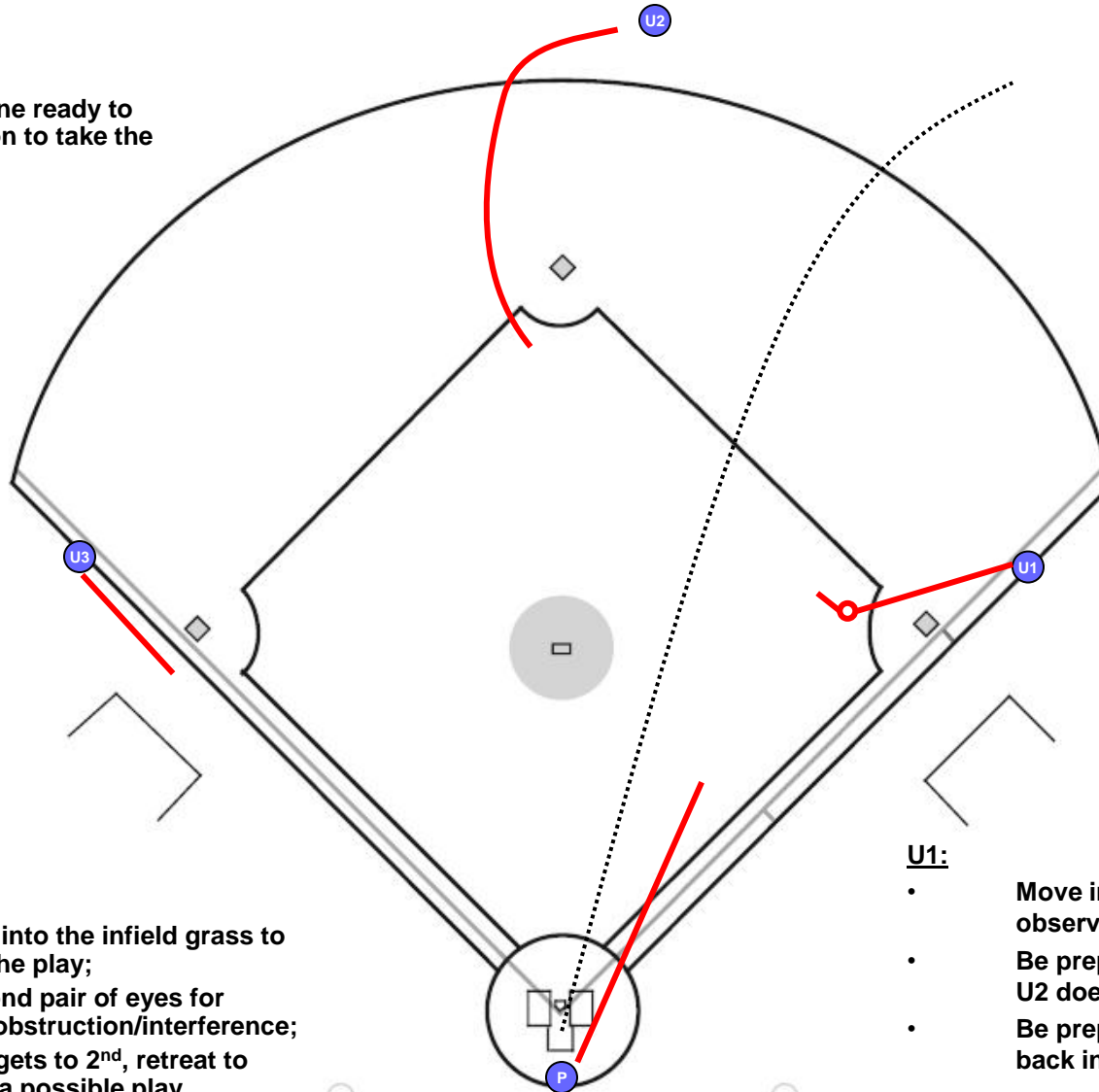
INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

U2:

- Move into the infield to take all touches and plays at 2nd;
- Come in on the side of the base away from the throw of the fielder;

U3:

- Move down the line ready to move into position to take the runner into 3rd.



U1:

- Move into the infield and pivot observing the BR's touch of 1st;
- Be prepared to take BR into 2nd if U2 does not make it to 2nd;
- Be prepared to take the runner back into 1st.

Plate:

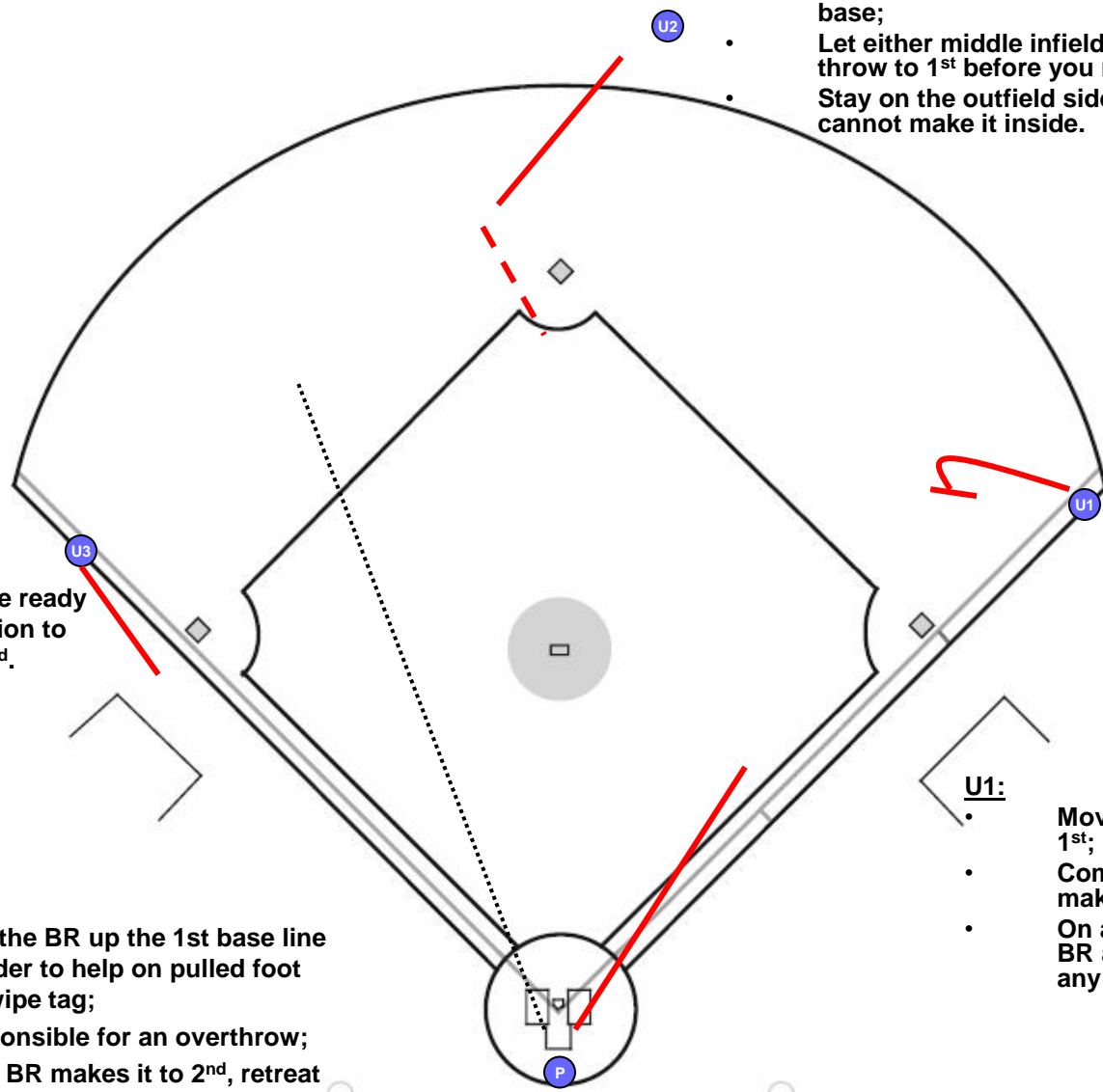
- Move out into the infield grass to observe the play;
- Be a second pair of eyes for possible obstruction/interference;
- If the BR gets to 2nd, retreat to home for a possible play.

GROUND BALL

INITIAL MOVEMENT
 SECONDARY MOVEMENT
 BALL FLIGHT

U2:

- Move into the infield to take all touches and plays at 2nd;
- Come in on the shortstop side of the base;
- Let either middle infielder make the throw to 1st before you run by them;
- Stay on the outfield side of the base if cannot make it inside.



U3:

- Move down the line ready to move into position to make all calls at 3rd.

Plate:

- Trail the BR up the 1st base line in order to help on pulled foot or swipe tag;
- Responsible for an overthrow;
- If the BR makes it to 2nd, retreat to home for a possible play.

U1:

- Move in to make the call at 1st;
- Come set, observe the play, make the call;
- On an overthrow observe the BR and get in position for any play back into 1st.

RUNNER ON FIRST

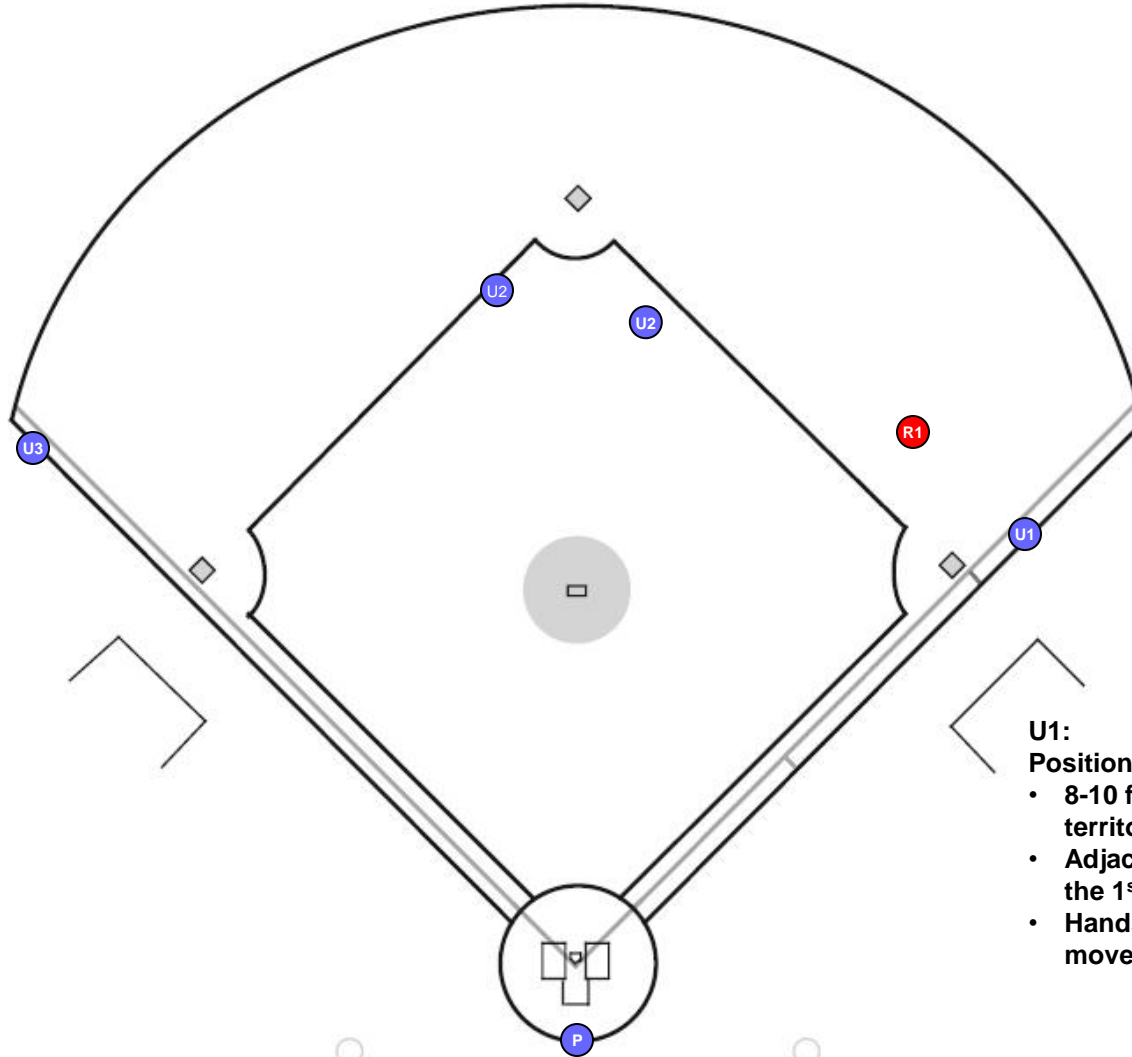
Communication:

Standard Rotation (S14) if U3 goes out

U2:

Position Deep B or Deep C:

- Basically Position B, but a step back or position C but at the edge of the infield dirt on shortstop side;



U3:

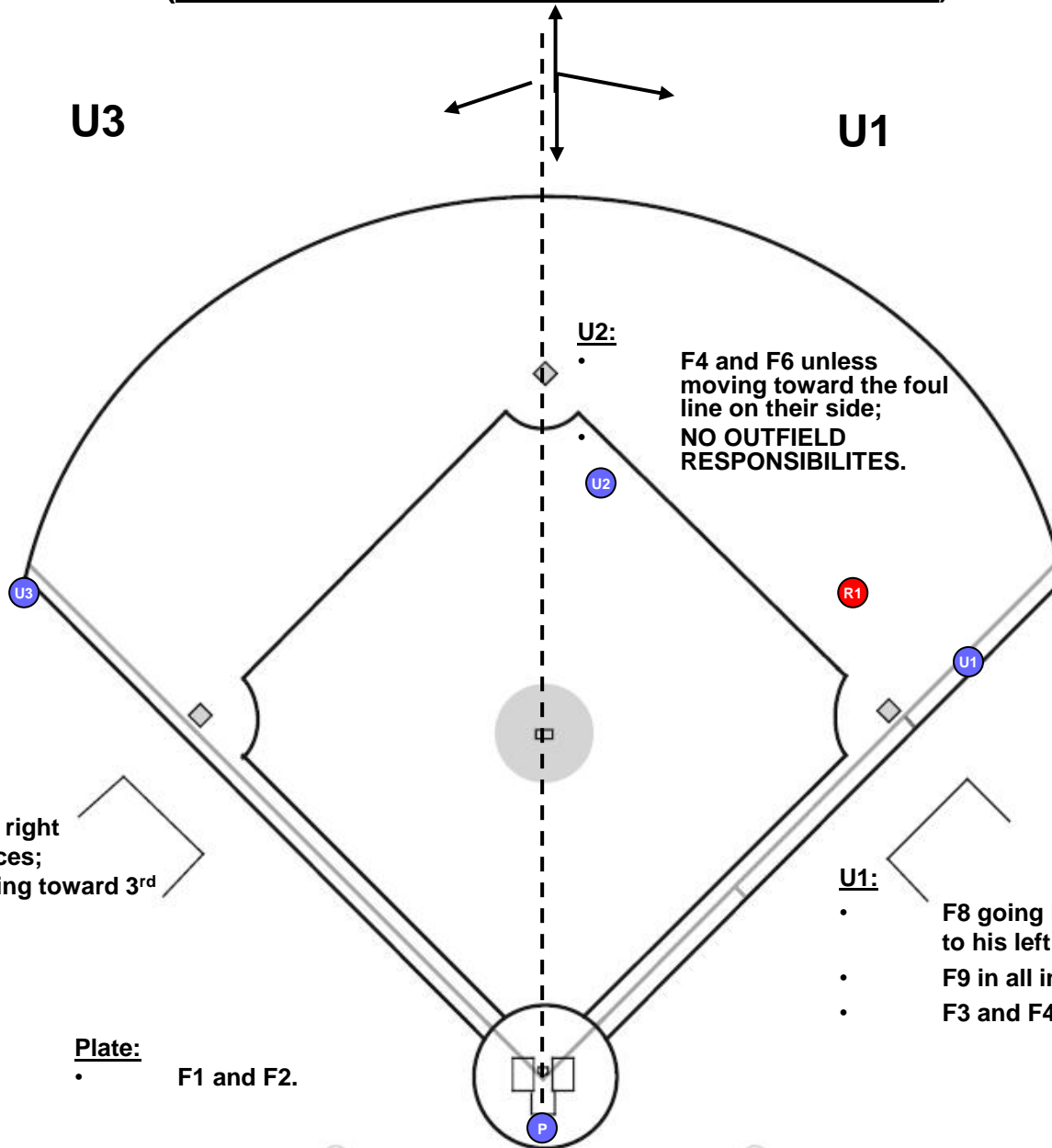
- D position;
- 10-12 feet behind third baseman, with both feet in foul territory and square to the plate.

U1:

Position A:

- 8-10 ft. behind 1st in foul territory;
- Adjacent to the foul line, facing the 1st base bag.
- Hands on knees set. Do not move for pickoffs.

FLY BALL COVERAGE
(SAME FOR ALL SITUATIONS WITH U2 IN THE INFIELD)



U3

U1

U2:

• F4 and F6 unless moving toward the foul line on their side;
 • NO OUTFIELD RESPONSIBILITIES.

U3:

- F8 going to his right
- F7 in all instances;
- F5 and F6 moving toward 3rd base.

Plate:

- F1 and F2.

U1:

- F8 going back, coming in, and going to his left;
- F9 in all instances;
- F3 and F4 moving toward 1st base.

