

# OHIO HIGH SCHOOL ATHLETIC ASSOCIATION

## 2021 & 2022 Approved Baseball Officiating Mechanics, Regulations & Standards

### "The Blue Book"



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*Baseball is a game where a curve is an optical illusion, a screwball can be a pitch or a person, stealing is legal, and you can spit anywhere you like except in the umpire's eye or on the ball.*

*James Patrick Murray*

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## Introduction

Very few issues that arise during a baseball game are rules related. (This not to say that a thorough understanding of the rules is not necessary, it's required!) Most, however, can be linked to umpire mechanics. There are holes in 2-umpire mechanics, no matter how good you are or how long you have been officiating.

Before each season, it is always a good idea to refresh yourself on the without two-person mechanics. Even though not much has changed, we can fall into bad habits during the summer months when it's 90 plus degrees!

Three and four-umpire mechanics help reduce the holes in officiating but at a cost. The mechanics in this manual help minimize those gaps but in no way will be able to eliminate them. Experience, training, and general baseball knowledge help us overcome those hurdles that arise during the game.

The two-umpire mechanics have not changed from the 2019-2020 issue. The feedback from our umpires has been very favorable to the previous changes, and I see no need to mess with something that is working.

This manual will only have the two-umpire system included. The sheer size of the three and four-umpire mechanics makes it impossible to print and mail out. All three mechanic illustrations will be on OHSAA.org under the DOD web page.

One issue that continues to be a problem is tobacco. Yes, tobacco, but not by a coach, players, and officials. No tobacco is a rule for all those participating, which includes us. Schools are tobacco-free, and that means in the parking lots!

I would like to give special thanks to Frank Grubb, Jon Saphire, Mark Kuhn, Mike Dame, Anthony Sheets, and Daniel McGinnis for their help in putting this manual together. We needed to make sure that any changes that were made could be performed by all levels of officiating and made sense.

This publication is being produced when it is unknown about the season for 2021. There will be subsequent emails announcing future clinics and educational opportunities as they come forward. All of us who work in baseball officiating know most things are etched in the sand, and we need to continue updating ourselves as the season progresses.

## General Umpire Mechanics

Having read numerous baseball umpire manuals, one thing became evident. There is a lot of mechanics that we have passed down that are not written in any manual. We all watch baseball both live and on TV, but do we take note of the little things that make for good umpiring.

A few years ago, after the third week of the new umpire class, I asked the class to observe the umpires, and I would ask them some questions in the following class. They had already begun reading the NFHS Mechanics Manual and had been working on the rules. What I found was quite interesting and started me thinking about how to address this in OHSA.

Here are a few of the questions I asked the class after they watched a professional game on TV. What hand did the umpire take his mask off with? What hand did the plate umpire carry his indicator? Did the umpire put the ball in play after a foul ball? .....

There are many aspects that we have learned that were passed down from veteran umpires that need to be written down so that we are all on the same page. So here we go:

- Always clean your shoes before each game
- Once you enter the confines of the field, never lay your mask down, hang it on a fence or put it on the bench.
- When there is a pop up that the catcher is fielding, the plate umpire should keep his mask on until the catcher throws his.
- The plate umpire should clean the plate off with the brush before each half inning with his butt facing the pitching mound.
- Plate gear to be worn under your uniform
- Always take the mask off with your left hand.
- Carry your indicator in your left hand
- Appeal with your left hand. "Did he go?"
- Both umpires wear their hat with the bill facing forward at all times.
- Base umpires do not carry plate brushes or wear ball bags.
- During defensive conferences, the base umpire should go to the outfield
- During pitching changes, the base umpire should count the pitches and tell the plate umpire (non-verbally) when they have had five (5) warmups.
- Partners should meet during a game only if it is essential and never right after a controversial call.
- Always walk on and off the field with your partner.

- Always put the ball in play after it has been declared dead.
- Keep track of both defensive and offensive conferences.
- Do not point to first base with the right hand to award a base

Veteran umpires will laugh at many of the above items but take it from me, I have seen many if not all of them in practice. If you can think of any other unwritten mechanics issues, please send them to me, and I will add them to the list.

### **Officiating Code of Ethics**

- Must devote time, thought, and study to the rules of the game and the mechanics necessary to carry out these rules so that one may render effective and creditable service in a fair and unbiased manner.
- Must work with fellow officials and the state association in a spirit of harmony and cooperation despite differences of opinion that may arise during debate of issues.
- Must resist every temptation and outside pressure to use one's position as an official to benefit oneself. Under all circumstances, officials must avoid promoting the particular interest of any person or group of persons other than the athletes we serve.
- Must continuously uphold the honor and dignity of the officiating industry in all personal conduct and relations with student-athletes, coaches, athletic directors, school administrators, colleagues, and the public, to be a worthy example of the athletes under one's jurisdiction.
- Be prepared both physically and mentally, dress according to expectations of sports standards, and maintain a proper appearance that is befitting the importance of the game.
- Avoid the use of tobacco and tobacco products at the contest site.
- Shall not consume alcohol (or any illegal/illicit drug or controlled substance) before or during the game.
- Must remember and recognize that it is essential to honor contracts regardless of possible inconvenience or financial loss. Every member of the officiating profession carries a responsibility to act in a manner becoming a professional person. The conduct of any official influences the attitude of the public toward the profession in general as well as toward the official in particular.

## Required Uniform

- Gray pants (either Heather Gray or Charcoal) for the regular season, sectional and district tournament. For regional and state games, Charcoal Gray pants are required. All umpires on a crew for any regular or postseason games are to be dressed alike.
- MLU navy shirt with the OHSAA embroidered or sublimated logo. If you wear a short sleeve MLU shirt, **it is not permissible to wear a long sleeve garment under it.**
- Undershirts or t-shirts shall be red.
- Black socks are to be worn.
- Predominately black plate or base shoes with black laces.
- Black leather belt 1 ½ to 2 inches wide with plain buckle.
- Navy cap with the OHSAA logo embroidered on the crown.
- The jacket shall be the "red shoulder stripe" model. Navy with red/white trim on the shoulder. The OHSAA logo shall be placed appropriately on the jacket.
- No other logos, patches, emblems, or numbers are permitted on the official uniform. An American Flag patch/emblem is optional, and if worn, it is to be on the left sleeve with the star field facing to the front.
- No Jewelry except wedding band or medical alert necklaces or bracelets. A religious medallion that is not visible is permitted. A watch is allowed only if an official has a duty for timing during the contest.
- All umpires on a crew are to dress alike.
- The plate umpire shall wear all protective equipment as specified by rule (plate shoes are required). Dark blue or gray ball bags shall be used.

## General Reminders

- Each year go over the rule and casebook and note any changes for that year.
- Make a note of any mechanics changes.
- You get one chance at first impressions. Make sure that your uniform is in good order and that you have cleaned or polished your shoes before each game. Hats do wear out and need to be replaced from time to time.
- A good month before the season, try on all your gear. This will allow you time to have either new equipment purchased or alterations made.
- Chest protectors need to be snug up under your chin. The collar bone needs to be covered at all times, and this adjustment should be made before the first pitch. During the game, the protector should not be shifting; if it is, tighten it up.
- The shoes we wear are crucial. For the plate, we need hard-toed shoes with metatarsal protection. Both plate and base shoes need to have golf type spikes or a rippled bottom for traction.
- One or both umpires should carry an indicator.
- Do not carry a plate brush when doing the bases.

## Game Day Procedures

- Verify with the home school the start time, location, and any accommodations they may have (locker room!).
- Arrive approximately 30 minutes before the start time. Notify game management that you have arrived.
- Examine the playing field carefully, making sure that it is appropriately marked, the pitcher's plate is legal, and familiarize yourself with the boundaries.
- Coordinate with your partner where to meet. If dressing in the parking lot, try to do so away from other cars and remember there are laws we have to follow.
- Once you have decided who is working where go through a pre-game so that you are on the same page, make a note of any particular issues that this field might present.
- Walk up to the field together and arrive at the plate approximately 5 minutes before the start time.

## Pre-game

- Five minutes before the start of the game, meet with both head coaches at the plate.
- The plate umpire is standing at the point of the plate facing the pitching mound.
- The base umpire is standing directly across from the plate umpire facing the backstop.
- Both umpires are to introduce themselves to the coaches and any captains.
- Plate umpire is to check the home team lineup first, followed by the visiting team. Make a note of any DH on the card and verify that it is what they're using.
- Ask both coaches if all players are legally and properly equipped and that all equipment is legal. Both coaches must answer, "yes." If they don't know, then they need to verify and respond "yes."
- Share your expectations about exhibiting good sportsmanship. During the game, if they have a question, you are more than willing to answer them. Not long distance!
- Ask the home team coach to take you around the diamond, starting at the backstop. They need to explain the boundaries and any local rules that need to apply. If you don't agree or don't understand, now is the time to get it straightened out.
- Once the conference is over, if there is a national anthem, the base umpire should stand at the right of the plate umpire (two-man) behind the plate.
- After the meeting, the base umpire is to jog down the baseline into the outfield.
- Now is an excellent time to get ready for the game. The plate umpire should take six (6) or so pitches behind the catcher, and the base umpire should watch the throws from the infield to first base.

## During the game

- The plate umpire is designated as the umpire-in-chief and is responsible for announcing "Play" and giving the hand signal to start the game or resume play.
- The umpire-in-chief shall determine if lights are to be turned on, and this should be done before the start of an inning.
- With no runners on base, the base umpire shall position himself 10-12 feet behind the first baseman with both feet in foul territory. (right foot next to the foul line)
- If a fly ball is hit to an area in the outfield that the base umpire is responsible for and is deemed a trouble ball, he will go out to rule on fair/foul and catch/no catch.

- A trouble ball is
  - Fair/foul decision down the right-field line.
  - Home runs.
  - Balls off the wall.
  - Diving catches by the outfielder.
  - Catches with the fielder running to the wall.
  - Catches below the waist.
  - Players are converging on a fly ball.
- The base umpire will communicate with his partner, "I'm going out," and the plate umpire now has the batter-runner. **NOTE: Pause, Read, and React—then BE DECISIVE! Decide to go out or come in and stick to it. Indecision puts both umpires at a disadvantage. Suddenly nobody gets a good look at a ball/play that's can require the most attention.**
- The base umpire will get the best angle and be stopped entirely when there is a play made or fair/foul decision.
- The plate has all bounding balls up to the third and first base. If the base umpire is stationed at that base, then he/she will have the ruling on fair/foul once it passes the front edge of that base.
- Any umpire may call a balk or signal a delayed dead ball or call time.
- Be stopped entirely before any play being made. Your head is like a camera; if the head moves, so does the lenses.
- Always strive to get the best angle when making a call. Too close and everything blends together and distorts your vision. Too far and you don't seem credible.
- If you have the proper angle and distance, then your eyes will lead to adequate timing and judgment.
- **There are no rotations if the batted ball does not leave the infield. The base umpire has all bases.**
- **Get the call right:** A call needs to be made on every play. When a coach asks if the calling umpire can get help, you need to get together (no coaches or players around) and discuss what you have. The emphasis is put on getting together and talking. It is still up to the calling umpire to make the final decision on the call and can use the information from the other umpire in making the final decision. In years past, we used to point to the other umpire and ask what he has! It looks idiotic when he says, "I have nothing." Once you have the decision, the calling umpire makes the call, and if a coach wants to discuss, politely tell him what you have, and the discussion is over.



## Plate Umpire

- The essential parts of the job are your stance, tracking the pitch, calling it a ball or strike, using the indicator, and finally plays at the plate.
- The three plate stances are The Box, the Scissors, and the Knee. You need to find the one that works best for you, but we recommend the Box and will discuss this stance.
  - Feet are spread slightly more than shoulder-width apart and placed in a heel-toe configuration, with the slot foot (left foot for a right-handed batter) slightly ahead of your back foot and your weight evenly distributed on the balls of your feet. Your hands for a right-handed batter, your right hand is on your right knee helping you feel locked in, your left hand can be behind your thigh or tucked so that your left elbow is on your thigh and your hand is between your legs.
  - No matter which plate stance you use, your head height should be the same. Your chin should be at the top of the catcher's head.
  - Positioning behind the catcher should also be the same. The ideal location is the "slot." The slot is the area between the batter and the catcher. By being in this area, you have a good view of the entire plate, and if your head height is correct, you have a good view of the down and out pitch. A good starting point for getting into the slot is (for a right-handed batter) to place your right foot in the middle of the catcher's body, swing your left foot toward the catcher about shoulder-width and slightly ahead of the right foot. Adjust your height by spreading your feet.
- Tracking the pitch
  - From the moment the pitcher releases a pitch until the ball arrives in the catcher's mitt, your head should remain still.
  - Track the pitch with your eyes only, all the way into the mitt. You might hear someone say you have tunnel vision, or you're not tracking the ball in. We tend to follow the ball until about 3 feet in front of the plate, and with breaking balls, this will cause you to miss a lot of good pitches.
  - Visualize the strike zone on each batter. A good rule of thumb is if a pitch comes across the plate below the front elbow of the batter, then it is at the top of the strike zone.
- Calling the pitch
  - Timing is critical on the pitched ball. Watch the ball with your eyes into the mitt and watch the catcher catch the ball. Quickly replay the pitch in your mind to make sure that you saw what you saw and then make the call.
  - If the pitch did not cross through any part of the strike zone and the batter did not swing, it is a ball. To **call a ball**, remain in your stance and call, "Ball." The call should be loud enough for the pitcher, catcher, and batter to hear. After you made the call, you should come out of your stance.
  - If the pitch did cross through any part of the strike zone and the batter did not swing, it is a called strike. To call a strike, stand straight up out of your stance and call "Strike." With the calling of a strike, an arm movement is required. It can be the hammer (like you are calling an out) or pointing out to the side. If you go out to the side, make sure that your eyes stay on the playing field and not follow your finger. **Tip: If you're a "pointer" and**

**struggle to keep your eyes forward, try pointing towards the dugout. This will help keep your head and eyes forward.**

- It is a good habit to give the count regularly. One idea is to provide the count after the 3, 5, 7...pitch. Your left hand is the balls, and the right hand is the strikes. Make sure that you are using your indicator (in your left hand) to keep tabs on the count. Do not rely on the scoreboard to be correct!
- If a batter swings at a pitch, there is no need to call a strike. Do not call the obvious. Foul balls going directly over the backstop, to the backstop or dugout do not need to be called foul. Everyone knows it.
- If a batted ball hits the batter who is in the batter's Box, call time and rule it a foul ball.
- Call them, don't explain them. Your pitch calling is not to be routinely described, such as,  
"Ball Low," "Ball Inside," or "strike caught the corner."
- The mask is to be removed by the left hand and kept there during the play. The mask should be snug but also adjusted to remove the mask without taking your hat off. With your left hand (which also has the indicator in it), grab the bottom of the mask, pull-down and out, and then up. This takes a bit of practice and a plate hat that is snugly fit.
- Clean the plate off with your plate brush, your butt facing the pitching mound, and your mask in your left hand. Whenever the plate gets dirty, call time, and clean it off. Always clean the plate before the start of a half-inning. If the coach asks for time to talk to his pitcher, here is another good time to clean the plate off after noting the conference on your lineup card.

