

Umpire Mechanics

3-Man 70' / 90' Mechanics



Situation	U1 Out	U2 Out	Nobody Out	Position	
				U1	U2
No Runners	PU to 1B, return home when BR reaches 2B. U2 to infield, has BR 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.	PU to 3B. U2 to 2B. U1 to foul territory, goes home when BR reaches 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	PU to 3B. U2 has plays at 2B and 1B. U1 to foul territory, goes home when R1 commits to 3B.	A	C
R2 Only	N/A	PU stays home. U1 into working area and has all bases.	PU stays home. U2 to 3B. U1 has tag-up of R2 and all plays at 1B and 2B.	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.	PU stays home. U2 to 3B. U1 pivots and has BR to 2B.	A	D
R1 and R2	PU stays home. U2 into working area and has tag-ups and all bases.	N/A	PU stays home. U2 has tag-up of R2 and initial play at 2B and 3B. U1 pivots, has tag-up of R1 and calls at 2B when U2 commits to 3B.	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	PU stays home, has tag-up of R3. U3 has all plays at 3B and R1 at 2B. U1 pivots, has tag-up of R1 and BR into 2B.	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.	PU stays home. U3 has tag-up of R3 and plays at 3B. U1 has tag-up of R2 and plays at 1B and 2B.	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	PU stays home has tag-up of R3. U2 has tag-up of R2 and initial play at 3B and 2B. U1 pivots, has tag-up of R1 and calls at 2B when U2 commits to 3B.	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

Umpire Mechanics

4-Man 70' / 90' Mechanics



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.	N/A	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.	N/A	PU stays home has R3 tag-up at 3B. U1 to 1B takes BR to 2B. U2 has tag-up at 2B. Slides to 3B to take R2 to 3B.
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 takes BR to 2B. U3 has 3B has tag-up at 3B.	PU stays home. U1 to 1B takes BR to 2B. U2 to 3B and has tag-up at 3B.
R1 and R2 Less than 2 outs and Ball Caught	PU stays home. U2 to 1B and 2B and has tag-ups at 1B and 2B. U3 to 3B.	N/A	PU will read R2 and move to Library for all touches and plays at 3B. U1 has tag-up at 1B and touches at 1B. Once BR commits to 2B then rotates to Home. U2 to 2B and 1B, has tag-up at 2B and has all plays at 2B and 1B once U1 has committed home.
R1 and R2 With 2 outs or Ball is not Caught	PU stays home. U2 to 1B and 2B and has tag-ups at 1B and 2B. U3 to 3B.	N/A	PU stays home. U1 to 1B take BR to 2B. U2 slides toward 3B takes R1 to 3B.
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.	N/A	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 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.	N/A	PU stays home and has tag-up at 3B. U1 to 1B takes BR to 2B. U2 has tag-up at 2B. Slides to 3B to take R2 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.	N/A	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 tag-up at 2B, has 2B and 3B for R2 and R3. Slides to 3B with R2.

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

PHILOSOPHY

Our version of the 4-Umpire System for the 70 & 90 Foot Diamond is based upon 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 probability in order of priority.
3. When assigned multiple base coverages, 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 will likely require U1 and/or U3 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 should be audible and visual as the situation dictates.

FUNDAMENTALS

1. Umpires must always remain Chest to Ball (CtB).
2. Umpires must always execute Proper Use of Eyes to observe all necessary elements of a play to determine their most appropriate course of action and then make a decision. Proper timing is only possible as a product of Proper Use of Eyes.
3. On balls hit to the infield or base hits not requiring a rotation, each umpire will be responsible for all calls at their assigned base.
4. U2 will have the option to, when not in rotation, either pivot into the working area or use the fundamentals of wedge positioning to position for any developing tag play at 2B. U2 is not required to move inside the traditional working area but must work to achieve appropriate positioning for any developing tag play at 2B. U2 is encouraged to remain on the outside when not in rotation to use the fundamentals of wedge positioning for any developing tag play at 2B.
5. There are three positions in the course of each play:
 - a. **Initial Starting Position (ISP)** – an umpire’s position prior to the pitch.
 - b. **Reacting** – an umpire’s initial movement based on reading the ball, fielders/partners, and the need to adjust positioning.
 - c. **Adjusted** – an umpire’s follow-on movement, after the reacting position is achieved, that is required to attain the best position for a call.
6. With No Runners on or R3 Only:
 - a. U1 will cover F9 for fly balls requiring F9 to move towards the 1B Line.
 - b. U2’s AOR extends from F7 to F9, including fly balls requiring F7 or F9 to move straight in or back.
 - c. U3 will cover F7 for fly balls requiring F7 to move towards the 3B Line.
7. With R1, R2, R1+R2, R1+R3, R2+R3, or Bases Full:
 - a. U1’s AOR extends from F8, straight in and straight back, all the way to the RF Line.
 - b. U2 is not responsible for fly-balls to the outfield.
 - c. U3 will cover any fly-ball requiring F8 moving towards the 3B Line or F7 moving in any direction.
8. U1, U2, or U3 will go out on every flyball to the outfield within their appropriate AOR, especially those that do the following (The 3 Fs):
 - a. Threatened the Boundary (Fence)
 - b. Threaten Fair / Foul (Fair / Foul)
 - c. Result in Converging Fielders (Fielders Converging)
9. If two umpires initially go out on the same fly-ball:
 - a. The crew will defer to U2 with NRO or R3 only. The other umpire will recover and/or rotate appropriately.
 - b. The crew will defer to U1 with R1 Only or any time with RiSP so that umpires remain positioned ahead of the runners. The other umpire (U3) will recover and/or rotate appropriately.
10. When one umpire commits to go out to cover a fly-ball to the outfield:
 - a. That umpire should “go out and stay out.”
 - b. The other umpires must read “vacate” and “fill.” That is, when one umpire vacates to cover a fly-ball to the outfield, the appropriate umpire must “fill” the vacated position.
11. Umpires must always Pause, Read, and Respond. Doing so effectively requires umpires to always remain Chest to Ball and execute Proper Use of Eyes.