INITIAL MOVEMENT

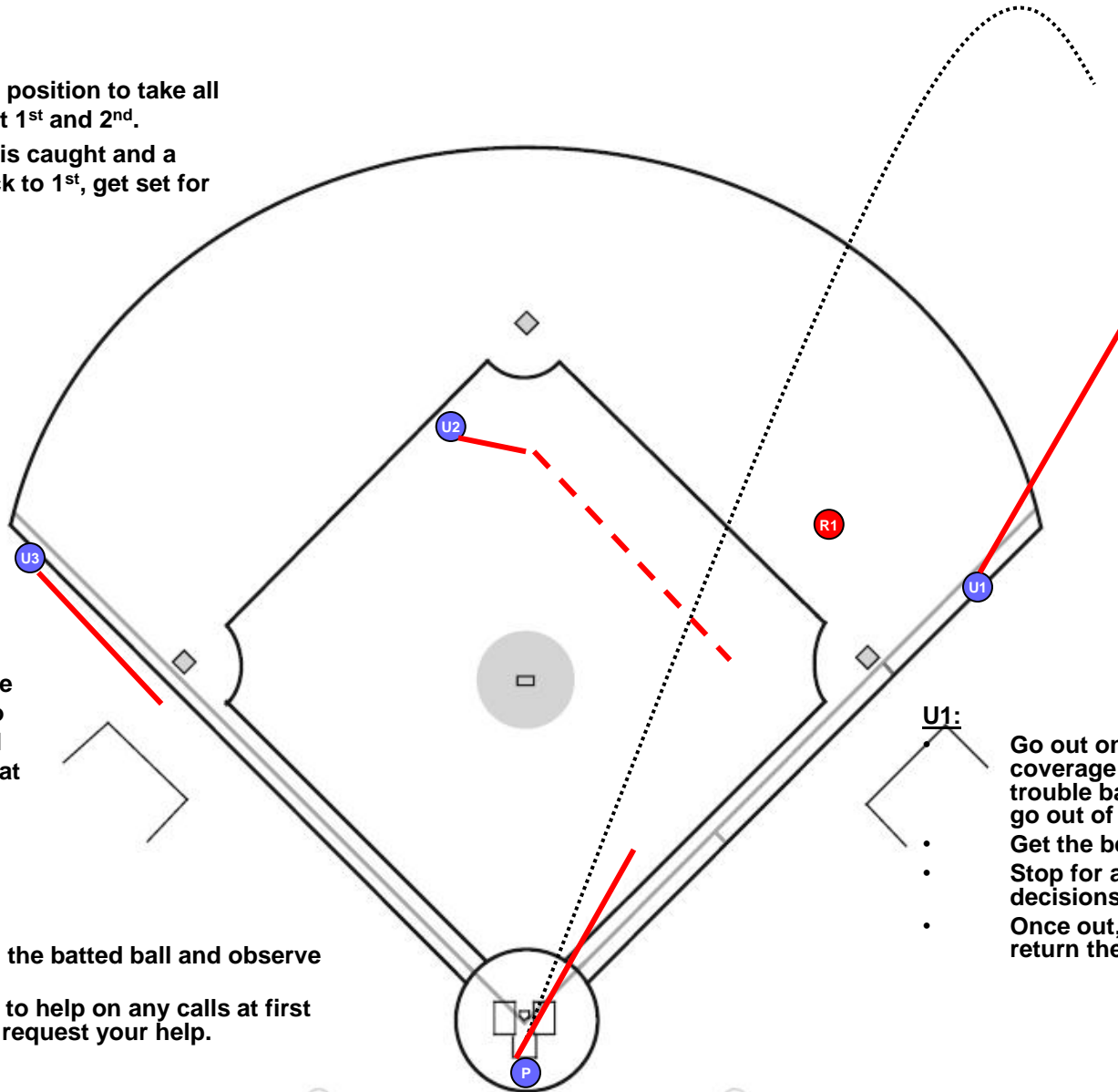
SECONDARY MOVEMENT

BALL FLIGHT

WHEN U1 GOES OUT

U2:

- Move into position to take all touches at 1st and 2nd.
- If the ball is caught and a throw back to 1st, get set for the play.



U3:

- Move down the line ready to move into position to take all touches and calls at 3rd.

Plate:

- Move out on the batted ball and observe the action.
- Be prepared to help on any calls at first that U2 may request your help.

U1:

- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

INITIAL MOVEMENT
 SECONDARY MOVEMENT
 BALL FLIGHT

WHEN U3 GOES OUT

U2:

- Move into position to take all touches and calls at 2nd;
- Move into position to cover plays at 1st if U1 covers home.

U3:

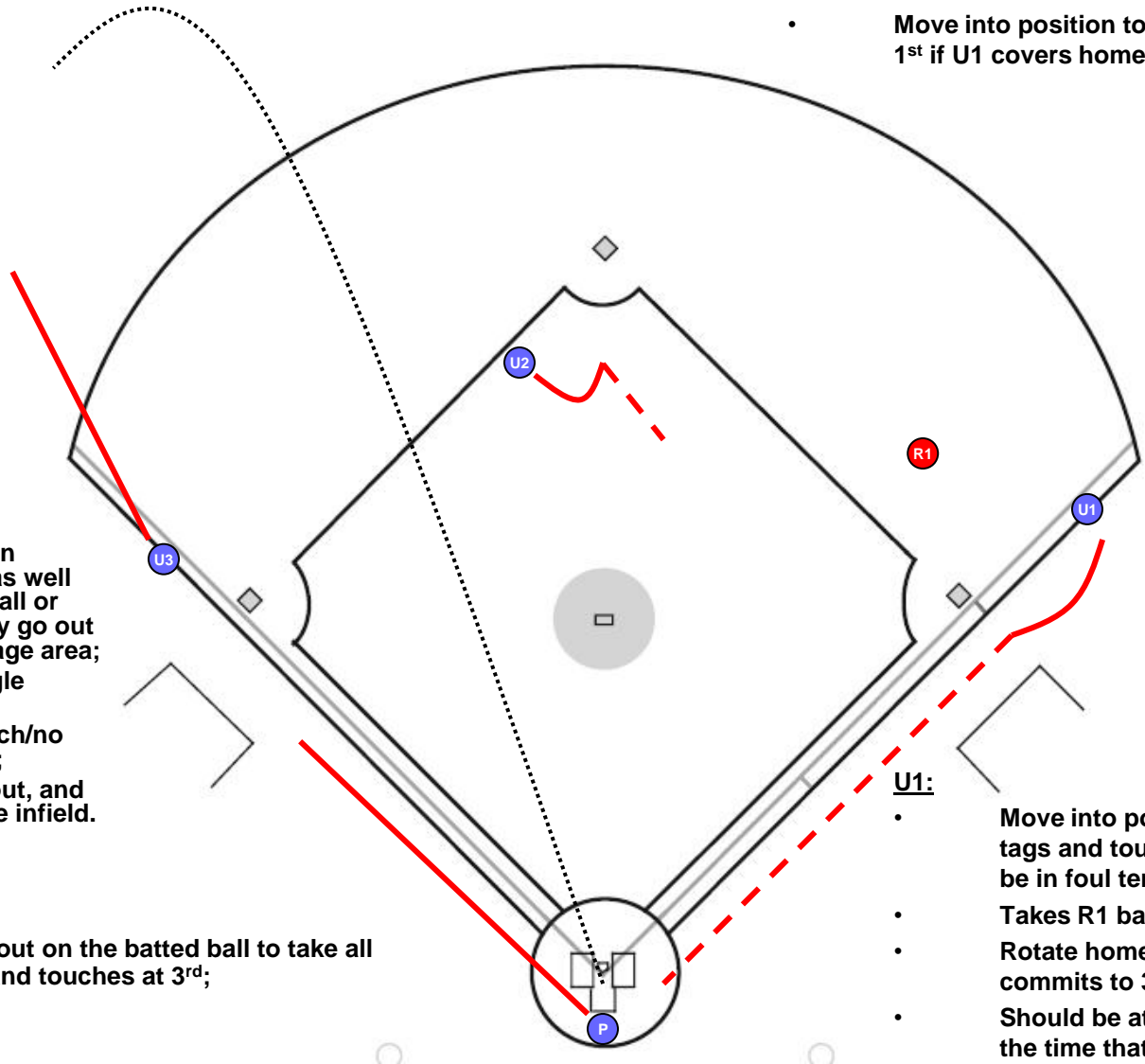
- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

Plate:

- Move out on the batted ball to take all calls and touches at 3rd;

U1:

- Move into position to observe tags and touches of 1st (can be in foul territory);
- Takes R1 back into 1st;
- Rotate home only when R1 commits to 3rd;
- Should be at the plate area by the time that R1 has rounded 3rd.

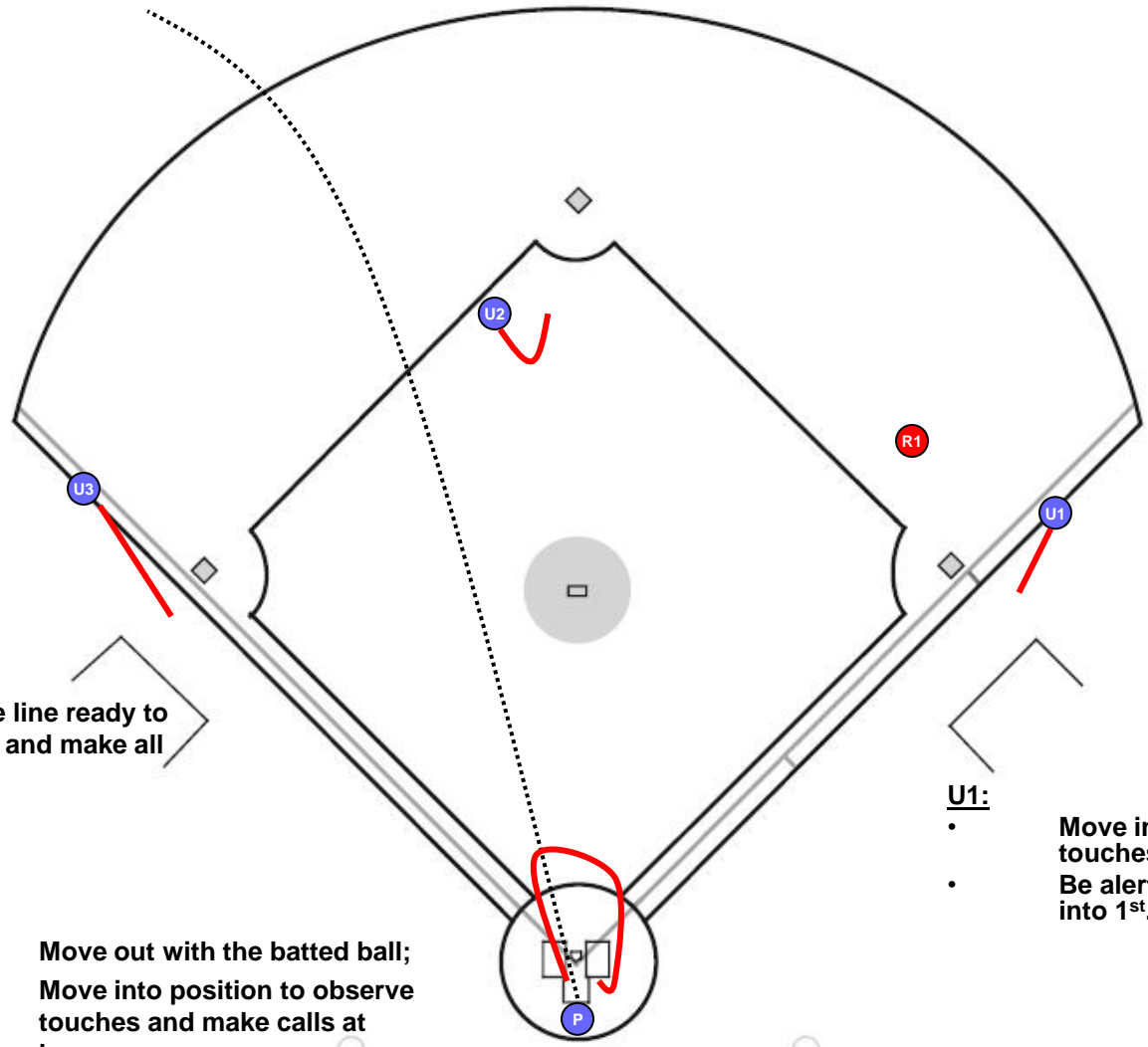


BASE HIT

INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

U2:

- Move into position to take all touches and calls at 2nd.



U3:

- Moves down the line ready to take all touches and make all calls at 3rd.

Plate:

- Move out with the batted ball;
- Move into position to observe touches and make calls at home.

U1:

- Move into position to observe touches of 1st;
- Be alert to take the runner back into 1st.

GROUND BALL POSSIBLE DOUBLE PLAY

U3:

- Move down the line ready to move into position to take all touches and make all calls at 3rd.

U2:

- Move into position to rule on any play at 2nd;
- Watch for interference by on an illegal slide

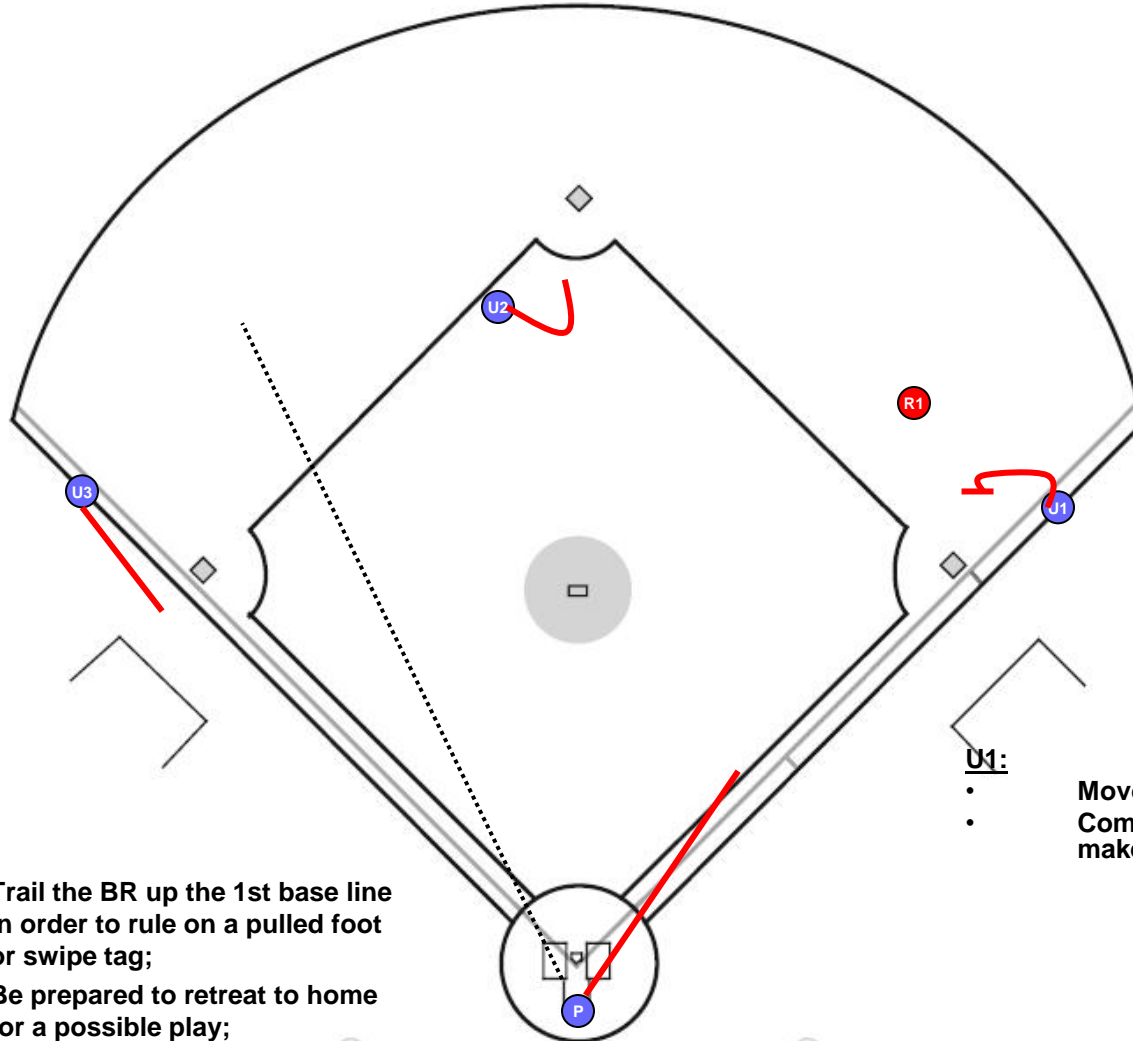


Plate:

- Trail the BR up the 1st base line in order to rule on a pulled foot or swipe tag;
- Be prepared to retreat to home for a possible play;
- Responsible for overthrows.