## **GAME DAY MEETING**

### **I. ARRIVAL AT THE GAME SITE:**

- a. Arrive at least 30 minutes before game time
- b. Upon arrival, notify the game management and confirm the starting time.
- c. Ask who is the "Official" site administrator and where they'll be located. If no "official" site administrator, the Head Coach, is considered the administrator.

### **II. PRE-GAME WITH PARTNER: DISCUSSION TOPICS (2-MAN MECHANICS)**

- a. Fair / Foul
  - i. Bases empty – PU has left-field line, and all bounding ball between home and first base (up to bag)
  - ii. w/runner – PU has all fair/foul calls
- b. Outfield Fly Balls
  - i. Bases empty – PU takes all routine fly balls: talk about the ball to right
  - ii. w/runner – PU has the lines and left/right fielder moving towards the foul lines: base umpire has all the fly balls in the "V."
- c. Infield Flies / Line Drives – discuss with partner
  - i. Bases empty – split the field in half
  - ii. w/runner – BU takes all except down the lines
- d. Tag-Ups / Base Touches – keep it simple
  - i. PU take home and third (help @ first)
  - ii. BU take first and second
  - iii. Communicate if there is going to be an appeal

- e. Calls at Third Base – **BIGGEST POTENTIAL FOR SCREW UPS** – discuss all potentials
  - i. Bases empty-Batter/Runner goes for a triple
  - ii. Runner on second tries for third after the throw to first on Batter/Runner
  - iii. Runner tags at Second
  - iv. Runner from first goes to third on a base hit
  - v. Pitcher's pick-off throw at second goes into center field.
- f. Check Swing – discuss with partner
  - i. PU ump asks- "Did he go?" and point at BU with the open left hand.
  - ii. BU answer- "YES he did!" with the OUT signal or "NO he didn't!" with the SAFE signal
  - iii. Potential check-swing/dropped third strike
- g. Dropped Third Strike – discuss with partner on signal used
  - i. BU Fist clenched – catch
  - ii. BU Open hand – no catch (trap)
- h. Batted Ball Hits Batter
  - i. The first thing is to kill the play – "DEAD BALL!"
  - ii. The second thing to determine if the batter was hit in the Box (foul ball) or out of the Box (out)
- i. Getting Help
  - i. On what plays – check Swing, possible pulled foot/swipe tag
  - ii. When? Ask after you make the call
- j. Signals
  - i. Infield Fly
  - ii. Time play
  - iii. Outs/count
  - iv. Rotations
  - v. Umpire going out
- k. Positioning
  - i. During the anthem, between innings
  - ii. PU help ensure proper positioning of BU before the pitch
- l. Arguments
  - i. When to get involved as a partner
  - ii. Keep it one-on-one
- m. Rundowns
  - i. Who is going to be, where
  - ii. Need both ends of the play covered
- n. Interference/Obstruction – how to handle
- o. General
  - i. After dead ball – verbally put the ball back in play and point to the pitcher.
  - ii. **COMMUNICATE! COMMUNICATE! COMMUNICATE!** – "I've got the ball," "I'm at third," etc....
  - iii. Mirror your partner on an infield fly, time, balk

### III. ARRIVAL AT THE FIELD (DIAMOND) – 10 MINUTES BEFORE THE GAME

- a. Umpire jurisdiction begins
- b. Examine the playing field as a crew for potential dead ball obstacles, safety concerns, etc....

#### IV. PREGAME W/COACHES and CAPTAINS – 5 MINUTES BEFORE THE GAME

- a. Meet at home plate to check lineups (home team first); permit inspection by coach/captain before lineups become official (when PU receives)
- b. The home team coach will decide whether the grounds and other conditions are suitable for starting the game: discuss ground rules; (home team); if the visiting team agrees, these shall be in force. If teams cannot agree, umpires shall formulate ground rules.
- c. Discuss any other matters pertinent to the game: i.e., DH's, time limit, run-rule, speed-up rules, etc....
- d. Ask coaches whether all their players are legally and properly equipped. (Jewelry?)
- e. Provide copies of the official lineups to the official scorer
- f. Briefly discuss w/official scorer such matters as the proper batting order, appearance of pinch runners/hitters, and substitutes.
- g. Ask the home team coach, "who is game management"? if he says there is no one, then he is it.**

#### V. GAME TIME

- a. PU check to make sure BU ready
- b. The game begins when PU calls **"PLAY!"**

<u>Base Runners</u>	<u>Position</u>	<u>Number of Outs</u>	<u>Hand Signals</u>
None	A	0,1,2	NONE
First	B	0,1,2	Number of Outs & Normal Rotation
First and Third	B	0,1,2	Number of Outs & Normal Rotation
First and Second	C	0,1	Number of Outs, Infield Fly, <b><u>Caught fly ball to OF- Plate Umpire has play at third</u></b> (unless fly ball is down RF foul line)
First and Second	C	2	Number of Outs, Timing Play, Plate Umpire Staying home
Second and Third	C	0,1	Number of Outs, Plate Umpire Staying home
Second and Third	C	2	Number of Outs, Timing Play, Plate Umpire Staying home
First, Second, Third	C	0,1	Number of Outs, Infield Fly, Plate Umpire Staying home
First, Second, Third	C	2	Number of Outs, Timing Play, Plate Umpire Staying home
Second Only	C	0,1	Number of Outs, Plate Umpire Staying home
Second Only	C	2	Number of Outs, Timing Play, Plate Umpire Staying home
Third Only	C	0,1,2	Number of Outs, Plate stays home (S16)

## Hand Signals

Number of outs- Given with either right or left hand out to the side for partner to see



Normal Rotation- Hang Ten/Hang Loose sign, thumb and pinkie extended, move wrist back and forth

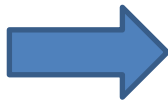
Infield Fly- Give the number of outs at the front of the bill of the cap, fist for 0 outs, index finger for one out

Timing Play- Index finger of right-hand point and touch left wrist (where a wristwatch would be worn)

Plate Umpire Staying home- point with both hands straight down

Caught Fly Ball to OF- **Baseman Signal**- Make a fist with the right hand, tap the top of the fist with the palm of the left hand, move up and down once or twice. Then point with the index finger of the left hand to third base, tapping the top of your right hand that's still in a fist.

Caught Fly Ball to OF- **Plate Umpire Signal**- Make a fist with the left hand, tap the top of the fist with the palm of the right hand, move up and down once or twice. Then point with the index finger of the right hand to third base, tapping the top of your left hand that's still in a fist.



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## Approved OHSAA Baseball Signal Chart

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### **Play (S1)**

**Description:**

Pointing with a right hand toward the pitcher and say "Play." The ball is now live.



### **Do Not Pitch (S2)**

**Description:**

Hold right hand in front of our body with palm facing out. The ball is dead and must be put back in play (S13).



### **Foul ball, Time Out, Dead Ball (S3)**

**Description:**

Both hands open above the head. The ball is dead immediately.

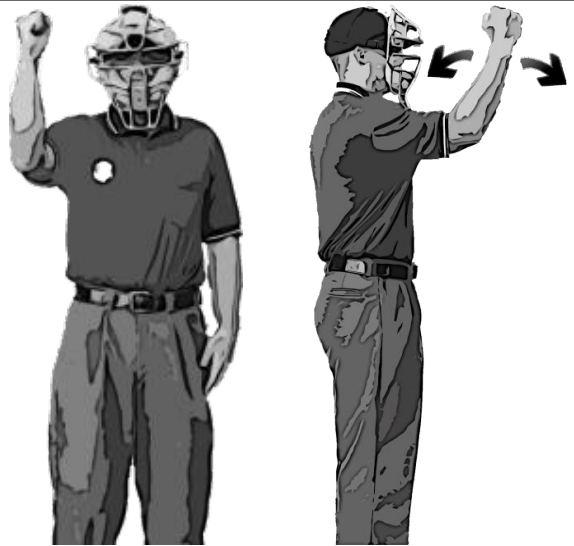


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### **Strike (S4)**

#### **Description:**

Stand straight up, bring your right hand up in front of your body, make a fist, and say "strike."



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### **Foul Tip (S5)**

#### **Description:**

Stand upright and pass the right hand over the left hand signifying foul tip. The ball is still live.



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### **Count (S6)**

#### **Description:**

The left hand is balls, right-hand strikes. Hold both hands up in front of your body slightly above the shoulders. The signal should be forward towards the pitcher and verbalized loud enough for Catcher, Batter & Pitcher.



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### **Safe/Uncaught 3<sup>rd</sup> Strike (S7)**

**Description:**

Start with your arms extended directly in front of your body and swing them open at shoulder height.



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### **Appeal on Check Swing ( 8 )**

**Description:**

Step out from behind the catcher, extend your left arm, palm up and ask the base umpire, "Did He Go?"



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### **Safe /Did Not Go(S9)**

**Description:**

Start with your arms extended directly in front of your body and swing them open at shoulder height. Used to signal that batter did not go when plate umpire asks, "Did he go."





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### **Out (S10)**

#### **Description:**

Bring your right arm up, make a 90-degree angle, make a fist, and with hammering action call, "He's out."



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### **Infield Fly (S11)**

#### **Description:**

Once the ball has reached its apex, and you determine it is an infield fly, point your right hand toward the ball and say, "Infield Fly, the batter is out." If it is close to the foul line, say "Infield Fly if Fair."



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### **Non-verbal communication (Pre-pitch)**

### **Infield Fly (S12)**

#### **Description:**

Right hand to the bill of the cap, number of outs may be given with this signal.



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### **Timing Play (S13)**

#### **Description:**

Place two fingers of the right hand on the left wrist. This signal will only be used in two-out situations where a time play involving a potential run is likely.



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### **Standard Rotation (S14)**

#### **Description:**

Thumb and pinkie fingers extended, arms down at side, rotate hands forward and backward.



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### **Plate covers 3<sup>rd</sup> on a caught fly ball to the outfield (S15)**

#### **Description:**

Used with infield fly (S12) and runners on 1<sup>st</sup> & 2<sup>nd</sup> only. Make a fist with the right hand, cover fist with left-hand fingers pointing to 3<sup>rd</sup> (S15).

