

Basic Mechanics Guide for the Two- Man Umpire Rotation

**Kino Baseball League
Umpires Association
January 2018**

Plate Meeting - 5 Minutes Prior to Game time

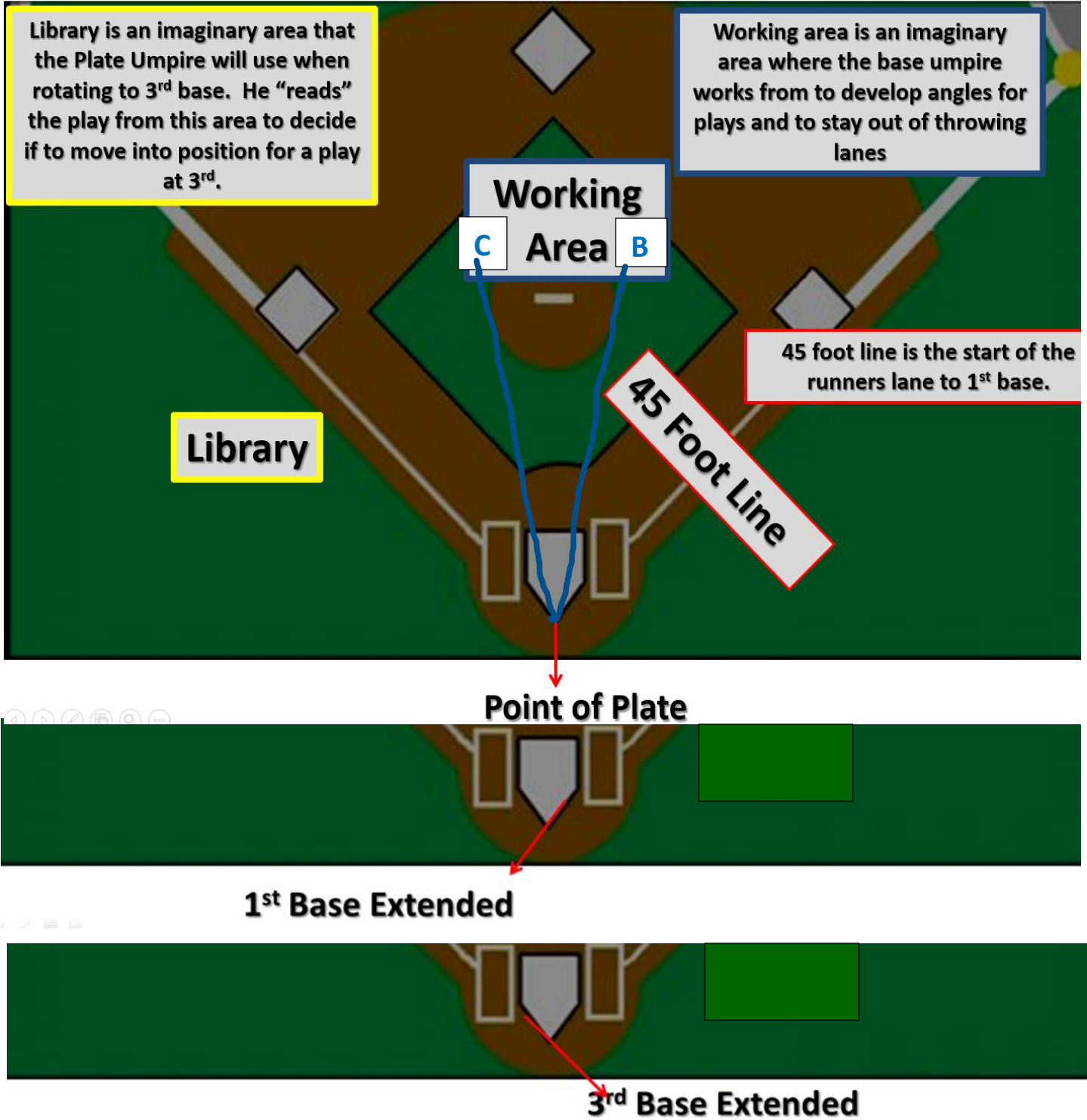
- **Introduce Yourself** to each Head Coach. Learn each Head Coaches first name! Head Coach HAS to attend Plate Meeting
- **Line Ups Exchanged**. Take the Home teams first, verify and ensure the Visiting team has a copy. Then repeat with the Visiting teams lineup. Make Player Name, Number and Position is listed. Subs listed are recommended but optional.
- **Verify Properly and Legally Equipped** by each Head Coach. He must affirm that his players are legal.
- **Ask Home Team Head Coach** if there is medical personnel on sight.
- **Mention Good Sportsmanship**. Don't need much detail but mention.
- **Cover the Ground Rules**. Usually the Head Coach from the Home Team does this.
- **Ask** if there are questions. **Find out** if there is an National Anthem or lineups are being introduced.
- Plate Umpire (Umpire in Charge or UIC) runs the plate meeting. Base Umpire remains silent unless asked a question or if at the CONCLUSION of the meeting the UIC has left something out.
- Your meeting is conducted at the plate. There will be no warm up pitches thrown at this time. They can wait until you are finished with your plate meeting.
- *

Make sure to get the appropriate number of baseballs from each team (or just from the home team in HS) and who keeps the HOME Book, where they are seated & when possible, confirm the score at regular intervals during the game.

Where to stand during National Anthem

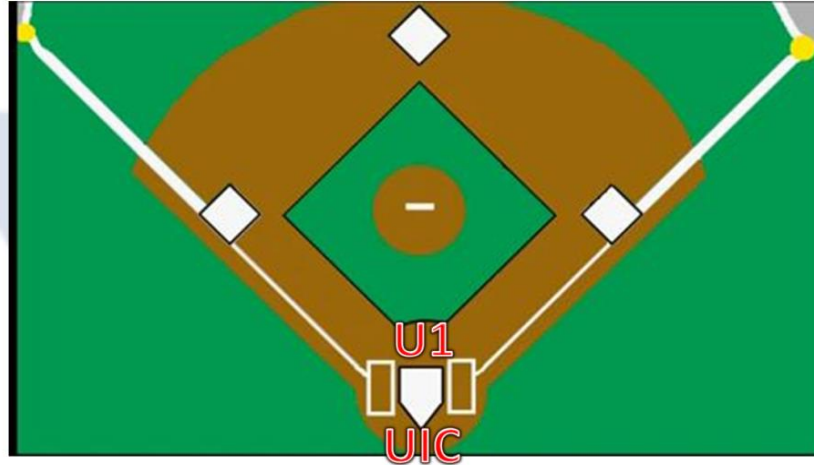


Intro to the "Umpires Infield"



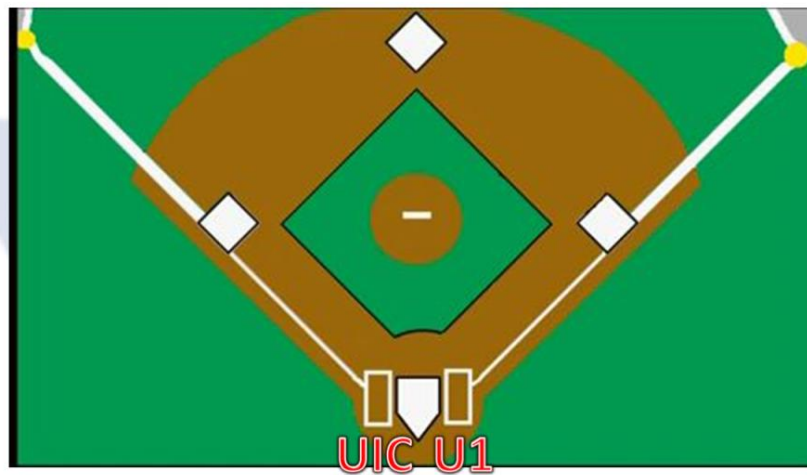
This KBLUA Mechanics Guide is intended to be a BASIC Framework for "Two-Man/Person" Mechanics which will be 99% of the games most of us work in this Association. Remember, "BU" is synonymous with "U1;" and "PU" is synonymous with "UIC."

