

2-Umpire System 60-Foot Diamond



Maria Pepe Legacy Series

60' DIAMOND MECHANICS OUTLINE

WORKING THE BASES (NO RUNNER ON BASE)

"A" Position

• Starting Position

- 10-12 feet behind 1st baseman when 1st baseman is in his/her normal position
- 10-12 feet behind 1st base, if 1st baseman is playing in front of base
- If 1st baseman is playing deep behind 1st base, starting position is one or two steps behind 1st baseman
- Both feet in foul territory with right foot just off the foul line and body squared to home plate

• Responsibilities

- **Fair/Foul**
 - From front edge of first base (including the base) to the foul pole
 - Indicate fair/foul if the ball is between the coach's box and the cut-out
 - Indicate fair/foul if the ball is within 15-20 feet of foul line in the outfield
 - Must be straddling the foul line before making fair/foul decision/call
 - If you abandon the line for a ball near the fence, the call becomes PU's Catch/No Catch
- **Catch/No Catch**
 - No fly ball responsibility on infield

- Fielder moving in/back and towards right field line
- **Everything Else**
 - Go out on Trouble ball ONLY
 - **What is a trouble ball – four Criteria that could indicate trouble ball**
 - Right fielder coming towards the line
 - Right fielder turned back going towards fence/wall
 - Converging fielders
 - Possible catch below waist (charging in hard towards infield)
 - **Going out (Trouble ball ONLY)**
 - Pause-Read-React
 - Pause after ball is hit
 - Read the fielders
 - React, Do not ball watch
 - Drop step/turn on line
 - Get angle, if necessary
 - Be stopped (Standing Set) when play happens
 - If an umpire goes out, the umpire will stay out until play is complete
 - **Fly ball to the outfield that is not a trouble ball**
 - Pause/Read/React
 - Pivot and take responsibility for runner
 - Watch for touch of 1st base and possible Obstruction

- Pick up the ball again (location of ball) and watch runner (head on swivel)
- **Fly ball directly on top of the umpire**
 - Umpire will just pivot and giving fair/foul and catch/no catch to plate umpire
- **Fly ball directly behind the umpire**
 - Umpire will step up and let fielder through and then get back on the line for fair/foul and catch/no catch responsibilities
- **Fly ball over next to 1st base fence**
 - Umpire will go over to fence
 - If fielder makes catch facing the base umpire, the base umpire makes catch/no catch call
 - If fielder makes catch facing the plate umpire, the plate umpire makes catch/no catch call
 - If fielder makes catch facing the fence, the umpire closest to the play makes catch/no catch call – both umpires need to make eye contact before call is made
- **Ground ball on the infield (Plays at 1B)**
 - Get 90 degree angle depending on where the throw is coming from
 - Get set with head & eyes ahead of the throw.
 - Read the throw by reading F3's movements.
 - Make the call
 - If throw is not good—watch for swipe/tag or pulled foot. Work to get in position and make the call.

- If ball is overthrown, umpire will pivot and pickup responsibility of the runner
- If runner rounds the base and doesn't go to second base, umpire will drop step and move back towards the 30-foot line and open up to the ball.
- If runner rounds the base and continues to second base, the umpire will lead runner into second base—keeping head on the swivel (watch runner, locate the ball)
- **Base hit to the outfield**
 - Pivot as to stay ahead of the batter-runner
 - Take responsibility of the batter-runner at 1st, 2nd or 3rd base
 - Watch for touch of base and possible obstruction

WORKING THE BASES (RUNNER ON FIRST BASE ONLY)

"B" Position

- **Starting Position**
 - Approximately 20 feet from second base (never more than 30-feet/half-way)
 - Body square to the home plate and in the hands on knees set position
 - Behind and off the 2nd baseman's left shoulder when 2nd baseman is in his/her

normal position

- No more than two steps in the outfield grass
- If 2nd baseman is shaded towards 1st base, base umpire will adjust and may be off right shoulder of 2nd baseman

