



Umpire's Manual

Procedures, Interpretations, & Mechanics

2026 Edition

*little
league*

PREFACE

Welcome to another Little League season! We are excited for the season ahead and want to open by extending our deepest appreciation to the dedicated women and men who serve this program and our communities around the world. Because of you, our devoted umpire corps, youth everywhere can learn life lessons through baseball and softball that shape stronger individuals and communities.

While we serve on the field as umpires, we are leaders and role models above all. Our players may not grow up dreaming of becoming umpires, but they will grow up to become neighbors, teammates, parents, professionals, and contributors to society. Through the way we approach our craft—our integrity, our composure, our fairness, and our commitment—we model the very qualities that help young people succeed in life. This is the power and purpose of the organization, and as such, we endeavor to positively impact future generations.

As we embark on another season, we are thrilled to present a fully updated, comprehensive, one-stop resource designed to support our umpires. This manual outlines our purpose and identity, identifies guidelines for professionalism and handling situations, provides clear rules interpretations, details mechanics for both the 60-foot and big-diamond fields, play positioning, and shares ideas for leading umpires at the local levels. We extend our sincere thanks to the members of the Little League Umpire Development Committee and our Instructor Team, whose tireless efforts throughout the 2025 season made this refreshed manual possible. Their dedication to elevating our resources will continue as we expand and refine this material on a yearly basis.

Although no manual can anticipate every unique play or situation you may encounter, this guide delivers essential direction across nine major sections:

1. **Who We Are:** Our Mission, Vision, Purpose, Values, and the Identity of a Little League Umpire
2. **Instructions to Umpires** to provide directions and guidance when handling various situations
3. **Rules Interpretations:** Formally replacing the discontinued Rules Instruction Manual to *explain* or *clarify* rules already established in the official rulebooks and are not to be used in reference to or replacement of the official Little League Rulebook.
4. **60-Foot Diamond Mechanics** for the 2-Umpire System
5. **60-Foot Diamond Mechanics** for the 4-Umpire System
6. **50/70 and 90-Foot Diamond Mechanics** for the 2-Umpire System
7. **50/70 and 90-Foot Diamond Mechanics** for the 4-Umpire System
8. **Wedge Theory:** outlining the fundamentals for wedge theory, especially for plays at the plate
9. **Leading Umpires at the Local Levels:** providing guidance and recourses to assist leadership at all levels

We are also excited to announce that beginning with the 2026 season, Little League will officially use the Collegiate Commissioners Association (CCA) Baseball Umpire Manual for all 2, 3, and 4-Umpire mechanics on both the 50/70 and 90-Foot diamonds. This helps to create consistency for umpires working across multiple levels of baseball on the bigger diamonds and strengthens our alignment with the broader umpiring community.

While these sections form the foundation of this edition, our Little League Umpire Development Committee will continue to expand this resource. For example, future updates aim to include 3-Umpire System mechanics for the 60-Foot, 50/70, and 90-Foot diamonds. Our vision is for this manual to be a living, evolving tool—updated annually based on performance data, the evolution of our game, and the needs of the program. We welcome and encourage umpires to submit suggestions for future consideration as we grow together.

Finally, as we work to ensure clarity and consistency across the entire program, it is essential that the use of all previous manuals, including the former Rules Instruction Manual, be formally discontinued. This updated manual is now a unified resource for our identity, rules interpretations, and on-field mechanics. Our goal is simple: to place a trusted, up-to-date guide at your fingertips wherever you go, helping fuel meaningful conversations, consistent instruction and preparation, and continuous improvement.

Please know that you are appreciated and valued more deeply than words can express. Your service, enthusiasm, and dedication power this program and inspire the players and communities you serve. The Little League Umpire Development Committee remains fully committed to supporting your growth and elevating our game together.

Thank you all for your time, commitment, and service, and we wish you all a fun, exciting, and memorable Little League season!

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FORWARD

2026 MECHANICS CHANGES & FOCAL POINTS Summary of Mechanics Changes & Points of Emphasis

MECHANICS CHANGES FOR THE 2026 SEASON:

- Plate Work:
 - **Plate Stance Adjustment: Aggressive Slot Foot Forward** (Heel/Toe – Heel/Instep) – to improve accuracy and consistency on the outside part of the strike zone.
 - The feet are never to be parallel.
 - The shoulders and torso must be square to the release point of the pitcher.
 - Umpires must avoid looking down at the feet.
 - **Check-Swing Mechanic:**
 - Asking for help with two hands with open palms to help mitigate any confusion as to if the plate umpire is asking for help
 - Now mandatory to check immediately anytime with two strikes so that neither the offense or the defense is at an advantage on a check-swing or a check-swing on an uncaught third strike.
 - Also mandatory to check immediately on a hit-by-pitch and a half-swing by the batter.
- Base Work:
 - **Read Step on Batted Balls** – emphasizing a read step to improve initial movements and decision-making on all batted balls.
 - **Clarifying what to read when taking a Read Step:**
 - Read Fly-Ball vs. Base Hit
 - Movement of Fielders
 - Read Partners

FOCAL POINTS FOR THE 2026 SEASON:

1. Build and sharpen proper habits and fundamentals by taking advantage of routine plays. These proper habits and fundamentals include the **critical fundamentals**:
 - a. Proper Use of Eyes
 - b. Remaining Chest to Ball
 - c. Handling operations in order of priority – fair/foul, catch/no-catch, and everything else.
2. Improve **Plate Work** by understanding how stance basics affect perceiving the strike zone accurately:
 - a. Slot Location – not over-angled/over-slotted; shoulders square, with heel/toe distance from the catcher.
 - b. Set & Locked at the proper time.
 - c. Tracking for judgement and timing.
3. Develop and refine **play positioning** fundamentals for tag plays and force plays by executing the three phases of play positioning: starting position, play position, and adjusted position.
 - a. Tag Plays – avoid defaulting to a position where the window may be by following the fielder.
 - b. Force Plays – step in the direction of the throw for angle.
4. Improve **rules knowledge and application**, with emphasis on the following:

a. Appeals	f. Interference
b. Awards	g. Obstruction
c. Batting out of Turn	h. Pitching – Illegal Pitch, Balk, and Visits
d. Batter's Position in the Batter's Box	i. When a Run Scores (4.09)
e. Double First Base (Rule 7.15)	
5. Live-out our **Cultural Blueprint**: “One Team, One Little League:”
 - a. Serve the game.
 - b. Be someone others want to root for and be willing to root for others.
 - c. Sharpen habits and fundamentals by taking advantage of routine plays.
 - d. Committed to continuous learning and improvement.
 - e. Be a good teammate to self and others.

2026 MECHANICS CHANGES & FOCAL POINTS

Commentary & Explanations of Mechanics Changes & Points of Emphasis

GENERAL MECHANICS:

- Improved understanding and execution of the **Critical Fundamentals**:
 - **Proper Use of Eyes** – using the eyes to observe all critical action to gather all information in a developing play before making the call. This results in the umpire **responding** rather than reacting.
 - **Chest to Ball** – staying open with chest to ball while glancing over the shoulder for touches, obstruction, interference, etc. This allows the umpire to let the ball take him/her to a developing play without overcompensating his/her position and allows the umpire to use the eyes properly.
 - **Order of Operations** – positioning for developing plays without sacrificing being in proper positioning first to observe (1) fair / foul, (2) catch/no-catch, and (3) everything else in this order of priorities.
- **Style & Form of Calls** are to be sharp and crisp, yet not mechanical or robotic, and performed according to Little League Standards. Style & Form must also be appropriate for youth sports and clear to understand.

PLATE MECHANICS:

- **Aggressive slot-foot forward** – umpires will work heel/toe or heel/instep rather than parallel or square feet to yield greater strike zone accuracy, especially on the outer half of the strike zone.
 - Umpires will continue to align their nose with the inside corner without looking down at the feet.
 - Umpires must still work with **shoulders square** to the release point of the pitcher but work with a more aggressive slot foot up (towards the catcher) in the **slot**.
- **Check Swing Mechanic** – When the Plate Umpire is asked by the defense to check a swing:
 - The Plate Umpire will continue to use the verbiage, “ball,” or “ball, no.”
 - When checking the swing, the umpire may use either of the following mechanics:
 - **Two hands, with open palms**, to their partner and ask, “Did they go?” making it unmistakable.
 - **Left hand, with open palm**, to their partner and ask, “Did they go?”
 - Anytime with **two strikes**, the Plate Umpire will **check immediately** without being asked so that the offense and defense do not gain an advantage or disadvantage resulting from checking the swing.
 - The Plate Umpire will also check immediately on a hit-by-pitch and a half-swing by the batter.
- **Tracking** – greater emphasis must be placed on continuing to track the ball from the pitcher’s hand, through the strike zone, and into the catcher’s glove, for improved accuracy and timing.
- **Distance from the Catcher** – umpires must work a heel/toe relationship with the catcher to yield greater strike zone accuracy. This means the toe of the umpire’s slot foot will be aligned with the heel of the catcher.
- **Plays at the Plate**:
 - **Force Plays** – working to get angle by taking one step in the direction of the throw.
 - **Tag Plays** – being patient from point of plate rather than moving too early or defaulting to an anticipated position. Follow the fielder and adjust to the runner to find in the window, or the space between runner and fielder at the point of the tag attempt.
- **Efficient Movement from behind the Plate** – remaining at Point of Plate unless any of the following responsibilities dictate PU move from PoP:
 - On the line for **Fair / Foul**.
 - **Catch / No-Catch** for batted balls in PU’s AOR.
 - **Trailing the Batter-Runner** up with NRO.
 - **Rotating to 3B** in applicable situations.
 - **Lining up R3’s retouch** (tag-up).

BASE MECHANICS:

- **Read-Step** – umpires will utilize a read step by opening with the ball, chest to ball and with sideways body posture parallel to the foul line, to read the ball in play. Umpires will read the following:
 - **Fly Ball vs. Base Hit** – the appropriate umpire will be out to cover catch/no-catch on all fly-balls in their AOR, especially balls in the air that threaten fair/foul, the fence (fielder going hard backwards), have fielders converging, or can result in an attempted catch below the waist (fielder charging in).
 - **Movement of Fielders** – AOR is dictated by the movement of fielders.
 - **Partner(s)** – umpires will read partners to respond by moving appropriately in rotation.
- **Double-Play Mechanic** – stepping in the direction of the throw to get angle, get stopped and locked for the play at 2B, then drop-step / drift while making the call at 2B to hands-on-knees set for the play at 1B.

SECTION 1: WHO WE ARE

ORGANIZATIONAL IDENTITY

Born in Williamsport in 1939 and alive all over the world, Little League International is committed to its purpose, vision, mission, and values in our 6,500 communities around the world, supporting approximately two million children and one million adult volunteers.

Little League is driven by our **purpose** to positively impact youth and communities with the **vision** as the world's preeminent and most respected youth sports organizations, we will inspire and shape future generations.

Our **mission** is that Little League believes in the power of youth baseball and softball to teach life lessons that build stronger individuals and communities. To embrace this mission, Little League's core values are:

- **TEAMWORK:** We believe teamwork is the shared efforts of individuals, characterized by trust, commitment, and communication in pursuit of common goals.
- **COMMUNITY:** We are committed to the development and growth of community within Little League.
- **INCLUSION:** We prioritize inclusion as the intentional part of our culture, which is created when we provide equitable opportunities, access, and respect for individual differences and perspectives.
- **FUN:** We cultivate fun by creating an environment characterized by enjoyable, memorable, and safe experiences, which result in a sense of belonging and individual growth.
- **INTEGRITY:** We act with respect, honesty, and integrity in all that we do.

As an umpire in this organization, our mission, purpose, visions, and values unite us and all fellow volunteers in our "common why." It is our mission, purpose, vision, and values that form our identity and the standards of accountability for all, both on and off the field, in their role within the organization.

IDENTITY OF A LITTLE LEAGUE UMPIRE

Each umpire is the representative of the league and of Little League International, and to live out our organizational identity, Little League Umpires commit to the following action items:

1. Serve the game.
2. Be someone others want to root for and be willing to root for others.
3. Focus on developing on executing proper habits by always taking advantage of routine plays.
4. Invest in your development and continuous improvement.
5. Be a good teammate to self and others

INSTRUCTIONAL PROMISE

This manual and the men and women in position of leadership within the umpire development program promise the following:

1. We will enhance the potential of our umpires by using the 7Es in our instructional strategy and approach: to engage, educate, equip, encourage, empower, energize, and elevate others.
2. We will focus on building proper habits and fundamentals.
3. We will examine current theories and reject those that prove to be no longer useful.
4. We will teach with a scientific approach, backed by analytics, data, video, or otherwise.
5. We will always explain the why.

UNDERSTANDING THE ROLE OF THE UMPIRE

While Rule 9.00 outlines the jurisdiction and authority of the umpire, this rule should be read with the perspective that the role of the umpire is a leader within the community. Therefore, all umpires must first **be a leader**.

The following principles provide perspective and guidance for all umpires for proper game management and direction for handling situations:

1. **Humanizing Yourself** by being someone that others want to root for. This is accomplished through the mentality and intent that umpires, as leaders, are there to enhance the experience and potential of others. This can be done by taking advantage of non-competitive moments in the game to humanize yourself, noting that by your actions, you let others know you are here for them.
2. **3 Dimensions of Value in Leadership:** Umpires, as leaders, demonstrate all three of the following dimensions of leadership:
 - a. **Systemic Dimension** – knowing what to do and how to do it. This dimension focuses on the appropriate appearance, knowledge of the rules, and knowledge of mechanics. However, the umpire's dimension of leadership cannot just include this dimension.
 - b. **Extrinsic Dimension** – doing what you are supposed to do and how it is supposed to be done. This dimension requires knowledge of how to balance appropriate stubbornness with approachability while always exuding empathy. How do we communicate with others? How do we manage the game? Are we an authoritarian, or are we a leader that everyone wants to root for?
 - c. **Intrinsic Dimension** – being the attributes that allow you to do what you need to do. This requires umpires, as leaders, to demonstrate leadership, stability, and emotional intelligence, no matter the situation or circumstances therein. What are you doing to show you are here for others?
3. **Achieve Results** – achieving the results of a well-officiated, safe, fun, and memorable experience require umpires to always be in control of their thoughts, emotions, and actions. Umpires as leaders are determined not to allow internal or external factors change their emotion state of being and approach.

