Umpire Mechanics
3-Man 60' Mechanics

(U3 Does Not Rotate with RiSP)

Situation	U1 Out	U2 Out	Position U1	Position U2
No Runners	PU to 1B. Return home when BR reaches 2B. U2 has responsibility at 2B and 3B.	PU to Library and then 3B if BR comes to third. Has BR at 3B and home. U1 has responsibility at 1B and 2B.	A	D
R1 Only	PU to Library and then 3B if BR comes to third. Has R1 at 3B and home. U2 into working area. Has R1 to 2B and BR at all bases.	N/A	A	C
R2 Only	N/A	PU stays home. U1 into working area and has all bases.	B	D
R3 Only	PU stays home and has tag-up at 3B. U2 into working area and has all bases.	PU stays home and has tag-up at 3B. U1 into working area and has all bases.	A	D
R1 and R2	PU stays home. U2 into working area and has tag-ups and all bases.	N/A	A	C
R1 and R3	PU stays home and has tag-up and 3B. U2 into working area and has tag-up at 1B and all bases.	N/A	A	C
R2 and R3	N/A	PU stays home and has tag-up at 3B. U1 into working area and has tag-up at 2B and all bases.	B	D
Bases Loaded	PU stays home and has tag-up at 3B. U2 into working area and has tag-ups of R1 and R2 and all bases.	N/A	A	C

NOTES:
1. Never go out from B or C position
2. PU has fair/foul up to front of first or third base (pane of glass) if U1 is in A position or if U3 is in D position
3. U1 in A position and U3 in D position has fair/foul on anything beyond front of first or third base

Revised: April 10, 2024 (U3 Does Not Rotate with RiSP)

Umpire Mechanics
4-Man 60' Mechanics

(U3 Does Not Rotate with RiSP)

Situation	U1 Out	U2 Out	U3 Out
No Runners	PU to 1B. Return home when BR reaches 2B. U2 has 2B. U3 has 3B.	PU to Library and then 3B if BR comes to third. U1 has home after BR reaches 2B. U3 to 2B.	PU to Library and then 3B if BR comes to third. U1 home after BR reaches 2B. U2 to 2B.
R1 Only	PU stays home. U2 has 1B and 2B. U3 has 3B.	PU to Library and then 3B if BR comes to third. U1 tag-up at 1st and has home after BR reaches 2B. U3 to 2B.	PU to Library and then 3B if BR comes to third. U1 has tag-up at 1B and home after BR reaches 2B. U2 to 2B.
R2 Only	PU stays home. U2 to 1B and 2B and has tag-up at 2B. U3 to 3B.	PU stays home. U1 to 1B and 2B and has tag-up at 2B. U3 to 3B.	PU stays home. U1 to 1B takes BR to 2B. U2 to 2B and 3B and has tag-up at 2B.
R3 Only	PU stays home. U2 to 1B and 2B. U3 to 3B and has tag-up at 3B.	PU stays home. U1 to 1B and 2B. U3 has 3B has tag-up at 3B.	PU stays home has tag-up at 3B. U1 to 1B takes BR to 2B. U2 to 2B and 3B.
R1 and R2	PU stays home. U2 to 1B and 2B and has tag-ups at 1B and 2B. U3 to 3B.	PU stays home. U1 to 1B and 2B has tag-up at 1B. U3 has 3B has tag-up at 2B.	PU stays home. U1 to 1B and has tag-up at 1B take BR to 2B. U2 to 2B and 3B and has tag-up at 2B.
R1 and R3	PU stays home. U2 to 1B and 2B and has tag-up at 1B. U3 to 3B and has tag-up at 3B.	PU stays home. U1 to 1B and 2B has tag-up at 1B. U3 has 3B and tag-up at 3B.	PU stays home and has tag-up at 3B. U1 to 1B and has tag-up at 1B takes BR to 2B. U2 to 2B and takes R1 to 3B.
R2 and R3	PU stays home. U2 to 1B and 2B and has tag-up at 2B. U3 to 3B and has tag-up at 3B.	PU stays home. U1 to 1B and 2B has tag-up at 2B. U3 has 3B and tag-up at 3B.	PU stays home and has tag-up at 3B. U1 to 1B and BR to 2B. U2 to 2B and takes R1 to 3B.
Bases Loaded	PU stays home. U2 to 1B and 2B and has tag-ups at 1B and 2B. U3 to 3B and has tag-up at 3B.	PU stays home. U1 to 1B and 2B has tag-up at 1B and 2B. U3 has 3B and tag-up at 3B.	PU stays home and has tag-up at 3B. U1 to 1B and 2B and has tag-up at 1B. U2 to 3B and has tag-up at 2B.