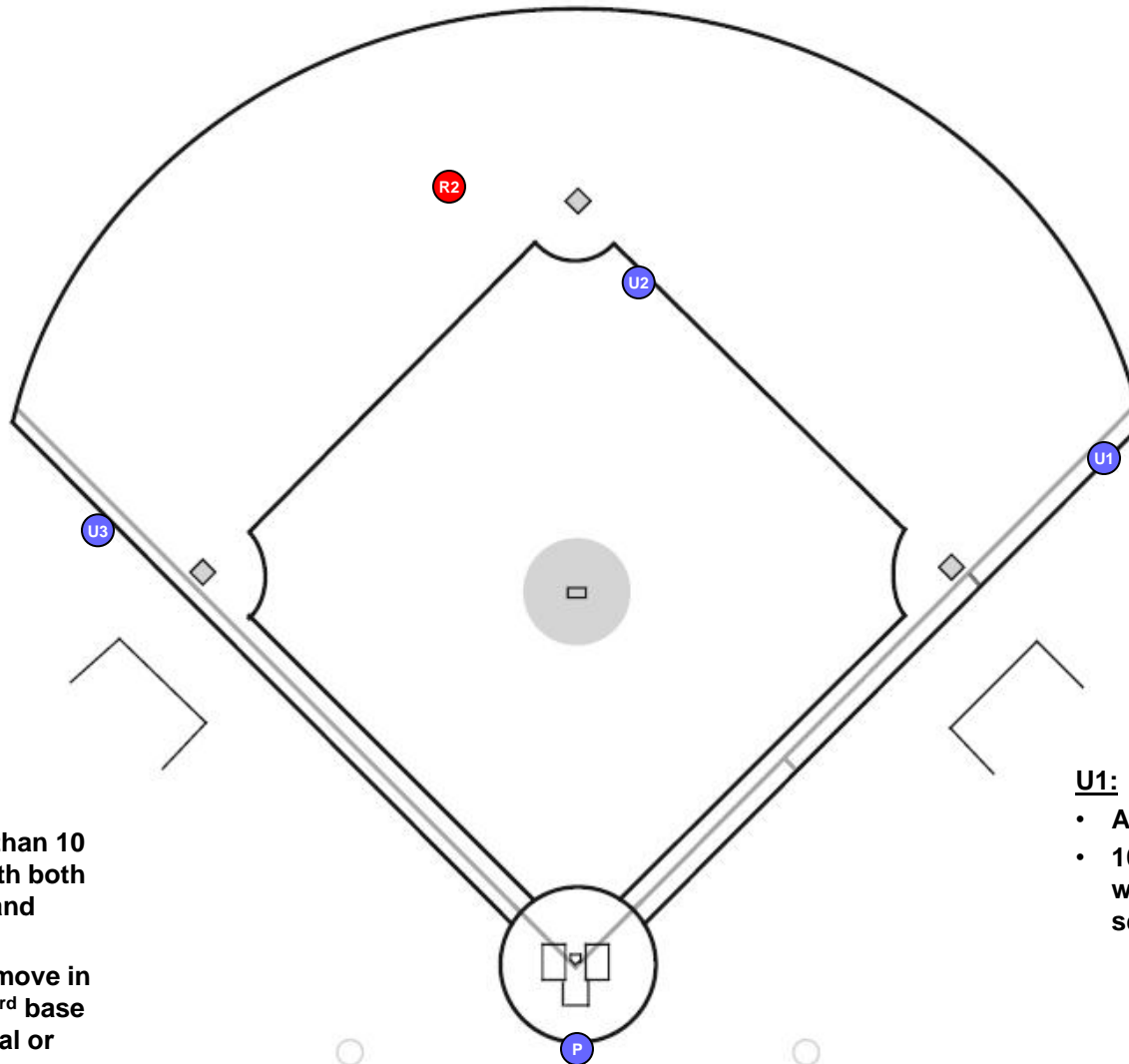
U1:

- Move in to make the call at 1st;
- Come set, observe the play, make the call.

RUNNER ON SECOND

U2:

- Deep B position;
- On the edge of the dirt behind 2nd base.



U3:

- D position;
- 4-6 feet behind third baseman, no closer than 10 feet from the bag, with both feet in foul territory and square to the plate;
- Prepared to quickly move in the direction of the 3rd base coach's box on a steal or ground ball to infield.

U1:

- A position;
- 10-12 feet behind first baseman, with both feet in foul territory and square to the plate.

INITIAL MOVEMENT
SECONDARY MOVEMENT

WHEN U1 GOES OUT

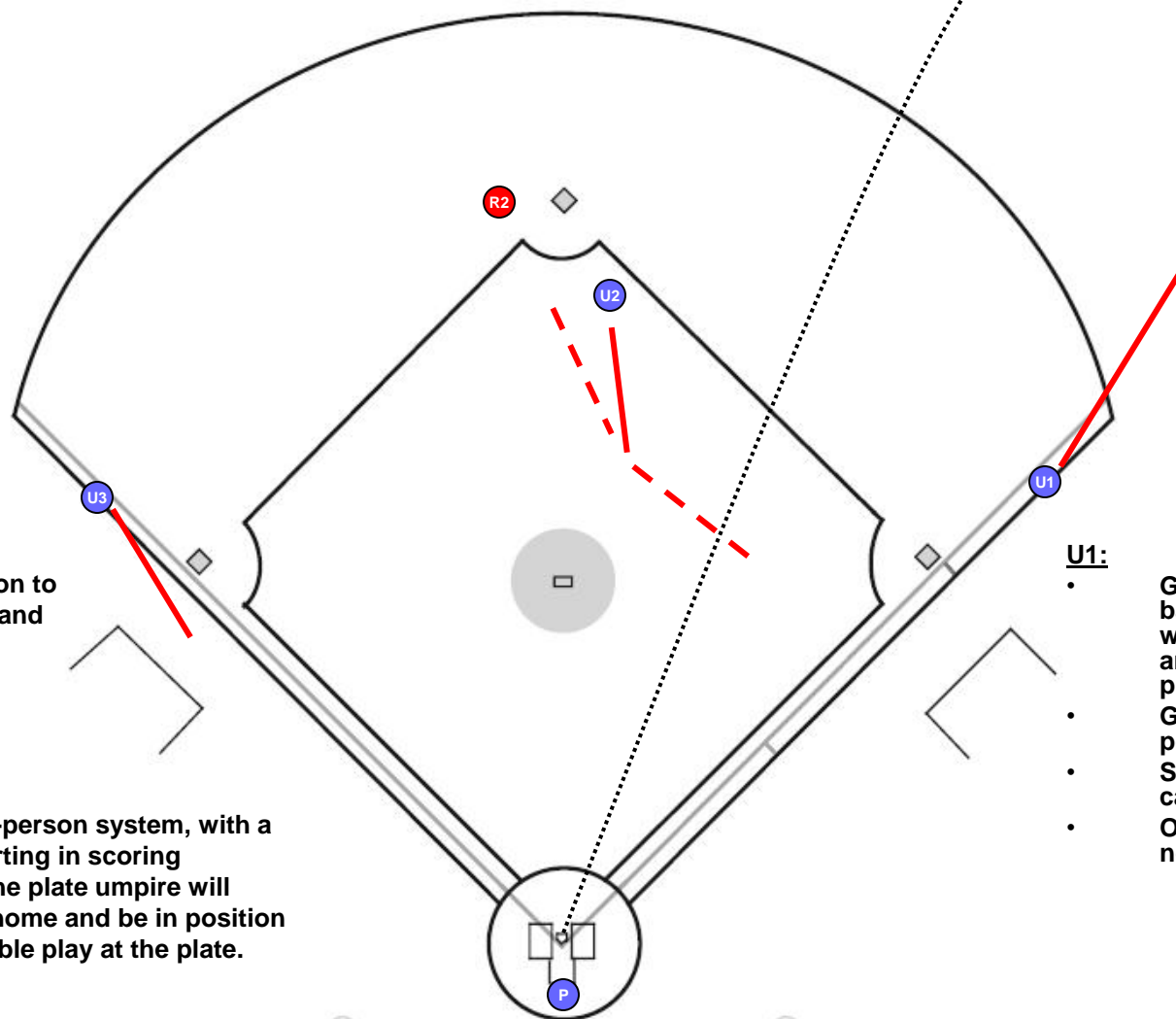
BALL FLIGHT

U2:

- Move into position to take all touches and calls at 2nd and 1st;
- Responsible for tag-up of R2.

Communication:

- Stay Home (S16)
- Push if U3 goes out (S:17)



U3:

- Move into position to take all touches and calls at 3rd.

Plate:

- In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate.

U1:

- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

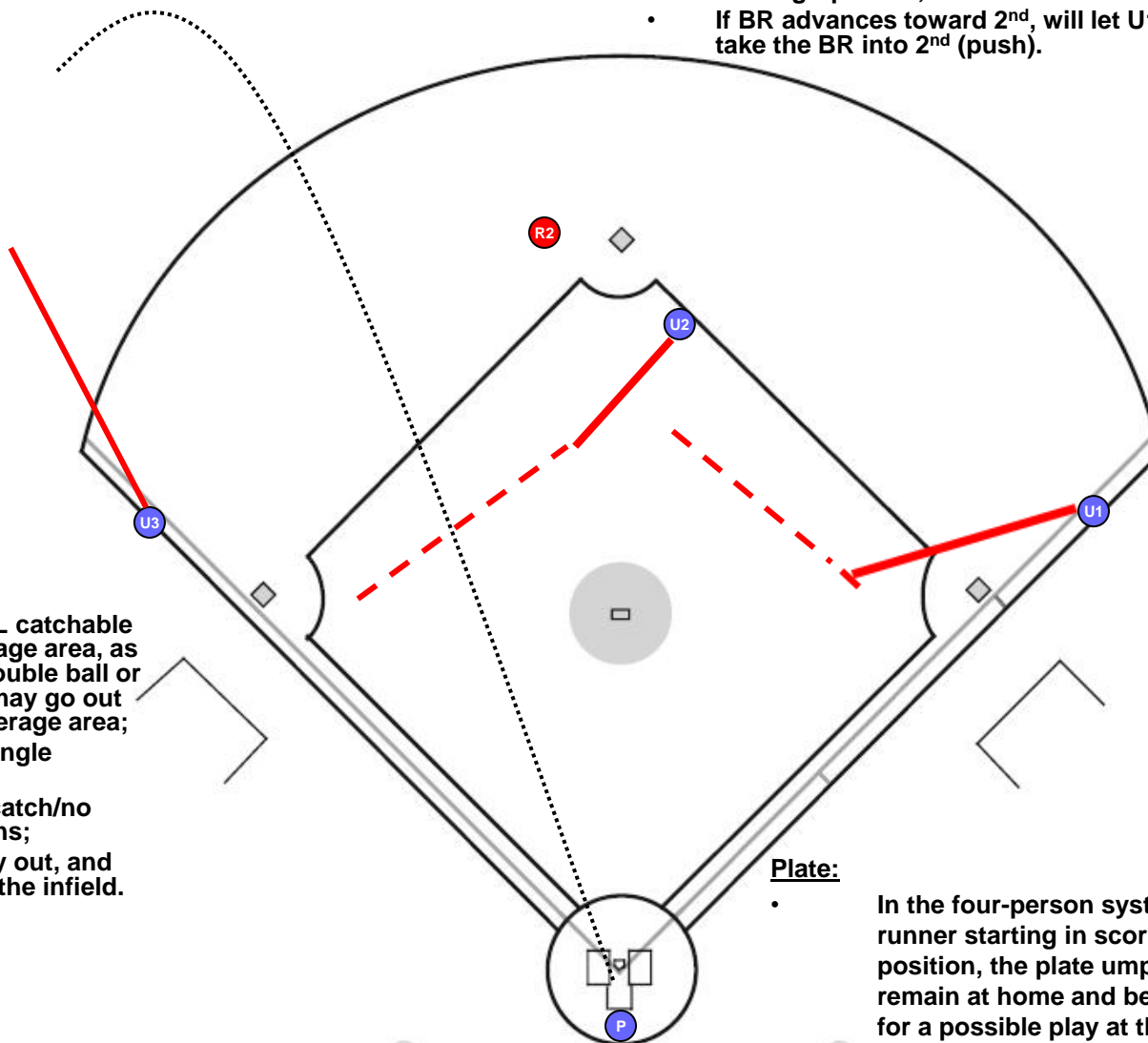
INITIAL MOVEMENT
SECONDARY MOVEMENT

BALL FLIGHT

WHEN U3 GOES OUT

U2:

- Drop back towards the mound between 2nd and 3rd;
- Has tag-up of R2;
- If BR advances toward 2nd, will let U1 take the BR into 2nd (push).



U3:

- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

U1:

- Move into the infield between 1st and 2nd;
- Pick up BR and take BR back into 1st and into 2nd (push).

Plate:

- In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate.

BASE HIT

INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

U3:

- Move down the line ready to move into position to take all touches and calls at 3rd.

U2:

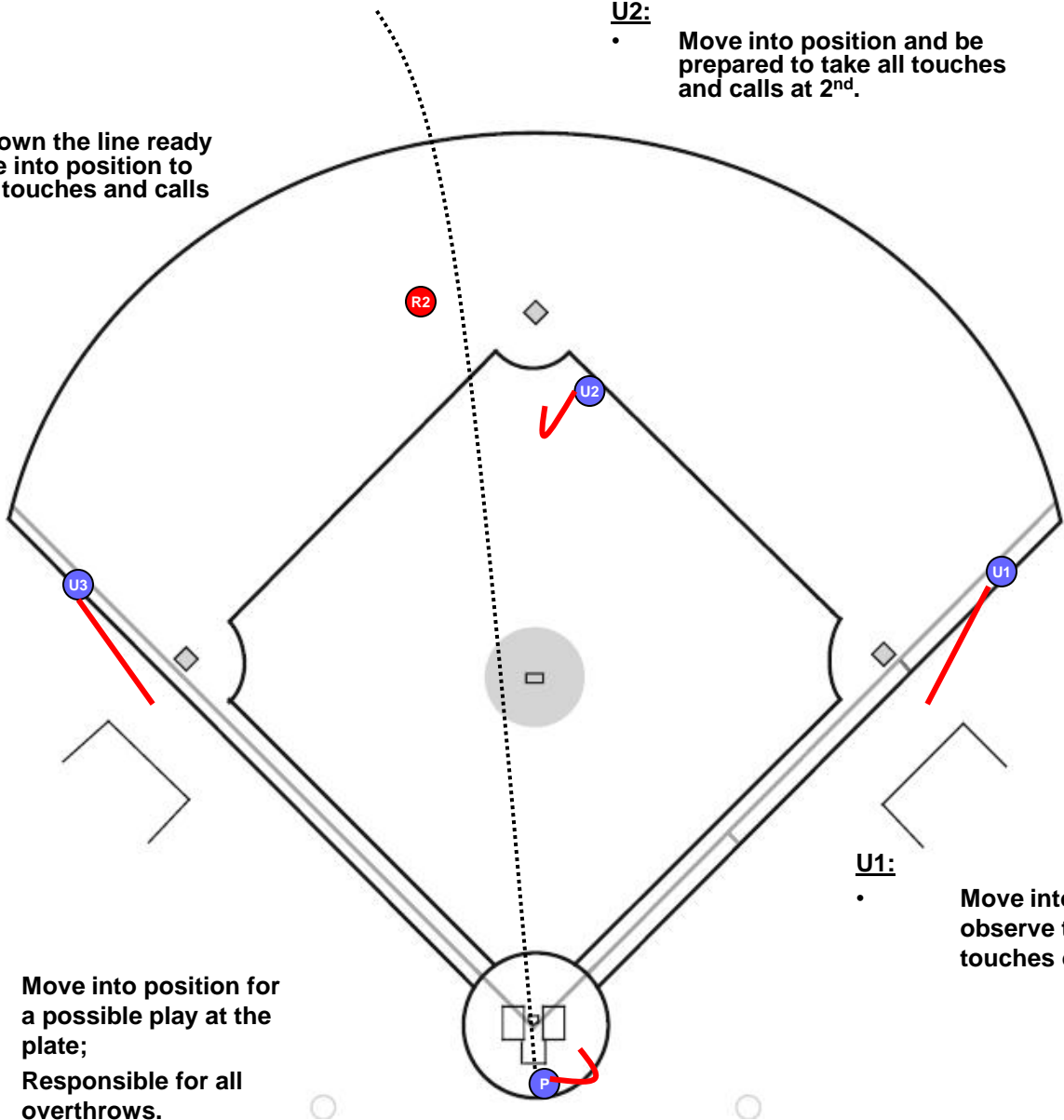
- Move into position and be prepared to take all touches and calls at 2nd.

U1:

- Move into position to observe tags and touches of 1st.

Plate:

- Move into position for a possible play at the plate;
- Responsible for all overthrows.