In understanding the role of an umpire is that as a leader, on and off the field, this awareness brings about new perspective when reading through and understanding all the duties, responsibilities, authority, and jurisdiction of the umpire included in the rulebook.

It must be emphasized that the role and expectation of the umpire in Little League is not that of an authoritarian or a gate-keeper of right and wrong; rather, the role of an umpire in Little League is that of a leader: one who sets an example by living out the organization's mission, vision, purpose, values, and the identity of a Little League® umpire.

A special thank you to Traci Duez for her contributions in leadership training and development within our Umpire Development Leadership team and the Little League organization. It is with her influence and expertise did we construct this critical portion to help all understand the true role of the umpire as a leader.

SECTION 2: INSTRUCTIONS TO UMPIRES

Arrival at the Ball Park / Game Site

It is suggested that the umpire(s) assigned to a game arrive about thirty minutes prior to the scheduled start time of the game. After checking-in with appropriate league / district personnel, umpires are encouraged to retreat to an area away from the field, players, managers, and spectators to begin their preparations for the game.

This preparation includes dressing for the game, conducting the pre-game conference with fellow member(s) of the umpire crew, and any other discussion that is pertinent to the success of the game. Umpires are advised to use the time prior to the game to prepare rather than to fraternize. All members of the umpire crew should be prepared to take the field and conduct the Plate Conference with the managers of both teams five minutes prior to the scheduled start time of the game.

Pre-Game Conference – with Umpire Crew

Prior to taking the field, the following points are to be covered during the crew's pre-game conference. It is important to hold this conference in an environment that will be free of interruptions or distractions. The umpire assigned to Home Plate for the game is responsible for conducting the pre-game conference with crew. At minimum, the following shall be discussed by the crew:

- Introductions
- Fair & Foul Coverage
- Retouches (Tag-Ups) and Touches
- Fly Ball Coverage on the Infield
- Fly Ball Coverage to the Outfield
- Coverage of 3B
- Live Ball – restarting after dead / foul ball situations
- Uncaught Third Strike
- Batted Ball Hits Batter in the Batter's Box
- Check Swing (especially Check Swing on uncaught third strike and 3-2 Count = PU ask immediately)
- Communication and Signals

Equipment Inspection

Beginning with the 2025 season under Rule 3.01, umpires are instructed not to check equipment prior to the game. Umpires are to remain current with all equipment guidelines, specifications, and directives as provided in Rule 1.00.

If illegal, improper, or damaged equipment is discovered, that piece of equipment must be removed. Removed equipment will be stowed away in a secure location, and teams must not be permitted to retrieve removed equipment at any point during the game under penalty as listed within the rulebook.

Plate Meeting with Managers

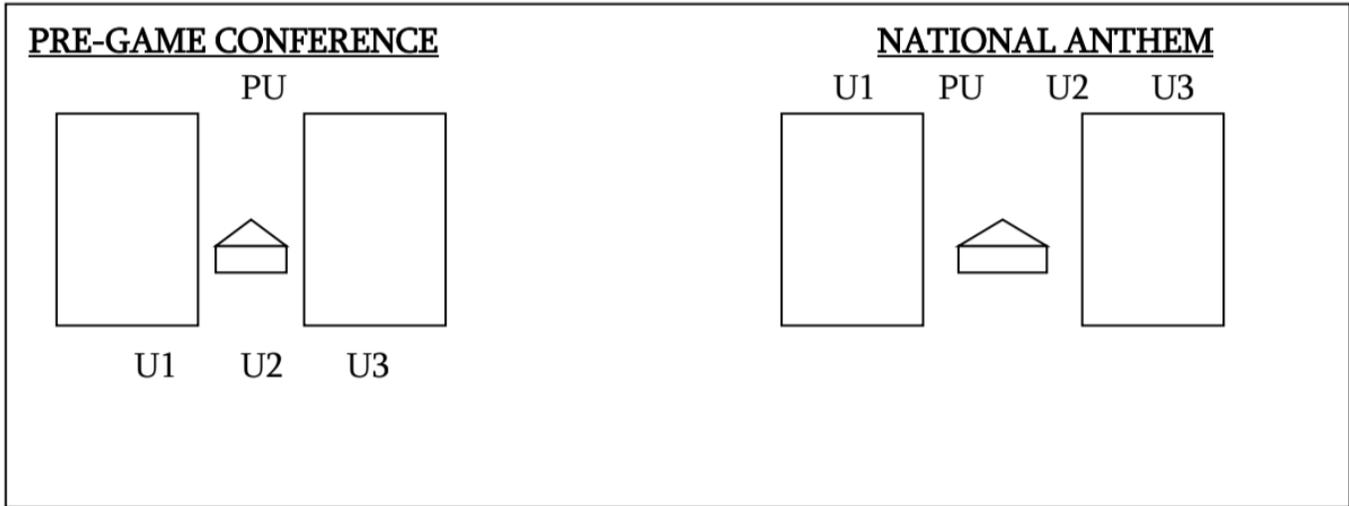
Prior to the beginning of the game, and prior to the players beginning to warm up, the umpire crew will meet with managers and coaches from both teams at home plate for their pre-game conference. The plate umpire shall be the only speaking voice of the crew at this meeting. This conference is to be brief and contain, at a minimum, the following, using the "LEGS" acronym:

- **Line-Up Cards:** Collect, review and exchange of line-up cards (if used)
- **Equipment:** Verbal affirmation from the managers that teams are properly and legally equipped (Rule 3.01).
- **Ground Rules:** Briefly review ground rules as needed.
- **Sportsmanship:** Expectations of players and coaches (i.e. calling "time", etc.) as well as hustling on and off the field. Assure the managers that the umpires will likewise hustle.

It shall be noted that when an umpire is wearing sunglasses, it is the expectation that all umpires remove them to allow for direct eye contact with the managers and players. It is also important to note the names of the managers, coaches and players and make every effort to refer to them by their name rather than their "title."

Positions for the Plate Meeting & National Anthem

Umpires shall take the following positions/locations for the Plate Meeting (Pre-Game Conference) and National Anthem(s):



Handling Situations

When time has been granted and a manager, coach, or player approaches an umpire, the following guidelines should be followed by the umpires and crew as a whole:

1. Obvious, prolonged discussions, or the obvious questioning of the call, shall have the Crew Chief (if used) or another umpire (if the Crew Chief is not used) in remote hearing distance of the conversation. This umpire will not engage in the conversation nor be positioned in a place so as to easily join or be called into the conversation. The purpose of this position is simply to have another set of ears on the conversation to avoid misunderstanding as well as be in the vicinity to “rodeo clown” the manager, player, or coach from the conversation or argument when needed.
2. Keep yourself in control. It is important that you are seen as one who is willing to sort out the difficult situation and able to make a decision, especially the unpopular ones.
3. Avoid being seen as the one who continues any argument. When dealing with confrontation, do not pursue it and do not use any hand gesture that may be considered hostile.
4. Keep your speech controlled and calming, even in the most severe of confrontations.
5. Never use inappropriate language, this merely escalates the situation.
6. When you are asked a legitimate question, listen to it and answer it. The player, coach or manager has the right to a proper explanation of a decision based on the rules of the game.

The Crew Chief, if used, or another umpire (if the Crew Chief is not used) must remain in “hearing distance” of the conversation to ensure appropriate communication should the situation escalate. The umpire in “hearing distance” shall not be a part of the conversation between his/her crewmate and the manager, coach, or player; nor shall he/she be called into the conversation (unless he/she was part of the situation that prompted the argument).

The umpire in “hearing distance” is responsible for “peeling off” or being the “rodeo clown” upon the conclusion of the conversation or its prolonged duration. Umpires are not advised to permit prolonged arguments, and the “rodeo clown” shall intervene once the umpire engaged in the conversation has ended said conversation.

Immediately following a conversation, the umpire engaged in the conversation shall leave the proximity of the argument. If necessary, a crewmate shall “peel” or “rodeo clown” off the manager, coach, or player to separate the umpire and the manager, coach, or player. Remember that as this crewmate (or Crew Chief), you have the responsibility to be in hearing distance of any conversation with another umpire and a manager, coach or player.

Progress of Game Considerations

Little League International expects umpires keep games moving at a pace that provides both the participants and spectators with a competitive and enjoyable atmosphere while maintaining the integrity and dignity of the game. The following are the expectations regarding the progress and pace of a game.

Beginning the Game

The crew shall meet with managers and coaches of each team at home plate at the prescribed time provided by the league, district, and/or tournament director. At precisely this identified time, the crew shall proceed directly to home plate, and managers and coaches will be instructed to meet the crew at the plate for the plate meeting.

Line-up cards may have been previously provided to the scoring booth, and perhaps the opposing team. However, the plate umpire may receive line-up cards from first the home team, review and confirm the lineup with the manager of the home team, and then subsequently do the same with the visiting team's lineup.

If outlined by the league, district, and/or tournament director, the plate umpire may be responsible for holding on to the lineup card to track of lineup changes and substitutions. The plate umpire should keep track of defensive visits on the lineup cards and communicate such use of visits to the scoring booth and the managers of each team.

After review and confirmation of the lineup cards, the plate umpire is to resume the brief pregame conference with the managers and coaches of both teams. This meeting shall be brief and review and/or confirm playing rules, understanding of good sporting behavior, and assurance that both teams are properly equipped.

Between Innings

Umpires are directed to encourage both the offense and defense to hustle to their positions during the half-inning. By rule, the defense is given eight warm-up pitches not to consume more than one minute. The plate umpire should actively encourage teams to hustle in and out to maintain appropriate flow.

When the pitcher has two pitches remaining, the plate umpire shall advise the pitcher, catcher, and first batter of the inning that two pitches remain and when one pitch remains in the pitcher's preparatory pitches. Only after the pitcher's last preparatory pitch may the offensive coaches and the batter assume their positions.

Inclement Weather

Weather is typically monitored by representatives of the league, district, or Tournament Director. While by rule, the umpires are the authority in halting play due to inclement weather once receiving the line-up cards, umpires must be collaborative partners and defer to league/district personnel in matters regarding inclement weather so that the safety of the players is upheld.

Recent technological advances give these individuals, other than umpires, the optimum opportunity to receive the most up-to-date information regarding severe weather. If play is suspended as a result of inclement weather, umpires shall clear the field of play and report directly and immediately to a safe location designated by the league, district, or tournament personnel. The umpires and appropriate game personnel shall remain in communication to advise the resumption or cancellation of play.

Umpires are reminded to stay current with **Appendix A – Lightning Safety Guidelines** in the Little League® Rule Book and ensure these guidelines are followed in situations involving inclement and threatening weather.

Crew Consultations

The expectation of the umpire is to get the call right. There are times when circumstances interfere with getting the call right. These circumstances range from being blocked from a play to not being attentive and missing a play. Whatever the reason, it is imperative that the umpire do everything possible to "get it right."

When an umpire is impeded from having the proper view of a play or other situations when information is missing to make the right call, that umpire may engage a crew consultation following Rule 9.02 and 9.04(c). This is not a sign of incompetence, but rather, it is a sign of maturity, and such is not to be used for on the field criticism of an umpire.

During the post-game conference, the situation ought to be discussed to learn what additional skills are needed to avoid such situations in the future.

There are times during a game where an umpire may have critical information that can be of assistance to members of the crew. In these situations, the crew should have already determined what signals or body posturing is to be used to subtly “announce” to the other members of the crew that information is available. **Ultimately it is the responsibility of the umpire whether to seek out the information. It is not acceptable for one umpire to interrupt the flow of a game to provide unsolicited information, as right as the information may or may not be.** This is consistent with the provisions outlined in Rule 9.02 and 9.04(c).

The conference of the umpire crew should take place with the following guidelines:

- The conference should happen shortly after the initial call was made and be initiated by the individual umpire who made the call. The conference is NOT to happen after a lengthy argument with the manager. It may happen immediately after an appropriate question asked by the manager.
- Conferences are to include the ENTIRE umpire crew. This ensures that all possible sources of information and observations are included.
- The conference is to take place away from players and managers.
- Once a decision is reached by the conference of umpires that decision stands.
- If a call is reversed, the managers shall receive an explanation of the reversal by the Crew Chief and/or the individual umpire who made (and now reversed) the call. The official scorer should be updated as well.

If an umpire loses the count or the number of outs and this affects play, then every effort is to be made to correct the error as best as possible.

Protests of Games

Protests are only permitted for an inappropriate application of the rules and as outlined in Rule 4.19. It is the responsibility of the umpire crew to work together to avoid and correct a protestable error when presented with such a situation.

In the event that a protest is lodged, the first action of the umpires is to hear the protest followed by a consultation with the other members of the crew. The crew, in consultation, may address the protest, provided it is resolved by an appropriate application of the rules. It is mandatory that following crew consultation and a decision by the crew, the Crew Chief consult the designated league representative, District Administrator, and/or Tournament Director prior to any further action or decision by the crew. Upon consultation with such personnel, the Crew Chief shall inform the managers of the decision, and play shall resume.

A written report of the protested situation, behavior, and conduct of individuals should be made to the League President, District Administrator, and/or Tournament Director within 24 hours of the conclusion of the game.

SECTION 3: RULES INTERPRETATIONS

KEY NOTES REGARDING THE USE OF RULES INTERPRETATIONS:

- **These interpretations provided in this section are not rules nor should be construed as such in any way.**
- These interpretations are to be used as commentary of the rules to increase the umpire's ability to apply and enforce the rules correctly and consistently. They serve only to *explain* or *clarify* rules already established in the official rulebooks and are not to be used in reference to rules.
- These interpretations must never be considered a substitute for, or equal to, the Official Little League Rulebooks in any circumstance.
- Interpretations, guidelines, clarifications, and examples are arranged alphabetically by topic and not in rule order as they appear in the rule book.
- The index on the following pages outlines each topic and identifies the specific rule number from which the interpretation originates.
- This resource is to be used solely as a training aid and in **no way** may the information presented here be used in place of, alter, or override any portion of the Official Little League Rulebooks.
- All umpires are strongly encouraged to use this resource alongside the Official Little League Rulebook or the Little League Rulebook App, as well as *Make the Right Call*, the official Casebook of Little League, available exclusively in the Little League Rulebook App.
- For additional information on Little League Rules, Regulations, Policies, and significant updates, please visit LittleLeague.org/Rules.