Starting a Game



Pregame Conference with both Head Coaches

Starting a Game



National Anthem

Starting a Game

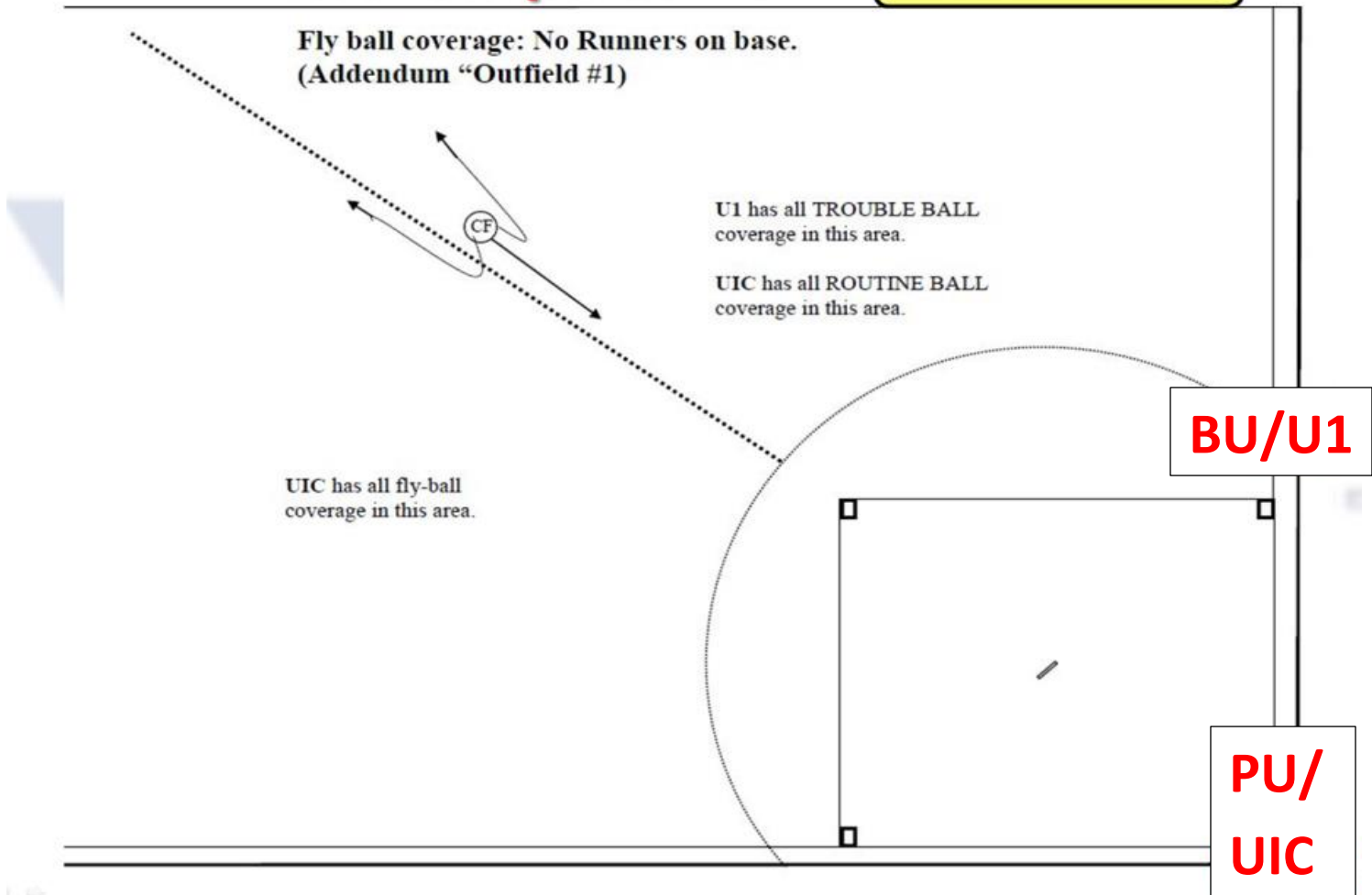


After Anthem and just prior to warm-up pitches

UIC = PU & U1 = BU

2 Man Mechanics

The Umpires "V" – **No Runners On**

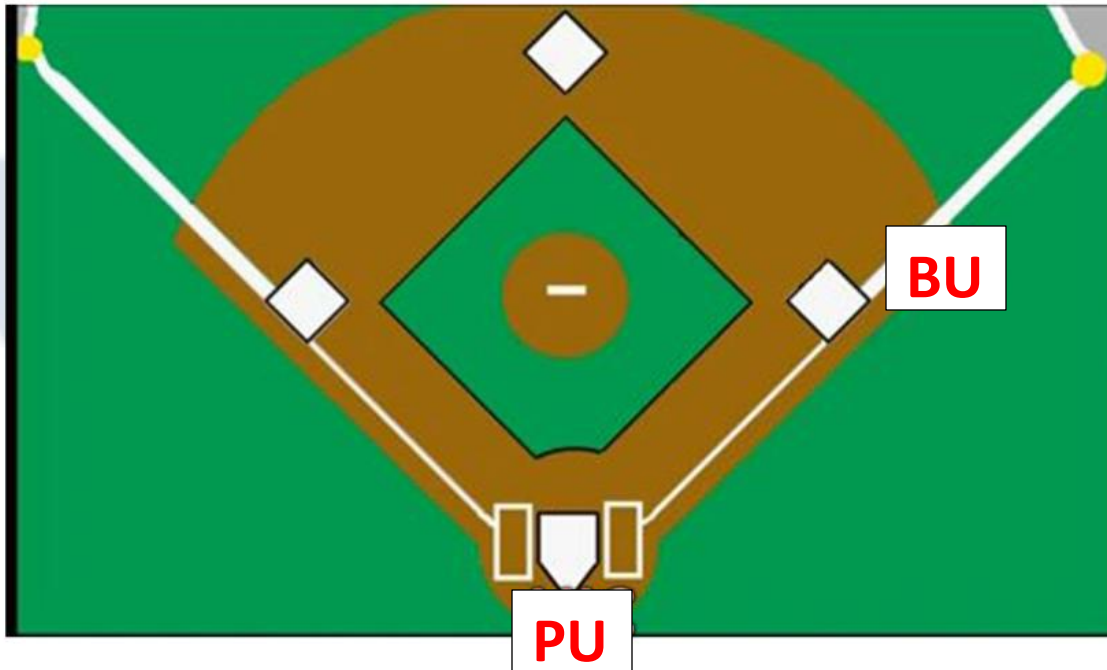


The Diagram above explains "Fly Ball Coverage" with NO RUNNERS ON. The field is essentially divided in half with the BU having from the Center Fielder to the Right Field Fence and the PU having from the Center Fielder moving toward his Left to the Left Field Fence. In said situation, the BU has catch/no catch when the Center Fielder's Chest is coming at him. The BU in "A" position then "goes out & stays out" on fly balls their judgement leads them to believe to be "Trouble Balls," further defined as:

Trouble Balls:

- 1) Converging Fielders (going toward each other)
- 2) A Ball "Challenging" a wall
- 3) A Ball "Challenging" a Foul Line
- 4) A potential running catch of a ball below the waist

Starting a Game

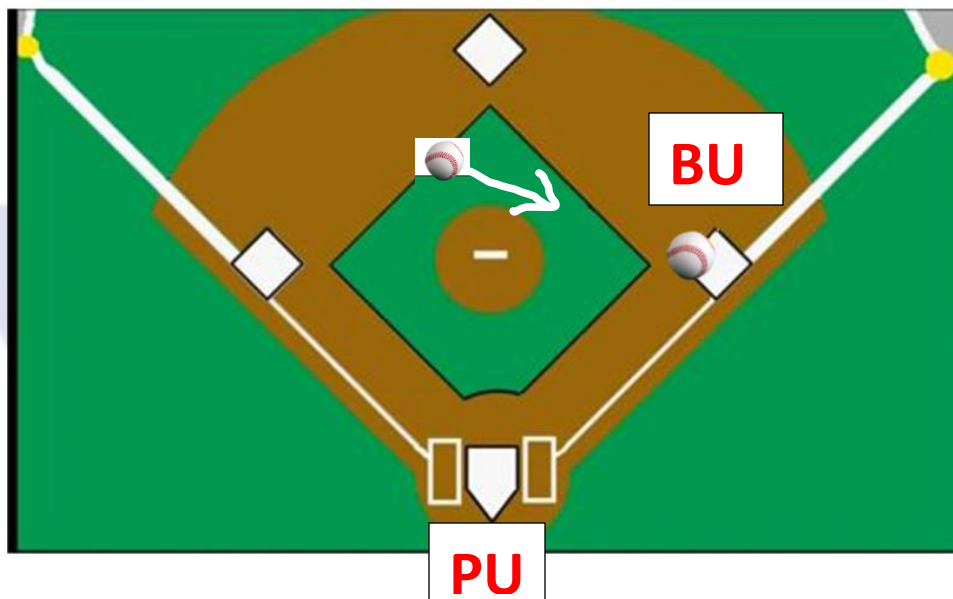


First Pitch of Game

“A” Position is with NO RUNNERS ON BASE



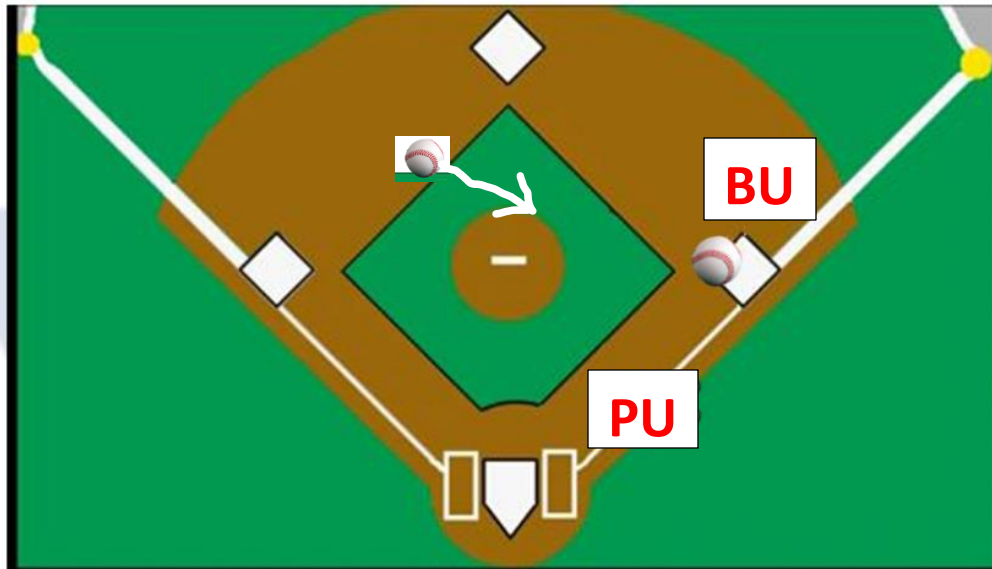
Starting Position A



“A” Position batted ball stays on infield (play at first base)