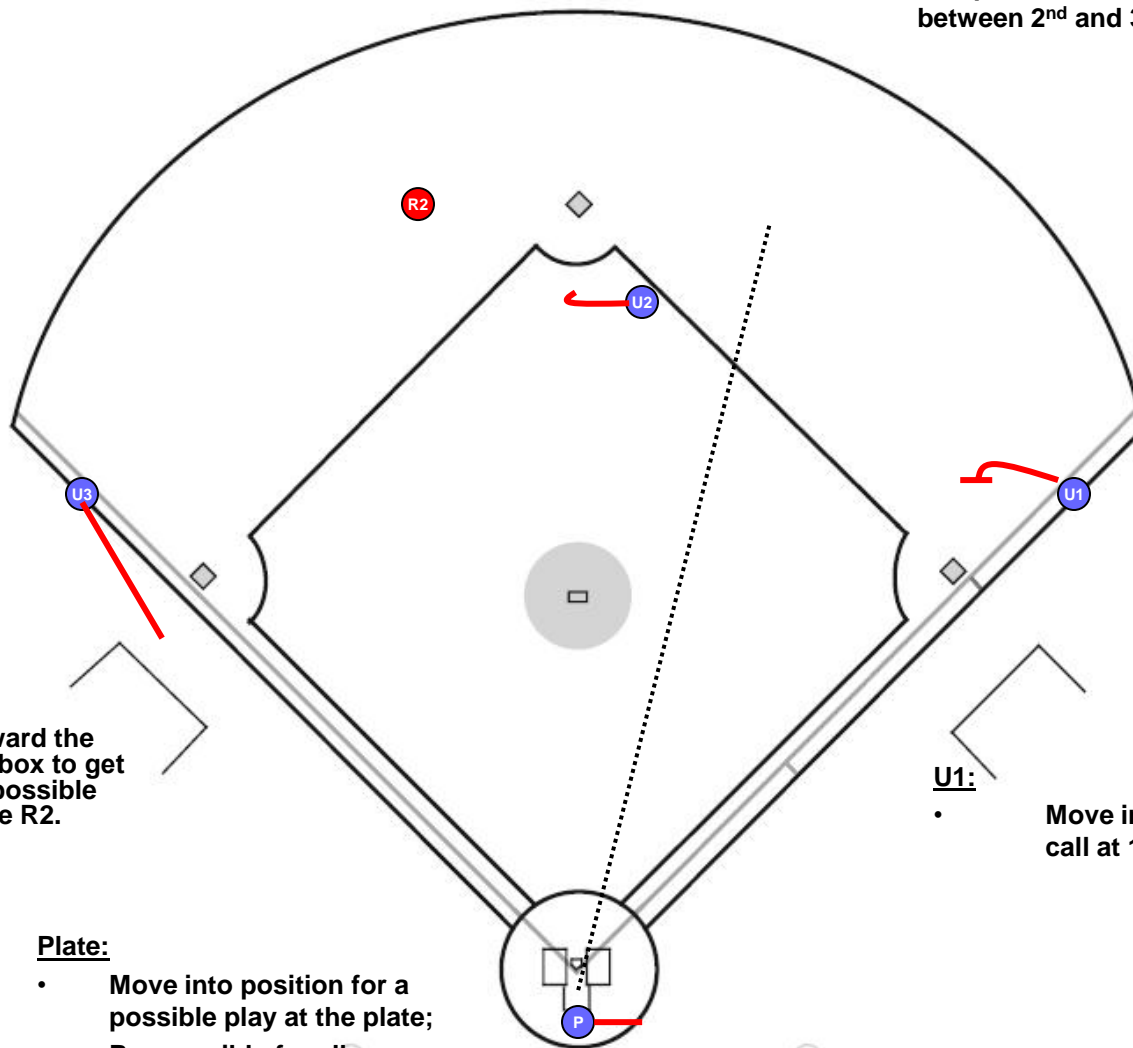


GROUND BALL

INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

U2:

- Move into position to rule on a possible quick play back into 2nd, or a possible rundown on R2 between 2nd and 3rd.



U3:

- Move QUICKLY toward the third base coach's box to get into position for a possible quick throw to retire R2.

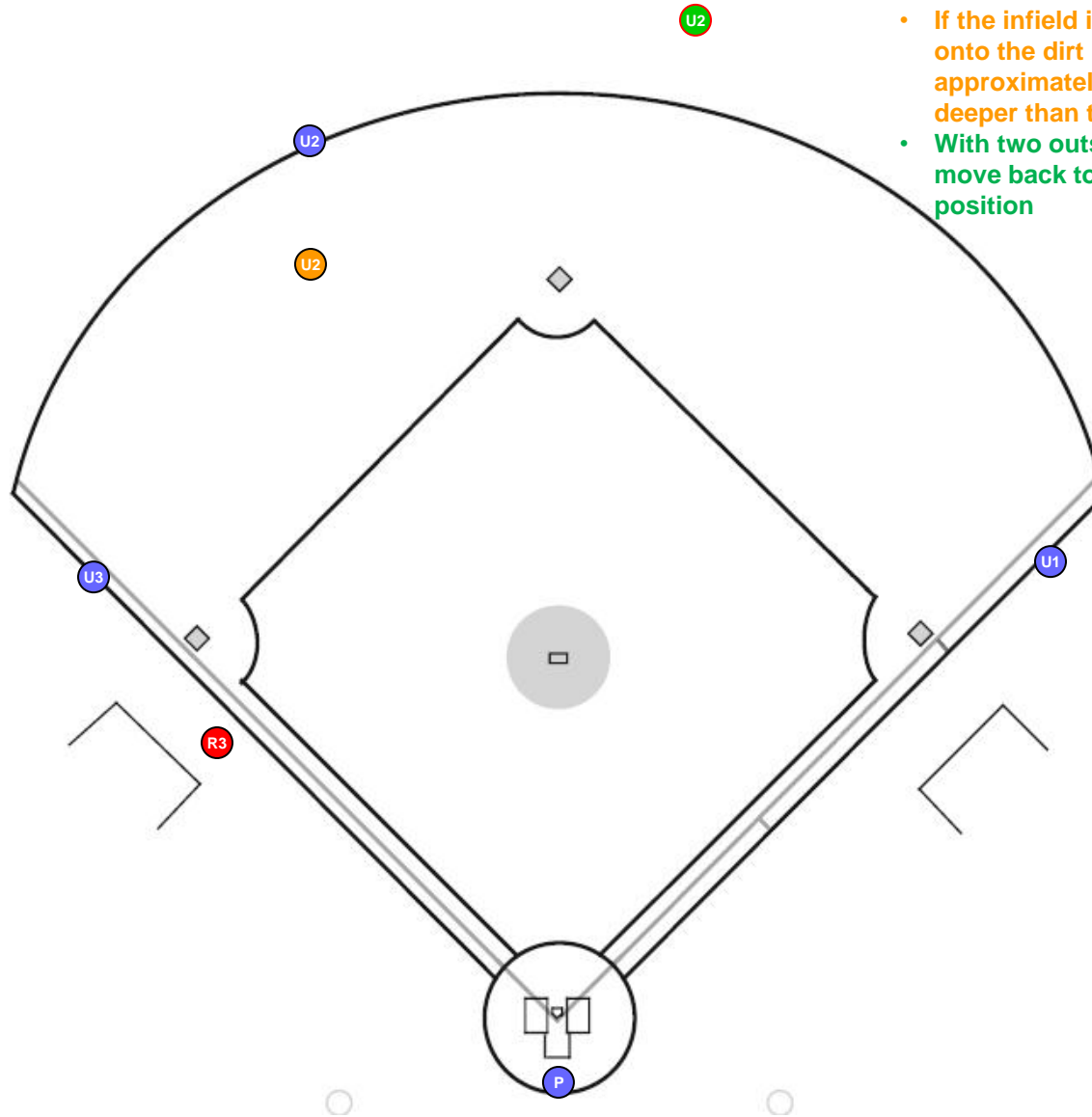
Plate:

- Move into position for a possible play at the plate;
- Responsible for all overthrows.

U1:

- Move into position to make the call at 1st;

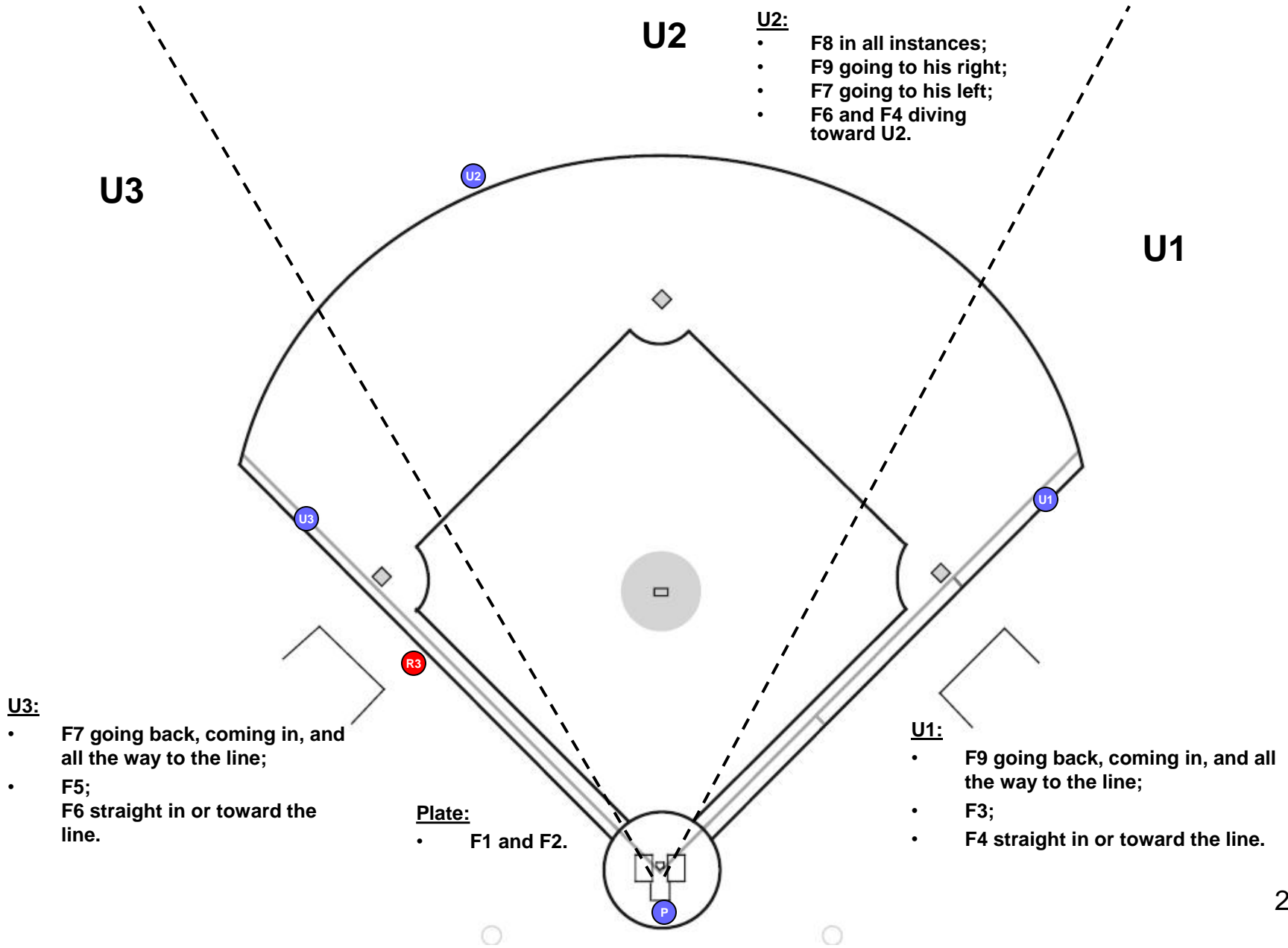
RUNNER ON THIRD



U3:

- Be on edge of infield next to the shortstop with **LESS THAN two outs.**
- If the infield is in move onto the dirt approximately 5-10 feet deeper than the SS.
- With two outs you can move back to normal position

FLY BALL COVERAGES



INITIAL MOVEMENT

SECONDARY MOVEMENT

BALL FLIGHT

WHEN U1 GOES OUT

U2:

Quickly move into the infield to take all touches and plays on BR at 1st and 2nd.

Communication:

Stay Home (S16)
Push if U3 goes out (S17)

U3:

- Quickly move down the line to observe R3's tag;
- Be ready to move into position to take BR into 3rd.

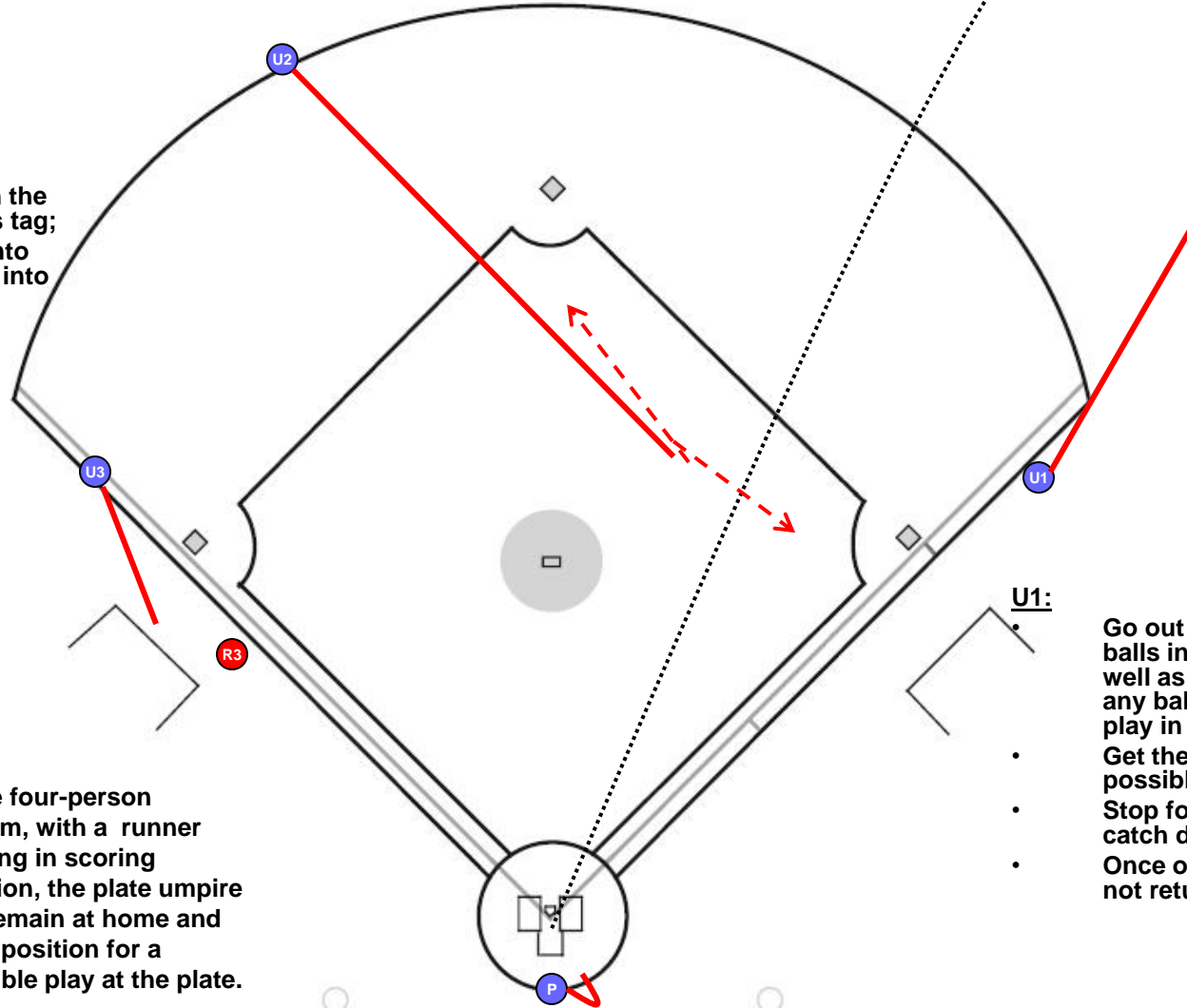


Plate:

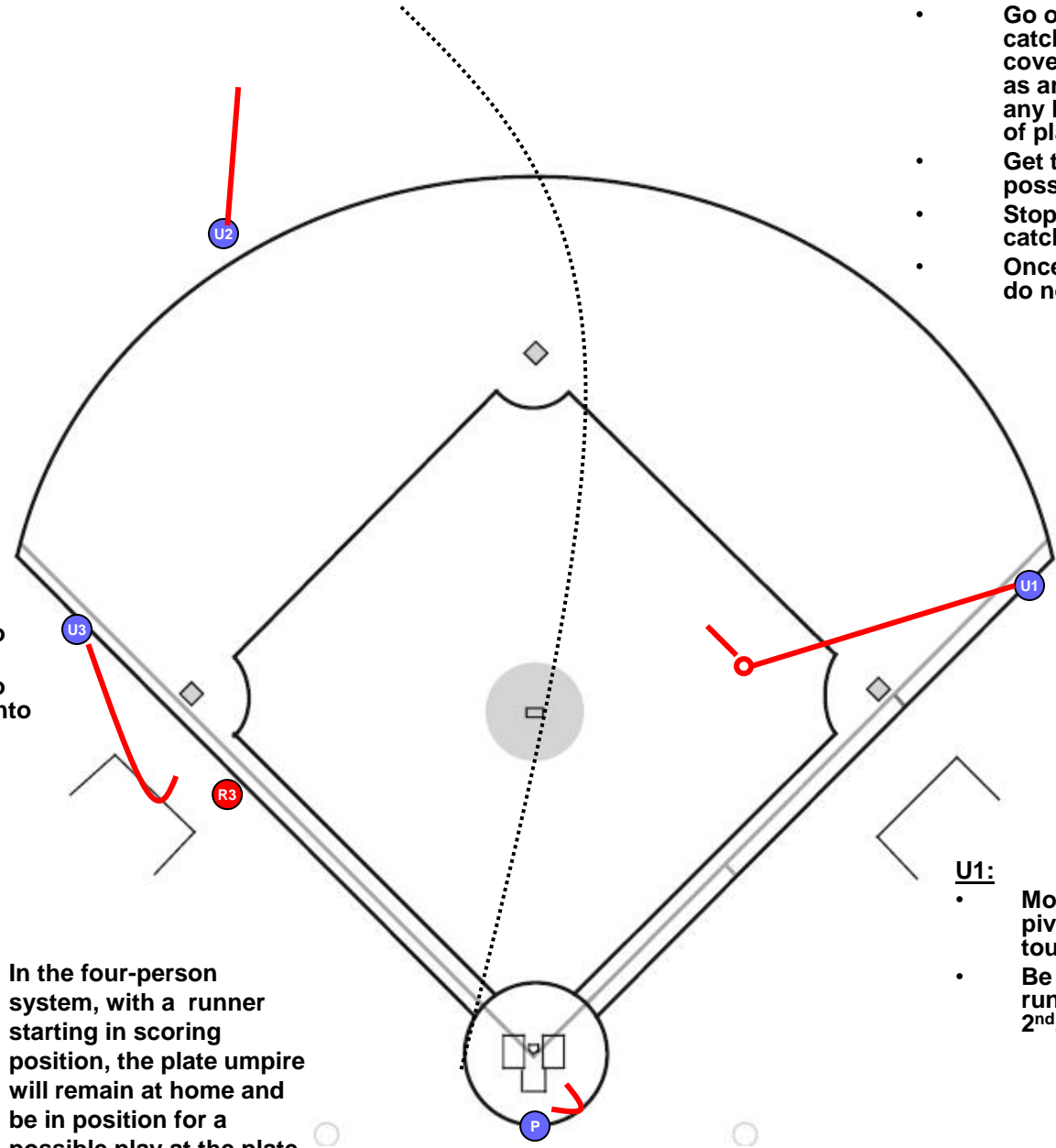
- In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate.