SECTION 3: RULES INTERPRETATIONS
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#1 – APPEALS (7.10)

1A – Play or attempted play: Any appeals under Rule 7.10 must be made before the next pitch or any play or attempted play.

- **Definition:** A **play** or **attempted play** is a legitimate effort by a defensive player, in possession of the ball, to retire a runner. This includes any actual attempt to tag a runner, a fielder advancing toward a base with the ball in an effort to force or tag a runner, or a throw made to another defensive player in an attempt to retire a runner. Whether the runner is ultimately declared out is immaterial to the determination of a play or attempted play.
- In **baseball**, a **fake** or **feint** to throw, without the actual release of the ball, **shall not** be interpreted as a play or an attempted play. Therefore, a defensive player may feint a throw without losing the right to appeal.
- In **softball**, if the pitcher is within the eight-foot circle, a **fake throw is considered an attempted play** for the purposes of enforcing the circle rule. Such an action would nullify the right to make any subsequent appeal.
- **Examples of a Play or Attempted Play:**
 - An attempted swipe tag on a runner.
 - A throw or flip of the ball to another defensive player in an effort to retire a runner.
- **Examples of Actions That Are Not Plays or Attempted Plays:**
 - A fake or feint to a base.
 - A pitcher's feint to a base without throwing.
 - A fake flip of the ball with no actual throw made.

1B – Appeal from the Pitcher's Plate – 7.10 (Note 2): An appeal may be made directly from the pitcher's plate. If, however, the pitcher decides to disengage the pitcher's plate, they must do so with the pivot foot first.

1C – Defensive Team Errs – 7.10 (Note): When the defensive team, while attempting an appeal, commits an act that causes the ball to become dead (such as an illegal pitch, balk, a throw out of play, or any other action resulting in a dead ball) and runners are permitted to advance, no subsequent appeal shall be allowed on any runner. Such an act is considered an attempted play, which by rule nullifies the defense's right to make any further appeals.

1D – With only the pitcher left on the field – 7.10 (Note 1): In situations where the ball must be made live following the conclusion of a half inning or at the end of the game for the purpose of a base-running appeal (Rule 7.10), the proper procedure is as follows:

- The pitcher shall take a legal position on the pitcher's plate with either the same ball or a new ball in possession.
- Once the pitcher assumes this position, the Plate Umpire shall immediately call "Play," thereby putting the ball back in play and allowing the appeal to be executed.

1E – Leaving the Field (appeal) – 7.10 (Note 1): The defensive team shall be considered to have left the field when all players have vacated fair territory, except for the catcher or any fielder who remains in foul territory for the purpose of retrieving a ball and making a legitimate appeal.

1F – Unmistakable Appeal (7.10 – Note 2)

- When a fly ball is legally caught and a runner fails to retouch (tag up) before either the runner or the base is tagged, the runner is subject to being called out. *Retouch* in this context means the runner must reestablish contact with the base after the catch before advancing. A runner may not take a "flying start" from a position behind and not in contact with the base.
- This situation constitutes an unmistakable appeal. Therefore, no verbal appeal is required. If, while the runner is returning to the base, the defensive player possesses the ball and touches the base before the runner returns, the umpire shall declare the runner out.

1G – Acquiring a Base by Rule (7.10)

- A play that often causes confusion occurs when a throw is made to first base in an attempt to retire the batter-runner who has missed first base.
- Once the batter-runner passes the base, that runner is considered to have touched it unless and until a proper appeal is made. Therefore, the subsequent play at first base is an appeal play, not a force play.

1H – Runner Misses Home Plate – 7.10(d)

- If the runner **fails to touch home** plate and **continues their way to the bench or dugout** (making no effort to return), the runner may be put out by the fielder touching home plate and appealing to the umpire. This interpretation only applies when a runner is on their way to the bench and the catcher would be required to chase the runner.
- If the runner fails to touch home plate and then **immediately makes an effort** to touch the plate before being retired, the runner must be tagged out. (NOTE: the basepath rules will still apply as the runner attempts to touch the plate before being tagged.)
- Additional Guidance:
 - A runner may not return to touch a missed base, home plate or otherwise, after having entered the bench or dugout.
 - If two runners arrive at home plate at about the same time, and the first runner misses home plate, but the second runner legally touches the plate, the first runner may not return to retouch the plate and may be put out on appeal. (NOTE: In such a situation, if the appeal on the runner is made for the third out, neither run scores.)

1I – Runner Abandons the Effort (7.08(a)(2)):

- Any runner who, after reaching first base, leaves the baseline and heads toward their dugout or defensive position under the belief that the play or inning has ended, may be declared out for **abandoning their effort to run the bases**, as determined by the umpire's judgment.
- When a runner is declared out under this provision, the ball remains live with respect to any other runners who may advance at their own risk.
- **Play:** A runner, believing they have been put out on a tag attempt at first or third base, starts toward the dugout and continues a reasonable distance while indicating by their actions that they consider themselves out. In such case, the umpire shall declare the runner out for abandoning their effort to run the bases.
- **Umpire Guidance:** The umpire should declare the out only when the runner has clearly "given up" and is making their way toward the dugout or, at the conclusion of an inning, toward their defensive position. The umpire will delay the call until the runner has reached foul territory or has progressed well onto the outfield grass before signaling the out.

1J – Last Time By (7.02):

- A runner is considered to have **passed a base** when both feet are on the ground beyond the back edge of that base, or beyond the edge of the base in the direction in which the runner is advancing.
- Runners are required to **touch all bases in their last time by**. Accordingly, if a runner misses a base while returning to retouch a previous one, that failure may be corrected by properly touching the base during the next advancement.
- **Example:** If a runner misses second base while returning to retouch first, then retouches first and subsequently touches second while advancing toward third, the earlier failure to touch second base on the return is considered corrected. Under the "last time by" interpretation, the runner's proper touch of second base during advancement supersedes the previous miss.

1K – Check Swings (9.02)

- When the Plate Umpire rules a pitch as a *ball* on a half swing and the defensive manager, coach, or catcher requests an appeal, the Plate Umpire is directed to honor the request and check with the appropriate Base Umpire, regardless of that umpire's position in the A, B, or C position, for assistance.
- Anytime there are two strikes, the Plate Umpire will check immediately with the base umpire without being asked to check by the defense.
- Anytime a hit-by-pitch occurs with a check-swing, the Plate Umpire will immediately check the swing without being asked by the defense.
- An appeal of a check swing that has been ruled a *strike* shall **not** be permitted. Once the Plate Umpire has called "strike," that judgment shall stand and may not be referred to another umpire for review.

1L – The Use of Illegal Bat (6.06(d))

- The use of an illegal bat must be discovered before the next batter enters the batter's box.
- The use of an illegal bat does not require the appeal process as outlined in Rule 7.10 and simply must be discovered, whether by a team and brought to the attention of the umpire or discovered directly by the umpire.

TABLE 1.1 – A Guide to Appeals:

VIOLATION	TIMING	HOW	PENALTY
RUNNER MISSES A BASE	Before the next pitch or any play or attempted play.	<ul style="list-style-type: none"> Ball must be live and in-play. Tag the runner or the missed base. 	The runner shall be called out.
RUNNER FAILS TO RETOUCH	Before the next pitch or any play or attempted play.	<ul style="list-style-type: none"> Ball must be live and in-play. Tag the runner or the missed base. 	The runner shall be called out.
BATTING OUT OF TURN	Before the first pitch to the next batter of either team.	Approach the UIC to check the line-up.	<ul style="list-style-type: none"> Proper batter is out. Nullify any advance or score.
ILLEGAL BAT	Before the next batter enters the batter’s box.	Approach the UIC to check the bat in question. <i>When an illegal bat is discovered, it MUST be removed from the game at that point.</i>	Option: accept the play or the out. <ul style="list-style-type: none"> Offending manager is ejected. Offending player is ejected. Offending team loses an adult base coach.

#2 – AWARDS (7.05)

TABLE 2.1 – Base Awards Made Easy: (NOTE: “DBT” = Dead Ball Territory) – Rule 7.05:

1 BASE	2 BASES	3 BASES	4 BASES
<ul style="list-style-type: none"> Balk Base on Balls Hit by Pitch Pitch / Throw from the pitcher’s plate goes into or is deflected into DBT. Pitched ball gets logged in F2 or Umpire’s Equipment. Pitched ball touched with detached equipment. Catch & Carry - fielder falls into DBT. Catcher’s Interference 	<ul style="list-style-type: none"> Fair Ball bounces over or flies through the fence. Thrown ball into DBT. Fair Ball is deflected into DBT. Fielder deflects pitch into DBT while trying to retrieve the ball. Fielder deliberately touches a thrown ball with detached equipment. 	<ul style="list-style-type: none"> Fielder deliberately touches a fair batted ball with detached equipment. 	<ul style="list-style-type: none"> Fair batted ball that leaves the field in-flight over fair territory. Deflected in-flight out of playing field over fair territory.

2A – Awarding Bases on Wild Throws (7.05) – Time of Throw vs. Time of Pitch

- Time of Pitch** is defined as the moment the pitcher’s movements commit them to deliver the ball to the batter. (The preliminary motion known as “the stretch” is **not** considered the start of the pitching motion.)
- If the throw is the **first play by an infielder** and the batter-runner has not reached first base when the throw was made, the award runners from the **time of the pitch**.
- If the throw is the first play by an infielder and all runners, including the batter-runner, have advanced a base when the throw was made, award runners **from their positions at the time of the throw**.
- If the throw is not the first play by an infielder or the throw is made by an outfielder, award runners **from their positions at the time of the throw**.
- “**Time of the throw**” is defined as when the throw left the player’s hand.

TABLE 2.2 – When should the award be made? – Time of Pitch vs. Time of Throw – Rule 7.05

TIME OF PITCH	TIME OF THROW
<ul style="list-style-type: none"> • Balk • Base on Balls • Hit by Pitch • Pitched ball is touched by detached equipment. • Pitched ball gets lodged in F2 or Umpire’s Equipment. • Fielder deflects a wild pitch into DBT while retrieving it. • First play by an infielder - throw goes into DBT. • Fair batted ball deflects into DBT. • Fair batted ball bounces over or flies through the fence. • Fair batted ball that leaves the field in-flight over fair territory. • Deflected in-flight out of playing field over fair territory. • Catcher’s Interference 	<ul style="list-style-type: none"> • Thrown ball goes into DBT (when not the first play by an infielder). • Thrown ball by an outfielder goes into DBT. • Thrown ball goes into DBT when the Batter-Runner and all other runners have each advanced one base at the time the ball goes into DBT.

2B – Detached Equipment on a Foul Ball Before First or Third Base – 7.05(c): **NOTE:** Contact with the detached equipment of a ball in foul territory **must** be deliberate.

- **Opportunity to Become Fair:** If a defensive player deliberately touches with detached equipment a batted ball in foul territory that, in the umpire’s judgment, has a reasonable opportunity to become a fair ball, all runners—including the batter-runner—shall be awarded **three bases** from the time the ball was touched. No runner may be put out on this play. The ball remains **live**, and runners may advance beyond the awarded bases at their own risk.
- **No Opportunity to Become Fair:** If a defensive player deliberately touches with detached equipment a batted ball in foul territory that, in the umpire’s judgment, clearly has **no chance to become a fair ball**, the umpire shall declare the ball **foul**.

2C – Batted Ball Inadvertently Goes into Fielder’s Uniform – 7.05:

- If a batted or thrown ball inadvertently becomes lodged inside a player’s or coach’s uniform or becomes trapped in a catcher’s face mask or other equipment, the umpire shall immediately call **“Time.”**
- Using judgment, common sense, and principles of fair play, the umpire shall place all runners in positions that, in their opinion, **nullify the effect of the ball becoming dead**.
- Under no circumstances may any outs be recorded as a result of such a play.

#3 – BALKS & ILLEGAL PITCHES (8.05)

3A – Foot Swings Past Back Edge of the Pitcher’s Plate (Baseball) – Rule 8.05(a):

- If the pitcher allows any part of the free foot to pass the back edge of the pitcher’s plate, the pitcher is **required to deliver a pitch to the batter**, except when throwing to second base on a legitimate pick-off attempt.
- Umpires should remember that the primary purpose of the balk rule is to **prevent the pitcher from deliberately deceiving the base runner**. When in doubt, the umpire should consider the **intent of the pitcher** in determining whether a balk has occurred.

3B – Fake to Third, Fake to First (Baseball) – Rule 8.05(b):

- **Feinting to Second or Third Base:** A pitcher, while in contact with the pitcher’s plate, may feint (fake) to second or third base **provided the base is occupied** and the pitcher steps toward the base prior to the feint.

- **Stepping Toward a Base:** The pitcher is required to **step directly toward a base** before throwing to that base; however, the pitcher is **not required to complete the throw** (except when stepping toward first base).
 - **Example:** With runners on first and third, the pitcher may step toward third base to bluff the runner back, then shift attention to first base and step toward and throw to first. This sequence is legal, provided the initial feint toward third causes the pitcher to disengage from the pitcher's plate. Such action **does not constitute a balk**.

3C – Quick Pitch and Not in Contact with Pitcher's Plate – 8.05(e) and (g):

- **Illegal Pitches Penalized Without Runners:** The only two illegal pitches penalized even when no runners are on base are:
 - A quick return pitch.
 - A pitch delivered when the pitcher is **not in contact with the pitcher's plate**.
- This rule applies at **all levels of Little League**.
- **Quick Pitch:** A quick pitch is to be considered as an **illegal pitch** and is **defined** as a pitch delivered before the batter is reasonably set in the batter's box. "Reasonably set" means the batter's hands, head, and eyes are up.
 - **Little League (Minors/Majors and all Softball Divisions):** A quick pitch is always ruled a **ball** to the batter, regardless of whether runners are on base.
 - **Intermediate (50/70), Junior, and Senior League Baseball:**
 - With runners on base, a quick pitch is penalized as a **balk**.
 - With no runners on base, it is ruled a **ball**.