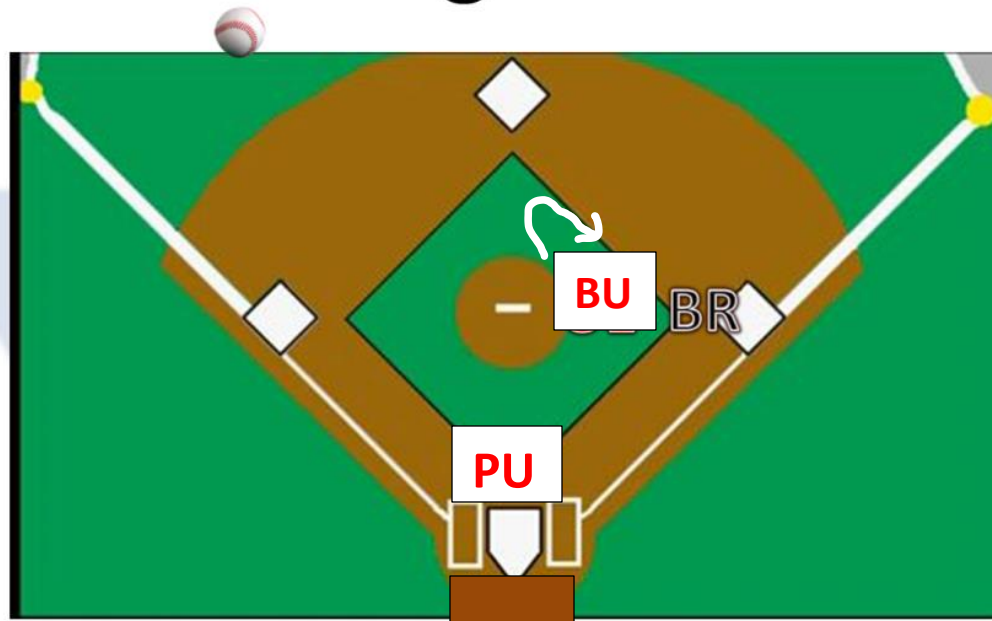
- * U1 is 10-12' behind 1st baseman for starting position
- * 90 Angle (15 – 18') from play / *Read True & Accurate Throw
- * Hands on Knees Set / *EYES, EARS, EYES!

Starting Position A



"UIC" reads a play from the infield and clears the catcher, moves toward the 45 foot line. Ready for any overthrow towards dugout.

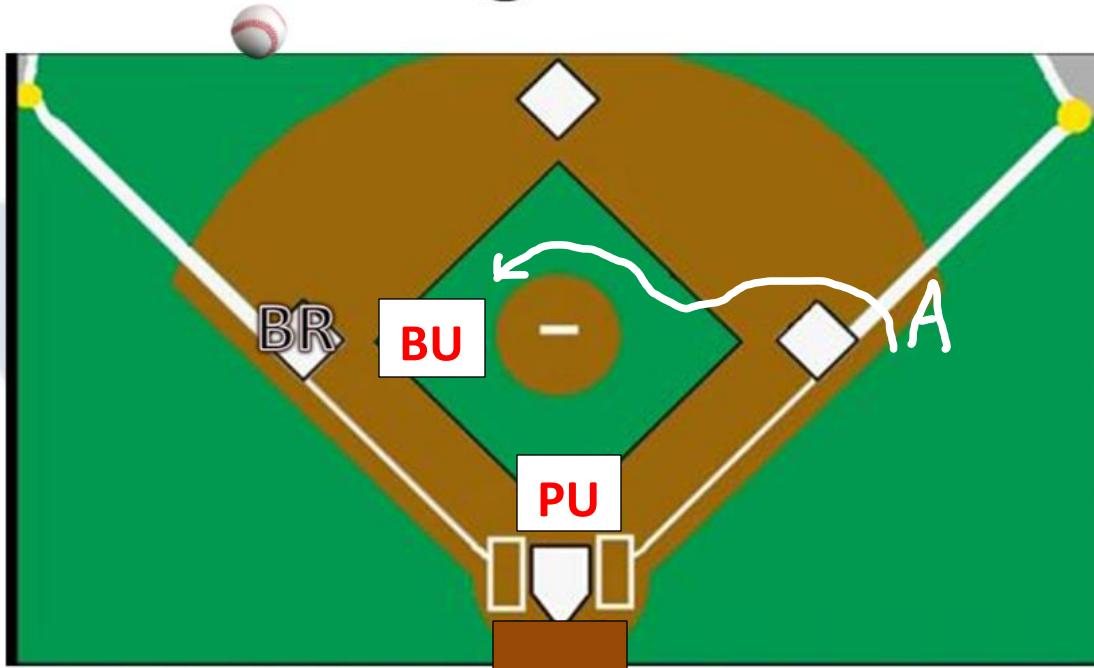
Starting Position A



"A" Position – clean base hit into outfield

***U1** takes the BR into 2nd base or work back towards 1st for play back into 1st base

Starting Position A

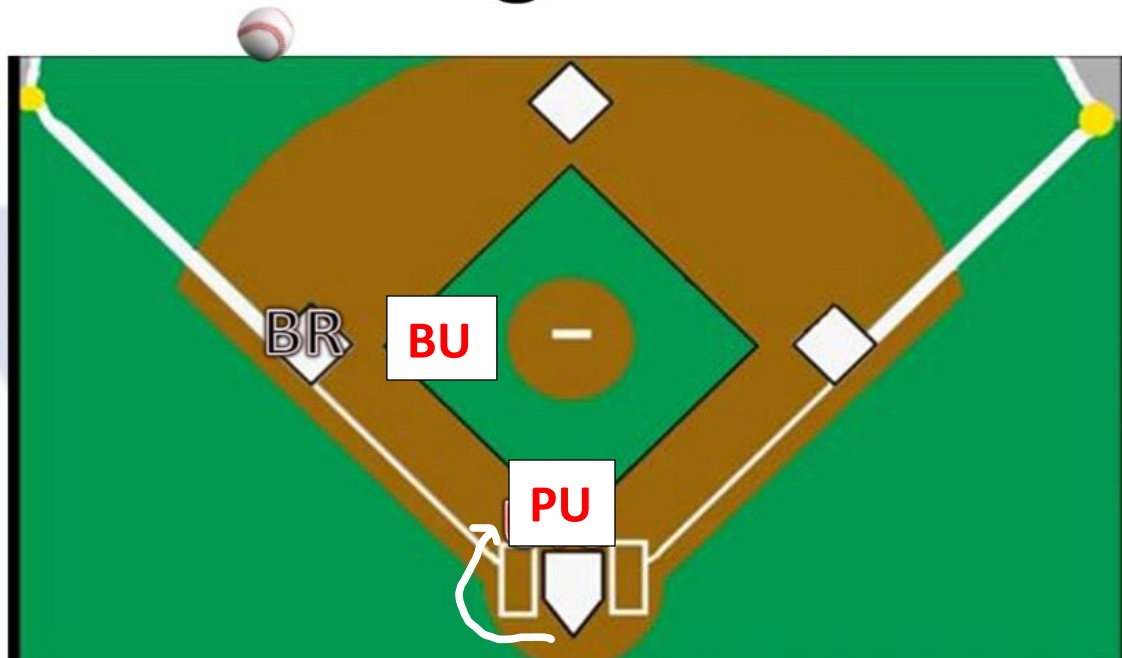


"A" Position – clean base hit into outfield

*U1 takes the BR into 2nd base or work back towards 1st for play back into 1st base