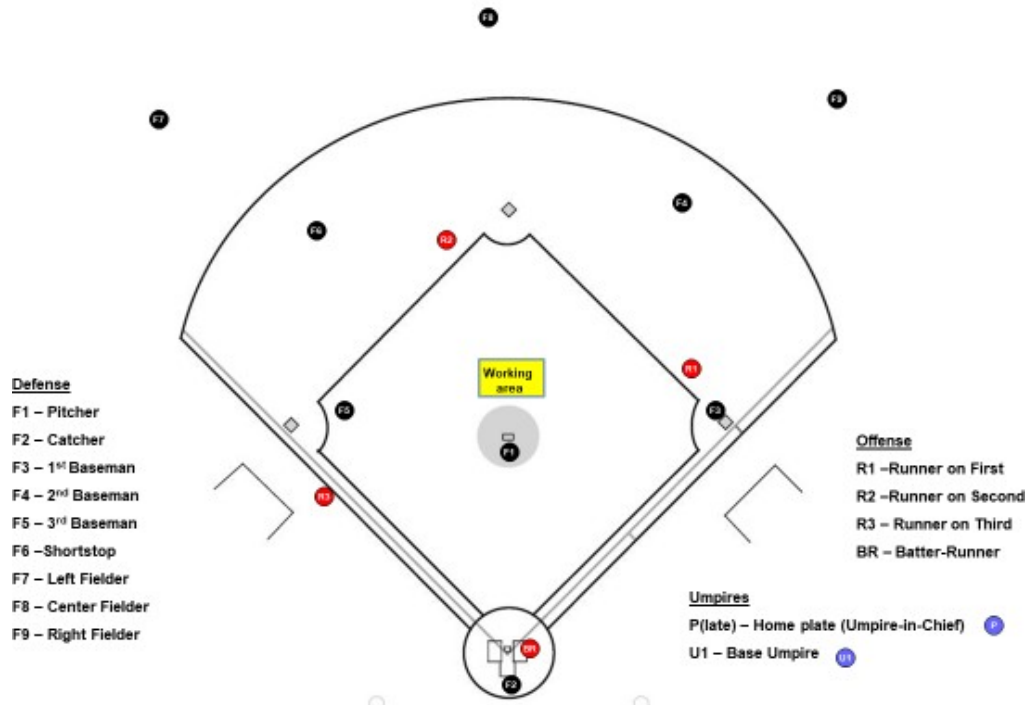


# **Ohio High School Athletic Association**

## **2 Umpire Mechanics**



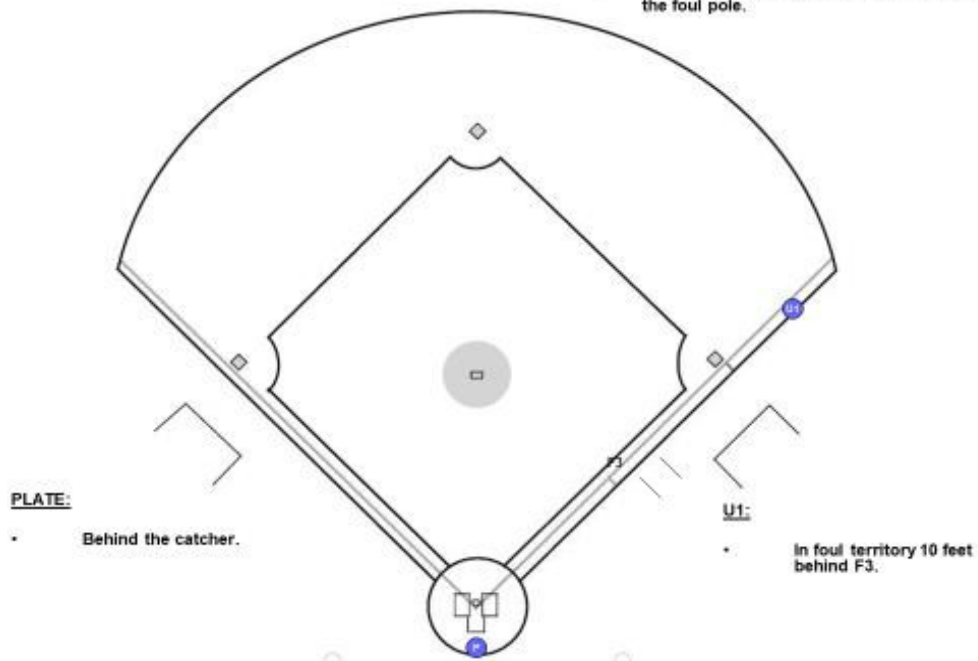
## ABBREVIATIONS



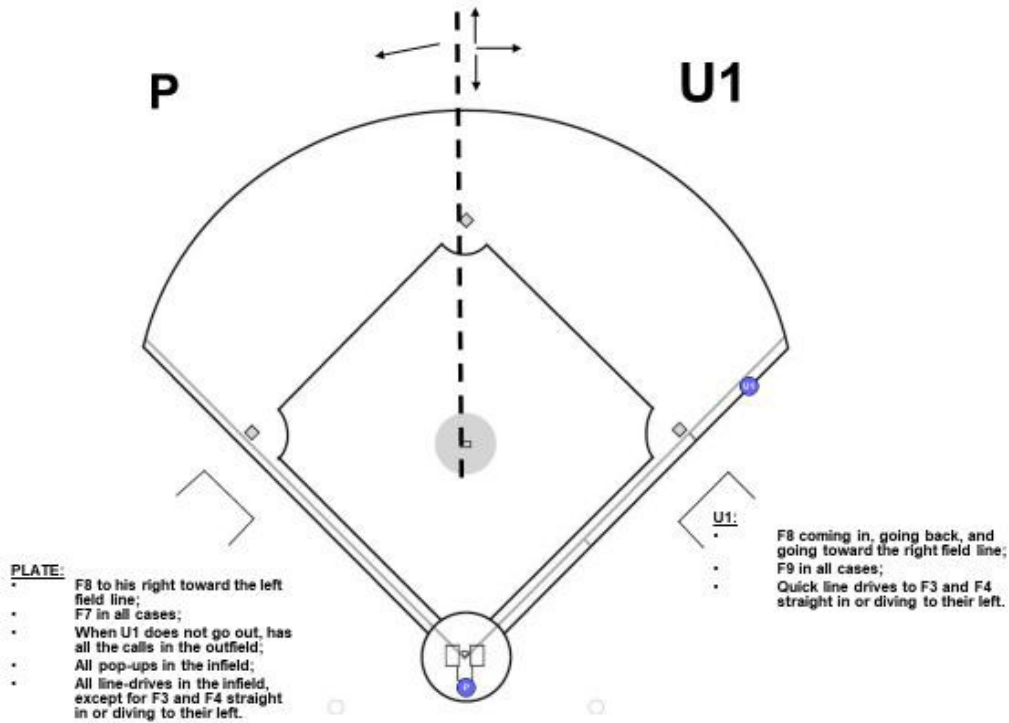
### U1 IN POSITION A

#### 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.

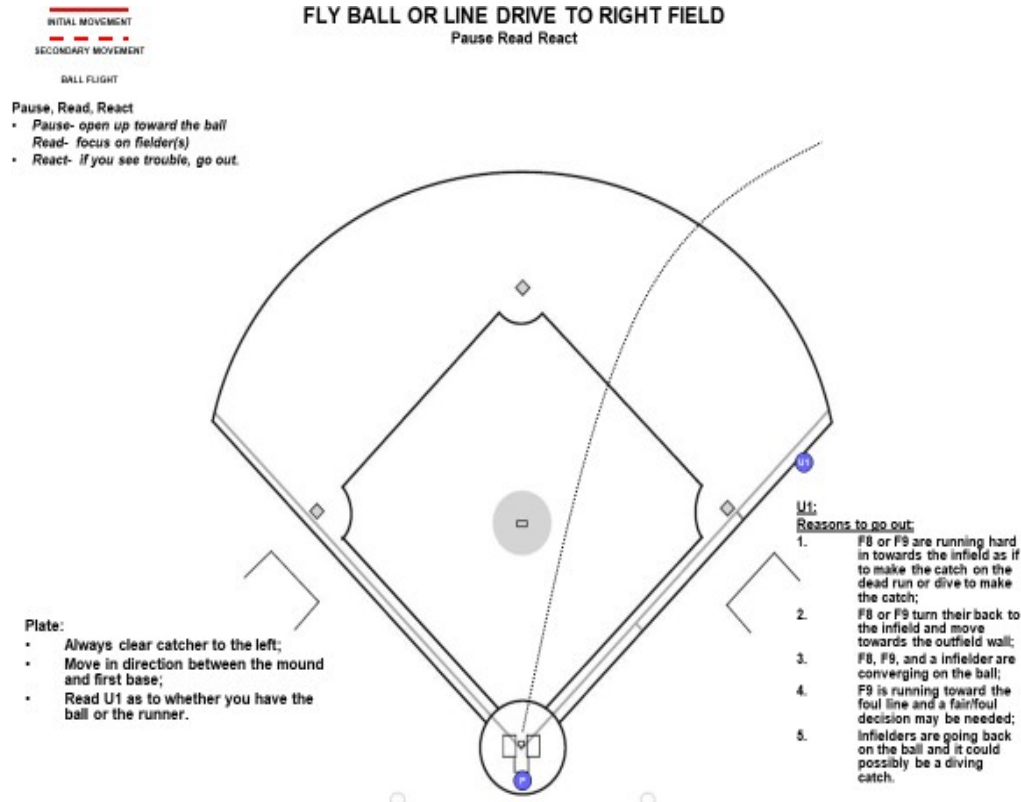


## FLY BALL/LINE DRIVE RESPONSIBILITIES



## FLY BALL OR LINE DRIVE TO RIGHT FIELD

Pause Read React

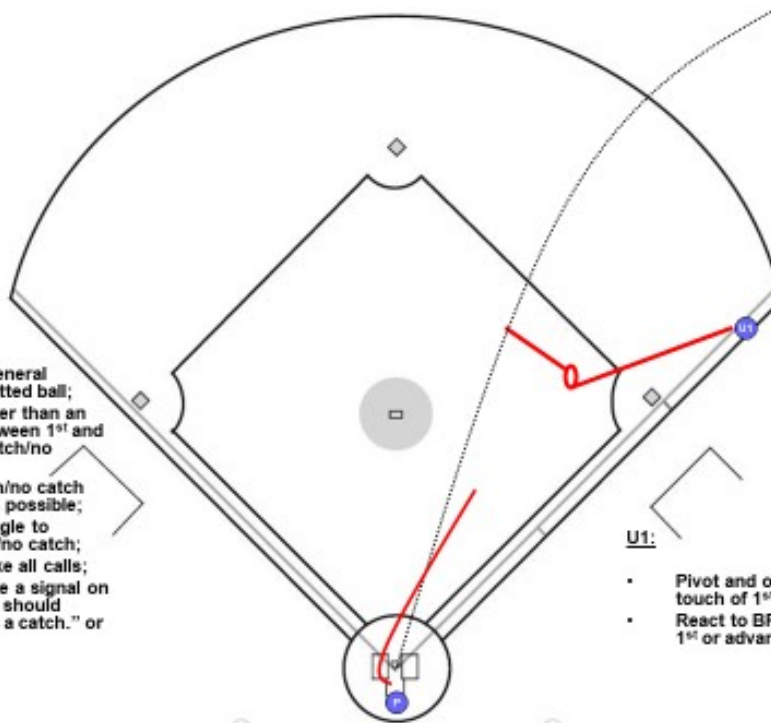


INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT

## 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:

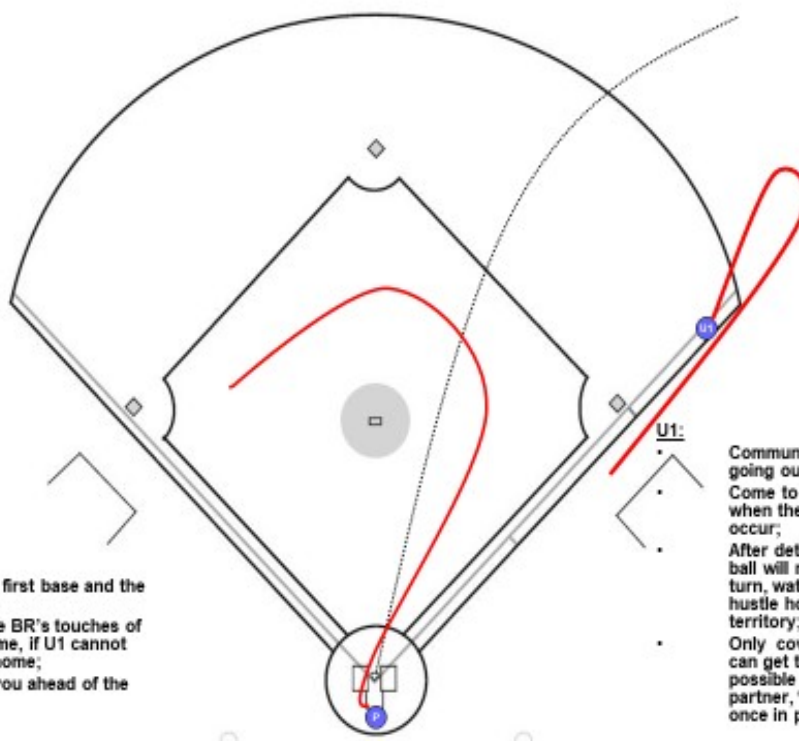
- Pivot and observe the BR's touch of 1<sup>st</sup>;
- React to BR going back into 1<sup>st</sup> or advancing to 2<sup>nd</sup>.

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 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>.

INITIAL MOVEMENT  
 SECONDARY MOVEMENT  
 BALL FLIGHT

## POPUP ON THE INFIELD

### Plate:

- **Do not watch the ball! READ FIELDS!**
- 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."