3D – Dropped Ball (Baseball and Softball) – Rule 8.05(j) and 2.00:

- **Baseball:** A ball that is dropped by the pitcher while engaged in the pitcher's plate is an illegal pitch (balk with runners on base) if it does not pass the foul lines. If it passes the foul lines, it is a ball and in play.
- **Softball:** A ball that is dropped by the pitcher while engaged in the pitcher's plate that does not pass the foul line is considered a "dropped" ball, a ball to the batter, and the ball remains live and in play. If it passes the foul lines, it is a ball (live ball).

3E – Hybrid Pitching Motion (Baseball Only) – 8.05(a) and (b): There is nothing in Rule 8.00 that would prevent a pitcher from utilizing the hybrid pitching stance, and all provisions outlined in Rule 8.01 and 8.05 governing legal pitching deliveries will prevail.

#4 – BASEPATH – 7.08(a)(1)

4A – Basepath – Rule 7.08(a)(1): Umpires must recognize that a base runner establishes their own **basepath** as they advance or retreat around the bases.

- Depending on the circumstances of the play, a runner's basepath may change as the play develops.
- A runner's basepath is established when the tag attempt occurs and is a straight line from the runner to the base which he/she is attempting to reach.

4B – Out of the Basepath: When determining whether a base runner should be called out under Rule 7.08(a)(1), the umpire must determine that a play is being made on the runner and a tag attempt is occurring (such as the fielder moving to tag the runner). No physical tag attempt is required to call a runner out for leaving the basepath.

#5 – BATTER IN THE BATTER'S BOX (6.00)

5A – Initial Starting Position (6.03): When assuming a batting stance, the batter must have **both feet entirely within the batter's box**. No part of either foot may extend beyond the outer edge of the lines defining the box at the time the batter assumes their position.

- There is **no automatic penalty** for a violation; however:
 - If brought to the umpire's attention, the batter shall be instructed to remain within the batter's box.
 - In cases of blatant or repeated violations, the umpire will **immediately direct** the batter to comply.
 - If the batter **refuses to comply** after such direction, the umpire may eject the player.
 - Umpires are instructed not to draw a line defining the batter's box with the shoe, bat, etc.

- There are **two separate rules** governing the batter's position in the batter's box:
 - **#1: Initial Position — Rule 6.03**
 - The batter must have **both feet entirely within the batter's box** when assuming the initial batting stance.
 - No portion of either foot may extend outside the lines of the box at this time.
 - **Penalty:** None, other than the umpire instructing the batter to remain inside the box. In cases of blatant or repeated noncompliance, the umpire may direct immediate correction or eject the player if refusal continues.
 - **#2: Hitting the Ball — Rule 6.06(a)**
 - The batter shall be declared **out** if, at the moment of hitting the ball, **one or both feet are entirely outside the batter's box**.
 - If any part of a foot is touching any part of the line when the batter makes contact with the ball, the batter is considered **within the box** and the play is legal.

5B – Keeping One Foot in the Batter's Box (6.02)

- **Repetition of Warnings:** Any warning issued to a batter regarding their position in the batter's box must be repeated for every at-bat. Warnings **do not carry over** from one at-bat to the next.
- **Opportunity to Correct Position:** After calling a strike, the umpire shall give the batter a **reasonable opportunity** to assume the proper position in the batter's box **before any subsequent pitch** is delivered.
- **Ball Status and Base Runners:**
 - **Little League Majors and below:** The ball is declared **dead**, and all base runners must remain on their respective bases.
 - **Intermediate (50/70), Junior, and Senior League:** The ball remains **live**.
 - **Strike Three Situations:** In situations where the batter would ordinarily be allowed to advance to first base on a third strike, the batter shall be **declared out** in Majors, Intermediate (50/70), Junior, and Senior League play.

5C – Illegally Batted Ball – 6.06(a)

- The batter is not out for hitting the ball while any part of their foot is touching home plate, provided some part of the foot remains in contact with the batter's box line.
- A batter is out only if one or both feet are on the ground entirely outside the batter's box at the time of contact.
- Note: The lines of the batter's box are considered part of the box.

5D – Use of an Illegal Bat – 6.06(d): The use of an illegal bat can be discovered by the defense or the umpire(s):

- **During an At-Bat:** If a player enters the batter's box (with one or both feet entirely on the ground within the box) and it is discovered that the player is using an illegal bat **during the at-bat:**
 - The **batter is called out**.
 - The bat must be **removed from the game**.
 - The manager is **and** the player who used illegal bat are **ejected** from the game.
 - The offensive team **loses one eligible adult base coach** for the remainder of the game.
- **Discovery After At-Bat —** If the illegal bat is discovered **after the batter completes their time at bat** and before the next batter enters the box, the defensive manager has the option to take the out or the result of the play.
 - Like football, the umpire will inform the defensive manager of the violation and be given the option to enforce the penalty (the out; runners return) or the result of the play.
 - Such must be done immediately.
- If the defensive manager **opts to take the penalty:**
 - All action resulting from the batter using the illegal bat is **nullified**.
 - Any runners return to the base occupied at **the time of the pitch**.
 - The **batter is called out**.
 - The bat is removed, and the offensive team **loses one eligible adult base coach** for the duration of the game and the manager and player are ejected.
- If the defensive manager **elects to take the play instead of the penalty:**
 - All action from the batter's at-bat **stands**.
 - The bat is removed from the game.
 - The offending player and manager are ejected, and the offensive team loses one eligible adult base coach for the remainder of the game.

5E – Illegal Bat & Batting Out of Turn – 6.06(d), 6.07: If a player bats with an illegal bat **while batting out of turn:**

- **Illegal Bat Discovered before the Next Batter Enters the Box:** The defensive manager **must choose** which violation to enforce. **Two outs cannot be assessed** for the same action:
 - **Option 1 — Illegal Bat (Rule 6.06(d)):**
 - Action from the at-bat is **nullified**.
 - Batter is **called out**.
 - Bat is removed.
 - One eligible adult base coach is removed.
 - Manager and the player who used the illegal bat are ejected.
 - **Option 2 — Batting Out of Turn (Rule 6.07):**
 - Action from the at-bat is **nullified**.
 - The **proper batter** is called out.
 - The next batter is the one who follows the called-out proper batter.
 - Bat is removed.
 - One adult base coach is removed.
 - Manager and the player who used the illegal bat are ejected.
- **Illegal Bat Discovered Before Completing At-Bat:** If a batter steps into the box with an illegal bat and it is discovered **before completing their at-bat:**
 - The batter is **called out**.
 - The bat is **removed from the game**.
 - One adult base coach is removed.
 - Manager and player ejected.
 - *If the batter was also batting out of turn*, it is treated as though the **batting out of turn was not discovered**, and the next batter is the **proper batter**.

5F – Guiding Principles for Use of an Illegal Bat – 6.06(d):

- Any illegal bat **must always be removed** from the game immediately upon discovery.
- Any time a player uses an illegal bat, and it is discovered during the at-bat or before the next batter steps into the batter's box, the following will **always** occur:
 - The bat must be removed from play.
 - The player who used the illegal bat will be ejected from the game.
 - The offensive manager will be ejected from the game.
 - The offensive team will lose one eligible adult base coach for the duration of the game.
- **Defensive Manager Options:**
 - Umpires may advise the defensive manager that they have the **option to take the result of the play or the penalty**, just as would be done with penalties in football.
 - **Mandatory ejections** of the manager and player and the loss of one eligible adult base coach for the duration of the game occur **regardless of the defensive manager's option**.

5G – Ball Hits the Bat a Second Time WHILE Holding the Bat – 6.06(g):

- If the batter is still holding the bat and is legally still within the batter's box, this is a foul ball.
- If the batter is out of the box and holding the bat, the batter is out.

5H – Thrown bat strikes the ball or interferes with defensive player – 6.06(g): If a bat is thrown into fair or foul territory and interferes with a defensive player attempting to make a play, interference shall be called.**5I – Batter Hit by a batted/fair ball – 6.05(f):**

- If a batter is hit by a batted ball and is still in the batter's box, it is a **foul ball**.
- If a fair ball touches the batter before touching a fielder, the batter is out. When this happens, it is often as the batter leaves the batter's box. Umpires are instructed to ensure the batter is entirely out of the batter's box, whether the foot is on the ground or in the air over fair territory outside the batter's box, and in such cases, the ball is dead, and the batter is out in accordance with Rule 6.05(f).

#6 – BATTING OUT OF TURN (6.07)**6A – Definition of Terms for Batting out of Turn (6.07):**

- **Proper Batter:** the player who should be / should have been at-bat.
- **Improper Batter:** the player who batted out of turn.
- **Legalized:** improper batter's actions are made legal because of a pitch, play, or attempted play.

6B – Simplifying Batting out of Turn (6.07): There are **three scenarios** to address when an appeal is made for a batter batting out of turn:

- Appeal (by the defense or offense) is made **before** the Improper Batter completes their time at bat:
 - The Proper Batter is placed in the batter's box and assumes the count.
 - All advances by the base runner(s) are legal.
- Appeal is made **after** the Improper Batter completes their time at bat **but before the next pitch or play**:
 - The Proper Batter is called out.
 - All advances by the base runner(s) due to the actions of the Improper Batter are nullified. All other advances are legal.
 - The next batter is the one whose name follows that of the Proper Batter who was called out.
 - Only the defense can appeal in this timing.
- Appeal is made by the offense or defense **after the next pitch or play**:
 - The Improper Batter and his/her actions are legal.
 - All advances by the base runner(s) are legal.
 - The batting order continues with the batter following the legalized Proper Batter.

6C – Illegal Bat & Batting Out of Turn 6.06(d), 6.07: If a player bats with an illegal bat **while batting out of turn**:

- **Illegal Bat Discovered before the Next Batter Enters the Box:** The defensive manager **must choose** which violation to enforce. **Two outs cannot be assessed** for the same action:
 - **Option 1 — Illegal Bat (Rule 6.06(d)):**
 - Action from the at-bat is **nullified**.
 - Batter is **called out**.
 - Bat is removed.
 - One eligible adult base coach is removed.
 - Manager and the player who used the illegal bat are ejected.
 - **Option 2 — Batting Out of Turn (Rule 6.07):**
 - Action from the at-bat is **nullified**.
 - The **proper batter** is called out.
 - The next batter is the one who follows the called-out proper batter.
 - Bat is removed.
 - One adult base coach is removed.
 - Manager and the player who used the illegal bat are ejected.
- **Illegal Bat Discovered Before Completing At-Bat:** If a batter steps into the box with an illegal bat and it is discovered **before completing their at-bat**:
 - The batter is **called out**.
 - The bat is **removed from the game**.
 - One adult base coach is removed.
 - Manager and player ejected
 - *If the batter was also batting out of turn*, it is treated as though the **batting out of turn was not discovered**, and the next batter is the **proper batter**.

#7 – BUNT (2.00)

7A – Definition of Bunt (2.00): This interpretation clarifies the application in the following scenario:

- **Baseball:** To be ruled a **strike**, the batter must, in the umpire's judgment, **intentionally attempt to meet the pitched ball** with the bat.
- **Softball:** Holding the bat in the strike zone is considered an attempted bunt. In order to take a pitch, the batter must withdraw (pull back) the bat backwards away from the ball.

7B – Pitched ball striking the bat during bunt attempt – 2.00:

- A pitched ball that **strikes the bat** while the batter is **pulling it back after initially squaring to bunt** is considered a **foul ball**, provided the ball goes into **foul territory**.
- If this occurs with two strikes, and the ball goes foul, **it is not a strikeout**.
- **Case Play with 2-Strike Count:**
 - In **baseball**, if the batter is initially squared to bunt and the pitched ball **strikes the bat** as the batter pulls back, and the ball goes foul, it is **not a strikeout**.
 - In **softball**, it can be ruled a strike if that bat remained in a neutral position and was not "pulled" back during the pitch.

#8 – CATCH & CARRY – STEPPING INTO DEAD BALL AREA

Rules 5.10(f), 6.05(a), and 7.04(b)

8A – Batted Fly Ball into Dead Ball Areas – 5.10(f) and 7.04(b):

- If a fielder, after making a **legal catch** on a batted fly ball, **steps, falls, or otherwise enters a dead ball area**—including stands, spectators, the dugout, or any other out-of-play surface—while in possession of the ball, the **ball is dead**.
- Each base runner shall advance **one base** from the **time-of-pitch, without liability to be put out**.

8B – Scope of the Catch & Carry Rule – 5.10(f) and 7.04(b):

- This rule applies **only to batted fly balls**.
- Batted bouncing balls are covered under Rule 7.05(f).
- Thrown balls are covered under Rule 7.05(g).

8C – Requirements for a Legal Catch:

- The fielder must have **one or both feet on or over the playing surface** (including the lip of the dugout).
- Neither foot may be **on the ground inside the dugout** or other dead ball area at the time of the catch.

8D – Definition of Being “Inside the Dugout”:

- A fielder is considered inside the dugout—and therefore unable to make a valid catch—when:
 - One or both feet are on the **surface inside the dugout** (e.g., steps or dugout floor), or
 - The fielder **dives into the dugout** with neither foot on or above the playing surface.
- The **lip of the dugout** (top of the dugout steps, level with the playing surface) is considered **outside the dugout** for purposes of this rule.

8E – Examples – Rule 2.00:

- **Invalid Catch:** A player catches a pop-up with one foot on the lip and the other foot on a step inside the dugout—this is considered inside the dugout; no catch is allowed.
- **Valid Catch:** A player catches a pop-up with one foot on the lip and the other foot in the air above a step or dugout floor—this is considered on the playing surface, so the catch is **legal**.

#9 – DEAD BALL ON NO-PITCH SIGNAL (5.11)

9A – No-Pitch Signal (5.11): The **“No Pitch” signal**—raising one hand while facing the pitcher—is equivalent to calling **“Time”**.

9B – When an umpire raises one hand while facing the pitcher, they have **called “Time Out”**. After such a **Time Out**, the ball must be made **live again** before play resumes (Rule 5.02).