*If BR goes for EXTRA BASES....U1 has BR into 3rd Base

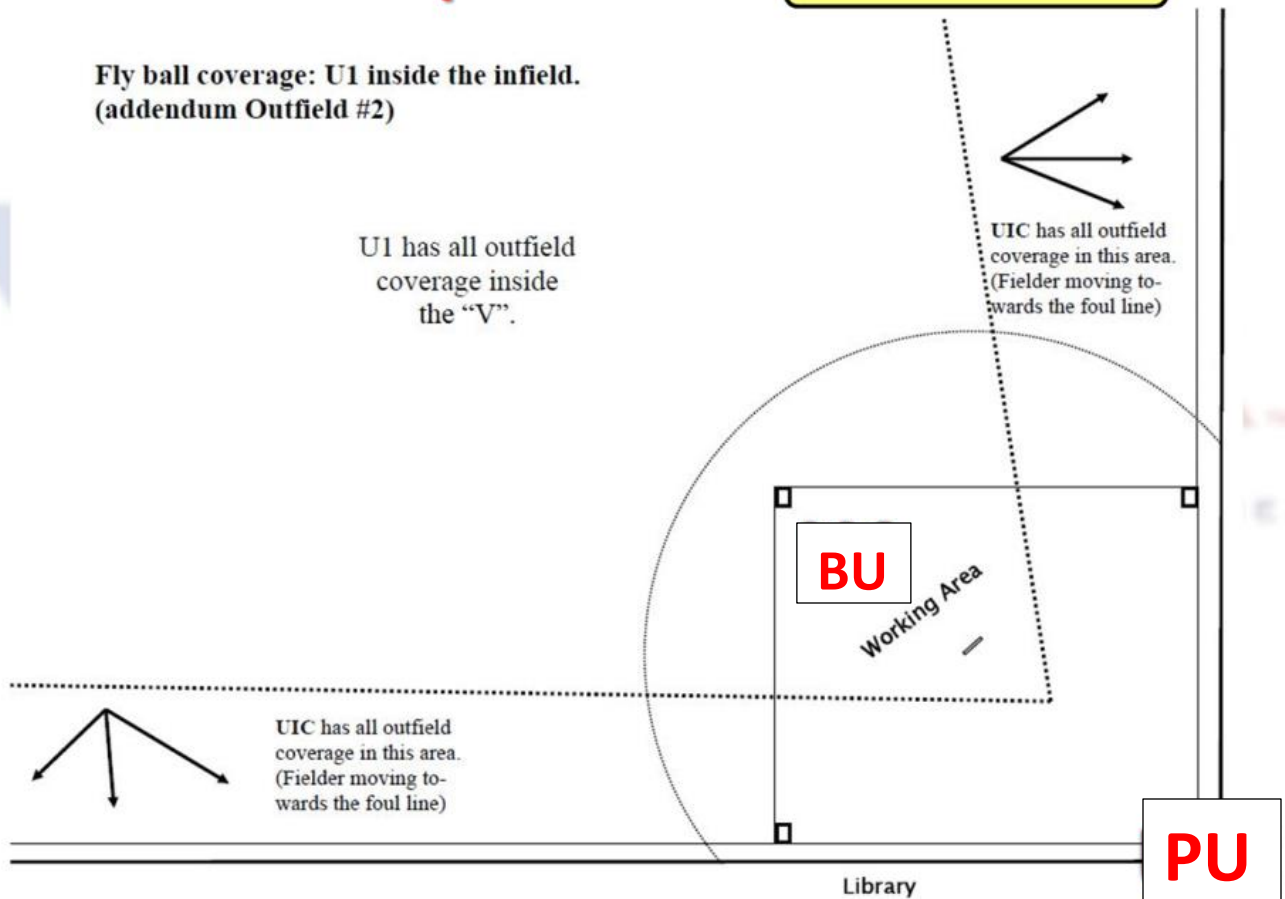
Starting Position A



In all cases above of a ball hit to the outfield, with the BU starting in "A", the PU clears the catcher and moves out in front of the plate area to AT LEAST the edge of the dirt/grass area, and observes the ball, rules when appropriate, observes all touches and possible obstruction/interference and assists his partner, the BU.

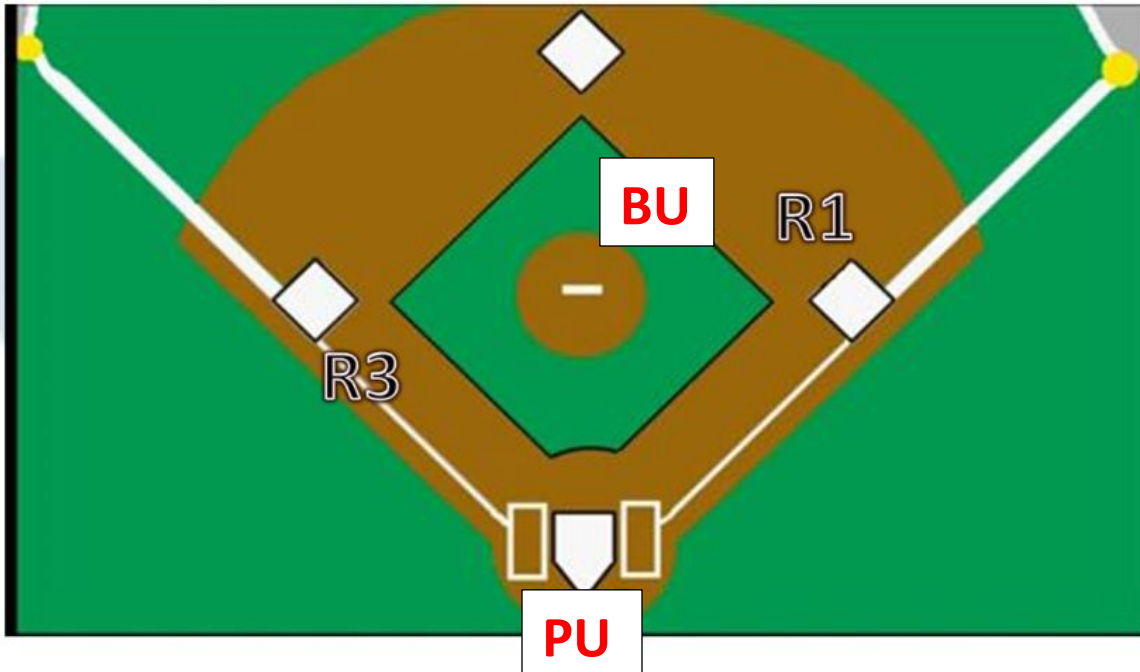
2 Man Mechanics

The Umpires "V" – Runners On Base



The Diagram above explains "Fly Ball Coverage" with runners on base, meaning the BU (aka U1) is in either B or C, which is known as the "working area." As a result, the BU has "Catch/No Catch" in the "V," an area loosely defined from the Left Fielder to the Right Fielder, but more accurately depicted by the dotted lines in the diagram above. Also in this situation, the PU (aka UIC) has "Catch/No Catch" as well as "Fair vs. Foul" outside the "V" (dotted lines) per diagram above. The BU in the working area depicted above **NEVER** "goes out" beyond roughly the base path/lines as depicted above, but still attempts to get a better angle/view on all "Trouble Balls." With the BU in the working area, the PU will use specific verbiage when a fly ball is hit directly down and near the Right field baseline of "I'm on the Line!"; **OR** "I've got the ball!" when a fly ball is hit down and near the Left Field baseline. Pregame with your partner how this affects plays at third on tagups from 2nd base, as well as "1st to 3rd Rotations," relative to the umpire's infield coverage.

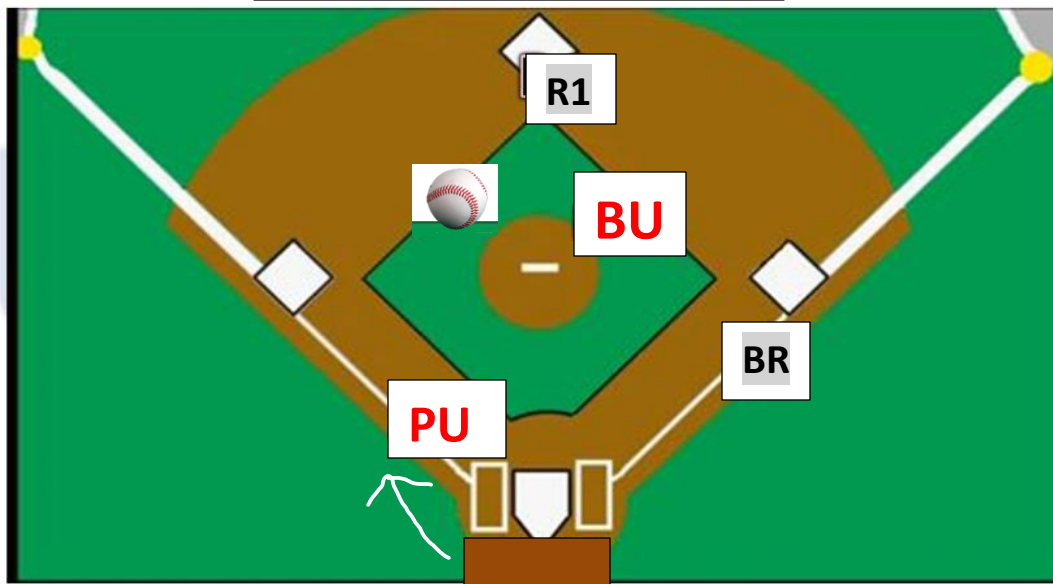
Starting Position B



“B” Position is with either R1
or R1 & R3

Starting Position B

Possible Double Play with R1 only!

