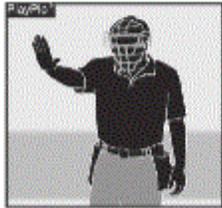
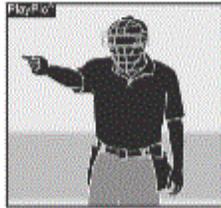


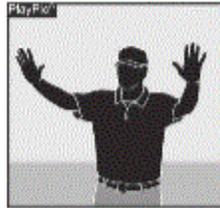
## Official NFHS Baseball Signals



A. DO NOT PITCH



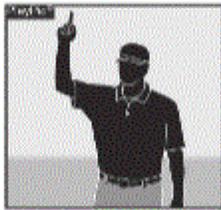
B. PLAY BALL



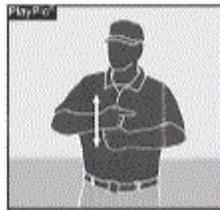
C. FOUL BALL, TIME-OUT, DEAD BALL



D. STRIKE/OUT



E. INFIELD FLY



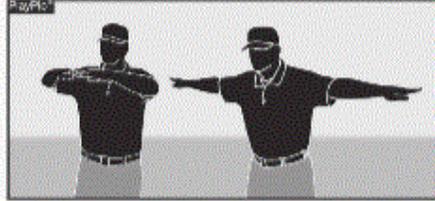
F. DOUBLE TAG ROTATION

- A. Right arm straight out front with palm outward and fingers up – signifies do not pitch, the ball is dead.
- B. Pointing with right hand index finger while facing pitcher – signifies play is to start or be resumed and simultaneously umpire calls "Play."
- C. Both hands open above the head – signifies foul ball, time-out or ball is dead immediately.
- D. Fist up and then out away from body. Coordinate, verbal call, "He's out!" or "Strike!", with the hammering action of the closed fist.
- E. Index finger of right hand is held above the head – signifies infield fly.

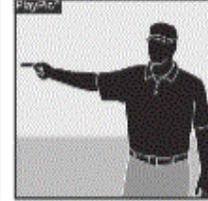
F. Bump both fists on top of each other with the index finger of the right hand extended.

Play-Pics© courtesy of Referee Enterprises, Inc.

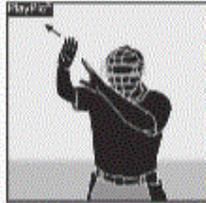
## Official NFHS Baseball Signals



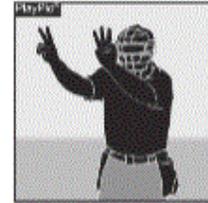
G. SAFE



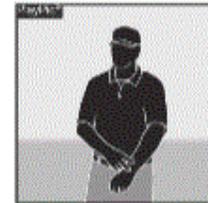
H. FAIR BALL



I. FOUL TIP



J. COUNT



K. TIME PLAY

- G. Coordinate verbal call, "Safe." Signal also used for dropped balls in the outfield and to determine if a batter's checked swing was legal.
- H. Point toward fair ground with index finger. No verbal call.
- I. The palms of the hands glance off each other as they pass above eye level, followed by a strike call.
- J. Left hand indicates balls followed by the number of strikes thrown on the right hand. Verbally give count.
- K. Place two fingers of the right hand on the left wrist, as if on top of a watch. This signal will only be used in two-out situations where a time play involving a potential run is likely.

Play-Pics© courtesy of Referee Enterprises, Inc.

NOT LISTED: Rotation with R1 or R1 & R3. Use right arm across waist pointing toward 3<sup>rd</sup>. Some use both arms pointing to 3<sup>rd</sup>.

D. If a called strike 3, develop a mechanic for that, but NEVER use that mechanic on a swinging strike 3.

E. As long as the crew is on the same page, infield fly signal can be different among crews. Some touch their hat, or use both hands pointing up. Good practice to use a fist for no outs and index finger for one out.

F. Double Tag Rotation – This signal follows Infield fly signal when there are runners at 1<sup>st</sup> and 2<sup>nd</sup>. This means that if the runner at 2<sup>nd</sup> tags up and advances to 3<sup>rd</sup>, the plate umpire will rotate to third if a play develops there. Base umpire has both tag-ups.

H. Note: If plate umpire is signaling fair down right field line, he does so with the mask in his hand.

K. If there are 2 outs and there is a runner at 2<sup>nd</sup>, the timing play signal is given. (R2 only, R2 and R3 R1 & R2 or bases loaded). (Note: This is the most likely time a timing play will happen and only time the signal is used, however, it can happen when runner is not at 2<sup>nd</sup> and with less than 2 outs.

L. Read doc...When to Point.