#10 – DESIGNATED PLAYER / FLEX PLAYER RULE

Senior League Softball Only – Rule 3.03

Points to remember when using the DP/Flex Option:

- The DP/Flex option can only be used in the Seniors Division of Softball only.
- Mandatory play does not apply in the Seniors Division during the regular season or tournament play.
- The DP can never be on DEFENSE ONLY.
- The FLEX can never be on OFFENSE ONLY.
- The DP and FLEX can never be on offense at the same time, unless one of them is used as a Special Pinch Runner under the provisions of Rule 7.14(a) or Tournament Rule 3E.
- The STARTER and SUBSTITUTE cannot be in the game at the same time.
- The starting DP and FLEX are players in the starting lineup, and when removed for a substitute, they may reenter the game, in the SAME position in the batting order.
- Once the game is started with the DP/FLEX positions in the lineup, those positions are available for the entire game.
- The DP is charged with a substitution only when the DP is withdrawn from the batting order and the FLEX player is charged with a substitution only when the FLEX is no longer listed as playing defense.

#11 – DOUBLE FIRST BASE (7.15)

11A – Fair / Foul – 7.15(a): A batted ball that hits the white part of the base shall be declared fair, but a batted ball that hits the orange part without first touching or bounding over the white section shall be declared foul.

11B – Play Being Made on the Batter-Runner and Double First Base – 7.15(b) and 7.15(c)

- Whenever a play is being made on the batter-runner, the defense must use the white section of the double base, and the batter-runner must use the orange part on his/her first attempt to tag first base.
- Note that for the purposes of Rule 7.15, a play is being made on the batter-runner, in the judgment of the umpire, when the batter-runner is attempting to reach first bases while the defense is attempting to retire the batter-runner at that base.
- Additionally, if there is a play on the batter-runner, and the batter-runner touches only the white part of the base and the defense appeals prior to the batter-runner returning to first base, it is treated the same as missing the base. In such cases, the umpire will first rule on the force out at first base and then on the appeal – **and the defense can only** (1) make an unmistakable appeal on the batter-runner for failing to touch the orange part of the base or (2) allow the batter-runner to return to the base.

11C – Overrunning First Base and the Double First Base – 7.08(c) and 7.15(c):

- 7.08(c) – A batter-runner **cannot** be tagged out after overrunning or over-sliding first base if said batter-runner returns immediately to the base.
- On an overrun of first base after a play was made on the batter-runner, the defense can only:
 - (1) Make an unmistakable **appeal** on the batter-runner for failing to touch the orange base; or
 - (2) **Allow** the batter-runner to return to the base.
- Key Interpretations:
 - As the batter-runner returns to the base and is tagged, the umpire will rule **only on the appeal**, and not whether the runner returns to the white or orange base.
 - In overrunning first base, if the batter-runner **makes an attempt to advance to 2B** (“reach and goes beyond”), he/she is liable to be tagged out and **must return** to the **white part** of the base.

11D – Extra Base Hits or Other Balls to the Outfield with No Chance for a Play at the Double First Base – 7.15(c)

- On extra base hits or other balls hit to the outfield when there is no chance for a play to be made at the double first base, the batter-runner may touch **either** the white or orange part of the base.
- Should the batter-runner **reach and go beyond first base**, he/she may **only return** to the **white** part of the base. In this case, if the defense tags the runner while the runner is on the orange part of the base, the runner will be declared out by Rule 7.08(c).

11E – Tagging-Up, Leaving Base, and Attempted Pickoffs at Double First Base – 7.15(d), (e), and (f): In each of these situations, the runner may only use the **white part** of the base.

11F – Uncaught Third Strike and Double First Base – 7.15(g): On an uncaught third strike:

- The batter-runner and the defensive play may use either the orange or white part of the base.
- The runner's lane violation rule (Rule 6.05(j)) will still be in effect on an uncaught third strike, noting that a batter runner may legally run in fair territory on an uncaught third strike. **if the throw is coming from the foul side of the base**. If hit by the thrown ball, it is not interference, unless intentional interference is ruled, in which case, the runner is out.

11G – Double First Base and Interference or Obstruction – 7.15(h): Finally, it is important to remember that the use of the double first base does not change any other rule concerning interference or obstruction at first base.

- An errant throw into the three-foot running lane could still result in an obstruction call.
- Additionally, the batter-runner must still avoid interference with the fielder attempting to field a batted ball.

#12 – ELECTRONIC DEVICES – 3.17

12A – One-Way Communication Devices (3.17)

- A team may use one-way communication to the catcher only while the team is on defense.
- This must be a one-way communication device and not a device with two-way communication capabilities, even if those capabilities are disabled, unless regulated by a specific application on the device.

12B – Malfunctioning Electronic Devices (3.17): Should an electronic device malfunction, the defense will be provided a reasonable amount of time to fix the malfunctioning device, similar to the timing provided by the umpire during an offensive or defensive visit.

#13 – EQUIPMENT – 1.00 and 3.01

13A – General Playing Equipment (3.01): All must understand the difference between illegal equipment, improper equipment, and defective equipment:

- Illegal Equipment is equipment that is labeled illegal by rule. By rule, illegal equipment is limited to the use of an illegal bat, which is a bat that:
 - Does not meet the specifications and/or requirements listed in Rule 1.10.
 - Is modified or altered, such as the shaving and/or rolling of bats to improve performance.
- Improper Equipment is not illegal equipment. Improper equipment is that which is not permitted by rule and includes examples such as a catcher's mask without a dangling-type throat protector, a skull cap, choke-knobs, choke-up assists, or metal spikes.
 - Such equipment cannot be used and is not subject to penalty as outlined in Rule 3.01.
 - Such equipment must be removed from play, and if returned, is subject to penalty by Rule 9.01(b).
- Defective and/or Damaged Equipment is not illegal equipment. Examples of such are a cracked batting helmet, a cracked bat, or a missing pad in a helmet. In such cases, defective and/or damage equipment must be removed from the game and is not subject to penalty as outlined in Rule 3.01. If such equipment is returned, this is subject to penalty outlined in Rule 9.01(b).

13B – Bats and Batting Equipment (1.10):

- It is the manager's responsibility to see that an illegal bat is removed from the dugout area. Pregame equipment inspections are to be completed by the manager and/or league representative and not the umpire crew.
- Colored bats are bats that come from the factory stained a certain color. Bats painted in the family garage or basements are not legal.
- If the bat does not pass through the Little League Baseball approved bat ring is out of round and should not be used. Such bats should be removed and not permitted to be used in the game.
- Only baseball bat may be used in a baseball game, and only a softball bat may be used in a softball game.
- While the traditional batting donut is not permitted, the sleeves that do not slide over the large end of the bat are acceptable and are permitted.
- All bats must have correct certification marks: BBCOR, USA Baseball, or BPF depending on sport and division of play.
- Bats grips may be retaped, provided the tape is not slippery and does not contain pine tar or other similar adhesive substance.

13C – Pitcher's Uniform: Sleeves & Sunglasses (1.11):

- **Sleeves (Baseball):**
 - A pitcher may elect to wear a sleeve(s) without covering the sleeve with an undershirt.
 - The pitcher may wear such a sleeve on one or both arms provided that the sleeve(s) is one solid color and is not white or grey.
 - The pitcher may wear two different colored sleeves, provided both are one solid color and neither is white or grey.
- **Sunglasses (Baseball & Softball):**
 - There is no Little League® rule prohibiting pitchers from wearing any type of sunglasses.
 - There is no Little League® rule prohibiting players from wearing sunglasses on the pitcher's hat.

13D – Casts – 1.11(k): Players, managers, and coaches with casts may not coach in the coaches' box out of concern for the injured individual and the safety of those around them. Similarly, umpires may not umpire while wearing a cast.

13E – Helmets (Catching and Batting) – 1.16 and 1.17:

- Helmet stickers or decals are permitted provided that such usage does not make inappropriate references.

- Helmets may not be repainted or contain tape by rule. Little League® recommends that no alterations be made to any type of helmet.
- During infield or outfield warm-up, the player catching for the coach with the bat must wear the catcher's helmet and **dangling-type throat protector**. The extended mask **does not** satisfy the dangling-type throat protector requirement. The dangling type throat protector is to be affixed properly so that it sufficiently protects the throat.

13F – Pre-Game Equipment Inspections – 3.01: Umpires are instructed not to complete pregame equipment inspections by Rule 3.01. Equipment Inspections are the responsibility of the manager and may be conducted by other game or tournament personnel other than the umpires. Proper equipment is the responsibility of all those involved, not just the umpires, and placing the responsibility of proper equipment on the manager emphasizes this collective responsibility.

While Rule 3.01 does require ejection of the offending player and manager when illegal equipment is used during the game, it is important to distinguish between illegal, improper, and damaged equipment regarding the potential penalty assumed with the use of illegal equipment:

- **Illegal Equipment** is equipment that is labeled illegal by rule. By rule, illegal equipment is limited to the use of an illegal bat, which is a bat that:
 - Does not meet the specifications and/or requirements listed in Rule 1.10.
 - Is modified or altered, such as the shaving and/or rolling of bats to improve performance.
- **Improper Equipment** is not illegal equipment. Improper equipment is that which is not permitted by rule and includes examples such as a catcher's mask without a dangling-type throat protector, a skull cap, choke-knobs, choke-up assists, or metal spikes.
 - Such equipment cannot be used and is not subject to penalty as outlined in Rule 3.01.
 - Such equipment must be removed from play, and if returned, is subject to penalty by Rule 9.01(b).
- **Defective and/or Damaged Equipment** is not illegal equipment. Examples of such are a cracked batting helmet, a cracked bat, or a missing pad in a helmet. In such cases, defective and/or damage equipment must be removed from the game and is not subject to penalty as outlined in Rule 3.01. If such equipment is returned, this is subject to penalty outlined in Rule 9.01(b).

#14– FAIR / FOUL IN-FLIGHT BEYOND FIRST OR THIRD BASE (2.00)

A ball rolling before first or third base shall be adjudged relative to it being on or over fair or foul territory. A ball in flight past first or third, the ball must first come in contact with fair territory not merely be over fair territory in order to be adjudged fair.

#15 – FOUL TIP / FOUL BALL (2.00)

15A – Definition of Terms: Foul Tip (2.00):

- A **foul tip** is a batted ball that **directly contacts the catcher's hand or mitt/glove** and is **caught by the catcher**.
- The ball is **live and in play**.
- Runners may advance and may also be **thrown out** on a foul tip.

15B – Rebounds and Caught Ball Not a Foul Tip or Rebound (2.00):

- **Rebound:**
 - A **rebound** is a sharply batted ball that **does not first strike the catcher's hand or mitt/glove**, but instead strikes **any other part of the catcher's body or equipment** and is **controlled or held**.
 - A rebound is considered a **foul ball**.
- **Caught Ball Not a Foul Tip or Rebound:**
 - If a batted ball is **not a foul tip or a rebound**, it may be **caught for an out** regardless of the height at which it travels.
 - There is **no requirement** that the ball travel above the batter's head to be considered a legally caught fly ball.

#16 – FORCE OUT (2.00 and 4.09)*Reinstatement of Force Play (Last Time By: Over-Slide or Return to Base)*

- If a **forced runner**, after touching the next base, **retreats toward the base last occupied** for any reason, the **force play is reinstated**.
- The runner may again be **put out** if the defensive team **tags the base** to which the runner is forced, and if this is the third out, it can have scoring implications relative to Rule 4.09.

#17 – FOUL TERRITORY DEFENSIVE PLAYERS (4.03)

17A – Requirement (4.03): When the ball is live and in play, all defensive players other than the catcher must be positioned entirely in fair territory.

17B – First Baseman or Third Baseman with One or Both Feet in Foul Territory – 4.03:

- If the first or third baseman is observed with one or both feet in foul territory, the umpire should direct the player to re-establish proper positioning.
- Repeated or blatant violations may warrant immediate corrective action by the umpire. Should the player, after being instructed, willfully refuse to comply with the umpire's direction, the play may be ejected by Rule 9.01(b) and/or 9.01(d).
- Under no circumstance may a "fielder's balk" be called on a first or third baseman who is observed with one or both feet in foul territory.
- While this interpretation specifically calls out the first and third baseman, it is to be applied to any fielder other than the catcher.

#18 – GROUND RULES (3.13)

Once the local league establishes ground rules, the league should put them in writing. Local ground rules should only outline specific situations or field conditions not specifically covered in the rulebook. Local ground rules may not supersede or change the rulebook.

Ground rules address the physical layout of the facility (what is and what is not out of play) and are not to be confused with the Playing Rules. Leagues may not change the Playing Rules unless options are specifically listed in the rulebook as local league options.

#19 – INFIELD FLY WITH INTENTIONALLY DROPPED FLY – 6.05(k)

If, under the **Infield Fly Rule**, an infielder **intentionally drops a fair batted ball**, the ball **remains in play**. The provisions of Rule 6.05(k) regarding intentionally dropped balls are **superseded** by the Infield Fly Rule in this situation.

#20 – INJURED PLAYERS, MANAGERS, & COACHES ON PLAYING FIELD (Regulation I-13)

Injured players, managers, and coaches are not allowed on the playing field if they may present a possible danger to themselves or others. Injured players may be permitted in the dugout. Uniform requirements for an injured player would be at the minimum a team uniform shirt and hat, or as much of the uniform as can be worn given the player's injury.

#21 – INTERFERENCE

21A – Right of Way on Thrown vs. Batted Ball – 7.08(b): The right of way to the base path belongs to the fielder on a batted ball and to the base runner on a thrown ball. Interference on a thrown ball by the runner must be intentional.

21B – Offensive Interference – Ball Passing Infielder/Immediately Back Of – 5.09(f) and 7.09(k):

- **General Principle:** A runner is in jeopardy of being called out if struck by a *fair, untouched batted ball* before it passes an infielder (other than the pitcher), provided another infielder still has a play on the ball. This rule **only applies** when the ball passes the first infielder **without being touched or deflected** by that fielder.
- **Deflected Ball Situation:**
 - If a batted ball is **touched or deflected** by any infielder (including the pitcher) and subsequently strikes a runner unintentionally, the ball remains **alive and in play**, even if another infielder has a chance to field it.
 - The reasoning is that a runner cannot reasonably be expected to avoid a deflected ball.
 - Therefore, the runner is **not in jeopardy** of being called out merely for being struck by a deflected ball.
 - However, **intentional interference** can still occur.
 - If, in the umpire's judgment, the runner deliberately deflects the ball or intentionally allows it to hit him when he could have avoided contact, the runner is **declared out for interference**.
 - The deflection by a fielder **does not give the runner license** to interfere with a fielder making a play.
 - **Fielder Making a Play on a Deflected Ball:**
 - If, after a deflection, another infielder is **actively making a play** on the ball and the runner **interferes** with that fielder, the runner is **out** for interference.
 - A fielder making a play on a batted ball always has **fielding priority** over the runner's right to the base path.
- **Untouched Ball Passing an Infielder:**
 - If a batted ball **goes through or by an infielder** (other than the pitcher) **without being touched**, and then strikes a runner who is **immediately behind that fielder**, the umpire must **judge** whether another infielder had a play on the ball.
 - If, in the umpire's judgment, another infielder **had a play**, the runner is **out**.
 - If **no other infielder** had a play, the ball remains **alive and in play**.
- **Summary for Umpires:** A runner struck by a fair batted ball is **out**, unless:
 - The ball has been **touched or deflected** by an infielder (including the pitcher); **or**
 - The ball has **passed through or by** an infielder and **no other infielder** has a play on the ball.
 - Additionally, the runner must always **yield** to a fielder attempting to make a play on a batted ball, even if that ball has been previously deflected.