SUMMARY OF THE 4-UMPIRE SYSTEM FOR BIG DIAMONDS – PRE-GAME CONFERENCE RESOURCE

Basic Responsibilities:

- Fair / Foul:
 - PU has F/F up to but not including the front edge of 1B/3B (balls fielded in front of or stopping short of the bag).
 - U1 / U3 has F/F from the front edge of the bag and beyond (bounding in air or on the ground beyond the front edge of the bag or fielded beyond the front edge of the bag).
- Catch / No-Catch: Determined by the positioning of U2:
 - NRO / R3 Situations:
 - U1 has F9 to the line.
 - U2 has everything between F7 and F9 straight in and straight back.
 - U3 has F7 to the line.
 - NOTE: Crew defers to U2 if 2-Umpires go out with NRO / R3.
 - All other Situations (U2 is inside in the “B” position):
 - U1 has F8 (straight in & back) to the Right Field Foul Line.
 - U3 has F8 to the Left Field Line.
- Catch / No-Catch on the Infield:
 - For line drives in the infield, the Open Glove Theory will be used, requiring the umpire to whom the glove is opening takes the call.
 - PU takes any ball to the pitcher or any ball to an infielder charging in on the infield grass.
 - U1 takes any ball hit directly to F3 and any ball that takes F3 or F4 to his/her left.
 - U2 takes any ball hit directly at F4 or F6, any ball that requires F4 to dive to his/her right, or any ball that requires F6 to dive to his/her left.
 - U3 takes any ball hit directly to F5 and any ball that takes F5 or F6 to his/her right.
 - When U2 is positioned inside the infield, U2 will be responsible for all routine C/NC in the infield.

Basic Rotations by Situation:

- NRO: (Full Rotation)
 - U1 Goes Out – PU trails BR to 1B, U2 to Po2, U3 to Po3
 - U2 Goes Out – PU to 3B, U3 to 2B, U1 to Po1 + PoP
 - U3 Goes Out – PU to 3B, U2 to Po2, U1 to Po1 + PoP
- R1 Only: (Full Rotation)
 - U1 Goes Out – PU to PoP, U2 to WA for 1B and 2B, U3 to Po3
 - U3 Goes Out – PU to 3B, U2 to 2B, U1 to Po1 + PoP once R1 touches 2B.
- R3 Only: (Reverse Rotation / U2 Drift)
 - U1 Goes Out – PU to PoP, U2 to WA for 1B and 2B, U3 to Po3
 - U2 Goes Out – PU to PoP, U1 pivots with BR to 1B and 2B, U3 to Po3
 - U3 Goes Out – PU line-up R3’s tag-up + return to PoP, U2 to 3B, U1 pivots with BR to 1B and 2B.
- All Other Situations with RiSP: (Reverse Rotation / U2 Drift / Full Rotation with R1+R2 and R2 Tags)
 - U1 Goes Out – PU to PoP (+R3’s tag-up), U2 drift to WA to cover 1B & 2B, U3 to Po3
 - U3 Goes Out – PU to PoP (+R3’s tag-up), U2 to slide to 3B, U1 pivots with BR to cover 1B and 2B.

Tag-Up (Re-Touches) Responsibilities: Tag-Up responsibilities will not revert to an umpire behind a given runner.

Touches:

- When not in rotation, each umpire is responsible for all touches (and plays) at their assigned base by moving to PoB and remaining CtB.
- **Full Rotation:**
 - PU – touches and plays by all runners at 3B
 - U1 – touches and plays by the BR at 1B and at HP
 - U2 – all touches and plays at 2B (when U3 goes out)
 - U3 – all touches and plays at 2B (when U2 goes out)
- **Slide (Reverse) Rotation:**
 - PU – touches and plays by all runners at HP
 - U1 – touches and plays by the BR at 1B and at 2B
 - U2 – touches and plays by all lead runners at 2B and the trail runner at 3B (when U3 goes out)
 - U3 – touches and plays by all lead runners at 2B and the trail runner at 3B (when U2 goes out)
- **U2 Drift:** U2 assumes all touches at both 1B and 2B as U1 goes out to cover catch / no-catch.