U1:

- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

 INITIAL MOVEMENT
 - - - - -
 SECONDARY MOVEMENT
 BALL FLIGHT

WHEN U2 GOES OUT



- U2:**
- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
 - Get the best angle possible;
 - Stop for any catch/no catch decisions;
 - Once out, stay out, and do not return the infield.

- U3:**
- Move down the line to observe R3's tag;
 - Be ready to move into position to a runner into 3rd.

- Plate:**
- In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate.

- U1:**
- Move into the infield and pivot observing the BR's touch of 1st;
 - Be prepared to take the runner back into 1st or into 2nd.

INITIAL MOVEMENT
SECONDARY MOVEMENT

BALL FLIGHT

WHEN U3 GOES OUT

U2:

- Quickly move to the 3rd base cutout.
- Responsible for all plays at 3rd.

U1:

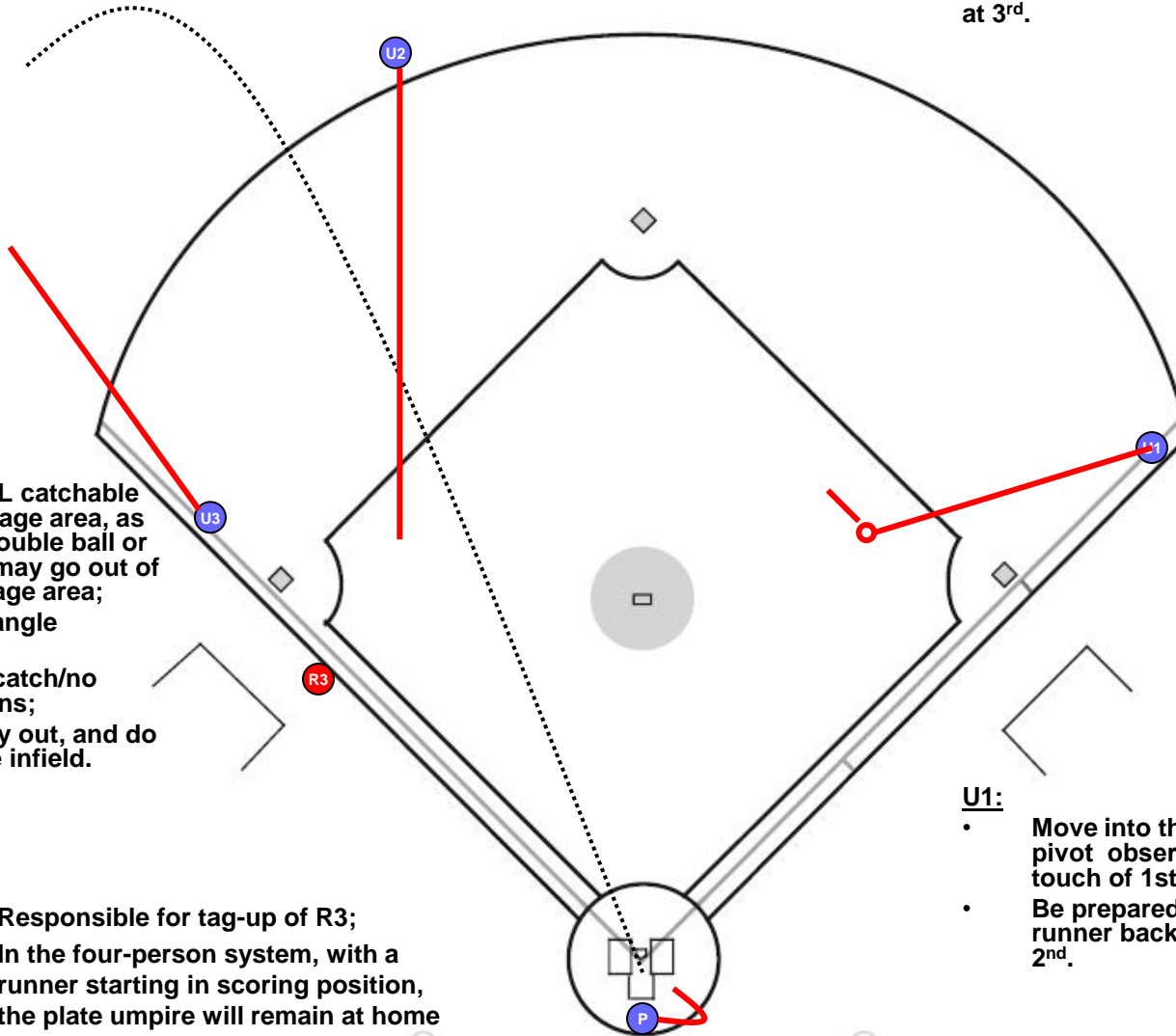
- Move into the infield and pivot observing the BR's touch of 1st;
- Be prepared to take the runner back into 1st or into 2nd.

U3:

- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

Plate:

- Responsible for tag-up of R3;
- In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate



BASE HIT

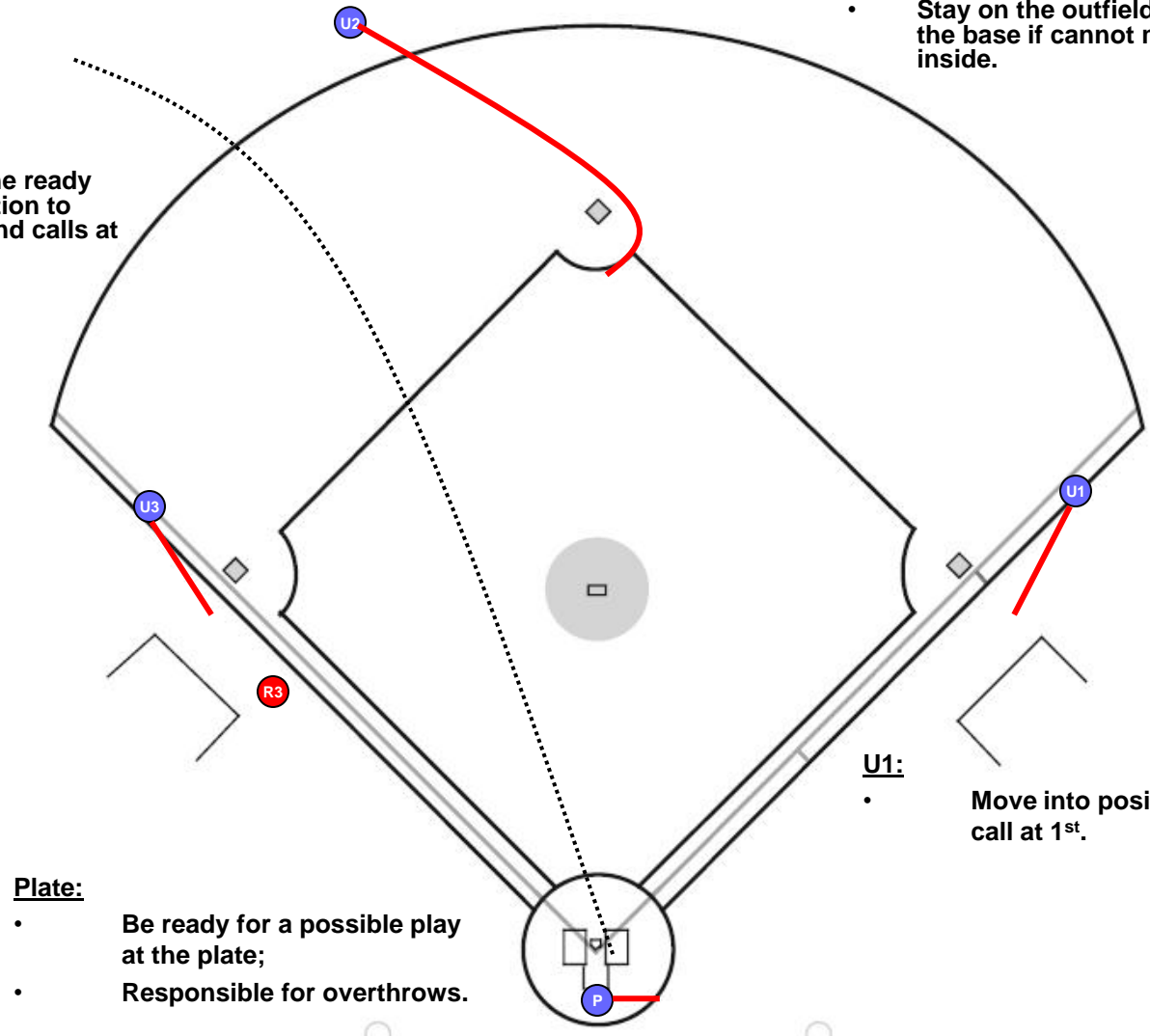
INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

U3:

- Move down the line ready to move into position to take all touches and calls at 3rd.

U2:

- Move into the infield to take all touches and plays at 2nd;
- Come in on the side of the base away from the throw of the outfielder;
- Stay on the outfield side of the base if cannot make it inside.



U1:

- Move into position to make any call at 1st.

Plate:

- Be ready for a possible play at the plate;
- Responsible for overthrows.

RUNNERS ON FIRST AND SECOND

Communication:

Stay Home (S16)

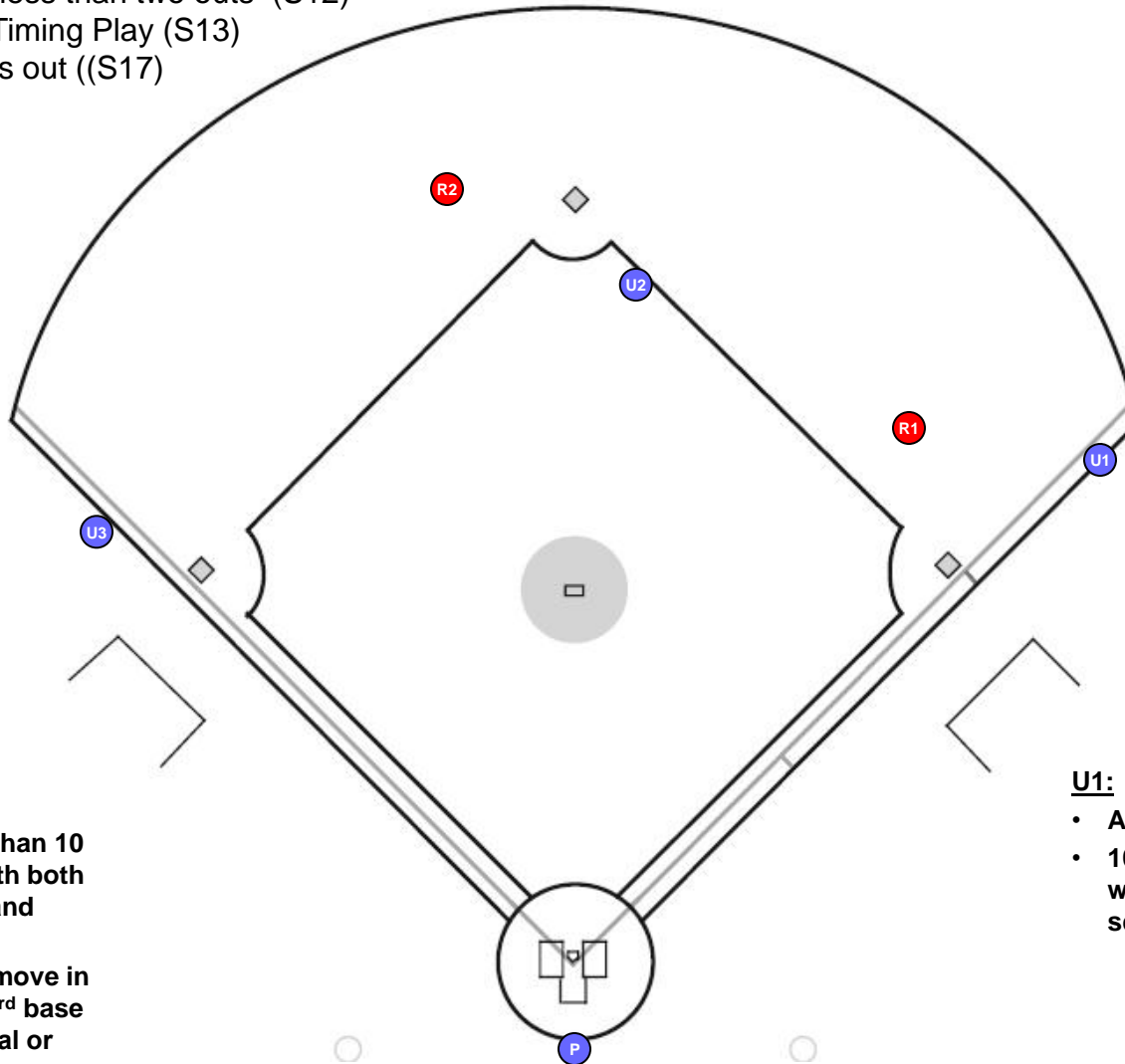
Infield Fly with less than two outs (S12)

With two outs Timing Play (S13)

Push if U3 goes out ((S17)

U2:

- Deep B position;
- On the edge of the dirt behind 2nd base.



U3:

- D position;
- 4-6 feet behind third baseman, no closer than 10 feet from the bag, with both feet in foul territory and square to the plate;
- Prepared to quickly move in the direction of the 3rd base coach's box on a steal or ground ball to infield.

U1:

- A position;
- 10-12 feet behind first baseman, with both feet in foul territory and square to the plate.

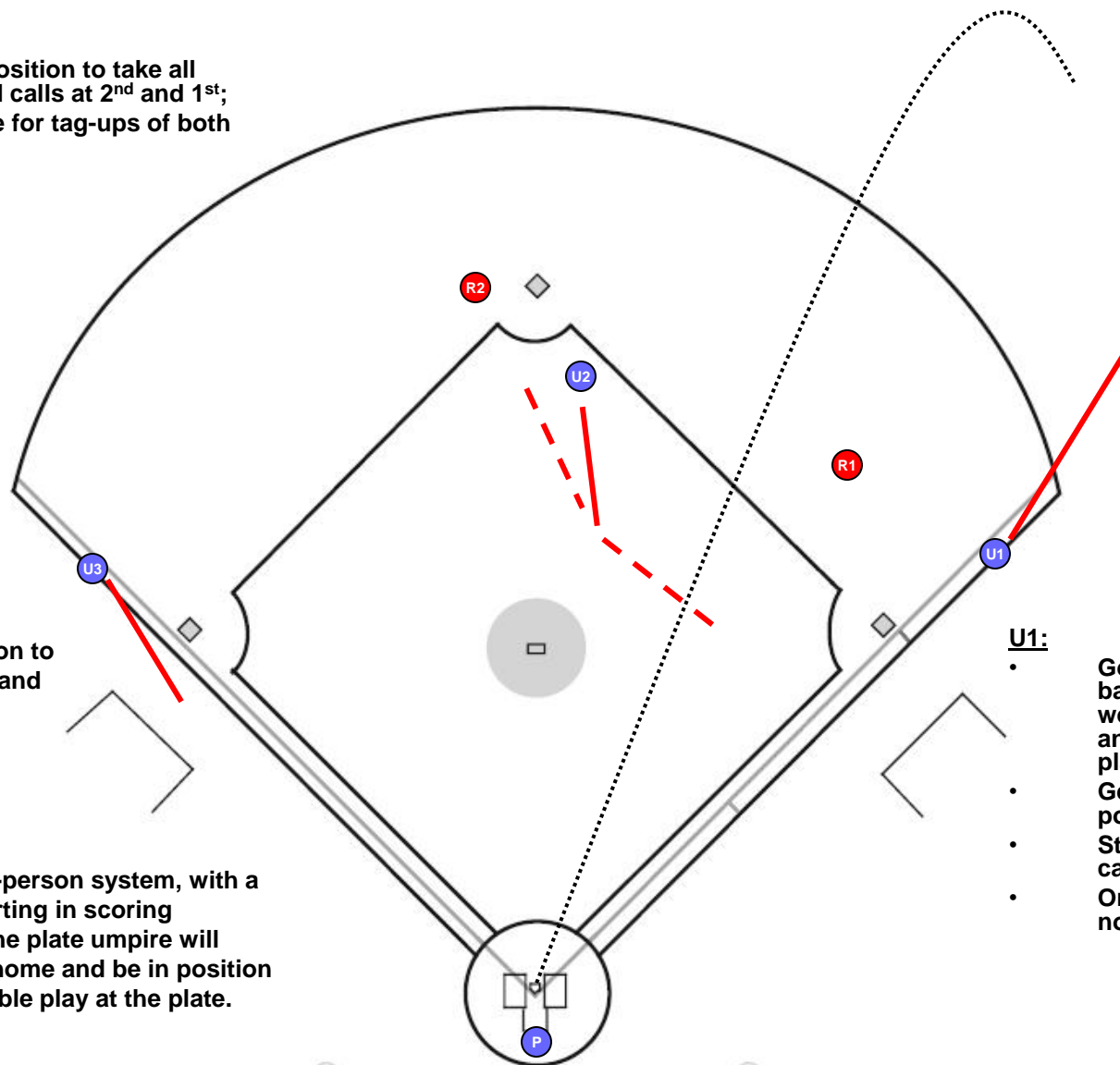
INITIAL MOVEMENT
SECONDARY MOVEMENT

BALL FLIGHT

WHEN U1 GOES OUT

U2:

- Move into position to take all touches and calls at 2nd and 1st;
- Responsible for tag-ups of both R2 and R1.