21C – Privileged Fielder – 7.09(j): When two or more fielders move to field a batted ball and the runner makes contact with one or more of them, the **umpire must judge which fielder has the right of way** — that is, which fielder is **entitled to field the ball**. Only that fielder is protected under the **interference rule**.

- If the runner contacts that protected fielder and, in the umpire's judgment, the contact **hinders or impedes** the fielder's opportunity to make a play, the runner is **declared out for interference**.
- If the runner contacts the fielder not protected, this usually results in obstruction.
- Umpires must read and identify early which fielder has the best play on the ball (usually the one moving toward the ball, not backing away).
- The fielder with the **clear, unimpeded path** to the ball is granted protection; all other fielders **must avoid** the runner

21D – Interference on Retired Teammate – 7.09(e):

- **No Requirement to Slide:**
 - On a potential double play, when a runner is advancing from first to second base, there is **no rule requiring the runner to slide**. The fielder should **expect the runner's presence** and work accordingly.
 - As long as the runner is **advancing directly toward second base** and makes no act to intentionally hinder the fielder, there is **no interference**.
- **Legal Slide Criteria:** If the runner chooses to slide into second base, the slide must be such that the runner can **reach the base with either the hand or the foot**.
 - If, in the umpire's judgment, the runner's slide is **out of reach of the base** and **directly causes** the fielder to alter or fail to complete a play, **interference shall be called**.
 - In such cases, the **runner is out** and the **batter-runner is also declared out** on the interference, in accordance with the double play provision.
- **Continuing to Run After Being Put Out:** A **batter or runner who continues to advance** after being retired **is not automatically guilty of interference**.
 - Continuing to run does not, by itself, constitute hindrance, confusion, or obstruction of a fielder.

- Interference should only be called if, in the umpire's judgment, the player's continued action **actually interferes** with a fielder's ability to make a play.

21E – Coach's Interference (Physical Assist) – 7.09(h):

- Physically assisting implies that the coach did something by touching the runner which improved that runner's chance of accomplishing their goal as a runner. In other words, touching alone does not constitute physically assisting, the umpire must be convinced that the runner was physically assisted by the coach to either advance from, or return to, the base.
- When a play is being made on the assisted runner, the runner is out, and all runners return to the bases occupied at the time of the interference (dead ball). If no play is being made on the assisted runner, the runner is out, and play continues (delayed dead ball).

21F – Other Offensive Assist (any member of the offensive team) – 7.09(d):

- If any member(s) of the **offensive team** stand or gather around a base to which a runner is advancing **with the intent to confuse, hinder, or increase the difficulty for the fielder, or assist a runner**, the following shall apply:
 - The **runner attempting to advance** is declared **out**.
 - The out is recorded **due to interference by a teammate**.
- **Mechanic Note:**
 - Umpires should watch for runners, on-deck batters, or other offensive players **lingering near bases or moving toward the base path** to distract or impede fielders.
 - The call is **judgment-based**, focusing on whether the action **directly hinders the fielder's opportunity** to make a play or to assist the runner in any way.
 - Interference by teammates **does not affect other runners** unless their actions also violate interference rules.

21G – Unintentional Backswing – 6.06(c):

- If a batter swings and misses a pitch and, in the umpire's judgment, **unintentionally strikes the catcher or the ball on the follow-through**, this action is considered a **strike only, not interference**.
 - The ball is declared **dead immediately**.
 - **No runners may advance** on the play.
 - This ruling applies only when the contact is **accidental** and occurs **after the pitch has passed the batter**, as part of the natural completion of the swing.
 - This is different than when a batter swings so hard that his body falls into the path of the catcher attempting to retire a runner; this would be interference on the batter.
- **Mechanic Note:** Umpires must distinguish between **backswing interference** and **follow-through contact**:
 - **Backswing interference** occurs when the bat strikes the catcher or ball **before the pitch reaches the plate**. The ball is **dead**, and **runners return to their bases**.
 - **Follow-through contact** occurs **after** the pitch passes the batter and results in a **dead ball, strike only**; no runners advance
 - **Case Play – Example:**
 - With a runner on third base and one out, the batter takes a full swing and misses the pitch. On the follow-through, the bat unintentionally contacts the catcher's mask, causing the catcher to drop the ball.
 - **Ruling:** The ball is **dead immediately**, and the pitch is called **strike one** (or strike two/three as applicable).
 - The runner **returns to third base**.
 - There is **no interference** since the contact occurred on the follow-through and was **unintentional**.
- After a **caught third strike**, if the **batter's follow-through** strikes the catcher, **or** causes the ball to be **knocked out of the catcher's mitt**, then:
 - The **batter is out**.
 - The **ball is immediately dead**.
 - **No runners may advance** on the play.
- **Summary for Backswing / Follow-Thru Interference:**
 - On a swing and a miss and the backswing or follow-thru of the batter **unintentionally** strikes the catcher, the ball is dead, and no runners advance.
 - On a swing and a miss, and the backswing or follow-thru of the batter **intentionally** strikes the catcher, it is interference on the batter as noted in 6.06(c).

- On a batted ball, if the backswing or follow-thru of the batter strikes the catcher, whether intentional or not, interference may be called in accordance with rule 7.09(a).
- **Mechanic Notes for Umpires:**
 - Plate umpire should **observe the batter's follow-through** after a strikeout.
 - If contact or displacement of the ball occurs due to the follow-through, immediately **call the batter out and declare the ball dead**.
 - Communicate clearly with the **base umpire(s)** so no advancement is attempted by runners.

21H – *Running Lane Violation – 6.05(j):*

- **Legal Exit to Touch First Base:**
 - The batter-runner is **permitted to exit the runner's lane** by means of a **step, stride, reach, or slide** in the immediate vicinity of first base for the **sole purpose of touching the base**.
 - This allowance applies only near the base and does **not** excuse the batter-runner from the requirement to remain within the lane during the earlier portion of the run to first base and only applies when the batter-runner legally started within the runner's lane.
- **Definition and Requirement of the Runner's Lane:**
 - The **runner's lane** is defined by the two lines marking the 45-foot lane (30-foot lane) between home plate and first base. These lines are **part of the lane**. **The lanes must be marked for an out to be rendered:**
 - To be legally within the lane, the batter-runner must have **both feet inside or on the lines** marking the lane.
 - If the batter-runner is **outside the lane** and a **quality throw** from the catcher, pitcher, or any other fielder **strikes the runner** or the runner otherwise **interferes** with the fielder taking the throw at first base, the batter-runner is **declared out for interference**.
- **Key Rule Elements – Must Be Present for Interference:** There are **two essential conditions** that must be met before interference under this rule can be called:
 - **A throw must be made.** If no throw is made, there can be no interference with a fielder taking the throw.
 - **The throw must be a quality throw.**
 - A "quality throw" is one that, in the umpire's judgment, **could reasonably have been caught** by the fielder covering first base **had the runner not been in the way**.
 - A throw that sails well over the fielder's head, is wide of the base, or clearly uncatchable should **not** result in an interference call.
- **Mechanics and Responsibility:**
 - This is **primarily the plate umpire's call**, as the base umpire is typically moving into position for the play at first base and may not have the best angle on the lane.
 - The plate umpire should **read the throw**, observe whether it is **quality**, and determine if the batter-runner's position **hindered or interfered** with the fielder taking the throw.

21I – *Batter Interfering with the Catcher – 6.06(c)(3):*

- **General Rule:** If, in the umpire's judgment, the **batter interferes with the catcher's fielding or throwing** by any action that hinders the catcher's play (such as stepping out, leaning, or otherwise), the plate umpire shall immediately call **"Interference!"**
 - The **batter is declared out**.
 - The **ball is dead**, and **no runners may advance**.
 - All runners must **return to the last base legally touched** at the time of the interference.
 - **Physical contact is not required** for interference to be called; obstruction of the catcher's throwing lane or action that impedes the throw is sufficient.
- **Exception – Catcher's Throw Retires the Runner:**
If the catcher's throw **directly retires the runner** despite the batter's interference, the interference is **disregarded**.
 - **Play stands** as if no violation occurred.
 - The **runner is out**, the **ball remains live**, and **other runners may advance** at their own risk. And runners may score on plays when the interference is ignored by rule.
- **Mechanic Note:**
 - The **plate umpire** is solely responsible for this call.
 - Umpires should watch for the batter who remains in or steps across home plate, or who fails to vacate the area as the catcher releases the throw.

- Call interference **immediately upon recognition**, unless the catcher successfully retires the runner—then apply the exception.
- **Case Play Example:**
 - With a runner attempting to steal second, the batter swings and misses, then steps across home plate as the catcher throws. The catcher's throw strikes the batter's shoulder and deflects into center field.
 - **Ruling:** Interference. Batter is out; the ball is dead; the runner returns to first base.
 - If, instead, the catcher's throw directly retires the stealing runner despite the batter's movement, **ruling:** ignore the interference. The runner is out, the ball remains live, and play continues.
- **NOTE:** If the **batter interferes with the catcher's throw back to the pitcher** by stepping out of the batter's box while at bat and no runners are attempting to advance, it is not interference. The ball is dead and no runner will be permitted to advance.
 - This interpretation does not permit the batter to interfere intentionally with the catcher's throw back to the pitcher. If such is the case, the batter is to be declared out.
 - If the batter becomes a runner on ball four and the catcher's throw strikes the batter or the batter's bat, the ball remains alive and in play, provided there was no intentional interference by the batter.
 - If the batter is standing in the batter's box and the catcher's throw back to the pitcher, or the catcher's throw to retire a runner, strikes the batter or the batter's bat, the ball is live and in play provided that, in the judgment of the umpire, there was no intent by the batter to interfere with the throw.

21J – Batter Interferes with Third Strike Not Caught – 6.05(b)(2):

- If, in the **umpire's judgment**, the **batter-runner clearly hinders the catcher's fielding or throwing**, following shall apply:
 - The **batter-runner is declared out**.
 - The **ball is dead** immediately.
 - Any other runner(s) **return to the base occupied at the time of the pitch**.
- **Mechanic Note:**
 - Plate umpires should **closely observe the batter-runner's position and movements** after the swing.
 - Hinderance can occur by stepping into the catcher's path, leaning over home plate, or otherwise **interfering with the catcher's attempt to field the ball**.
 - This is a **judgment call**.
 - Incidental contact that does not affect the catcher's ability to make the play is **not interference**.

21K – Responsibility while Standing on the Base – 7.01:

- A runner **in contact with a legally occupied base** shall **not be called out for unintentional interference** if, in the umpire's judgment, the runner **inadvertently hinders or impedes a fielder** who is attempting to make a play.
 - The base provides protection **only against unintentional interference**.
 - If the umpire judges the act to be **intentional**, the runner shall be **declared out**, and **other runners return** to the last base legally touched at the time of the interference.
- **Special Note: A runner while standing on the base who is struck by a fair ball before it has passed an infielder is out for interference.** The only exception to this is a fly-ball on the infield in which the Infield Fly Rule is in effect and has been called.
- **Mechanic Note:**
 - Umpires should read the fielder's approach and the runner's body position.
 - Merely standing on or maintaining contact with the base does **not** constitute interference, even if incidental contact occurs during the play.
 - However, if the runner **moves or gestures** in a way that **intentionally hinders** the fielder (such as reaching, leaning, or swatting at the ball), interference should be **immediately called**.
- **Approved Ruling (Example):**
 - With a runner on second base, a ground ball is hit to the shortstop. As the shortstop moves to tag the base, the runner remains on the bag and the throw glances off the runner's shoulder.
 - **Ruling:** No interference. The runner was in contact with a legally occupied base and made no intentional act to hinder the fielder.
 - If, however, the runner **raises an arm or moves** to intentionally deflect the throw:
 - **Ruling:** Interference. The runner is out, the ball is dead, and other runners return to their bases.

21L – Catcher's Interference Interpretations – 6.08(c):

- **Play in Progress – Delayed Call and Manager's Option**

When catcher's interference occurs during a live play, the umpire shall **allow the play to continue** because the **offensive manager has the option** to accept the result of the play **or** the interference penalty.

- The umpire should **signal** the interference by **pointing at the catcher** and **verbally announcing "That's interference!"**, but the ball remains **live** until action has ceased.
- If the **batter-runner reaches first base safely** and **all other runners advance at least one base**, the play **stands automatically**—the manager **has no option** to take the interference penalty.
- **Manager's Election:** In cases where the batter-runner does not reach first base and/or all other runners did not advance at least one base after the catcher's interference, following the conclusion of the play, the **offensive manager must immediately notify the plate umpire** whether they elect to accept the play as it occurred or take the interference penalty. Once made, the manager's **decision is final** and **cannot be changed**.
- **Missed Bases – Definition of Advancement:**
 - If, on the play, the **batter-runner misses first base** or a runner **misses his next base**, he is still considered to have **advanced one base** for the purposes of determining whether the play stands automatically under this rule.
 - **Example:** A batter-runner who misses first base but is later called out on appeal is still deemed to have advanced one base for the purpose of applying the catcher's interference rule.
- **Runners Advancing on the Play:**
 - If a **runner is attempting to steal a base** when catcher's interference occurs, that runner is **awarded the base** being attempted.
 - **Runners not attempting to steal**, and **not forced to advance**, shall **remain on their original bases**
- **Special Case – Steal of Home:**
 - If a **runner is attempting to steal home** and the catcher interferes with the batter, the **additional penalty of a balk** (Int/JR/SR) or illegal pitch (majors and below) is invoked
 - All runners **advance one base**, regardless of whether they were stealing in Int/JR/SR or a ball on the batter in Majors and below).
- **Mechanic Note:**
 - The **plate umpire** is responsible for identifying catcher's interference.
 - Upon seeing the contact, the umpire should **point immediately** at the catcher and **verbally indicate the interference**, while allowing play to continue.
 - Once play ceases, the **plate umpire confers with the offensive manager** to confirm whether the play will stand, or the penalty will be enforced.
- **Approved Ruling (Example):**
 - With a runner on first base and one out, the batter swings and the catcher's glove contacts the bat. The ball is hit to shortstop, and the defense retires the batter-runner at first base while the runner advances safely to second.
 - **Ruling:** Catcher's interference has occurred. The offensive manager may **elect** to take the result of the play (runner on second, batter out) **or** the interference penalty (batter awarded first base, runner advanced to second).
 - If, however, the batter-runner and all runners **advance safely one base**, the play **stands automatically**, and no option is offered.