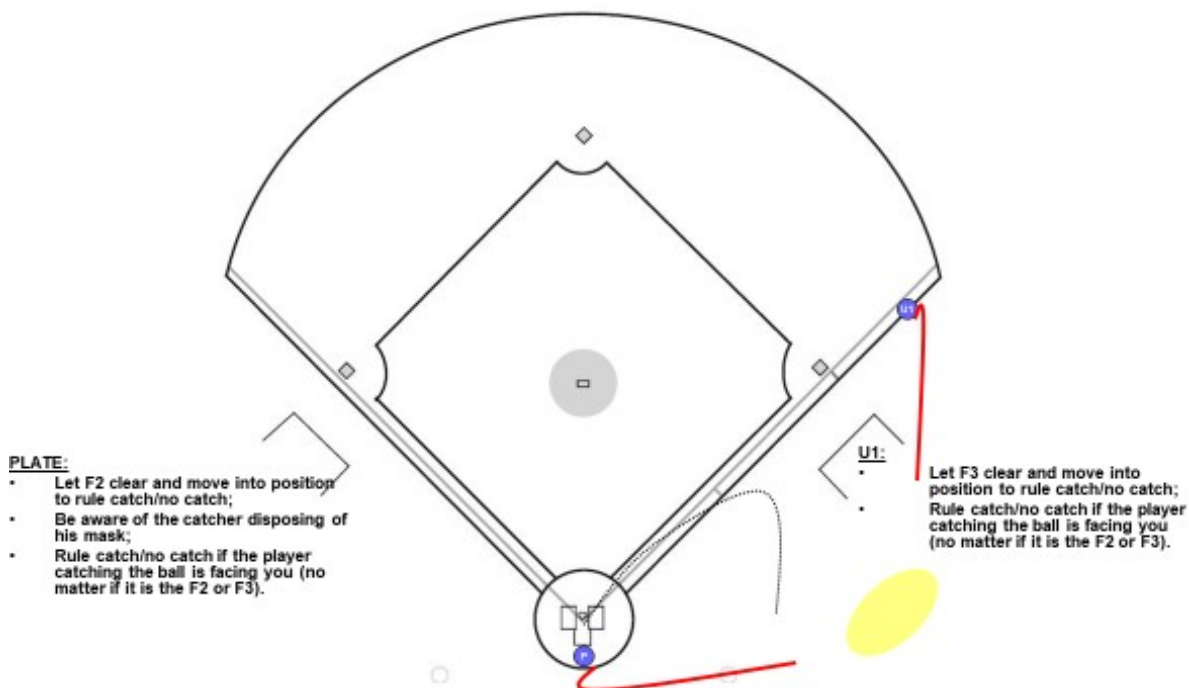
### U1:

- **Do not watch the ball! READ FIELDS!**
- 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>.



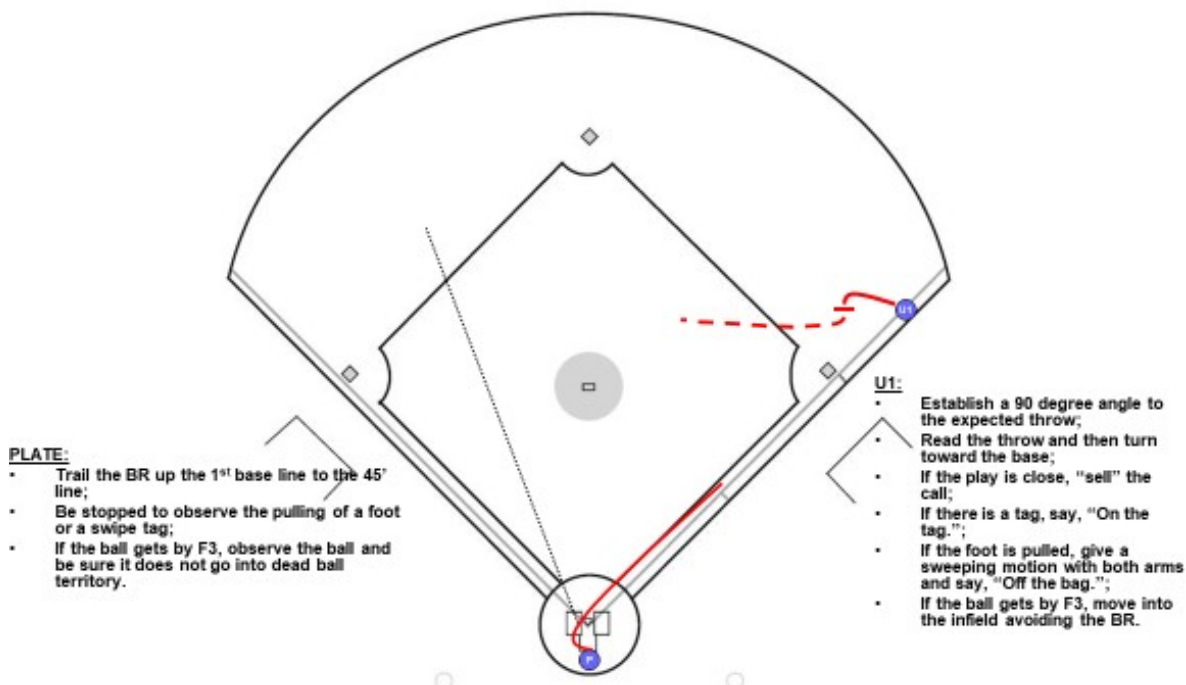
INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT

# FOUL POP-UP BETWEEN HOME AND 1<sup>ST</sup> BOTH F2 AND F3 GO FOR THE BALL



INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT

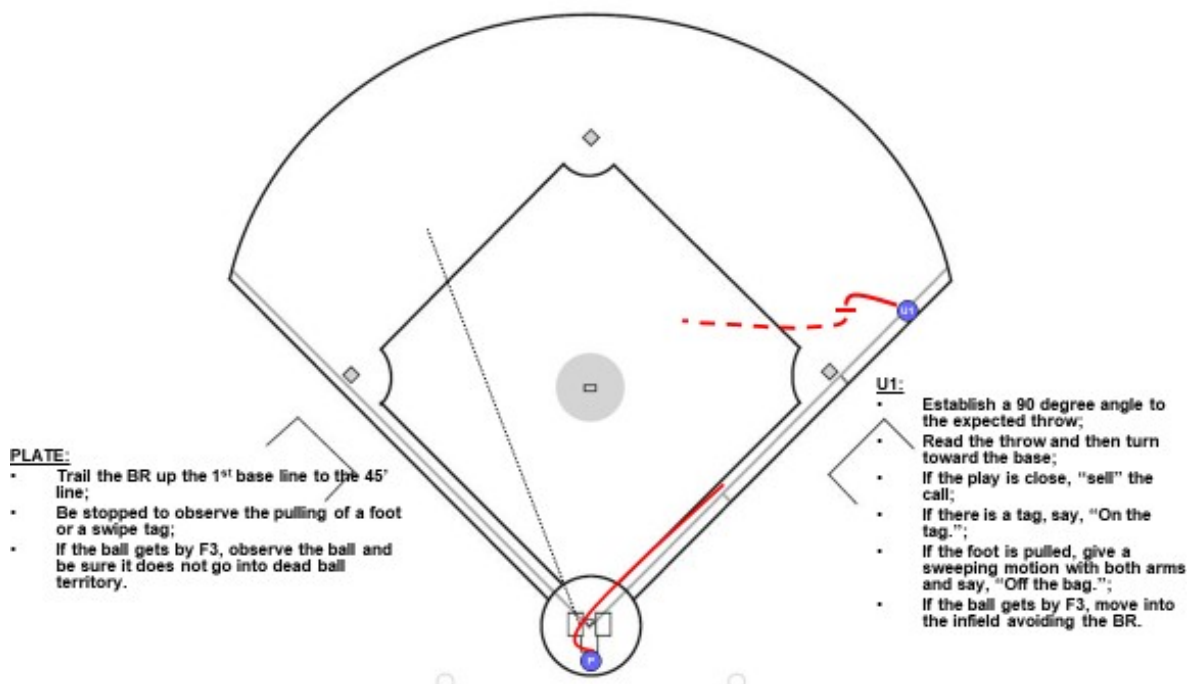
## GROUND BALL





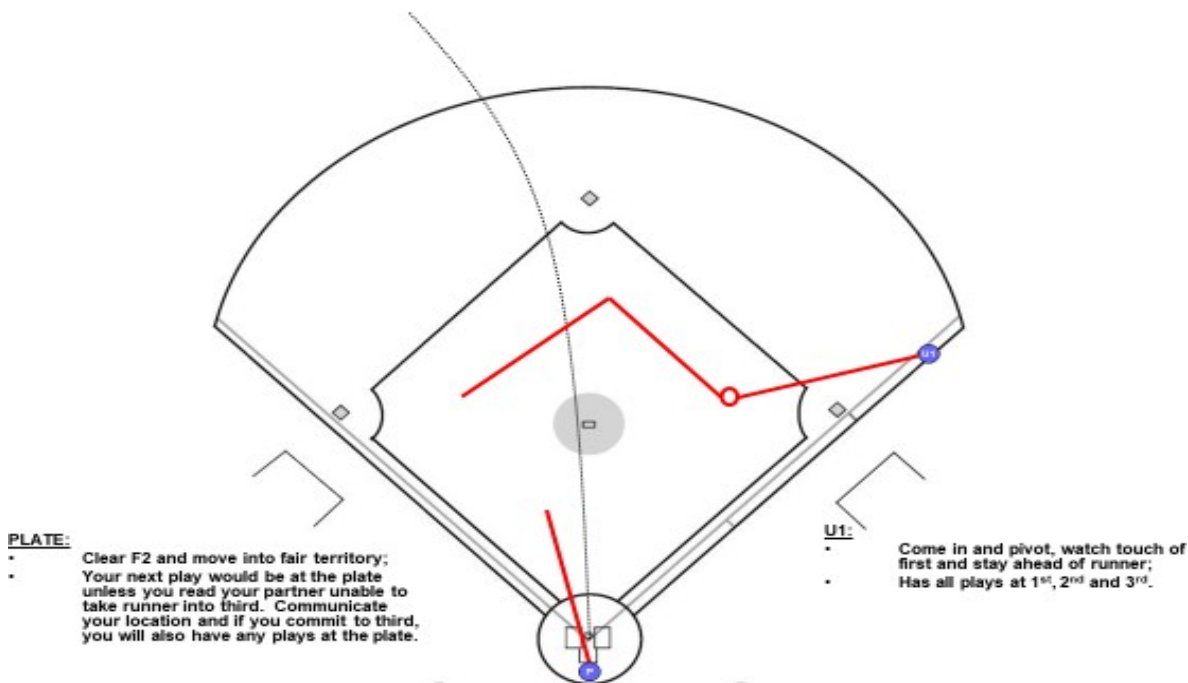
INITIAL MOVEMENT  
 SECONDARY MOVEMENT  
 BALL FLIGHT

## GROUND BALL



INITIAL MOVEMENT  
 SECONDARY MOVEMENT  
 BALL FLIGHT

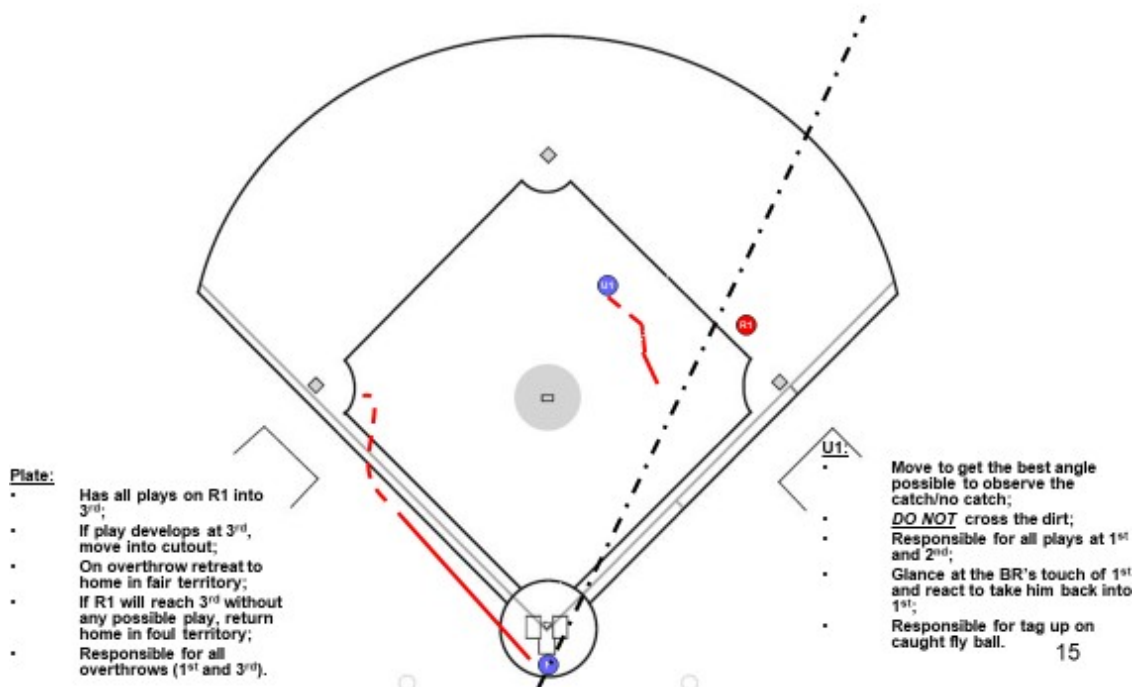
## BASE HIT POSSIBLE TRIPLE



INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT

# FLY BALL TO RF U1 HAS THE CATCH/NO CATCH

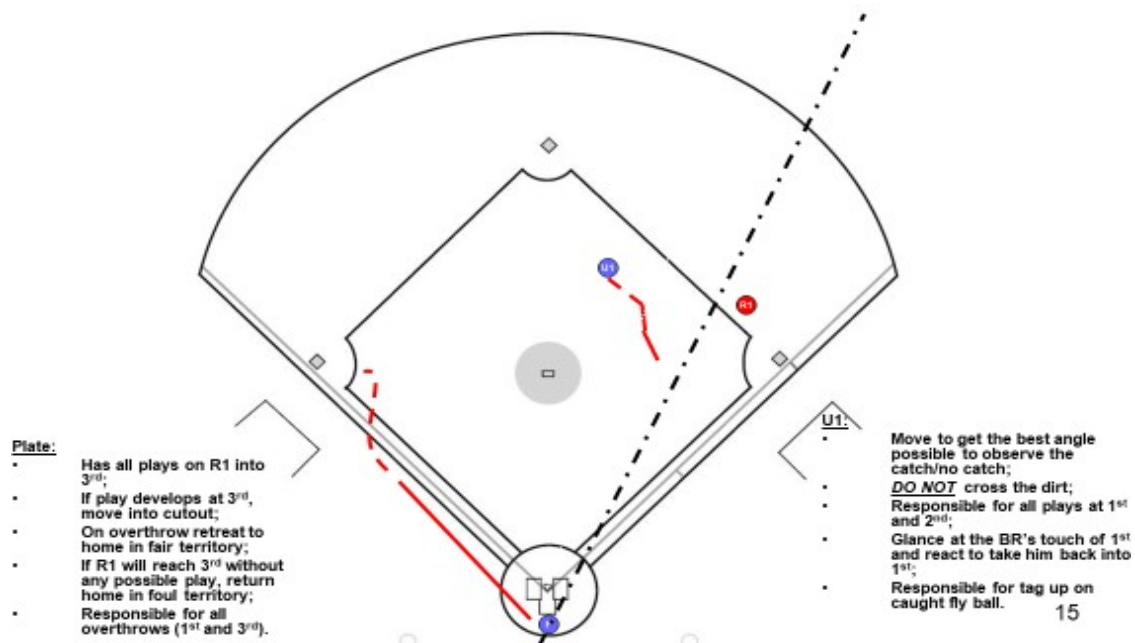
Communication:  
Plate, tell partner you're at 3<sup>rd</sup> if he comes



INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT

# FLY BALL TO RF U1 HAS THE CATCH/NO CATCH

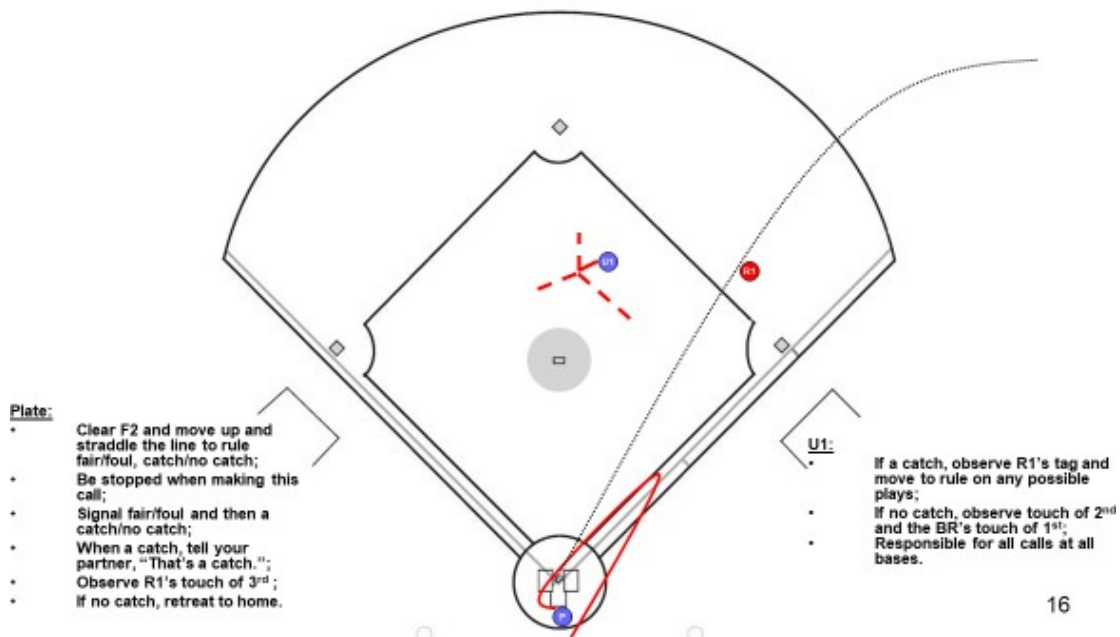
Communication:  
Plate, tell partner you're at 3<sup>rd</sup> if he comes



INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT

## FLY BALL DOWN THE RF LINE PLATE HAS THE FAIR/FOUL AND CATCH/NO CATCH

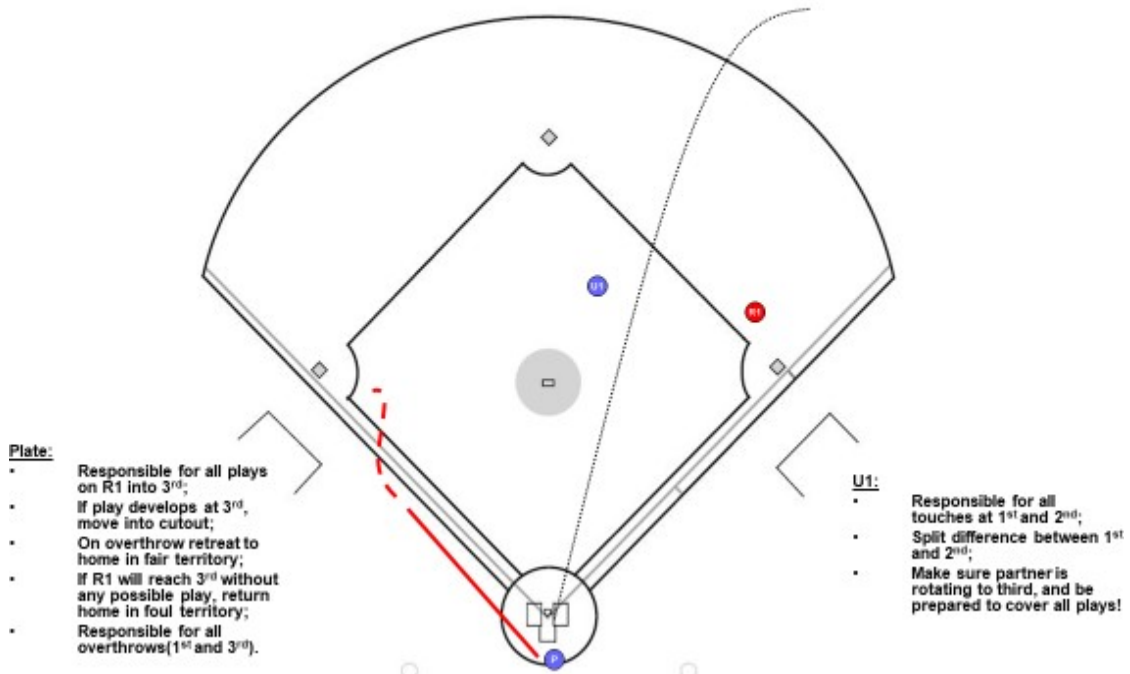
**Communication:**  
Plate, tell partner you're on the ball, he has all bases.



16

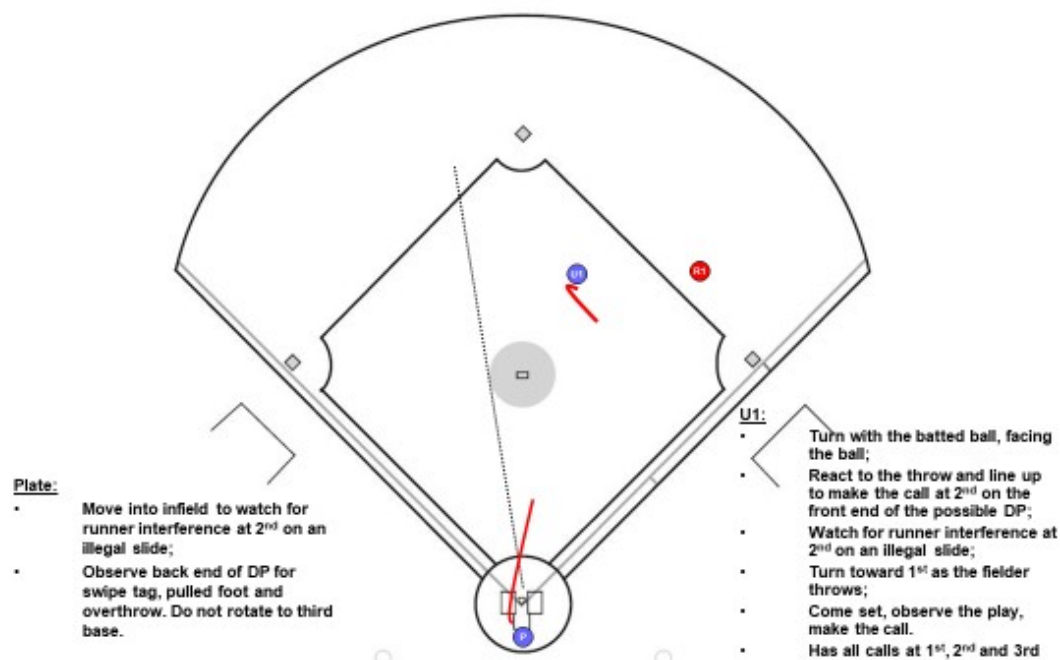
INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT

## BASE HIT



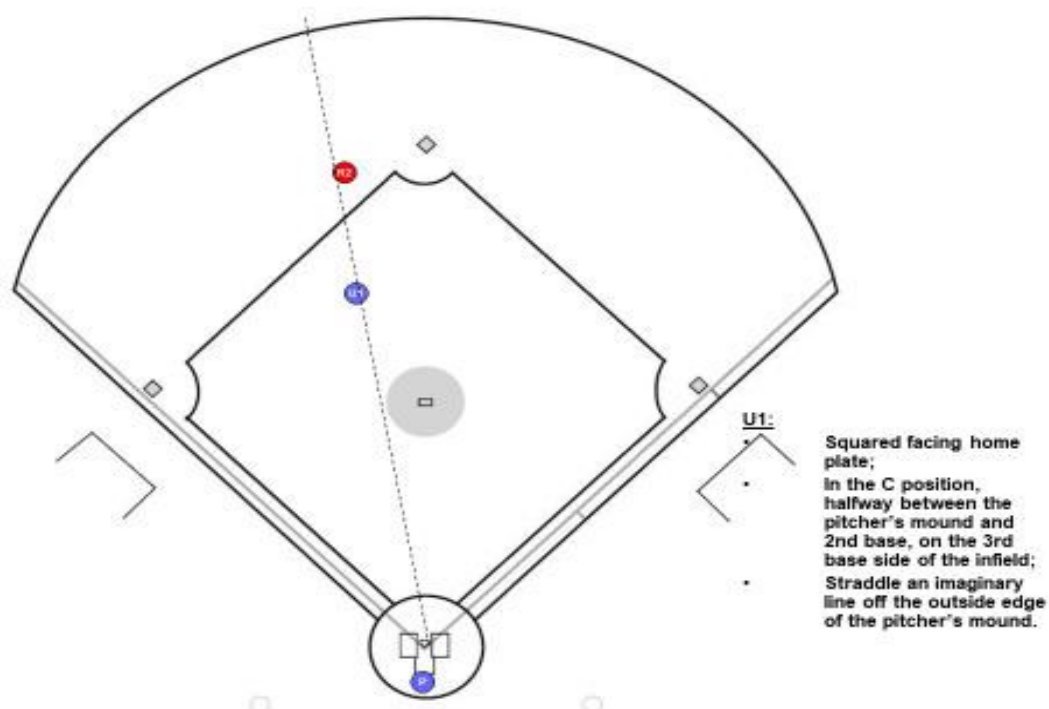
INITIAL MOVEMENT  
 SECONDARY MOVEMENT  
 BALL FLIGHT