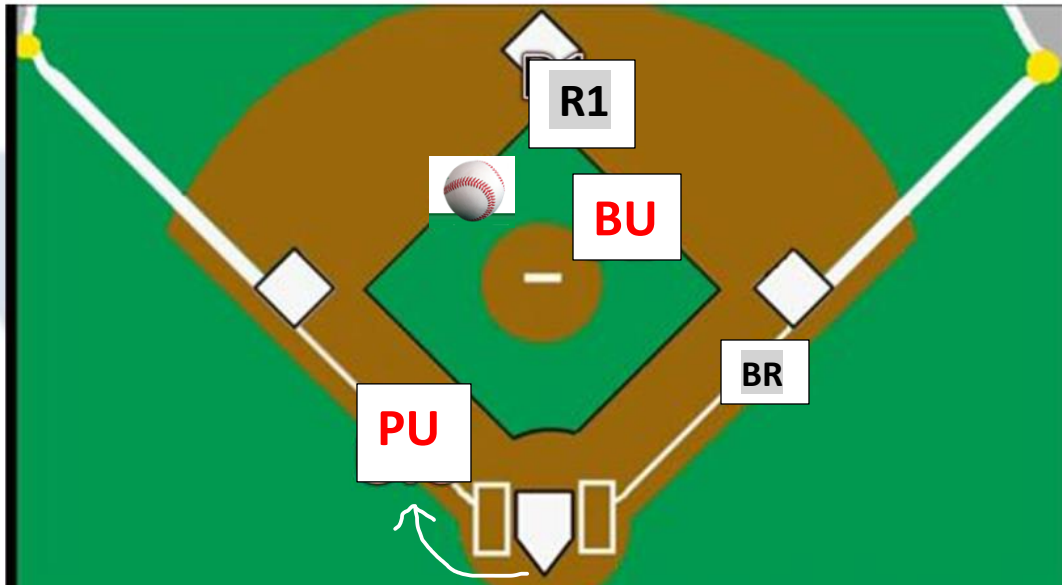


Batted Ball stays on infield (double play ball)

U1 has the play at second (including force play slide rule) as well as the play at first base.

Starting Position B

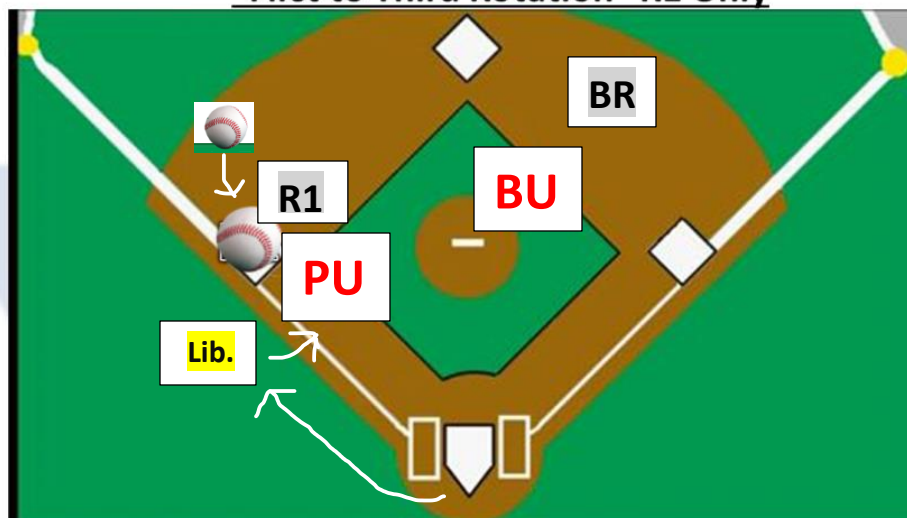
Possible Double Play with R1 only!



Situation: a batted ball in infield, R1 on first, BU in "B" & a potential double play, the PU clears the catcher on the left, observes the ball & play at 2nd (if applicable); and is a second set of eyes on Force Play Slide Rule/Interference issues (**Especialy OVERSLIDES!**) and then moves at least their eyes toward first & the BR looking for a running lane issue, pulled foot, dropped ball or swipe tag.

Starting Position B

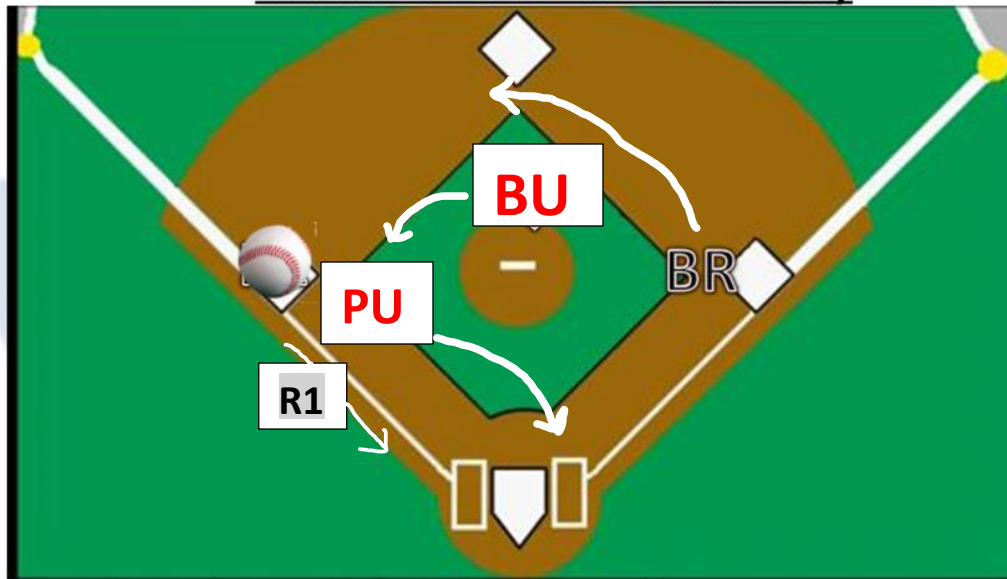
"First to Third Rotation" R1 Only



Clean base hit to outfield. * B4 play, the PU signaled BU the # outs and 1- 3 hand signal*
R1 goes to 3rd base....**UIC** will rotate to Library (ahead of play) "I've got 3rd if he comes"
If no PLAY (ball & runner) then remain in Library, prepared to rotate home
IF ball & runner (play) at 3rd base, UIC moves inside to cutout for play

Starting Position B

"First to Third Rotation" R1 Only



U1 has all touches of R1 and Plays on R1 at 2nd base

U1 will move to the 1st base side of the working area and observe BR touch at 1st base. Has all plays and touches of BR at 1, 2, and 3rd base.

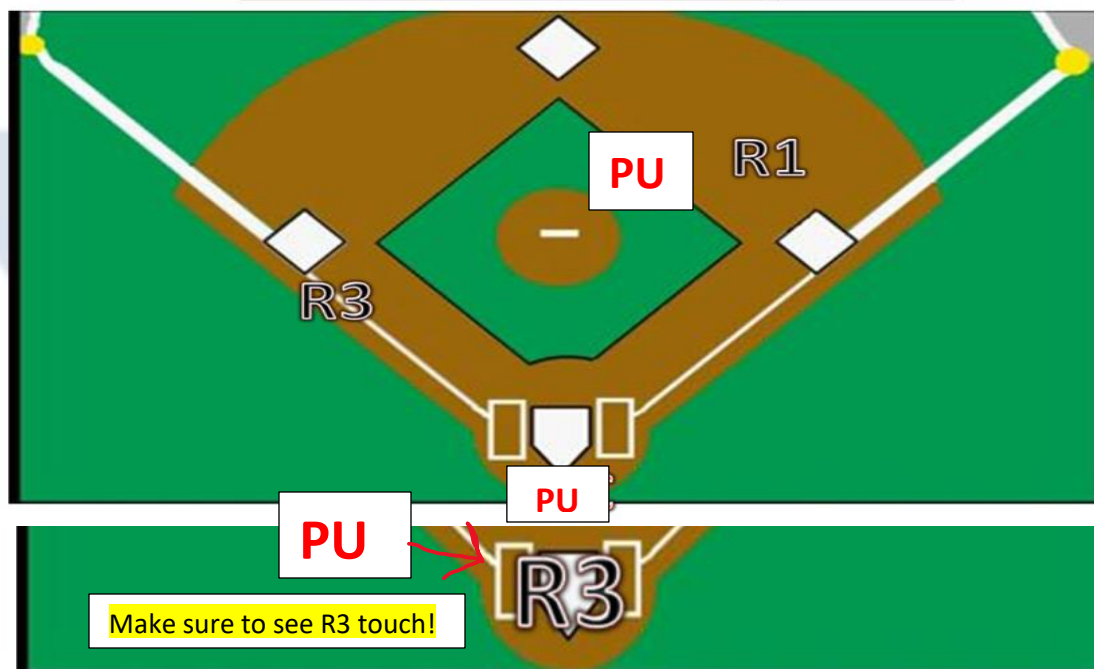
U1 must keep chest to ball, eyes on baseball and glance at runners.