21M – Spectator Interference Interpretations (3.16)

- **Ball Thrown or Batted Into the Stands:**
 - A ball that is **thrown or batted into the stands** and **contacts a spectator** is **out of play**, even if it subsequently **rebounds onto the field**.
 - Once out of play, the ball is considered dead, and no further action is taken on that play.
- **Spectator Interfering with a Ball in Play:**
 - If a **spectator reaches onto the field** or **over, under, or through a barrier** and **touches a live ball** or **interferes with a fielder**, it is considered **intentional interference**
 - The **batter and runners** shall be placed **where the umpire judges they would have been** had the interference not occurred.
 - A fielder reaching **into the stands, over a fence, railing, or rope** to catch a ball does so **at their own risk**; no interference shall be called unless a spectator **actively prevents the fielder from making the play**.
 - If a spectator clearly **prevents a catch**, the **batter is called out** and the ball is **dead**.
- **Dugout Area Considerations:** The dugout area is treated differently from spectator areas.

- A defensive player reaching into the dugout may be **interfered with by a person in the dugout**, and such interference may be **called** by the umpire.
- Judgment must be applied to determine whether the interference **prevented a likely play**.
- **Mechanic Note:**
 - Plate and base umpire(s) should **observe spectator proximity** during high fly balls and plays near barriers.
 - Umpires must judge the **likelihood of the fielder making the play** if interference had not occurred and **award bases accordingly**.
- **Approved Ruling (Example):**
 - Runner on third base, one out. Batter hits a deep fly ball to the outfield. A spectator **reaches over a railing** and prevents the outfielder from making the catch.
 - **Ruling:** Batter is **out for spectator interference**; ball is dead.
 - Umpire judges the runner on third **would have scored** had the catch been made; runner is **awarded home plate**.
 - For a fly ball hit a short distance from home plate, the umpire may judge the runner would **not have scored**, and no run is awarded.

21N – Umpire Interference: Runner Retired and All Action Stands (even scoring of a run) – 6.08(d):

- **General Rule:** If an **umpire interferes** with the catcher's throw attempting to retire a runner, the **plate umpire shall call "Interference!"** immediately.
 - The **catcher's throw is allowed to continue**.
 - The ball remains **live** unless otherwise ruled dead due to subsequent interference or another play.
- **Exception – Throw Retires Runner:**
If the **catcher's initial throw directly retires the runner** despite the umpire's interference:
 - The interference is **disregarded**, and the play **stands as if no violation occurred**.
 - The runner is **out**, and the ball remains **live**.
 - Any other runners on base **may advance at their own risk**, following the normal course of play.
 - In this case, it is assumed that the umpire's presence **did not affect the outcome**, so no penalty is applied.
- **Mechanic Note:**
 - The **plate umpire** should signal interference **immediately** while allowing the throw to continue.
 - Umpires must judge whether the interference **actually prevented the play**. If the runner is retired despite the interference, **no penalty is imposed**, and the play proceeds without reference to the interference.
- **Approved Ruling (Example):**
 - Runner on first attempts to steal second. The catcher throws to the base, but the plate umpire inadvertently has contact with the catcher attempting to throw. The ball reaches the fielder covering second and **the runner is tagged out**.
 - **Ruling:** Interference is disregarded; the runner is out. The ball remains live; any other runners may advance.

#22 – LEAVING EARLY – 7.13
Baseball Only – Little League Divisions and Below

22A – Manager Instructing Players to Leave Early:

- If, in the **umpire's judgment**, the **manager is intentionally instructing players to leave their bases early**, the manager may be **warned or ejected** for deliberately violating the rules.
- Judgment should consider whether the instruction was **deliberate and intended to gain an advantage**.

22B – Runner Off Base & Pitcher Limitations:

- When a **runner is legitimately off their base**, the pitcher **cannot stop the runner** simply by taking the ball back to the pitcher's plate.
- The pitcher must follow normal play procedures; stepping back does **not constitute a legal attempt to reset the runner**.

22C – Catcher Must Be Ready to Receive Delivery: The catcher is considered "**ready to receive delivery**" when:

- The **mask is on**, and
- The catcher is **facing the pitcher**.
- The catcher does **not need to be in a squat position** to meet this requirement.

22D – Runners Free to Advance: Until the **pitcher and catcher** have satisfied the above elements of the rule, **runners are free to advance** without penalty. No violation is called until the pitcher begins delivery and the catcher is ready to receive the pitch.

22E – Mechanics Instructions:

- Plate umpires should verify that the **catcher is properly positioned and masked** before allowing the pitcher to begin the delivery.
- Base umpires should monitor runners for **early leads** or **illegal attempts to advance**.

#23 – LEAVING THE FIELD (Umpires for Protest) – 4.19

23A – Definition of Term, “Leaving the Field:” refers to the act of an umpire **physically walking off the game field** during live or dead ball situations.

- If the field is **enclosed by a fence**, leaving the field occurs when the umpire **passes through the fence into an area designated as dead ball territory**.
- If the field is **not enclosed**, leaving the field occurs when the umpire **enters any area considered dead ball territory**, as judged by field boundaries and ground rules.

23 B – Mechanics Instructions to Umpires:

- Umpires should **remain within live ball territory** during play unless a legitimate reason exists to move into a dead ball area.
- Entering a dead ball area is considered **“leaving the field”** and may affect enforcement of rules such as obstruction, interference, or live ball judgment.

#24 – MANDATORY PLAY Regulation IV(i) and Rule 3.03

24A – Mandatory Play with Traditional Batting Order – Regular Season: When using the traditional batting order, under 3.03, a starter does not have to play a defensive position for six consecutive outs because they have reentry rights, but they must get six defensive outs sometime during the game. A substitute, however, must get six consecutive defensive outs before they are removed from the game.

- When using the traditional batting order, if a player enters the game improperly (i.e. a starter reentering before the substitute meets MPR or a starter reenters into a different spot in the batting order), then a protestable rule violation has occurred. This violation must be resolved before the next pitch or play.
- If an improper substitution is not discovered before the next pitch or play but is discovered before the umpires leave the field at the end of the game, the matter will be referred to the local Board of Directors for a resolution.
- A starter may be replaced by a substitute prior to meeting Mandatory Play. Any at-bat or defensive outs completed by the starter will resume when the starter reenters the game. Before the starter's substitute may reenter, the starter must complete MPR.
- If a substitute is injured or ejected and does not satisfy MPR, then the starter **MAY NOT** reenter the game.
- If a game is suspended and resumed later, managers must be aware that the resumption of a suspended game is considered the same game. A starting player removed (whether for injury or otherwise) before the suspension of play may reenter when the game is resumed. Also, if a player is not in attendance or not on the team before the suspension, the player may enter during the resumption if that player is then in attendance.

24B – Mandatory Play with Continuous Batting Order – Regular Season: When using the continuous batting order, both starters and substitutes do not have to play a defensive position for six consecutive outs because of the nature of free substitution provided by the continuous batting order. However, all players must still get six defensive outs to meet the requirements of mandatory play.

24C – Mandatory Play with Continuous Batting Order and Using a Courtesy Runner: A courtesy runner may be used for the pitcher or catcher of record with two outs. In situations where the pitcher or catcher of record reaches base in their first at-bat and the continuous batting order is used, the pitcher or catcher of record does not need to meet the running portion of mandatory play before being removed for a courtesy runner.

#25 – OBSTRUCTION

Rule 2.00 and 7.06

25A – Type A Obstruction Notes – 7.06(a):

- **Definition:** Occurs when a runner is **obstructed while a fielder is making a play directly on that runner.**
- **Examples** of Type A Obstruction:
 - Runner obstructed during a rundown.
 - Runner obstructed while a fielder is making a direct throw to retire that runner.
 - Batter-runner is obstructed before reaching first base on a ground ball to an infielder.
 - Any other case where a play is being made directly on that runner at the time of the obstruction.
- **Mechanics Instructions:**
 - **Point** at the obstruction and call clearly, "That's obstruction."
 - **Immediately call "Time"** (both hands overhead).
 - The **ball is dead immediately.**
 - **Award bases** the runner, and other runners would have reached **had no obstruction occurred.**
 - The obstructed runner is awarded **at least one base beyond their last legally touched base.**
- **Thrown Ball in Flight:**
 - If a throw is in flight during the obstruction, the umpire considers the outcome of the throw when making awards.
 - If the throw goes out of play, all runners may be awarded **two bases.**
 - Umpires must determine whether the throw occurred **before or after the obstruction.**
 - Throw **after obstruction:** obstructed runner awarded **one base** from the last touched base.
 - Throw **before obstruction:** award based on actual or likely outcome of the throw.

25B – Type B Obstruction Notes – 7.06(b):

- **Definition:** Occurs when a runner is **obstructed but no fielder is making a play on the runner** at that moment.
- **Examples** of Type B Obstruction:
 - Batter-runner obstructed rounding first base on a hit to the outfield.
 - Batter-runner obstructed before reaching first on a ball hit to the outfield.
 - Runner from first obstructed advancing to third on a wild throw while the ball is in the outfield.
 - Runner obstructed rounding third base on a hit to the outfield.
 - Any other case where no play is being made directly on the runner.
- **Mechanics Instructions:**
 - **Point** at the obstruction and call clearly, "That's obstruction."
 - The **ball remains live;** play continues until **all action has ceased.**
 - After play stops, call "**Time**" and **award bases** as necessary to nullify the obstruction.
- **Notes to Keep in Mind:**
 - If a previously obstructed runner is tagged out while play continues, call "**Time**" at the tag and award the runner the appropriate base.
 - When awarding bases, consider **position and speed of runner, ball, and fielder** at the moment of obstruction.
 - Umpires may **confer with partners** to determine what would have reasonably occurred without the obstruction.
- **Example**
 - Batter hits a fair ball down the right field line and is obstructed while rounding first base. The Right Fielder initially has the ball, and the batter-runner continues to third. The batter-runner is tagged out on a close play at third.
 - **Ruling:** Batter-runner is awarded **third base** because, without obstruction, umpire judges they would have reached third safely. However, if umpire judges obstruction did not affect the out at third, the out **stands.**

25C – Guiding Principles Regarding Obstruction – 2.00 and 7.06:

- Obstruction must be called or signaled whenever it occurs. This is often referred to as "naming the obstruction," and it must be done even if the occurrence is inconsequential or has no bearing on the play.
- If the defense does not have the ball and impedes the progress of any runner, it shall be called obstruction.

- It makes no difference if the defense is fielding a thrown ball or waiting for the throw. If the defensive player **does not have the ball** in his/her possession, it is obstruction if they impede the progress of any runner.
- Runners are entitled to the entire base/plate without having to alter their path or slide to achieve the base or plate. If a fielder blocks **any part** of the base or plate **without possession** of the ball **and** the runner is hindered, forced to slide, or alter his/her path because of the fielder's position, the runner has been obstructed.
- Obstruction Simplified:
 - If the fielder **has the ball**, he/she **can block** the base path.
 - If the fielder **does not have the ball**, he/she **cannot block** the base pat.
 - There is no *"in the act of receiving the throw"* provision in the Little League Obstruction Rule to "protect" the fielder receiving a throw.

25D – Batter-Runner Obstructed before Touching First Base – 7.06(a): Not all situations in which a batter-runner is obstructed before reaching first base result in the awarding of first base. Below are four common examples of a batter-runner obstructed before touching first base:

- 1. Ground Ball to an Infielder (Type A):**
 - The Batter-runner is obstructed before touching first base by any defensive player other than the one attempting to **field**, or is ruled entitled to field, a **batted ball**, and it appears that infielder will have an easy play to retire the batter-runner at first base.
 - **Call and signal obstruction** immediately, the ball is **dead**, and award **first base**.
- 2. Pop-up or line drive to infielder (Type A):**
 - Call or signal the obstruction and **leave ball in play**.
 - If the ball is caught, the batter-runner is **out**.
 - If the ball is dropped and is fair, call **"Time"** and award **first base**. Other runners awarded bases as if no obstruction occurred.
 - If the ball is **foul**, it is simply a foul ball.
- 3. Ground Ball to Infielder and Overthrow at First Base to Retire the Batter-Runner (Type B):** Example:
 - A ground ball on the infield results in an errant throw to the first baseman. As the wild throw pulls the first baseman off the base, the first baseman obstructs the batter-runner before the batter-runner touches first base. The wild throw **is not in immediate reach** of the first baseman (step and a reach), and there is no chance for a play to be made on the batter-runner advancing to first base.
 - **Ruling:** This is Type B obstruction, and the ball remains in play. The umpire will call "time" after the play ends and award bases to nullify the act of obstruction. Because the ball is loose on the overthrow, there is no play being made on the Batter-Runner. As such, even though the Batter-Runner is obstructed before touching first base, there is no play being made on the Batter-Runner, and this is to be enforced as Type B Obstruction.
- 4. Ball hit to outfield (Type B):**
 - Call obstruction, **leave ball in play**.
 - Call **"Time"** after play ends and award bases to nullify obstruction.
 - If fly ball is caught, batter-runner **out**.
 - If fair ball not caught, batter-runner is **protected at least to first base**.

