

## PRE-GAME CHECKLIST for 2 or 3 UMPIRE MECHANICS

**CREW NOTIFICATIONS:** email partners and home coach no later than the day before game day.  
Arrival Time (30 minutes - 1 hour before game time)

**PRELIMINARIES:** notify the coach of your arrival; then discuss how you enter the field (preferably on home side), exiting the field on winning side, and your post game review.

**PLATE CONFERENCE with the COACHES:** courteous but brief and to the point; introductions; required comments (sportsmanship and legal/proper players and equipment); lineups; ground rules; run rules; questions.

**FLY BALL COVERAGE:** plate umpire has catch/no catch responsibility, unless someone is chasing; which umpire has tag-up responsibility; when might an umpire chase.

**FAIR/FOUL COVERAGE:** plate umpire calls ALL bounding balls; when no runners on “bracket” all fair/foul fly balls between plate and base umpires.

**GOING FOR HELP:** while not required by the Rule Book, consider going for help on check swing, pick off attempts, when missing a “piece of information”(i.e. pulled foot, missed tag, out of position): before we break lets make sure we have the same counts/outs correct.

**RUNNERS LEAVING BASE TOO SOON:** base umpire is responsible.

**CONCLUSION OF PLAY:** umpires hold position until runners are on base, pitcher has the ball with both feet in the circle; base umpire moves to next position, then plate umpire moves.

**UMPIRE to UMPIRE SIGNALS:** infield fly, on or off; timing play; who gives signals and when; response; caught/dropped third strike; two fist means no out, teams are a lot more aggressive with no outs.

**INTERFERENCE or OBSTRUCTION:** closest umpire to the play has first responsibility; if no call and clearly obvious other umpire makes a “big” assertive call.

**CONFRONTATIONS:** discuss only the play in question; don't debate; listen for a question and give clear brief answer; other umpire moves in close to listen, observe and keep all others away. 1 U = 1 C

**LAST BUT NOT LEAST:** focus, concentrate, and prepare for each and every pitch; CALL in your area, Try to see all areas; hustle, work hard, and enjoy the game.

### ADDITIONAL POINTS FOR 3 UMPIRE MECHANICS

**FLY BALL COVERAGE:** when should an umpire chase; areas of chase responsibility; tag up responsibility when an umpire chases or when no umpire chases.

**FAIR/FOUL COVERAGE:** when “bracketing” the remaining base umpire is responsible for all tag ups: who has fair/foul pass the bases.

**GOING for HELP:** check swings – umpire facing batter/umpire on the line.

**RUNNERS LEAVING BASE TOO SOON:** Bases loaded, 3U has runners on 1st and 3rd; Runners on 1st and 2nd, 3U has runner on 1st and U2 has runner on 1st. Runner on 1st, 1BU. Runner on 3rd, 3U.

**POSSIBLE MISSED ROTATIONS:** When in counter rotation there is NO rotation. Overthrow with Runners on 1st U3 must take 2nd and 1st, U1 must take home.

**NOTES:** \_\_\_\_\_  
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