NOTES:
1. PU stays home with R2 and or R3
2. PU has fair/foul up to front of first or third base (pane of glass)
3. U1/U3 has fair/foul on anything beyond front of first or third base

General Principles *(U3 Does Not Rotate with RiSP)*

This version of the 60', 4-Umpire System is based on the following philosophies:

1. Front load umpires ahead of the runners/plays whenever possible utilizing rotations.
2. Assign responsibilities and rotations to cover the plays with the highest probabilities in order of priority.
3. When assigned multiple base coverage, the umpire must let the ball take them to the play. The umpire must remember not to overcompensate their position should they be required to make a call on a subsequent play at another assigned base.
4. Prioritize freedom of movement for fielders and runners so that umpires do not hinder any play as a result of their positioning or rotations. When assigned single base coverage, this may require the umpire(s) at 1B/3B to move into foul territory to observe playing action and adjust their position should a "Play" (ball and runner coming together) develop.
5. Umpire communication is imperative to insure proper coverage and rotations. Communication shall occur early and continuously throughout the development of the play. Communication may be audible and/or visual.
6. General Rule of thumb; General Rule of thumb, when plate umpire is pinned with runners in scoring position, U3 can go out on a trouble ball in the left field wedge or cover 3B. U3 will NOT rotate with RiSP.

Terms & Definitions

PU: Plate Umpire   U1, U2, U3: Base Umpire designations
BR: Batter/Runner   R1, R2, R3: Base Runners at Time of Pitch
HP: Home Plate   1B: First Base 2B: Second Base 3B: Third Base
NRiSP: No Runners in Scoring Position
RiSP: Runners in Scoring Position

Fundamentals

1. When a play is Routine, each umpire is responsible for all calls at their assigned base.
2. On any *"Routine Ball"* to the outfield, (base hit or fly ball) U2 will immediately move inside to the working area between the mound and 2B.
3. Three positions in the course of each play: Starting, Reacting, Adjusted
   a. *Starting:* Umpire's position prior to the pitch.
   b. *Reacting:* Umpire's initial movement based on reading the ball, reading your partners, and the need to adjust positioning.
   c. *Adjusted:* Umpire's follow-on movement, after the reacting position is achieved, that is required to attain the best position for a call
4. U2's area of responsibility extends from Left and Right fielder if they are going in, back, or toward Center Field. U1/U3 will cover Left / Right fielder respectively if moving toward the foul line.
5. On *"Trouble Balls"* one umpire reads the situation and goes out for the best angle/distance to make the decision on the batted ball.
6. If two umpires initially take a Trouble Ball, the crew will defer to U2; the other umpire will recover and rotate.
7. When one umpire commits to cover a Trouble Ball, the three remaining umpires adjust to provide the best *Reacting Position* (normal rotated position based on runners/ball location) and *Adjusted Position* (based on developing action) to cover the play.

Summary, Umpire Responsibilities by Position *(U3 Does Not Rotate with RiSP)*

PLATE	U1
Routine Plays: All Catch/No C and all touches/plays at HP **Trouble Balls: NRiSP** **U1 out:** All touches/plays at 1B and HP **U2 out:** All touches/plays at HP **U3 out**: All touches/plays at 3B **Trouble Balls: RiSP** **U1 out:** All touches/plays at HP **U2 out**: All touches/plays at HP **U3 out:** Re-touch of R3 and all touches/plays at HP	**Routine Plays: NRiSP or RiSP** Re-touch of R1, all touches/plays at 1B **Trouble Balls: NRiSP** **U1 out:** F/F, C/NC **U2 out:** Re-touch of R1, touches/plays at 1B, and all touches/plays at HP **U3 out**: Re-touch of R1, touches/plays at 1B, and all touches/plays at HP **Trouble Balls: RiSP** **U1 out:** F/F, C/NC **U2 out**: Re-touch of R1 and R2, all touches/plays at 1B and 2B **U3 out:** Re-touch of R1, all touches/plays at 1B
U2	**U3**
Routine Plays: NRiSP or RiSP Re-touch of R2, all touches/plays at 2B **Trouble Balls: NRiSP** **U1 out:** Re-touch of R1, all touches/plays at 1B and 2B **U2 out:** C/NC **U3 out**: All touches/plays at 2B and BR back into 1B if U1 covers HP **Trouble Balls: RiSP** **U1 out:** Re-touch of R1/R2, all touches/plays at 1B and 2B **U2 out:** C/NC **U3 out:** Re-touch of R2 and all touches/plays at 2B and 3B	**Routine Plays: NRiSP or RiSP** Re-touch of R3, all touches/plays at 3B **Trouble Balls: NRiSP** **U1 out:** All touches/plays at 3B **U2 out:** All touches/plays at 2B and BR back into 1B if U1 covers HP **U3 out**: F/F, C/NC **Trouble Balls: RiSP (pinned at 3rd)** **U1 out:** Re-touch of R3, all touches/plays at 3B **U2 out**: Re-touch of R3, all touches/plays at 3B **U3 out:** F/F, C/NC

This page can be printed on heavy card stock and cut for use by crew members in pre-game review of responsibilities based on umpire assignment.