U3:

- Move into position to take all touches and calls at 3rd.

Plate:

- In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate.

U1:

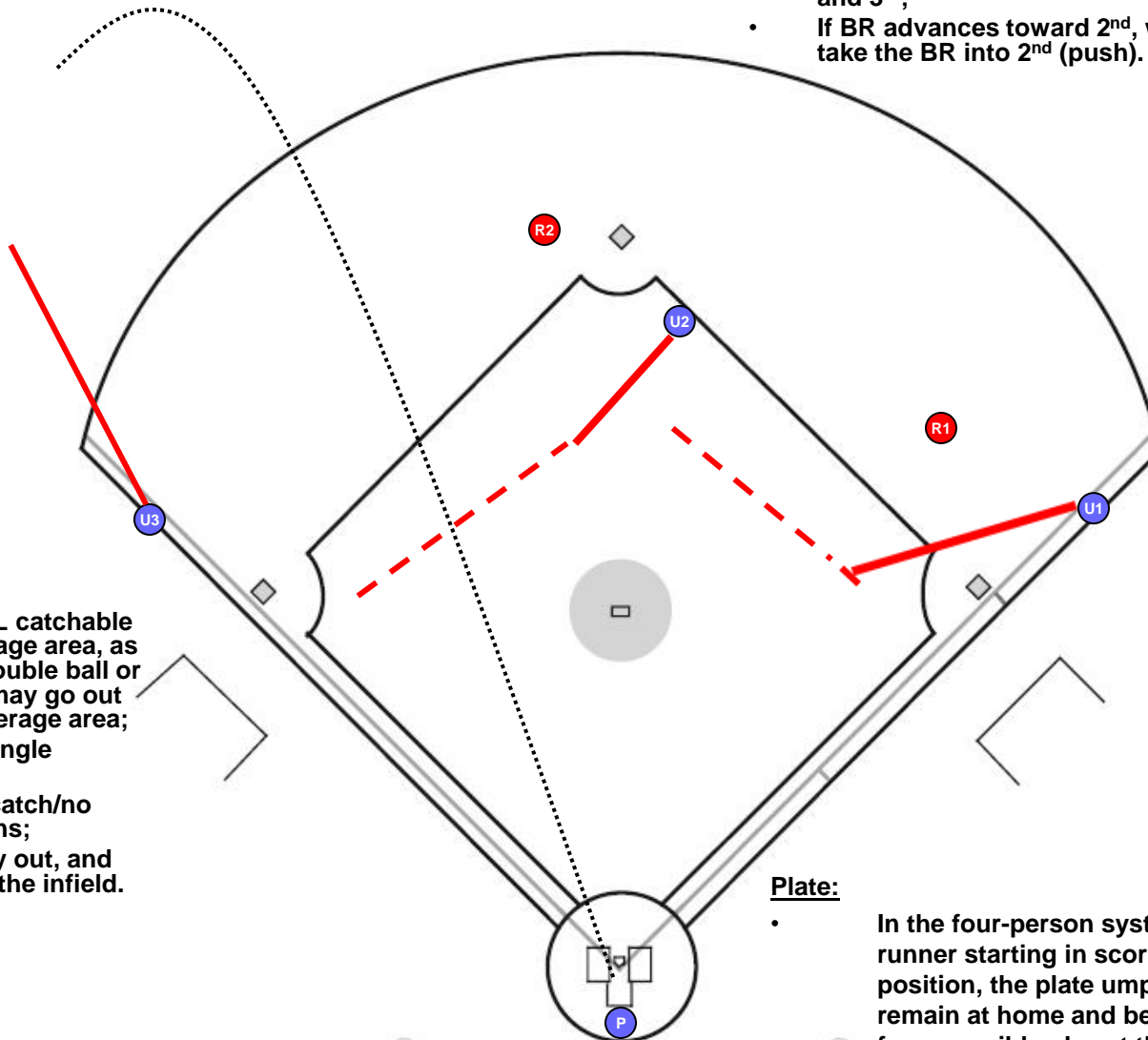
- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

 INITIAL MOVEMENT
 - - - - -
 SECONDARY MOVEMENT
 BALL FLIGHT

WHEN U3 GOES OUT

U2:

- Drop back towards the mound between 2nd and 3rd;
- Responsible for tag-up of R2;
- Take all plays on R2 and R1 at 2nd and 3rd;
- If BR advances toward 2nd, will let U1 take the BR into 2nd (push).



U3:

- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

U1:

- Move into the infield between 1st and 2nd;
- Responsible for the tag-up of R1;
- Pick up BR and take BR back into 1st and into 2nd (push).

Plate:

- In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate.

BASE HIT

INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

U3:

- Move down the line ready to move into position to take all touches and calls at 3rd.

U2:

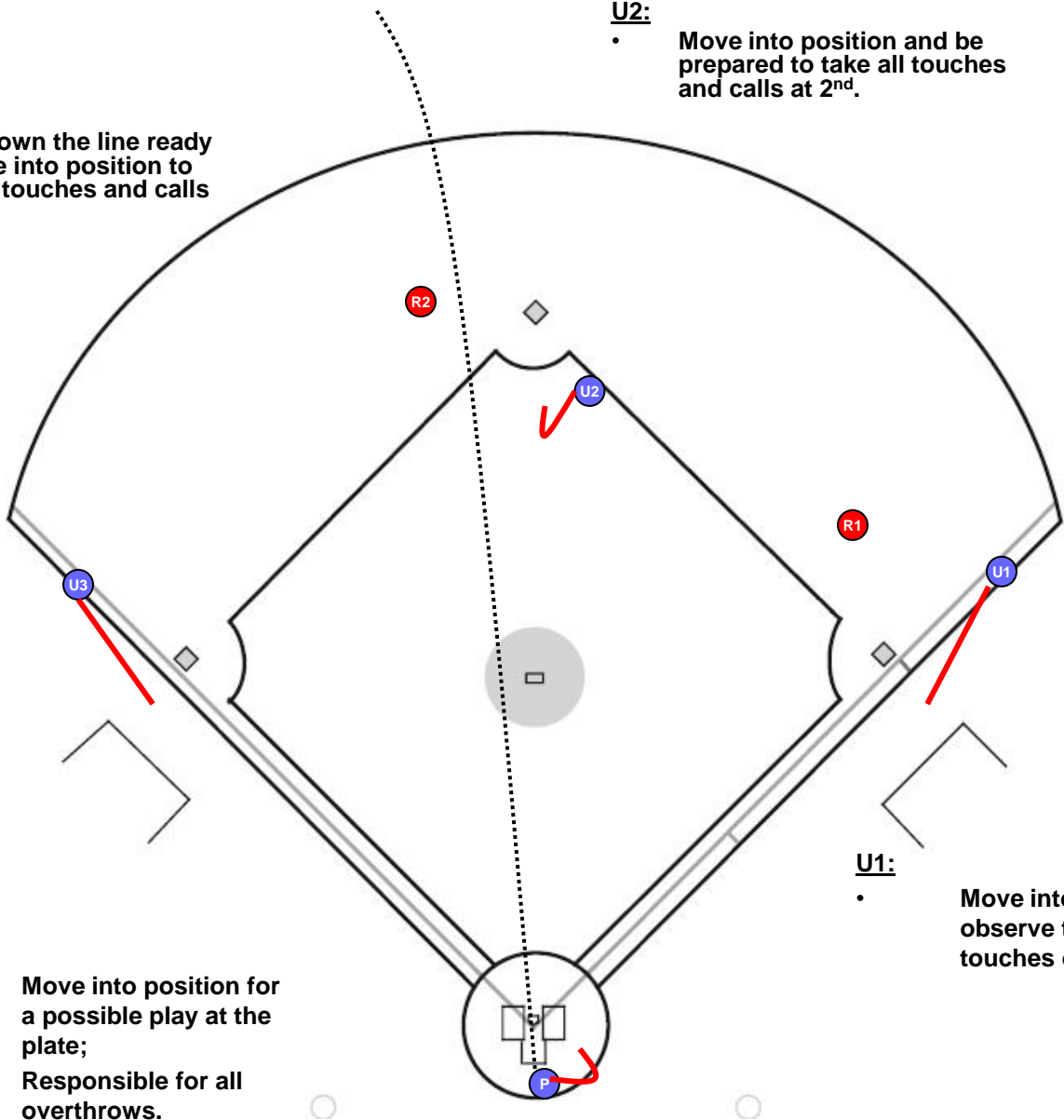
- Move into position and be prepared to take all touches and calls at 2nd.

U1:

- Move into position to observe tags and touches of 1st.

Plate:

- Move into position for a possible play at the plate;
- Responsible for all overthrows.



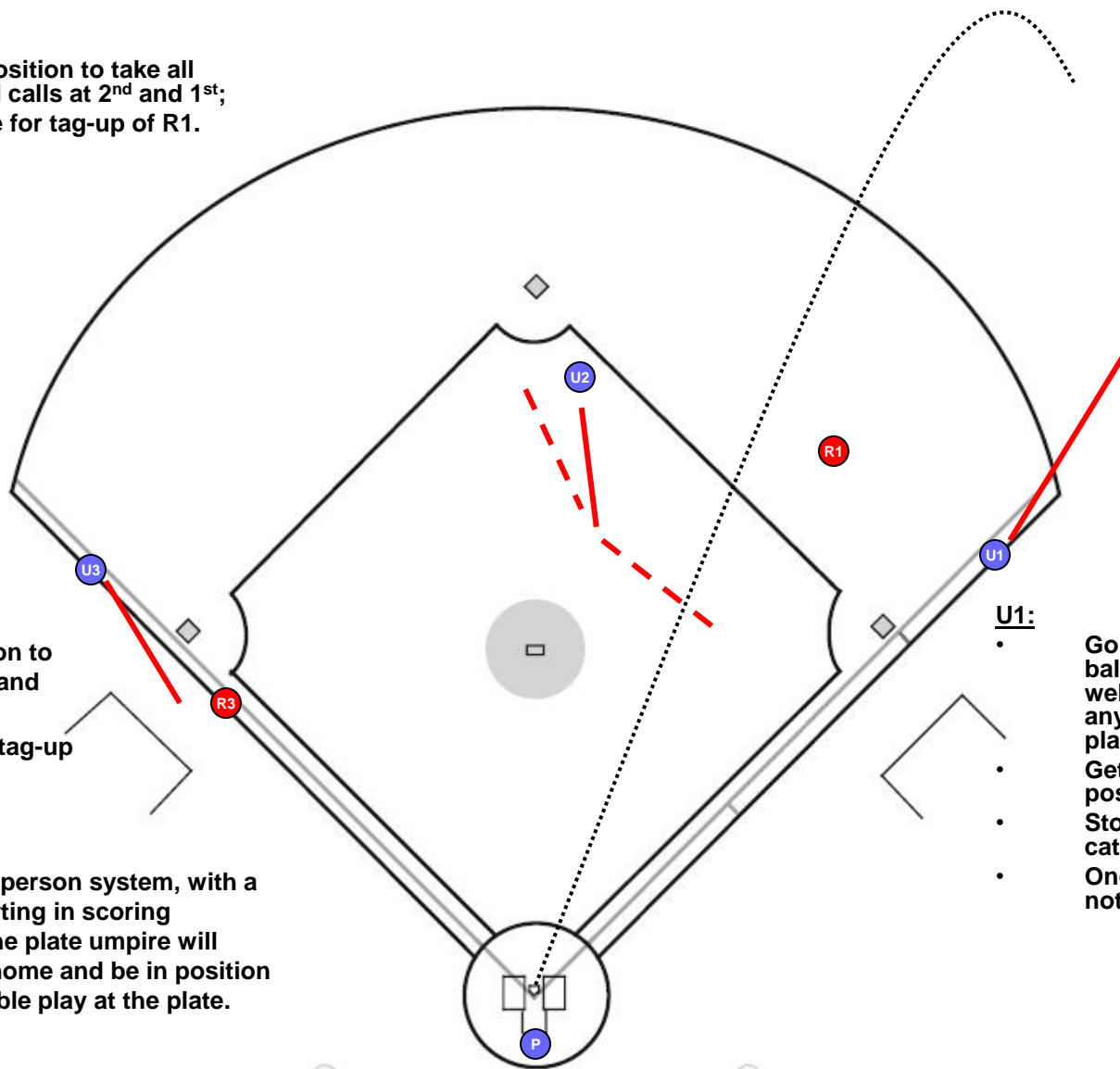
INITIAL MOVEMENT
SECONDARY MOVEMENT

WHEN U1 GOES OUT

BALL FLIGHT

U2:

- Move into position to take all touches and calls at 2nd and 1st;
- Responsible for tag-up of R1.



U3:

- Move into position to take all touches and calls at 3rd;
- Responsible for tag-up of R3.

Plate:

- In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate.

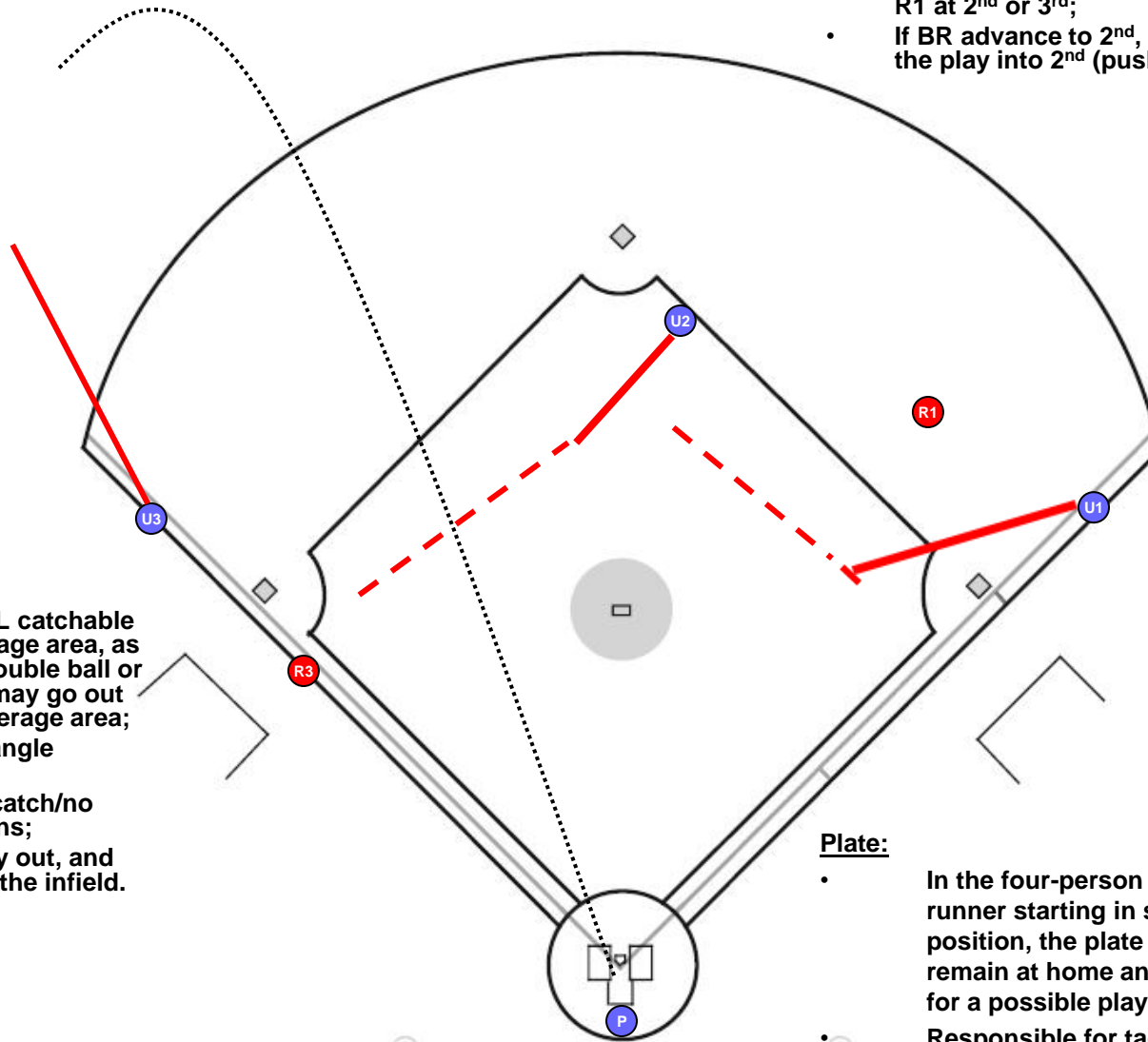
U1:

- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

INITIAL MOVEMENT
 SECONDARY MOVEMENT

BALL FLIGHT

WHEN U3 GOES OUT



U2:

- Drop back towards the mound between 2nd and 3rd;
- Take all plays on R3 at 3rd, and R1 at 2nd or 3rd;
- If BR advance to 2nd, let U1 take the play into 2nd (push).