U1 must hear and see his partner rotate to third

Or to take the runner home, if needed

Starting Position B

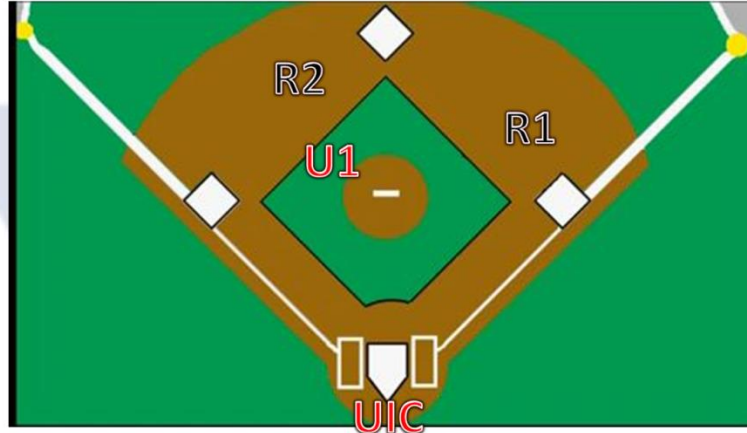
"First to Third Rotation" w/ R1 & R3



First to Third Rotation is exactly the same with R1 and R3 **EXCEPT** UIC has to *see the touch* of home plate by R3



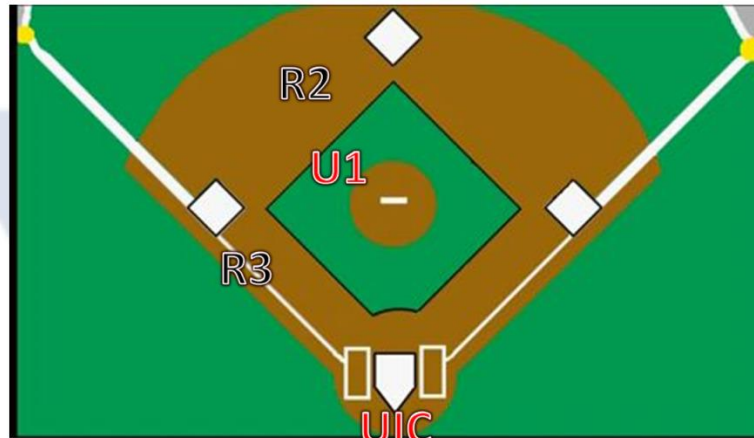
Starting Position C



"C" position is with R1 & R2



Starting Position C

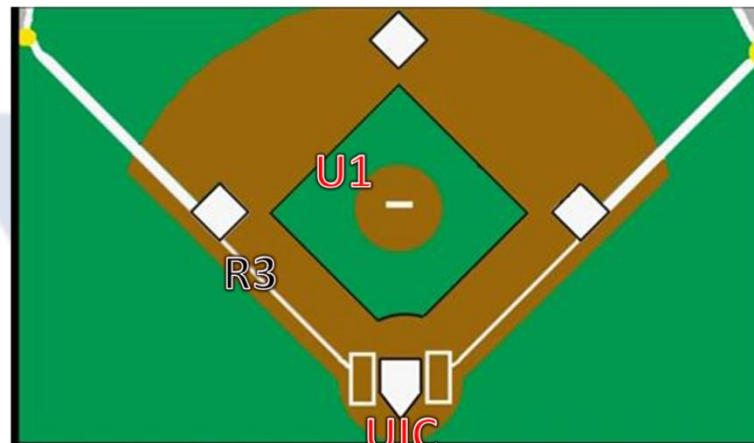


"C" position is with R1 & R2

R2 & R3



Starting Position C



"C" position is with R1 & R2

R2 & R3

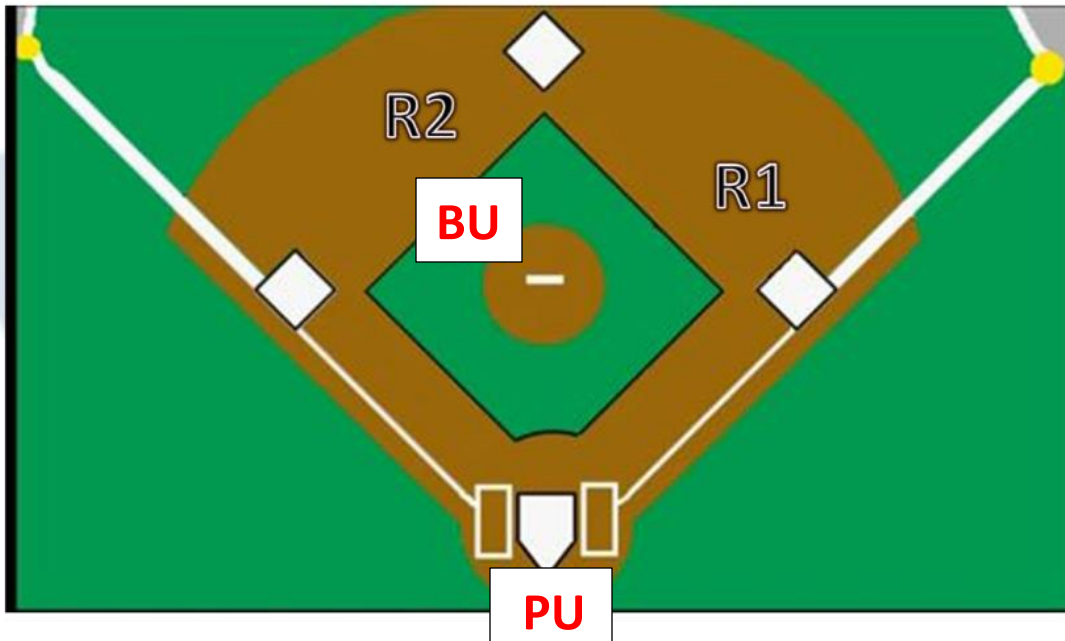
R1, R2 & R3

R3 only

UIC = PU & U1 = BU

Starting Position C

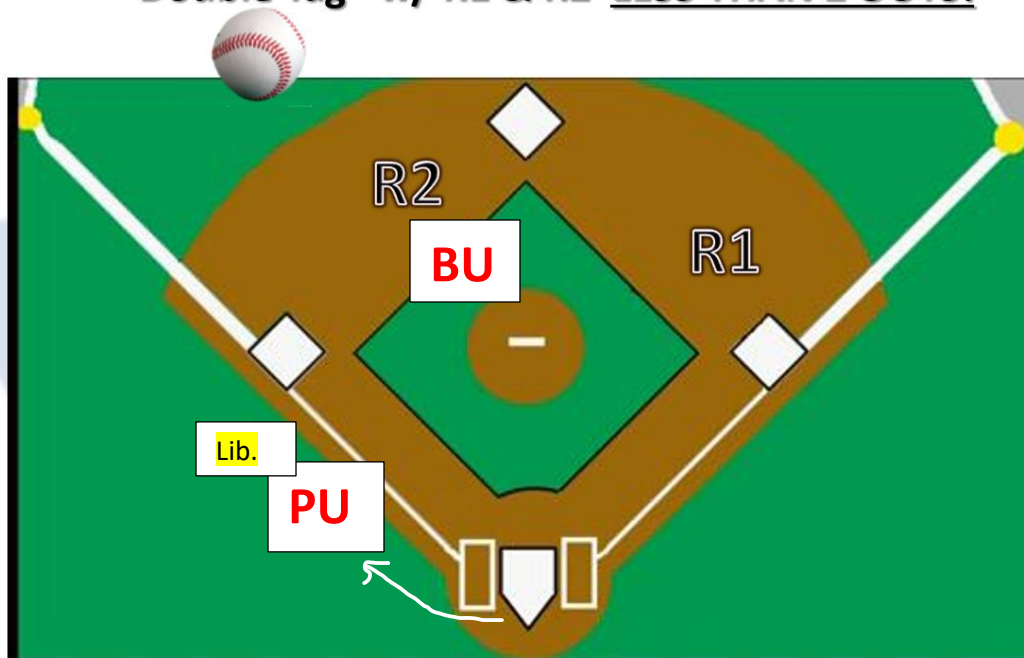
"Double Tag" w/ R1 & R2 LESS THAN 2 OUTS!