## GROUND BALL



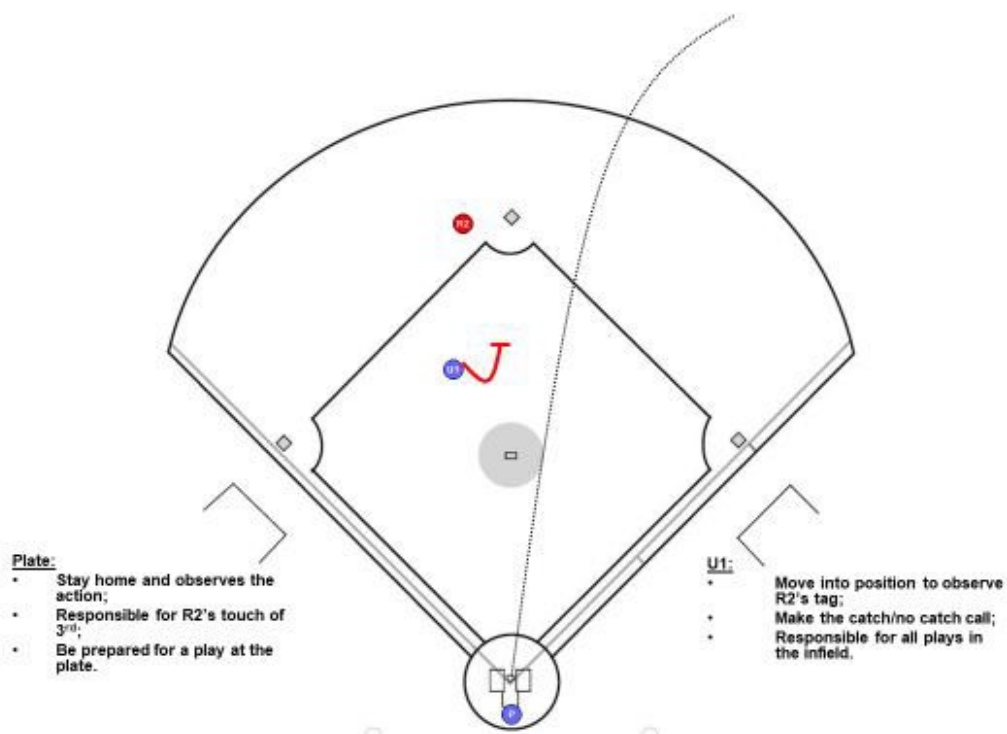
## RUNNER ON SECOND

**Communication:**  
 Staying Home (S16)  
 If two out also add Timing Play (S13)



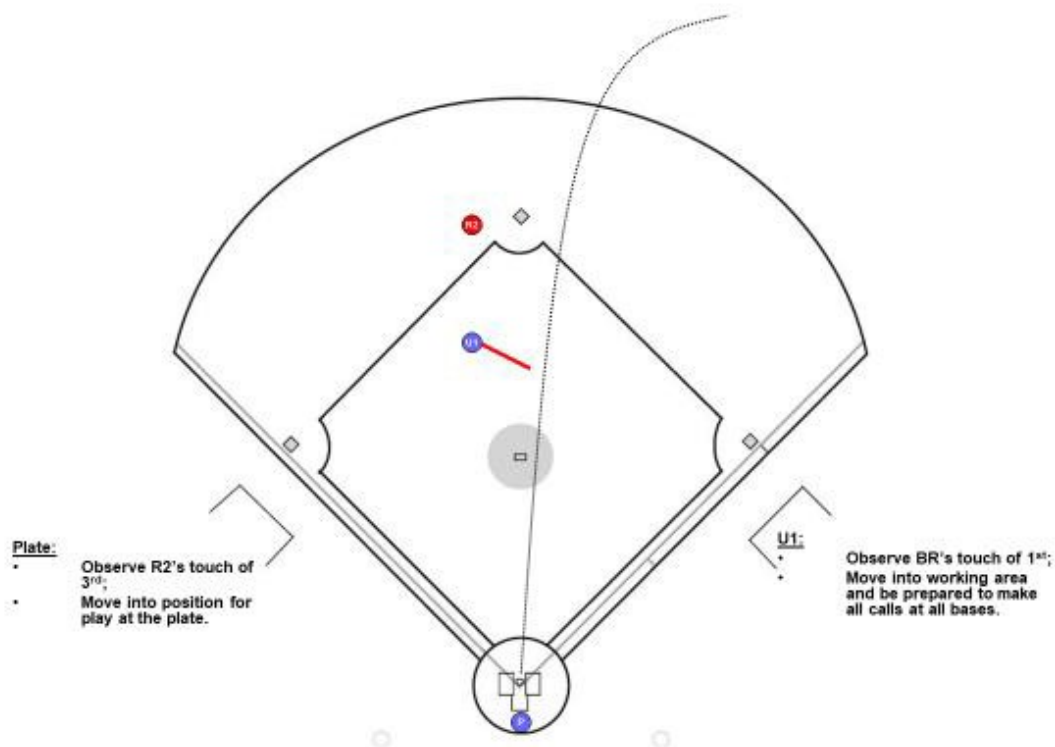
INITIAL MOVEMENT  
 SECONDARY MOVEMENT  
 BALL FLIGHT

## FLY BALL TO OUTFIELD R1 TAGS

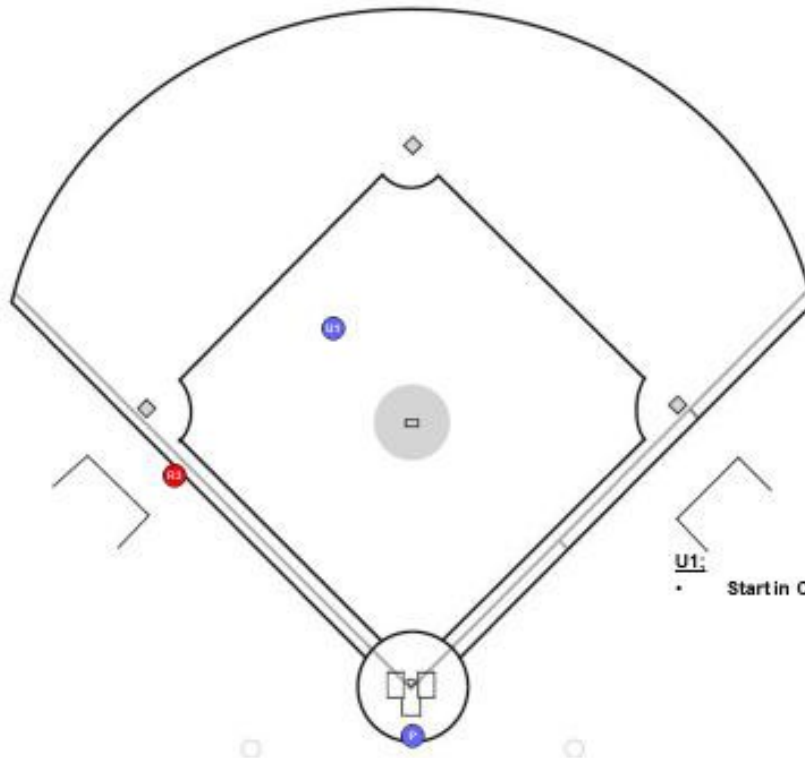


INITIAL MOVEMENT  
 SECONDARY MOVEMENT  
 BALL FLIGHT

## BASE HIT



## RUNNER AT THIRD



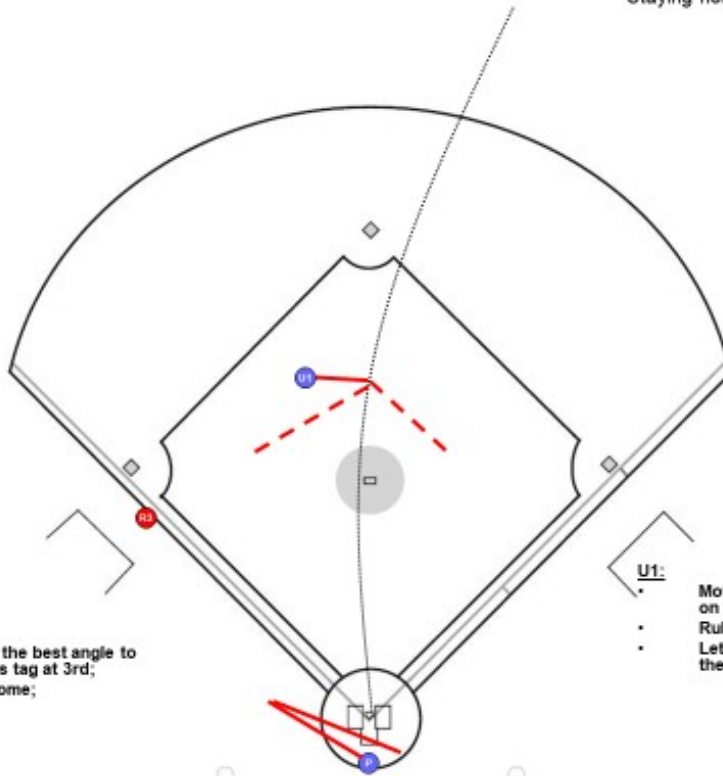
**U1:**

- Start in C position

INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT

## FLY BALL TO OUTFIELD U1 HAS THE CATCH/NO CATCH

**Communication:**  
Staying home (16)



**Plate:**

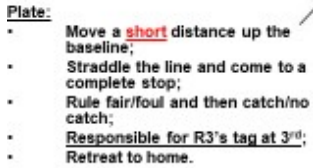
- Move to get the best angle to observe R3's tag at 3rd;
- Retreat to home;

**U1:**

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



INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT



- **U1:** Move into working area to observe BR's touch at 1st;
- Be in position to react to all plays at any bases.

INITIAL MOVEMENT

SECONDARY MOVEMENT

BALL FLIGHT



## RUNNERS AT FIRST AND SECOND

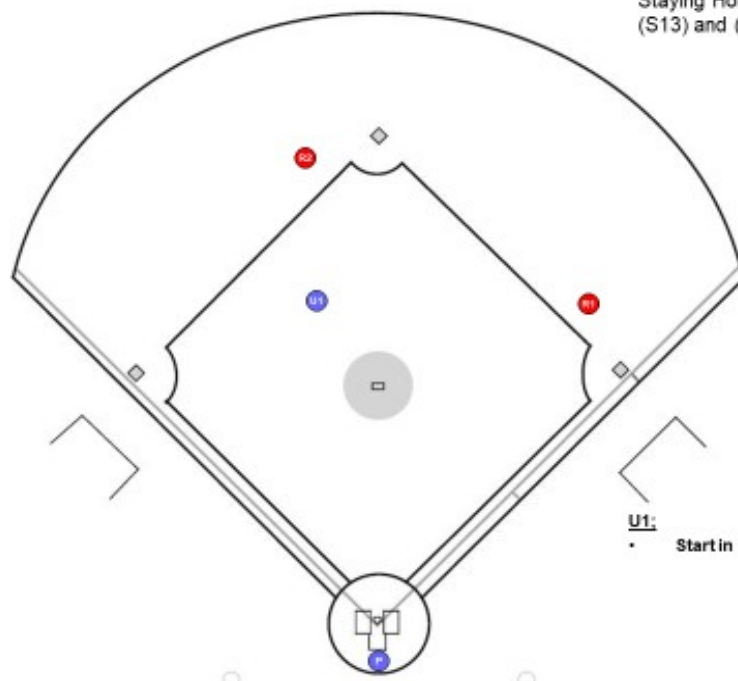
### Communication:

Less than 2 outs:

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

Two outs:

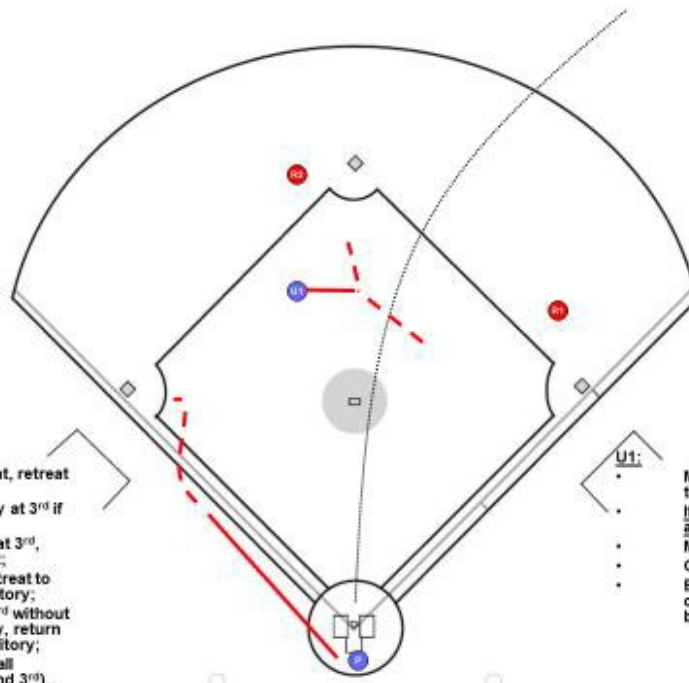
Staying Home and timing play (S13) and (S16)



**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>).

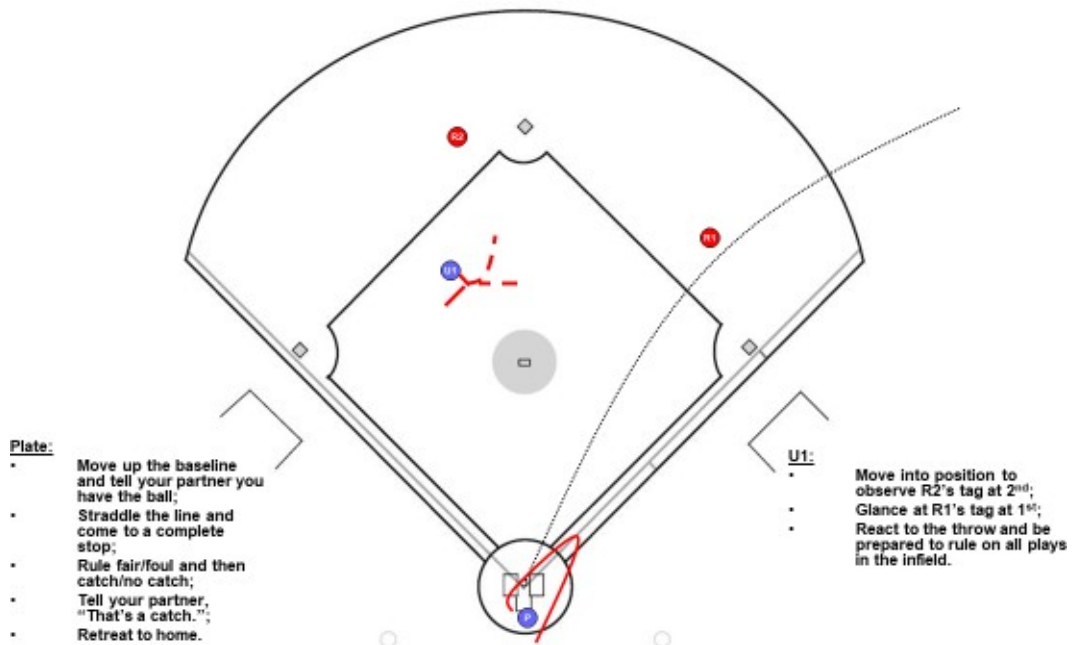
### U1:

- 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>.