● Responsibilities

- No fair/foul or catch/no catch responsibilities
- Everything else

● Everything Else

- **Steal at 2nd base**
 - Move towards 2B to get angle.
 - If ball gets through and into the outfield, burst inside to cover 3B.
- **Pick-off at 1st base**
 - Move a couple steps towards 1st base foul line to get angle
 - If ball is thrown into the outfield, burst inside
- **Double Play (2nd base then 1st base)**
 - Open up to the ball
 - Watch play at 2nd base, Standing Set
 - Make signal as you are drop stepping and turning towards 1st base
 - Get hands on knees set and make call at 1st base

- Reason: because the play at 1st base is going to be the closest play

- **Working area**

- **Ground ball to outfield**

- Hustle into the infield working area
 - Watch touches at 1st and 2nd base for R1 and 1st, 2nd and 3rd for BR
 - Watch for obstructions

- **Fly ball to outfield**

- Hustle into the infield working area
 - Watch for first touch of ball by fielder (because runner can run on first touch)
 - Watch for tag up of runner on 1st base, if ball is caught
 - Remember the possibility of the Batter-Runner passing a preceding runner on a high fly ball w/ R1 holding
 - Watch touches at 1st and 2nd base for R1 and 1st, 2nd and 3rd for BR and obstruction, if ball is not caught

WORKING THE BASES, RUNNER(S) ON 1st and 2nd, 1st and 3rd, 2nd and 3rd or Bases Loaded

“C” Position

- **Starting Position**

- Approximately 20 feet from second base (never more than 30-feet/half-way)
 - Body square to the home plate and in the

hands on knees set position

- Behind and off the shortstop's left shoulder when shortstop is in his/her normal position
- No more than two steps in the outfield grass
- If shortstop is shaded towards 2nd base, base umpire will adjust and may be off right shoulder of shortstop

● **Responsibilities**

- No fair/foul
- Not responsibilities for Catch / No-Catch

● **Everything Else**

- **Steal at 3rd base (R2 only or multiple runners)**
 - Move towards the 3rd base foul line to get angle (do not over commit if you have multiple runners)
 - Never move directly in because you will be looking at the back end of the play and will be blocked
- **Pick-off at 2nd base (R2 only or multiple runners)**
 - Move towards right field foul pole to get angle (do not over commit if you have multiple runners)
 - Moving directly in towards infield, umpire will be looking at the back end of the play and will be blocked
- **Pick-off at 3rd base (R3 only or multiple runners)**
 - Move towards infield to get angle (do not

- over commit if you have multiple runners)
- Moving towards 3rd base foul line umpire will be looking at the back end of the play and will be blocked
- **Double Play (R1 and R2 only or Multiple Runners)**
 - Watch play and let ball take you where you need to be (staying in the outside working area)(do not over commit if you have multiple runners)
 - Make call remembering that you have multiple runners
- **Play at 1st base and then 3rd base (R2 Only)**
 - Step up and watch play at 1st base and make signal as you step towards 3rd base (do not over commit if call at 1st base was safe or if you have less than 2 outs as you will have multiple runners)
- **Working area**
 - **Ground ball to outfield**
 - Hustle into the infield working area
 - Watch touches at 1st and 2nd base for R1 and 1st, 2nd and 3rd for BR
 - Watch for obstructions
 - **Fly ball to outfield**
 - Hustle into the working area
 - Watch for first touch of ball by fielder (runner(s) can run on first touch)

- Tag up of runner(s) on first base and second base (depending on how many runners are on base), if ball is caught
- Watch touch at first and second base and obstruction, if ball is not caught

Things to Remember

- **Tag-Up Responsibility**

- **Base umpire has all tag-ups at 1st base and 2nd base (except with R1 and R2 and plate umpire is not up the 1st base line)**

- **Touches**

- **Base umpire has all touches at 1st and 2nd base and all touches at 3rd base by the batter-runner**