This starting situation we have "Infield Fly" & "Double Tag" pre-signal

Starting Position C

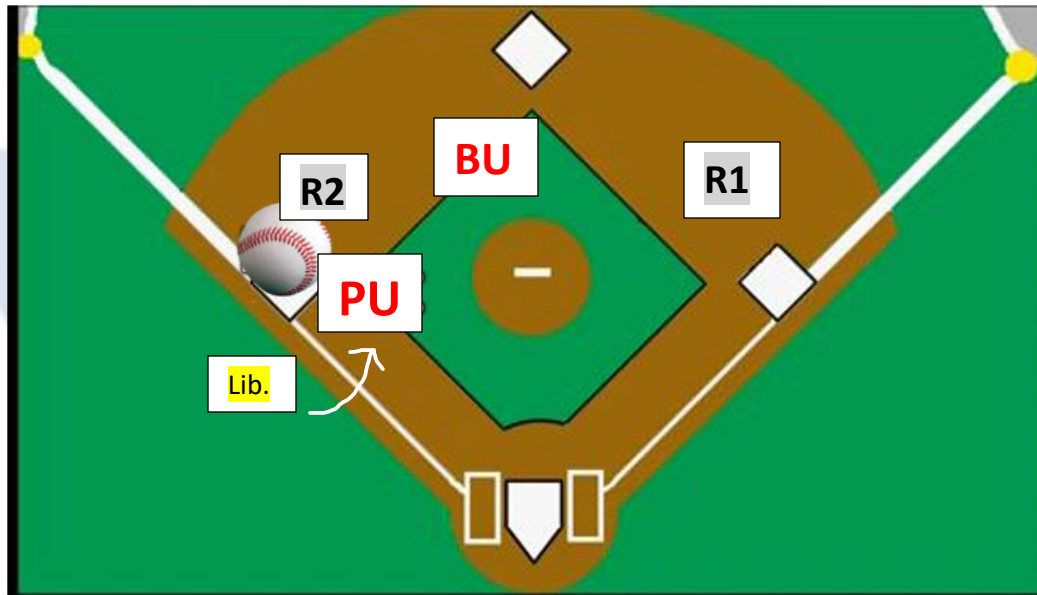
"Double Tag" w/ R1 & R2 LESS THAN 2 OUTS!



This starting situation we have "Infield Fly" & "Double Tag" pre-signal
Fly Ball to Outfielder that is CAUGHT, UIC rotates to Library "I've got 3rd if he TAGS"

Starting Position C

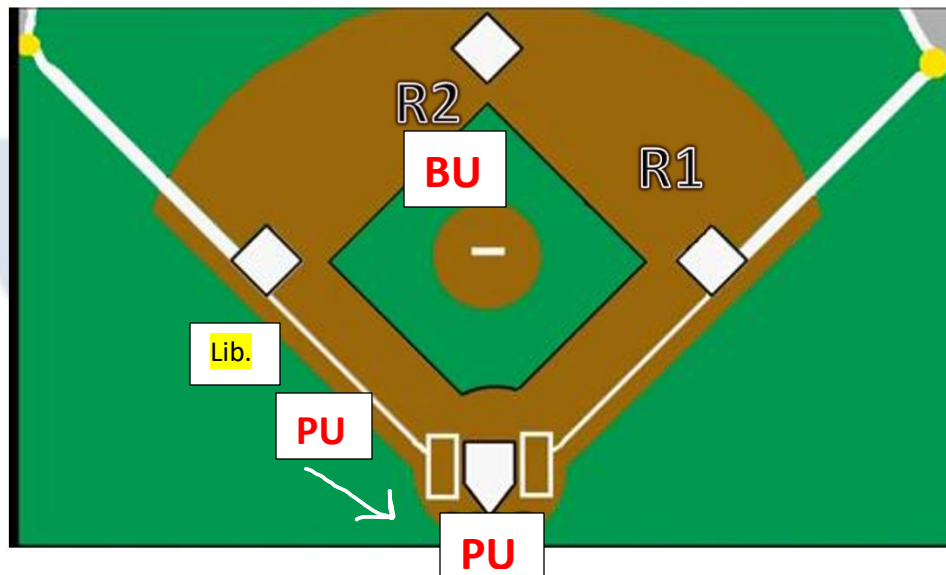
"Double Tag" w/ R1 & R2 LESS THAN 2 OUTS!



This starting situation we have "Infield Fly" & "Double Tag" pre-signal
Fly Ball to Outfielder that is CAUGHT, UIC rotates to Library "I've got 3rd if he TAGS"
If play (ball & runner) develops UIC moves inside to cutout to take the play

Starting Position C

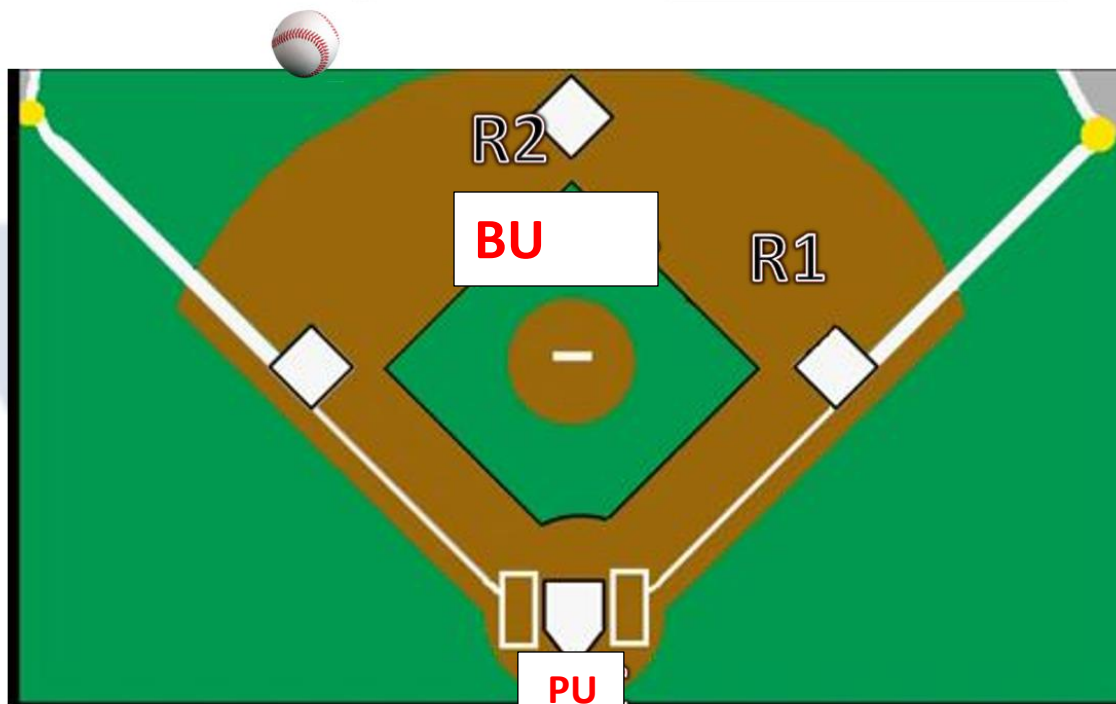
"Double Tag" w/ R1 & R2 LESS THAN 2 OUTS!



If runner does not tag or ball is NOT caught, then UIC "I'm going home"

Starting Position C

"Double Tag" w/ R1 & R2 LESS THAN 2 OUTS!