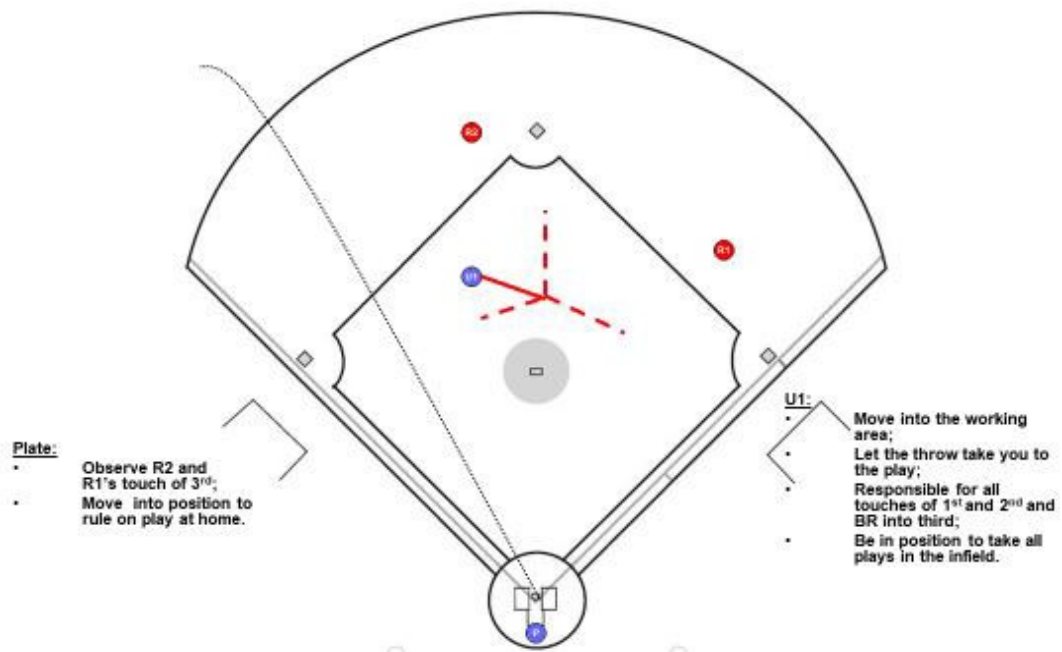
INITIAL MOVEMENT  
 SECONDARY MOVEMENT  
 BALL FLIGHT

# FLY BALL DOWN THE RF LINE PLATE HAS THE FAIR/FOUL AND CATCH/NO CATCH R1 TAGS



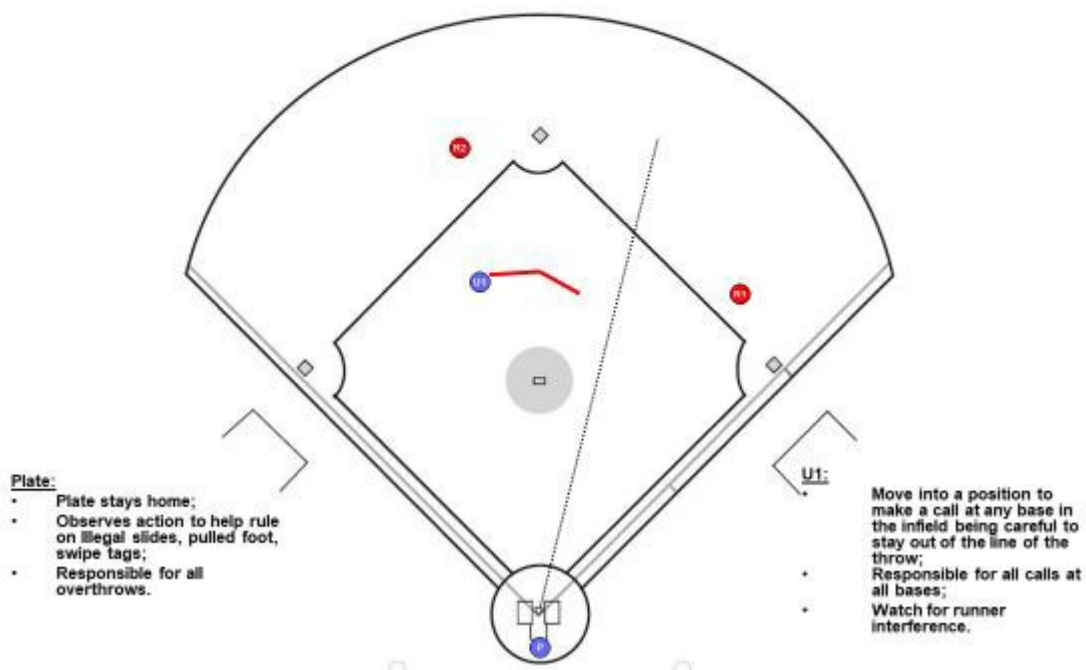
INITIAL MOVEMENT  
 SECONDARY MOVEMENT  
 BALL FLIGHT

## BASE HIT



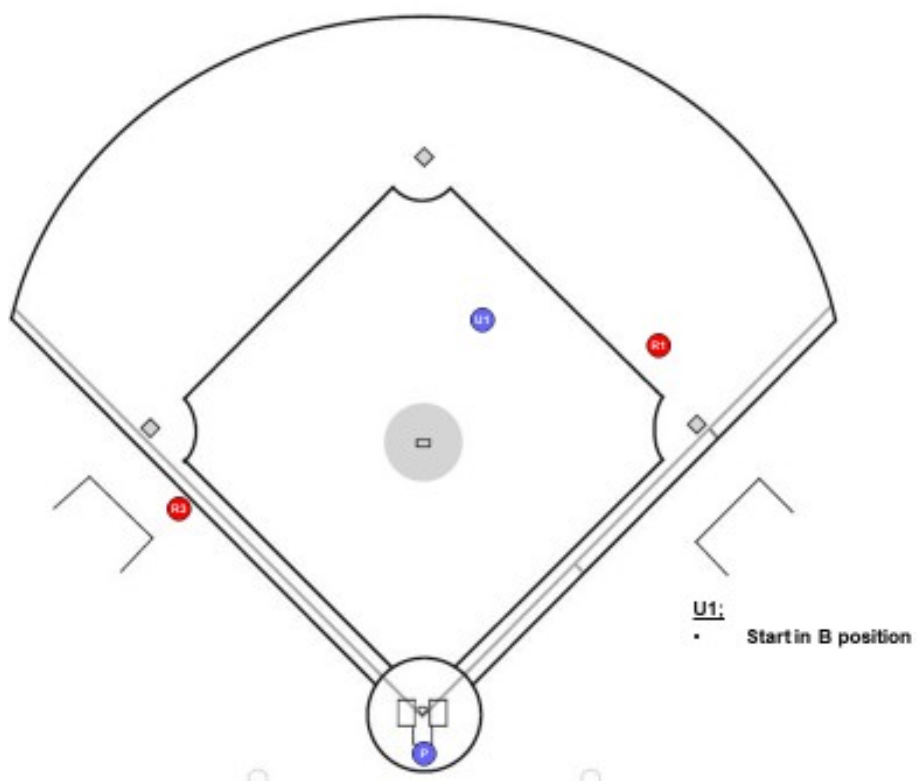
INITIAL MOVEMENT  
 SECONDARY MOVEMENT  
 BALL FLIGHT

## GROUND BALL



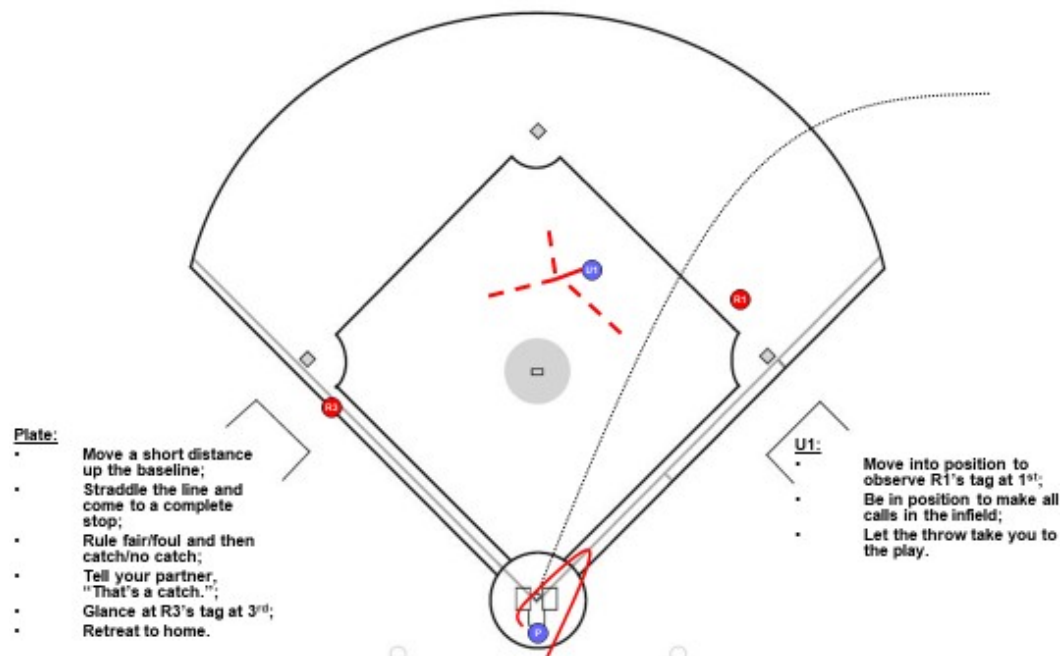
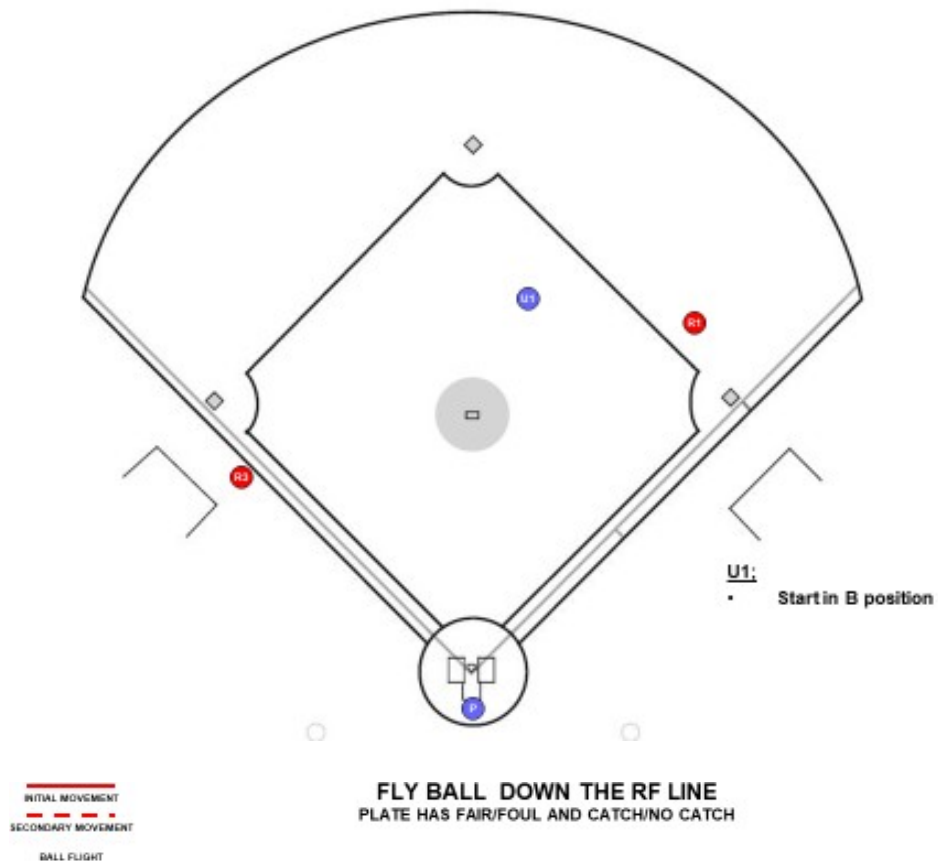
## RUNNERS AT FIRST AND THIRD