U1:

- Move into the infield between 1st and 2nd;
- Pick up B-R and has B-R back into 1st and into 2nd (push).

Plate:

- In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate;
- Responsible for tag-up of R3.

U3:

- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

BASE HIT

INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

U3:

- Move down the line ready to move into position to take all touches and calls at 3rd.

U2:

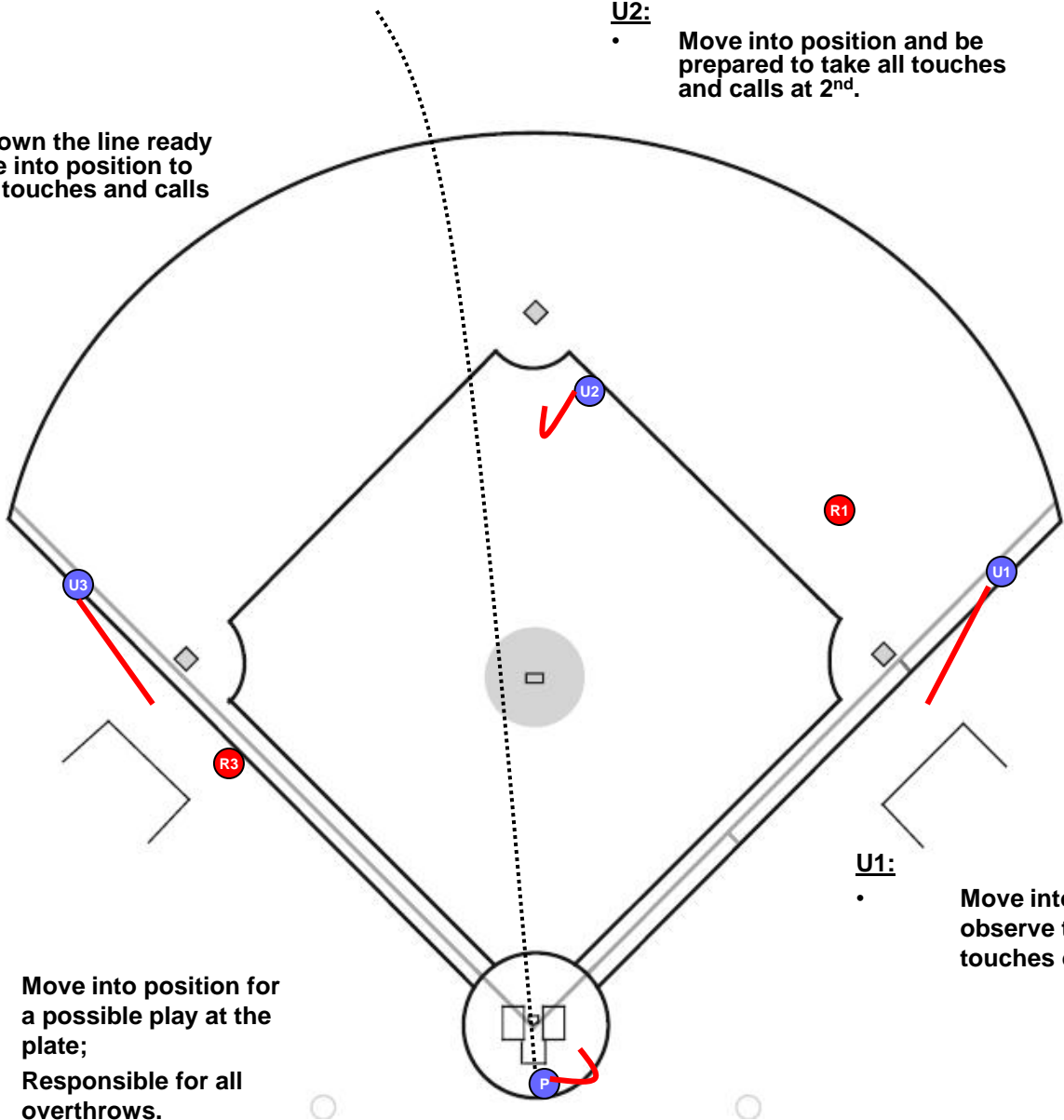
- Move into position and be prepared to take all touches and calls at 2nd.

U1:

- Move into position to observe tags and touches of 1st.

Plate:

- Move into position for a possible play at the plate;
- Responsible for all overthrows.



RUNNERS ON SECOND AND THIRD

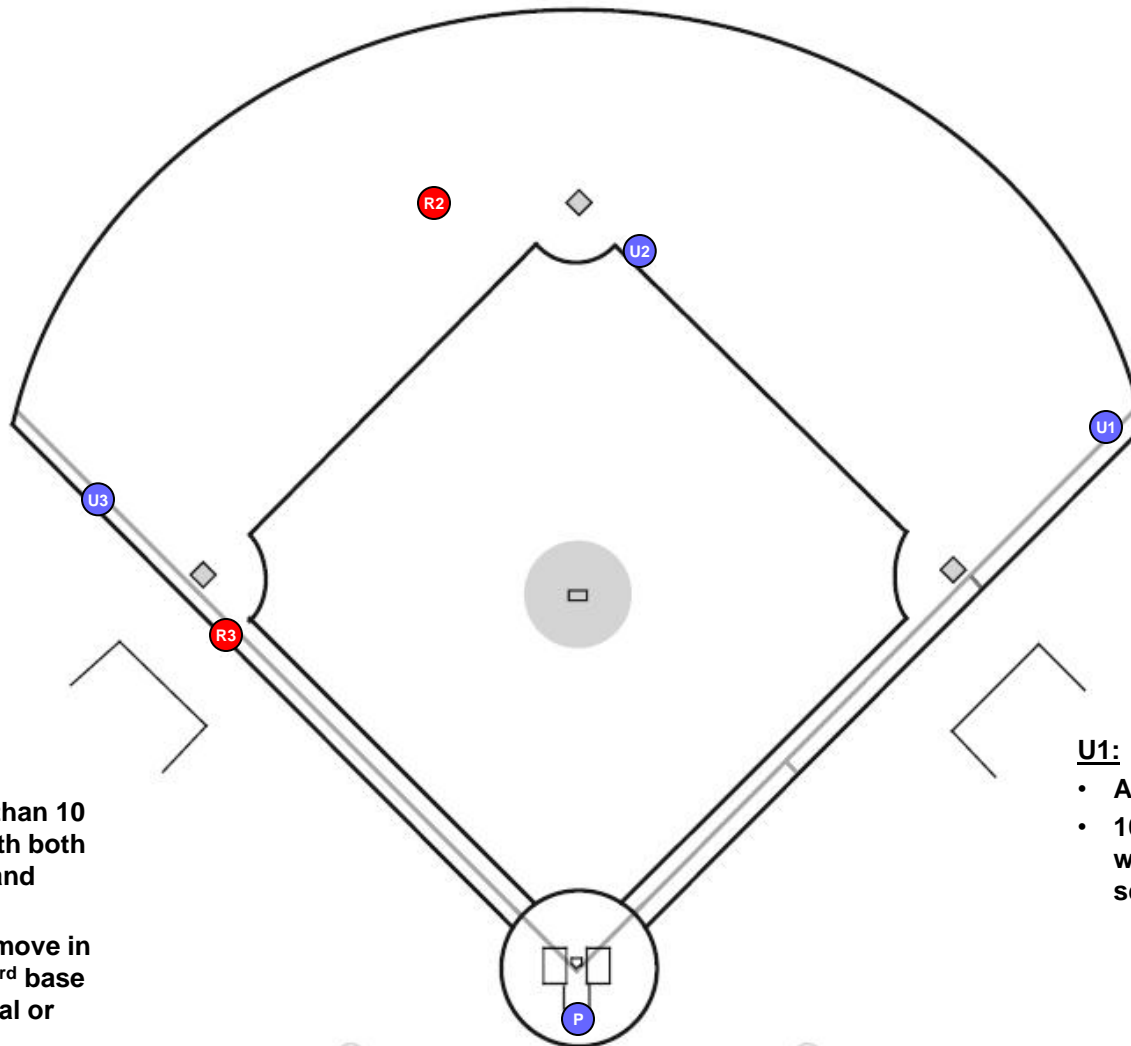
Communication:

Stay Home (S16)

Push if U3 goes out (S17)

U2:

- Deep B position;
- On the edge of the dirt behind 2nd base.



U3:

- D position;
- 4-6 feet behind third baseman, no closer than 10 feet from the bag, with both feet in foul territory and square to the plate;
- Prepared to quickly move in the direction of the 3rd base coach's box on a steal or ground ball to infield.

U1:

- A position;
- 10-12 feet behind first baseman, with both feet in foul territory and square to the plate.

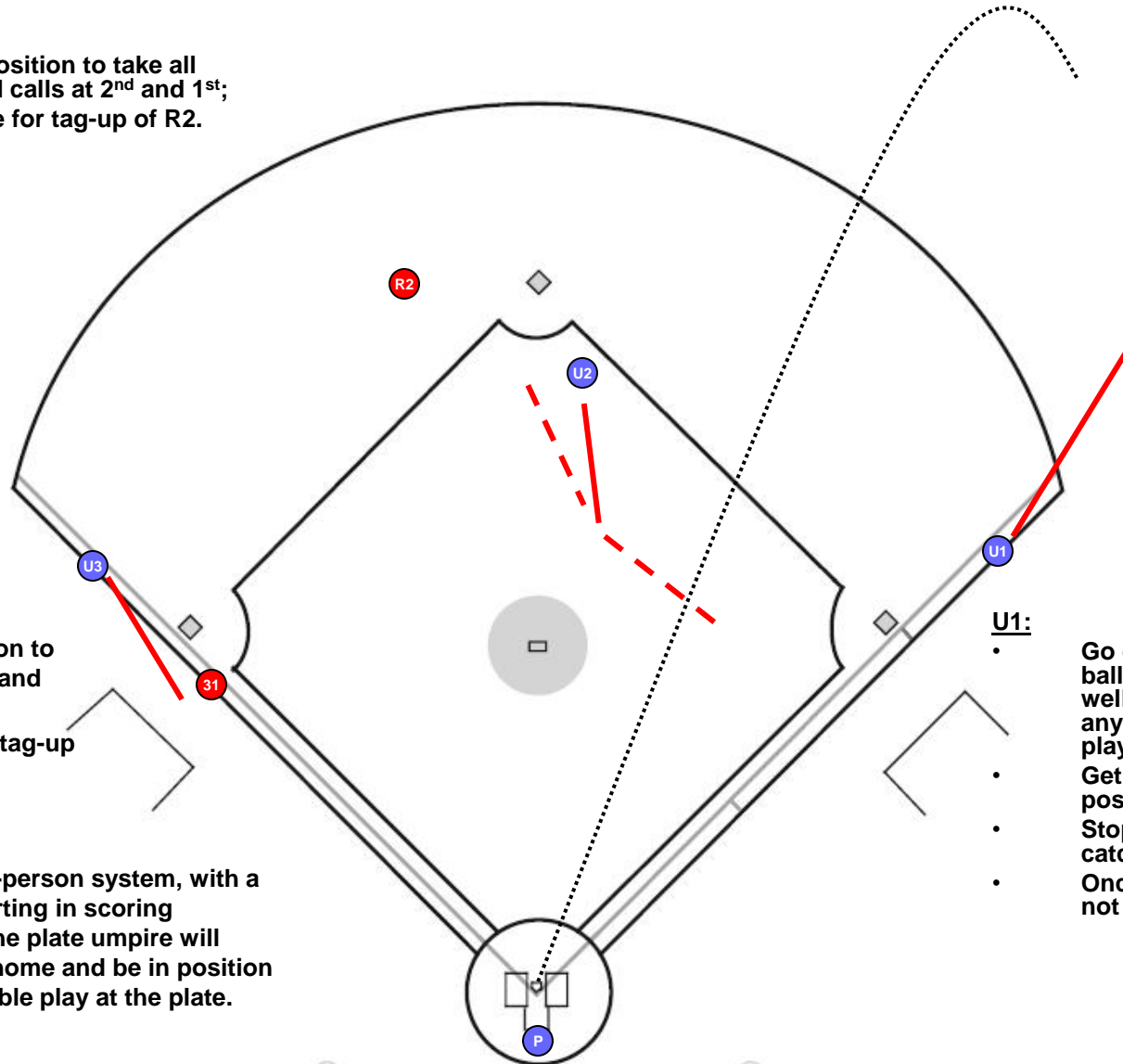
INITIAL MOVEMENT
SECONDARY MOVEMENT

BALL FLIGHT

WHEN U1 GOES OUT

U2:

- Move into position to take all touches and calls at 2nd and 1st;
- Responsible for tag-up of R2.



U3:

- Move into position to take all touches and calls at 3rd;
- Responsible for tag-up of R3.

Plate:

- In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate.

U1:

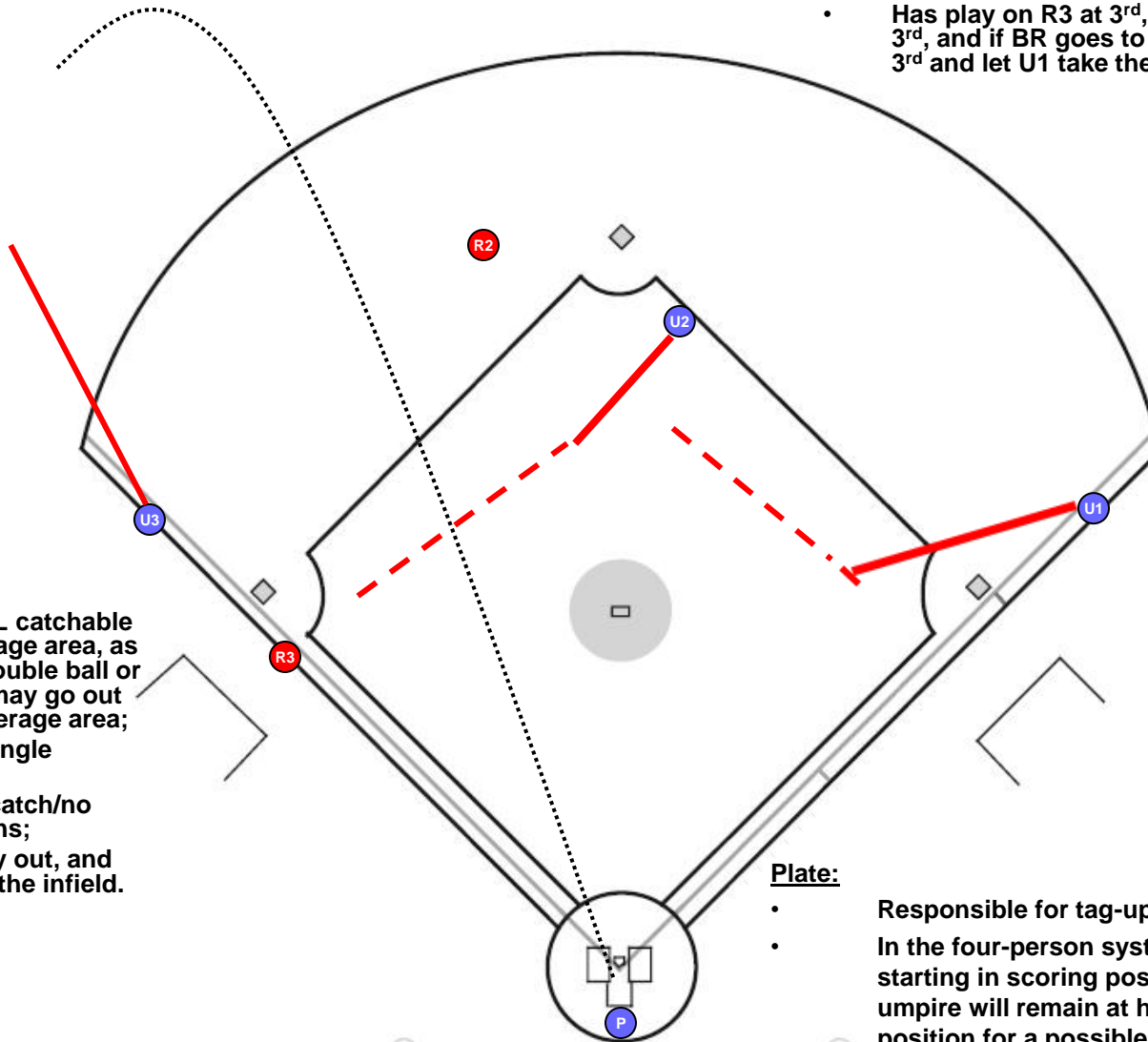
- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

 INITIAL MOVEMENT
 - - - - -
 SECONDARY MOVEMENT
 BALL FLIGHT

WHEN U3 GOES OUT

U2:

- Drop back towards the mound between 2nd and 3rd;
- Responsible for tag-up of R2;
- Has play on R3 at 3rd, R2 at 2nd or 3rd, and if BR goes to 2nd, move to 3rd and let U1 take the play (push).