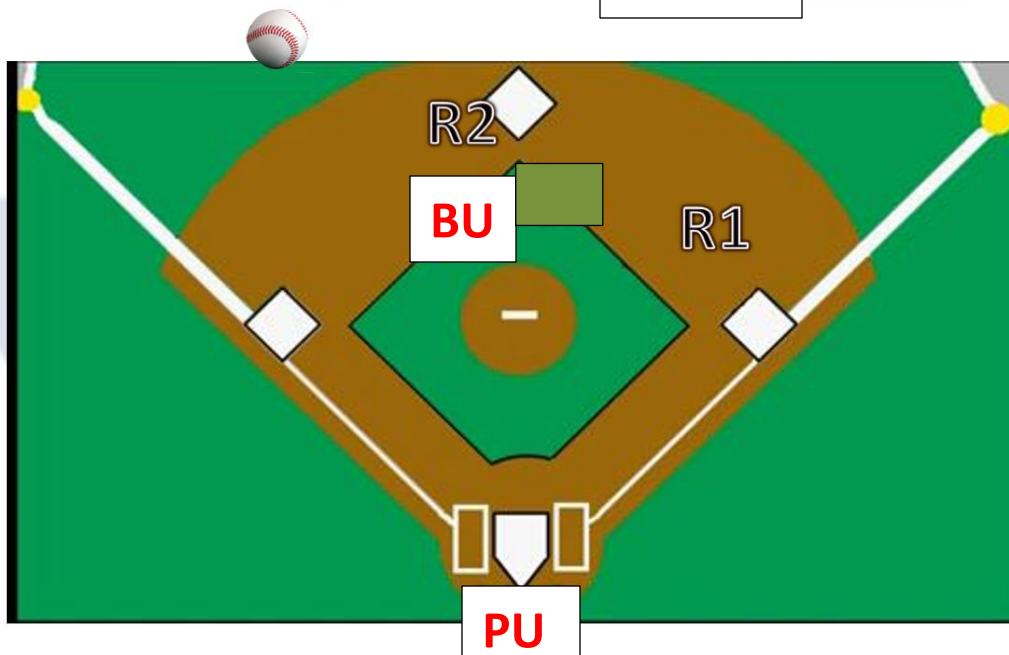


U1 has BOTH tags and will line up tag at 2nd base

U1 has ALL plays at 1st and 2nd base

Starting Position C

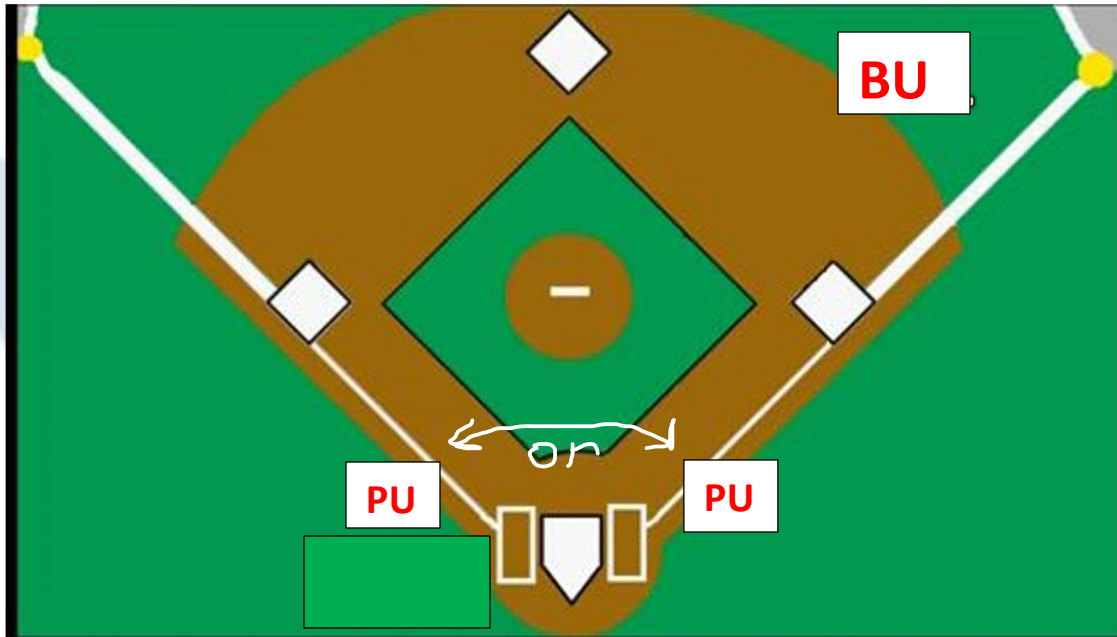
"Double Tag" w/ R1 & R2 **WITH** 2 OUTS!



Remember ...if we have R1 & R2 with two outs we now have a "Time Play"

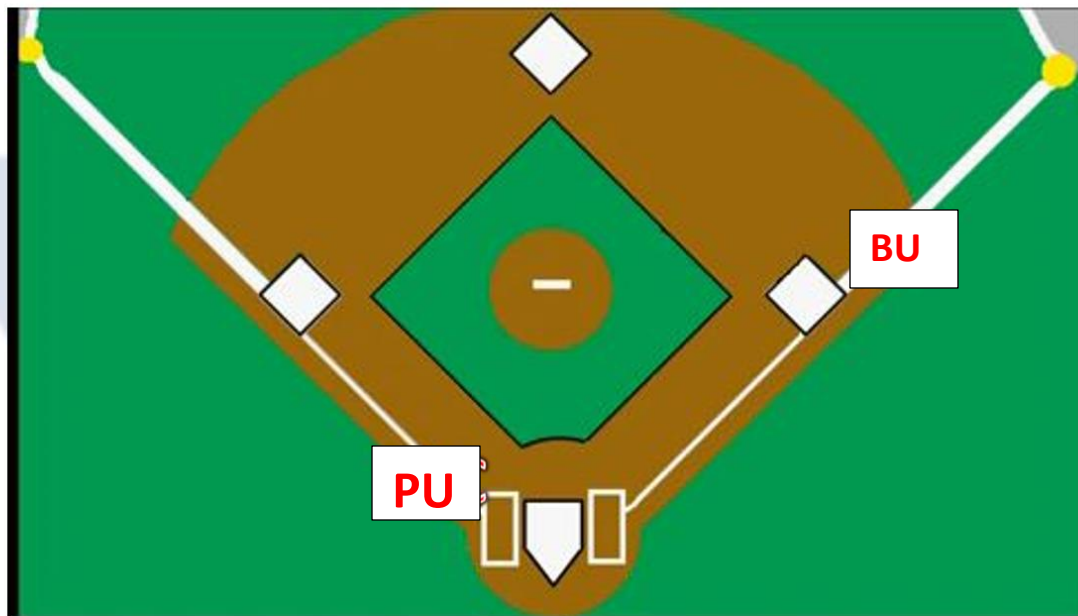
with NO ROTATION, and the BU & PU need to signal it & be clear with their call's in order to determine if the BR (or other runner) is out BEFORE the runner (R2, above) SCORES at home.

In between Innings



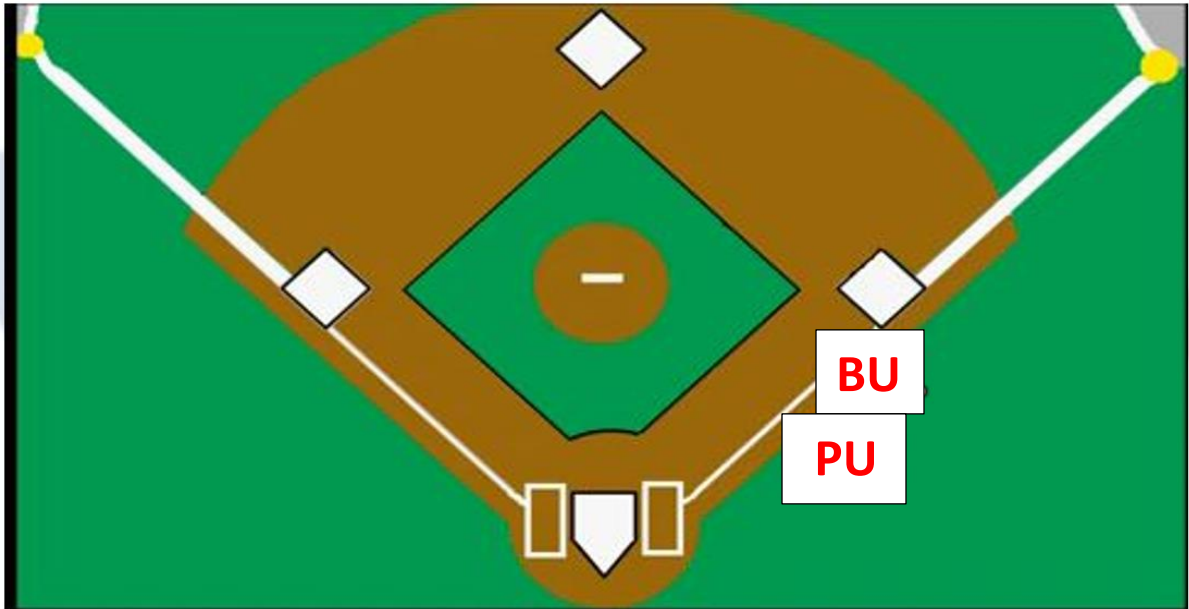
During change over UIC will move to the Baseline - ~10 feet from home (which ever side)
UIC will alert the pitcher when they have 2 pitches left

In between Innings



During change over UIC will move to the side of the new defense (which ever side)
UIC will alert the pitcher when they have 2 pitches left
UIC will step forward and signal the on deck batter when 1 pitch is left
U1 will move into position "A"

In between Innings



An alternative positioning allows UIC and U1 to meet at the 45 foot line
UIC must still notify Pitcher when 2 pitches is left and Batter when 1 pitch is left
Umpires should NOT meet in this position if there has been a controversial play,

This KBLUA mechanics guide is NOT assembled or intended as an encyclopedic or complete description of all mechanical situations the BU & PU will face in a 2-Man Rotation during a game! Rather, it is simply a reference and starting point. There are many different and unique mechanics that experienced umpires will use in these situations. There are also “advanced mechanics” that will be learned along the way to better suit the level of play, field dynamics and other situations, including the different partners one works with through the course of their umpiring career.

KBLUA would like to specifically thank AZBOA, NFHS and AIA for the illustrations and information used to assemble this document. Please use this guide in the spirit it was crafted and offered to you as an aid to better enable individual umpires to refine their positioning, mechanics and abilities in order to “craft a game fairly played.”