

4-Umpire Pre-Game

60' Diamond

- **Signals** – rotation, stay home, infield fly, timing play, reverse rotation, count
- Hit by pitch, foul off batter, uncaught 3rd strike, check swing
- Fair/foul coverage – pane of glass, front of bag
- Tag of batter/runner between plate and 1B
- No runners on base – infield hit – PU up 1st base line - Pulled foot, swipe tag – you make call
- Outfield coverage – Quarterback U2
- **ROTATIONS**
- **NRISP** – *Full rotations involving PU & U3 – Pre pitch*
- **No runners** – U1 out – PU covers 1B (return to plate – BR reaches 2) U2 has 2B - U3 has 3B
- U2 out – U3 to 2B working area – plate to library – U1 to plate
- U3 out – PU to library – U1 to plate
- **R1 only** - U1 out – PU stays home - U2 has 1b & 2B – U3 has 3B
- U2 out – PU to library – U3 to 2B – U1, tag at 1B then to plate
- U3 out – PU to library – U2 has 2b – U1, tag at 1B then to plate
- **RISP** – *PU & U3 does not rotate – U3 goes out w/fly ball in overage area*
 - *Either U2 or U1 covers vacant base – reverse rotation*
- **R2 Only** - U1 out – PU stays home – U2 has 2B tag up and 1B (U3 eyes)
- U2 out – PU home – U1 Tag of 2B 1 & 2 working area – (U3 eyes)
- U3 out – PU home – U2 tag & 2&3 working area (U1 eyes)

- **R3 only** – U1 out – PU home – U3 tag – U2 1&2 working area
- U2 out – PU home – U3 tag – U1 1&2 working area
- U3 out - PU home & tag – U1 BR at 1B – U2 BR 2B & 3B
- **R1 & R2** – U1 out – PU home – 3U @ 3B – U2 Tag and R1 & BR
- U2 out – PU home – U3 @ 3B – U1 Tag BR & R1 (working area)
- U3 out – PU home – U2 has R2 to 3B & R1 to 3B – U1 has BR to 2B
- **R1 & R3** – U1 out – PU home – U3 Tag 3B – U2 Tag at 1B plays @ 1B & 2B
- U2 out – PU home – R3 Tag – U1 tag @ 1b runners into 2B
- U3 out – PU Tag @ R3 – U2 has R1 to 3B – U1 has Tag @ 1B BR to 2B
- **R2 & R3** – U1 out – PU home – U3 tag R3 – U2 Tag @ R2 BR to 2b
- U2 out – Plate home – U3 tag R3 – U1 tag R2 and BR to 2B
- U3 out – Plate tag R3 – U2 tag R2 play at 3B – U1 BR to 2B
- **Bases Loaded** – U1 out – PU home – U3 tag R3 – U2 plays at 1B & 2B
- U2 out – Plate home – U3 Tag at R3 – U1 tag R1 & R2 plays @ 1b & 2B
- U3 out – Plate tag R3 – U2 tag R2 plays on R1 & R2 – U1 tag R1 & BR to 2B