U3:

- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

U1:

- Move into the infield between 1st and 2nd;
- Pick up B-R and has B-R back into 1st and into 2nd (push).

Plate:

- Responsible for tag-up of R3.
- In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate.

BASE HIT

INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

U3:

- Move down the line ready to move into position to take all touches and calls at 3rd.

U2:

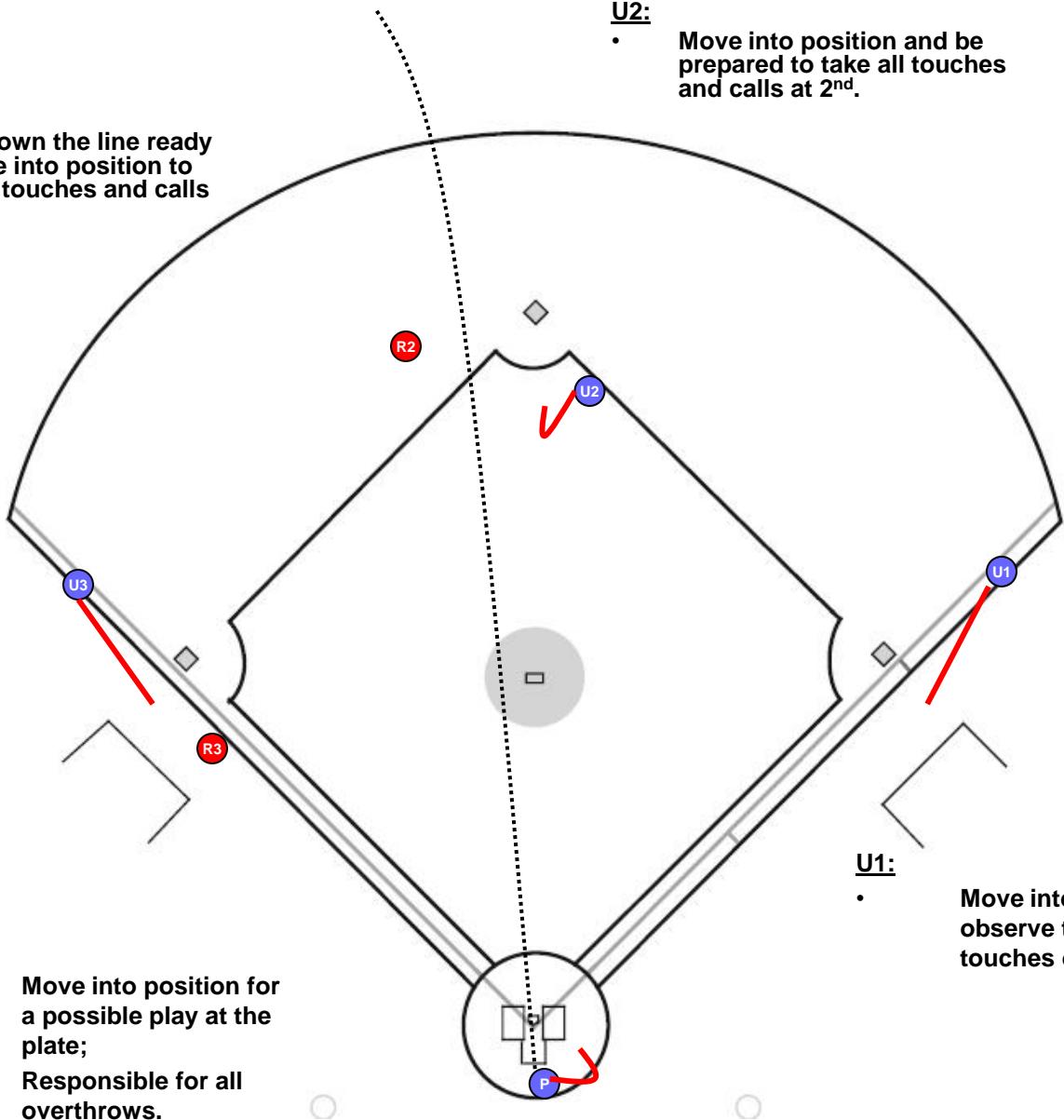
- Move into position and be prepared to take all touches and calls at 2nd.

U1:

- Move into position to observe tags and touches of 1st.

Plate:

- Move into position for a possible play at the plate;
- Responsible for all overthrows.



BASES LOADED

Communication:

Stay Home (S16)

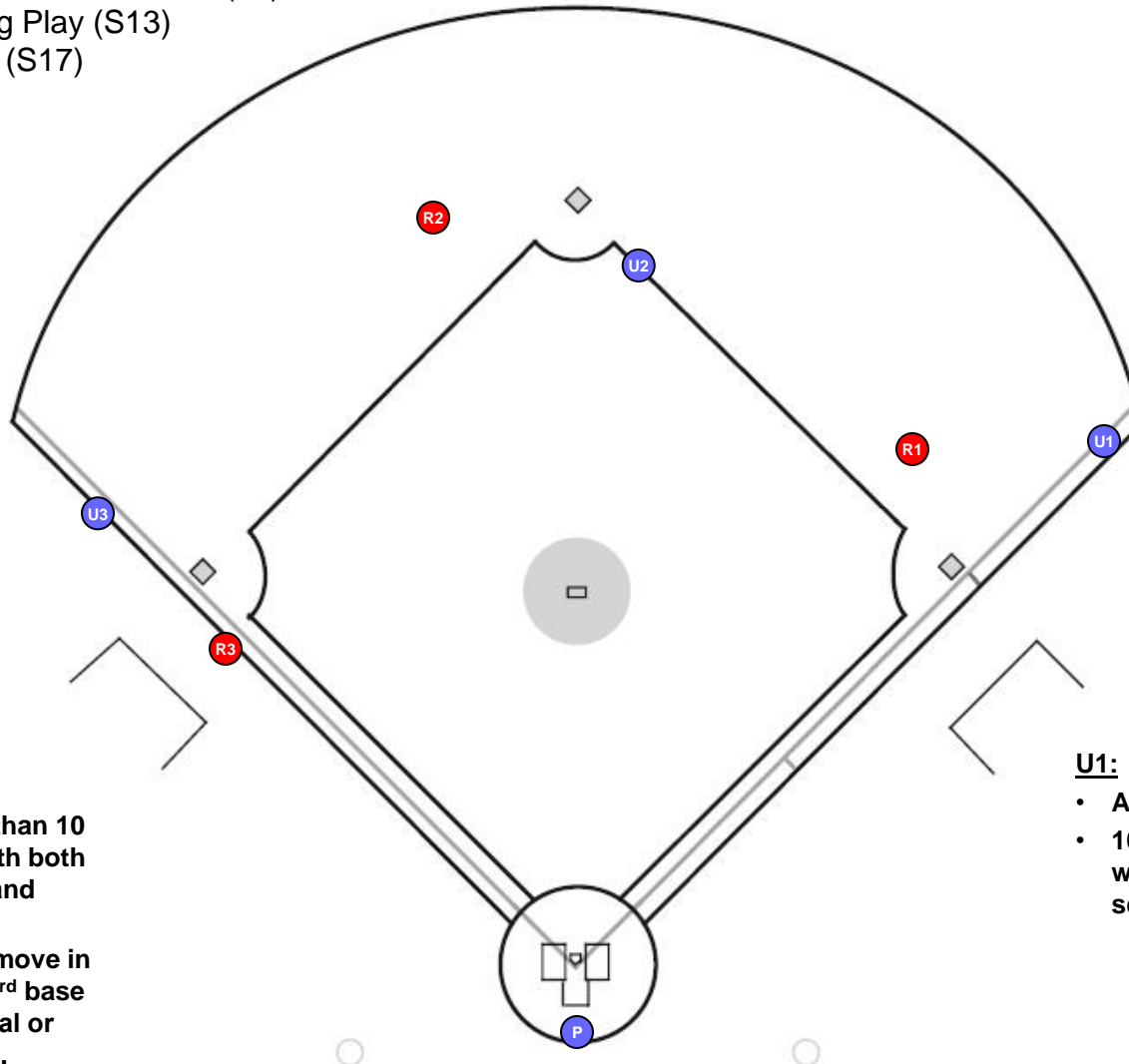
Infield Fly with less than two outs S(12)

With two outs Timing Play (S13)

Push if U3 goes out (S17)

U2:

- Deep B position;
- On the edge of the dirt behind 2nd base.



U3:

- D position;
- 4-6 feet behind third baseman, no closer than 10 feet from the bag, with both feet in foul territory and square to the plate;
- Prepared to quickly move in the direction of the 3rd base coach's box on a steal or ground ball to infield.

U1:

- A position;
- 10-12 feet behind first baseman, with both feet in foul territory and square to the plate.

INITIAL MOVEMENT
SECONDARY MOVEMENT

BALL FLIGHT

WHEN U1 GOES OUT

U2:

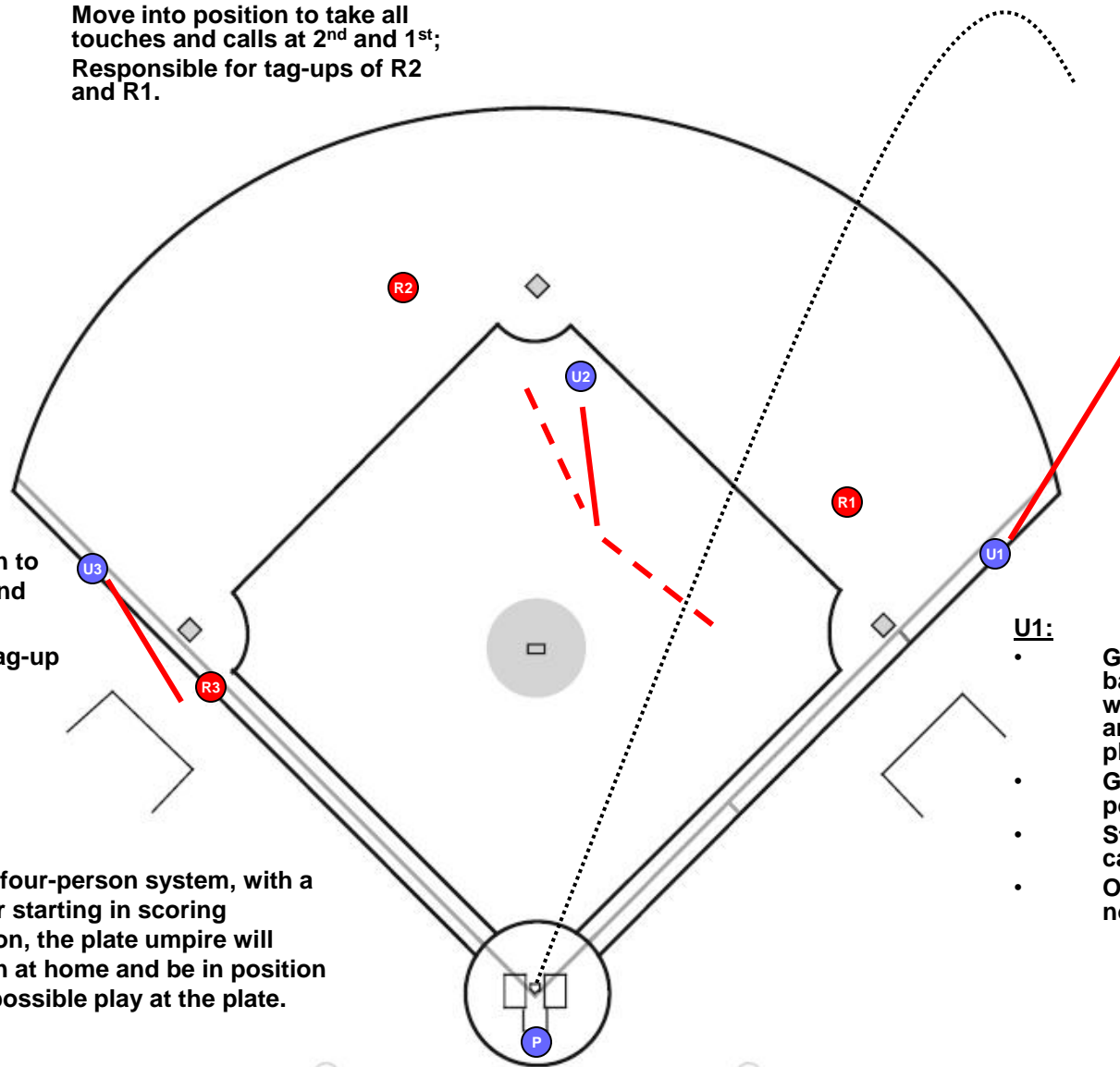
- Move into position to take all touches and calls at 2nd and 1st;
- Responsible for tag-ups of R2 and R1.

U3:

- Move into position to take all touches and calls at 3rd;
- Responsible for tag-up of R3.

Plate:

- In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate.



U1:

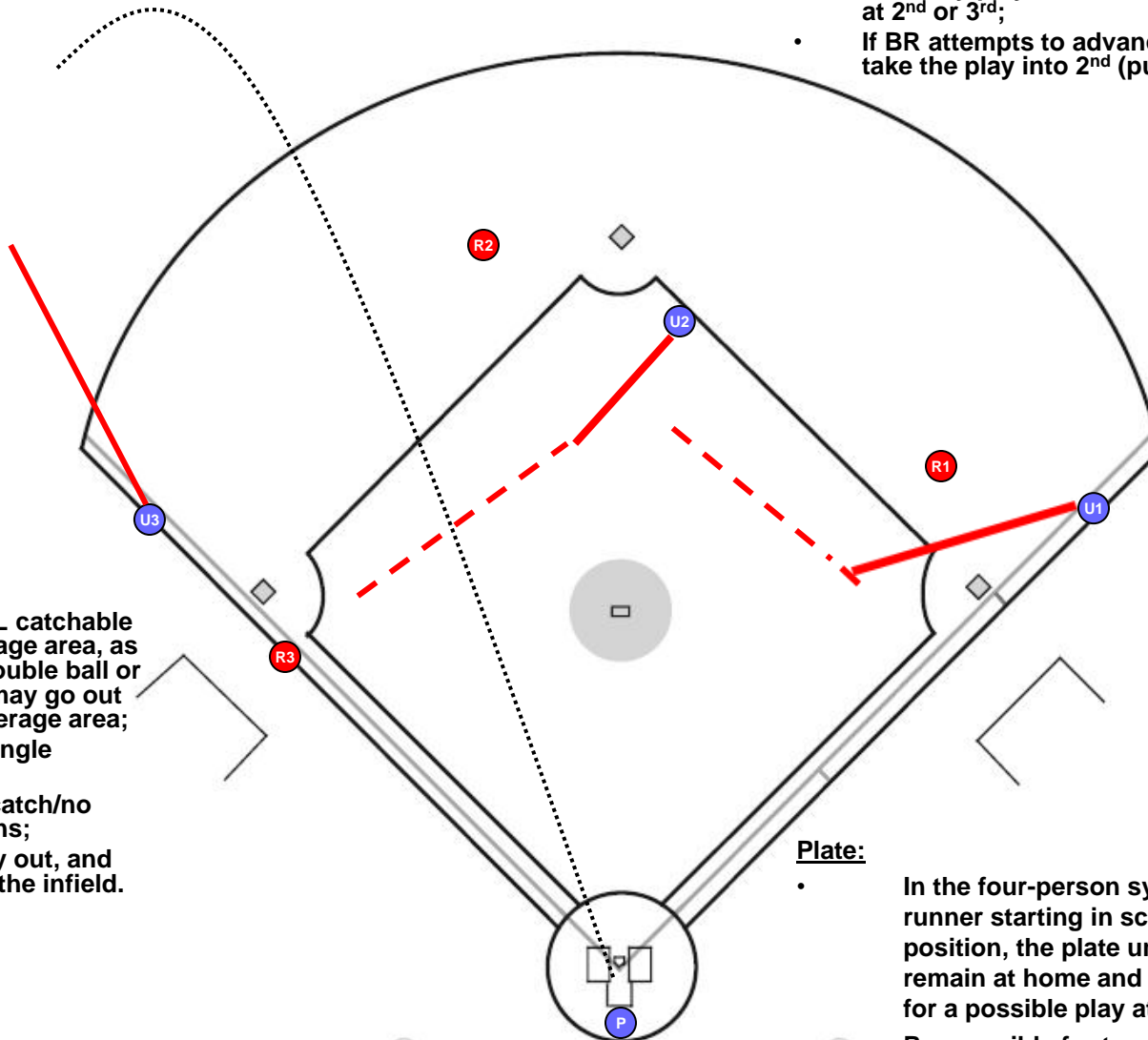
- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

 INITIAL MOVEMENT
 - - - - -
 SECONDARY MOVEMENT
 BALL FLIGHT

WHEN U3 GOES OUT

U2:

- Drop back towards the mound between 2nd and 3rd;
- Responsible for tag-up of R2;
- Take any play on R3 at 3rd or R2 or R1 at 2nd or 3rd;
- If BR attempts to advance to 2nd, let U1 take the play into 2nd (push).



U3:

- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

U1:

- Move into the infield between 1st and 2nd;
- Responsible for tag-up of R1;
- Pick up B-R and has B-R back into 1st and into 2nd (push).

Plate:

- In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate.
- Responsible for tag-up of R3;

BASE HIT

INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

U3:

- Move down the line ready to move into position to take all touches and calls at 3rd.

U2:

- Move into position and be prepared to take all touches and calls at 2nd.

U1:

- Move into position to observe tags and touches of 1st.

Plate:

- Move into position for a possible play at the plate;
- Responsible for all overthrows.