**Communication:**  
 Standard Rotation (S14) on  
 base hit into outfield



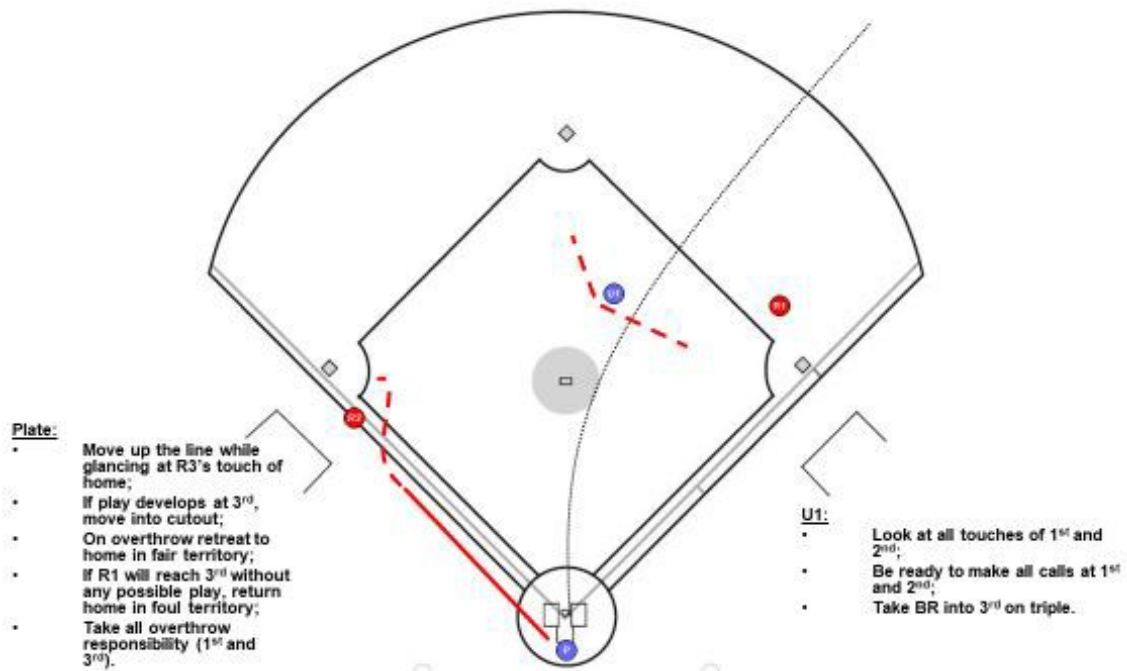
## RUNNERS AT FIRST AND THIRD

**Communication:**  
Standard Rotation (S14) on  
base hit into outfield



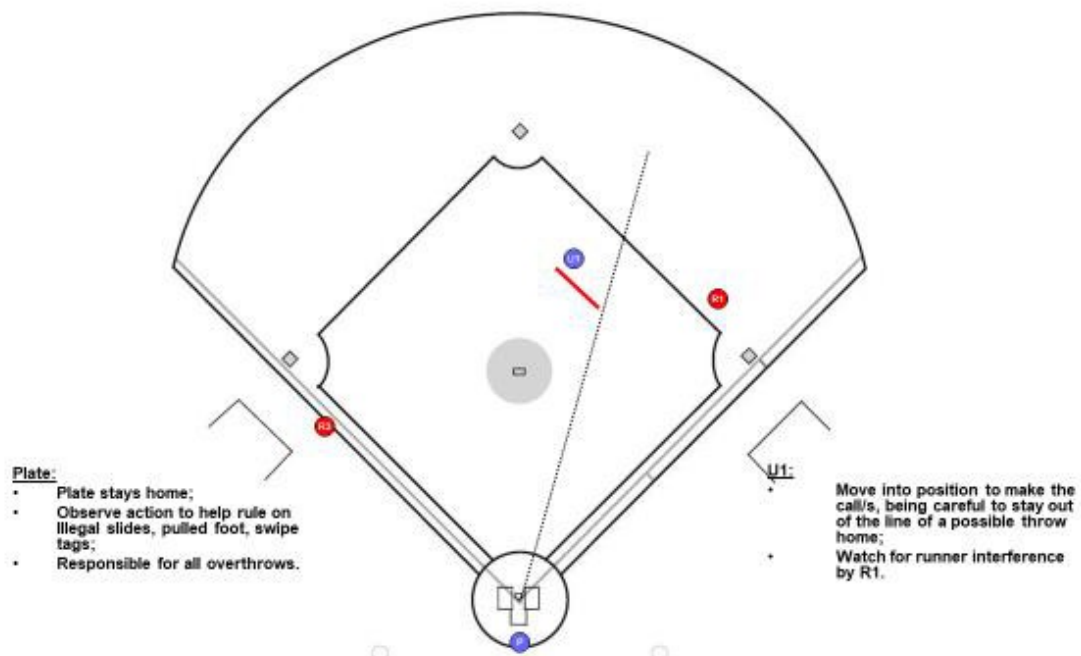
INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT

## BASE HIT



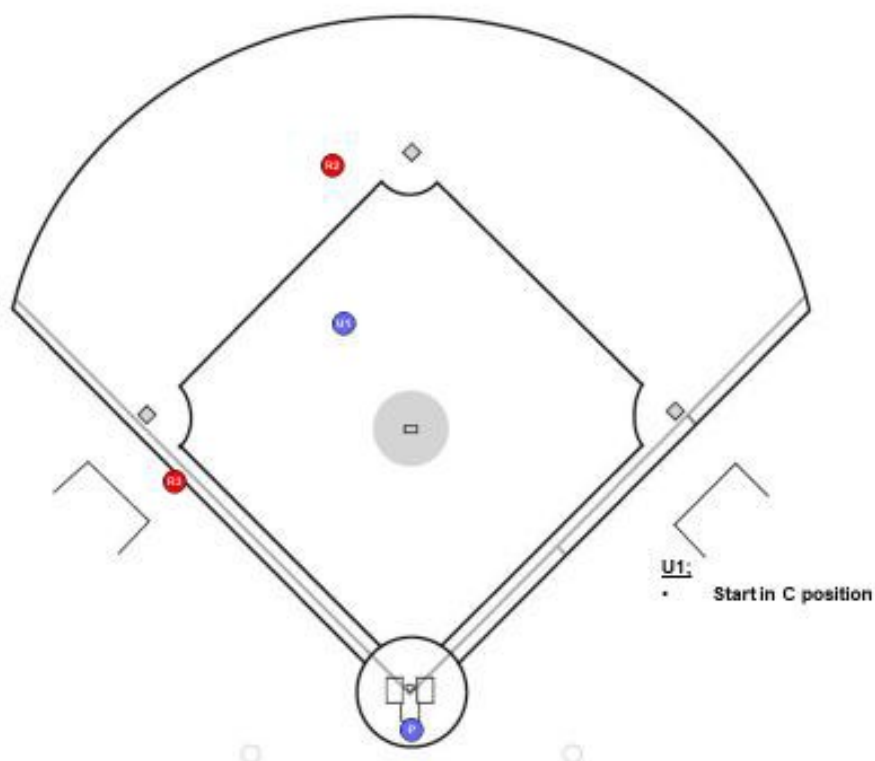
INITIAL MOVEMENT  
SECONDARY MOVEMENT  
BALL FLIGHT

## GROUND BALL



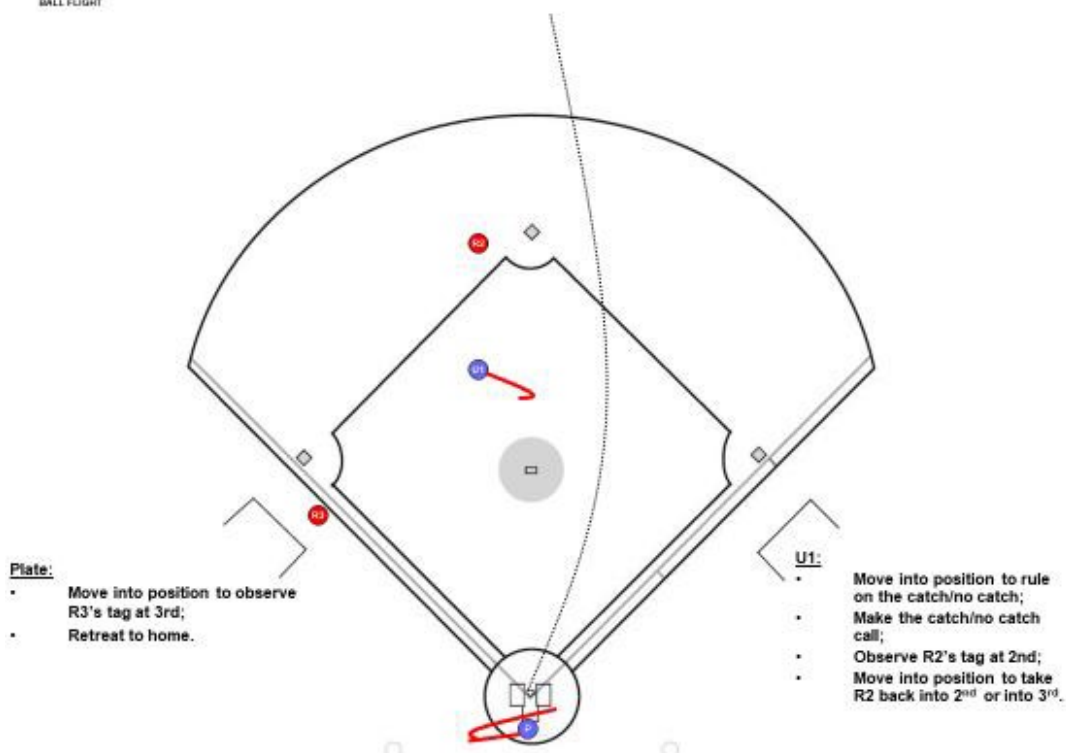
## RUNNERS AT SECOND AND THIRD

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



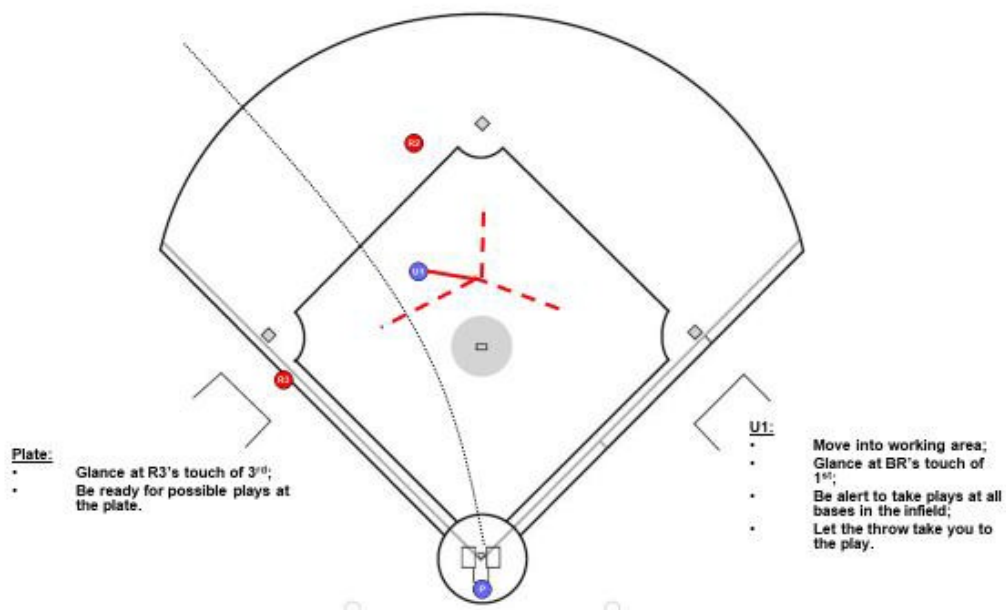
INITIAL MOVEMENT  
 SECONDARY MOVEMENT  
 BALL FLIGHT

### ROUTINE FLY BALL U1 HAS THE CATCH/NO CATCH RUNNER TAGS



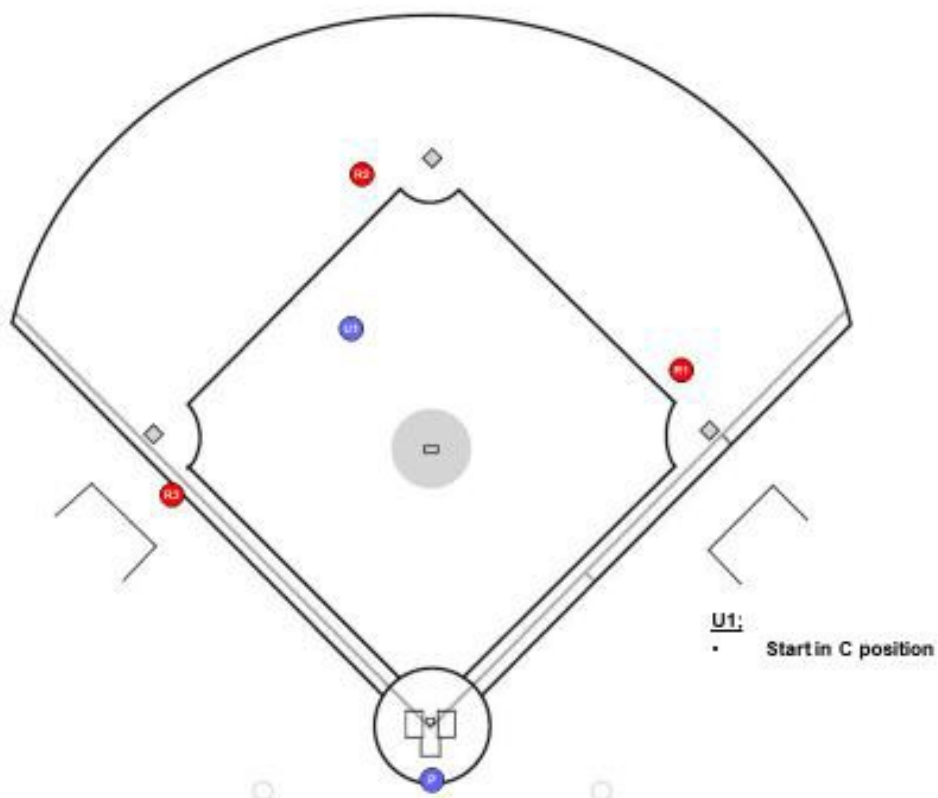
INITIAL MOVEMENT  
 SECONDARY MOVEMENT  
 BALL FLIGHT

## BASE HIT



## BASES LOADED

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





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.

INITIAL MOVEMENT  
 SECONDARY MOVEMENT  
 BALL FLIGHT

## BASE HIT

### 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.