

- c. **DROPPED 3rd STRIKE:** Signal the strike mechanic but use the safe mechanic to indicate that the ball has not been caught. On a check swing state "yes, he did". If there is a potential check swing go immediately to your partner for a ruling before being asked.
- d. **LOST COUNT:** Twirl your hands around each other in small circles with your index fingers extended.
- e. **DOUBLE TAG:** With less than 2 outs and runners on 1st and 2nd base indicate infield fly rule and then taping your hands together and pointing in the direction the umpie will rotate to.
- f. **CHECK SWING:** PU says "yes he did" and points with the left hand and then indicates a strike with the right hand. On a potential check swing PU points to the base umpire with his left hand and says "did he swing".

PUTTING the BALL BACK IN PLAY:

- 1. Every time the ball goes dead.
- 2. Foul ball.
- 3. Hit by pitch.
- 4. Called time.
- 5. Any other reason.

When the pitcher has the ball and is ready (must be engaged with the rubber), and the catcher is in the catcher's box and is ready. Point and call "play".

COUNTER IN LEFT HAND

REMOVE MASK WITH LEFT HAND