25E – Obstruction in a Rundown – 7.06(a):

- Obstruction in a rundown is **always** Type-A Obstruction.
- If the batter-runner is in a rundown between home and first, obstruction cannot be called going back towards home plate unless such an act of obstruction is ruled intentional by the umpire. If the batter-runner retreats and reaches home plate, the umpire shall call the batter-runner **out**.

25F – First and Second Act Obstruction – Rule 2.00:

- Second Act Obstruction on Thrown Balls:
 - If the fielder's first attempt, or first act, to retire a runner while **receiving a throw** is legal, play continues as no violation has occurred in the fielder's legal first attempt, or first act, to receive a thrown to retire a runner.
 - However, if the ball becomes loose on a **thrown ball** and is no longer in the fielder's possession and the fielder, now without possession of the ball, impedes the progress of the runner, **Second Act Obstruction** has occurred and shall be called.
 - **Second Act Obstruction** often occurs as a result of an errant throw, overthrow, the ball is not being exchanged between defensive teammates during a rundown, or otherwise situations in which the ball is no longer in the fielder's possession.

- Is Second Act Obstruction on a **thrown ball** Type-A or Type-B Obstruction? Second Act Obstruction can be Type-A or Type-B depending on the situation.
 - If the ball **remains in immediate reach** (step and a lean) of the fielder receiving the throw, it shall be enforced as *Type-A Obstruction*.
 - If the ball is **not within immediate reach** (step and a lean) of the fielder receiving the throw, it shall be enforced as *Type-B Obstruction*.
- Second Act Obstruction on Batted Balls:
 - If a fielder errs while attempting to make a play on a **batted ball**, and the ball remains within the immediate reach of the player, defined as a “step and a reach,” the fielder’s **second act** shall not be ruled obstruction.
 - In such cases, the runner must still avoid the fielder attempting to field a batted ball when the batted ball remains in the immediate reach of the fielder (step and a reach) after erring on the batted ball. If the fielder fails to do so, **interference** on the **runner** shall be called.
 - If a fielder errs while attempting to make a play on a **batted ball**, and the ball **does not remain within the immediate vicinity of the player** (step and a reach), **Second Act Obstruction** has occurred, and **obstruction** (Type-B) shall be called.

25G – Fake Tag Obstruction – Rule 2.00: A fake tag is obstruction and can be either Type A or Type B obstruction depending on the location of the ball at the time of the fake tag.

- Fake Tag Obstruction can be ruled **Type A** if the runner was obstructed in a way that would have been a live-ball play had the fake tag not occurred (if a play **was** happening and the fake tag occurred).
 - Example: R1 attempts to steal second base. The catcher is slow to get the throw out, and the fielder makes a fake tag on R1 pretending the throw is already there. R1 slows down and attempts to avoid being tagged by the fake tag. The ball is then thrown and the tag applied by the fielder. **Ruling:** This is Type-A Obstruction. The ball is dead, and R1 must be awarded at least one base to nullify the act of obstruction.
- If **no** play was happening with the fake tag occurred, **Type B** Obstruction shall be enforced, and the runner should be awarded the base(s) to nullify the act of obstruction.
 - Example: A wild throw gets away from the third baseman’s immediate reach while attempting to retire the runner at 3B. The fielder makes a fake tag to prevent the runner from attempting to advance beyond 3B. **Ruling:** This is Type B Obstruction, and the umpire will award the base(s) to nullify the act of obstruction.

#26 – ON-DECK CIRCLE – Regulation XIV

26A – Permitted Use of the On-Deck Circle – Regulation XIV(b): The on-deck circle may only be utilized in the Intermediate (50/70), Junior League, and Senior League Divisions. Only one on-deck batter is permitted, and the on-deck batter must remain in the on-deck circle nearest their team’s dugout.

26B – Equipment in the On-Deck Circle – Regulation XIV: Equipment not in use but remaining in the on-deck circle (i.e. extra bats or batting weights) must be removed. Unnecessary equipment on the field, including in the on-deck circle, can result in an interference call by the umpire, leading to either an award of bases or an out call, depending on the team at fault.

26C – Next Batter in the Little League (Majors) and Below – Regulation XIV: Since there is no “on-deck position” in the Majors Divisions and below, the next batter should be ready with a helmet on but may not pick up a bat until it is that batter’s turn at bat.

#27 – OVERRUN & OVERSLIDE ON A WALK – 7.08(c)

27A – Overrunning or Over-Sliding First Base – 7.08(c): A batter-runner **cannot be tagged out** after **overrunning or over-sliding first base** as long as the runner **returns immediately to the base**. This protection applied even if the batter-runner was awarded first base on a walk.

27B – Dislodged Base – 7.08(c) Approved Rulings: If the runner’s impact dislodges or breaks the base from its position, **no play** can be made on the runner at that base **provided the runner had reached the base safely**.

- Example 1 – The Batter-Runner receives a walk and overruns first base slightly but returns immediately to the base. **Ruling:** The Batter-Runner is safe at first and cannot be tagged out.
- Example 2 – The Batter-Runner overruns first and collides with first base, dislodging it, and returns immediately to the base. **Ruling:** The Batter-Runner is safe.

#28 – PITCHING

Baseball – 8.00

28A – Disengaging the Plate – 8.01(a)(3):

- When the pitcher disengages the pitcher's plate, they do not have to immediately separate their hands.
- The hands must be separated and dropped to the sides before the pitcher re-engages the plate.
- This prevents the pitcher from stepping onto the plate and immediately beginning the motion (which could result in a quick pitch situation).
- This also allows base runners to properly identify the location of the ball and to prepare to advance or return.

28B – Taking Signs from Manager or Coach – 8.01:

- The pitcher shall take signs while on the pitcher's plate, and the process of the pitcher taking signs shall not unnecessarily delay the game. Such prevents the pitcher from receiving a sign off the pitcher's plate and quickly executing a quick pitch.

28C – Mechanic Instructions for Umpires:

- Observe the pitcher's hand separation before re-engaging the pitcher's plate.
- Ensure the pitcher does not **rush the delivery** in a manner that violates the quick pitch rule, 8.05(e).
- Base umpire(s) should **monitor runner(s)** to ensure they have proper reaction time after the pitcher re-engages the pitcher's plate.
- Examples:
 - #1 – The pitcher steps off the rubber, keeps hands together, then steps back onto the plate with hands still together. **Ruling:** This is **illegal** if the delivery begins without hands being separated, and the umpire will enforce the penalty for a quick according to Rule 8.05(e).
 - #2 – The pitcher takes a sign while on the plate, separates hands, and begins their delivery. **Ruling:** This is a **legal** pitching delivery.

#29 – PITCHING

Softball– 8.00

29A – Points of Emphasis for Illegal Pitches: The following is a list of illegal pitches that umpires must get:

- Replanting of the pivot foot (crow-hop):
 - The act of **leaping** is a **legal** pitching delivery.
 - NOTE: both feet will eventually return to the playing surface, and in doing so, the pivot foot or the non-pivot foot may return before the opposite foot. This is **legal**, provided it does not create a **replant** of the **pivot foot** and a pushing off with the pivot foot from a place other than the pitcher's plate.
- Outside of the 24:
 - This call will only be made by the plate umpire.
 - The pitcher's foot must be on the ground and entirely outside the 24-inch width of the pitcher's plate. Touching the 24-inch width of the pitcher's plate with any part of the foot is a **legal** delivery.
 - The plate umpire should observe the pitcher's preliminary pitches in between innings, noting that this violation often occurs when the pitcher attempts to throw an off-speed pitch or breaking ball.
- Stepping with the hands together.
 - A backward step may be taken before or simultaneously with the hands being brought together.
 - Once the hands are together, the pitcher may not step back with the non-pivot foot.

29B – Taking Signs from the Manager or Coach & Simulating the Signal – Rule 8.01(e)

- The pitcher shall take or appear to take the signal while on the pitcher's plate with the hands separated. Failure to do so is an illegal pitch (8.01(e)).

- If using a play calling band, the pitcher cannot “toe” the pitcher’s plate and “go.” In the judgment of the umpire, the pitcher must provide enough time so as not to commit a delivery that violates the quick pitch rule, rule 8.05(c).

29C – Disengaging the Pitcher’s Plate – 8.01(a)(3):

- For the pitcher to remove themselves from the pitching position **before the hands have been brought together**, the pitcher may legally step back from the pitcher’s plate with **either foot**.
- **After the hands have been brought together**, but prior to the start of the pitch, the pitcher must legally step back from the pitcher’s plate with the **pivot foot first**.

#30 – PLAY or ATTEMPTED PLAY CASES – 7.05 and 7.10

30A – For the Purpose of Awarding Bases and Appeals – 7.10: A play or an attempted play is a **legitimate effort** by a defensive player who **has possession of the ball to retire** a runner. This includes:

- Attempting to **tag a runner**.
- Running toward a base with the ball to **force or tag a runner**.
- **Throwing the ball** to another defensive player to retire a runner.
- NOTE 1: The fact that the runner is **not out** does **not negate** that a play or attempted play occurred.
- NOTE 2: Fake throws or feints **are not** considered a play or attempted play.

30B – Case Plays: Considered a Play or an Attempted Play – 7.05(g) and 7.10:

- **Runners on first and second**, ground ball to shortstop. Shortstop **swipes at the runner from second but misses**, then throws beyond first base into the stands.
 - **Ruling:** Swipe is an **attempted play**; the throw to first is **not the first play by an infielder**. Base awards are determined from the **time of the throw**.
- **Runner on first**, ground ball to second baseman who **flips to shortstop** to get the runner from first but is **unsuccessful**, then shortstop throws beyond first into the stands.
 - **Ruling:** Flip is an **attempted play**; the throw to first is **not the first play by an infielder**. Base awards are from the **time of the throw**: runner on first scores, batter-runner placed at second.

30C – Case Plays: Not a Play or an Attempted Play – 7.05(g) and 7.10:

- Keys to Remember:
 - **A fake or feint to a base** without actually throwing, even if the fielder draws the arm back, **is not** a play or an attempted play.
 - **The pitcher feinting a throw** to hold or check a runner’s progress while completing an appeal play at another base is also **not** a play or an attempted play.
- Case Plays:
 - Runner on first, ground ball to shortstop who feints a flip to second but does not throw, then throws beyond first out of play. **Ruling:** Feint is **not a play**; award bases from the **time of the pitch**.
 - Runners on first and third, runner on first stealing as ground ball is hit to shortstop. Shortstop feints a throw home but does not throw; then throws to first into the stands. **Ruling:** Feint toward home is **not a play**; throw to first is the **first play by an infielder**. Awards are made from **time of the pitch**.

30D – Mechanics Instructions for Umpires:

- Determine whether the fielder **intended a legitimate** play on the runner.
- A feint or fake throw **does not** reset timing for awarding bases.
- Base umpires must observe the first legitimate play or attempted play to determine correct base awards.
- This interpretation applies both to awarding bases and appeal plays.

#31 – RETOUCHING BASES WHEN THE BALL IS NOT IN PLAY – 5.02

31A – General Guidelines for retouching a base when the ball is not in play – 5.02:

- While the ball is **dead**, a runner **may not return** to touch a missed base or to retouch a base left too soon **after having advanced to and touches a base beyond** the missed or left base.
- A runner **may return** to a missed or left base **while the ball is dead**, provided the runner **has not touched the next base**.

- A runner may, of course, **return to correct a base-running error** while the ball is **live**, unless a following runner has scored.
- For purposes of this interpretation, the terms “**next base**” or “**base beyond**” refer to the base position of the runner **at the moment the ball went out of play**.

31B – Approved Rulings and Example Case Plays – 5.02:

1. *Batter hits a home run or ground-rule double and misses first base (ball is dead).*
Ruling: The batter-runner may return to first base to correct the miss **before touching second**. Once the batter-runner touches second, they **may not return** to first. Upon proper appeal, the runner is declared **out at first base**.
2. *Batter hits a fair ball; shortstop's throw goes into the stands. Batter-runner misses first but is awarded second on the overthrow.*
Ruling: The batter-runner must **first touch first base** before advancing to second, even on an award. Failure to do so before touching second results in an **out on appeal at first base**.
3. *Batter singles to right field, misses first while rounding it. The throw to first is wild and goes into the dugout.*
Ruling: Batter-runner is awarded **third base**. The batter-runner must return and **touch first base before touching second**. If the batter-runner touches second before returning, they may not go back, and upon appeal are **out at first base**.
4. *Runner on second; fly ball to right is caught. Runner leaves too soon and advances to third. Throw goes into the dugout.*
Ruling: Runner is awarded **home**. However, the runner must **retouch second base** while the ball is dead. Because the runner had already touched third when the ball went out of play, second base is the base that must be retouched **before** touching home. If the runner touches home, they **may not return**, and upon appeal are **out at second base**.
5. *Runners on first and second; fly ball to right caught. Runner from second rounds third when the throw goes out of play.*
Ruling: When “Time” is called, the runner’s **next base** is **home**. The runner **may return** to second to retouch at any point **prior to touching home plate**. If the runner touches home while the ball is dead, they **may not return**, and any appeal will result in the runner being **out at second**.
6. *Runner on first; hit-and-run. Batter's line drive is caught; throw to first goes into the stands. Runner between first and second when throw goes out of play.*
Ruling: Runner is awarded **third base**. The runner must return and **retouch first base** before advancing to second and third. If the runner touches second before returning, the runner **may not return**, and upon appeal is **out at first base**.
7. *Runner on first; hit-and-run. Batter's fly ball is caught. Runner touches second advancing, then misses it returning to first. Throwback to first is wild and goes out of play.*
Ruling: Runner is awarded **third base**. If the runner retouches first and then second while advancing, the prior failure to touch second is **corrected** under the principle that **touching a base “last time by” rectifies any previous miss**.

#32 – RUNNER FORCE HOME TO SCORE AFTER THE THIRD OUT – 4.09

32A – Advancing beyond the base to which they are entitled – 4.09: A runner forced to advance without liability to be put out may advance beyond the base to which they are entitled but does so at their own risk.

32B – Retired for the Third Out – 4.09: If a runner, forced to advance, is **retired for the third out** before a **preceding runner**, also forced to advance, **touches home plate**, the **run shall score**, provided that all runners were forced to advance by reason of the batter becoming a runner.

- **Example:** With two out and the bases loaded, the batter receives a base on balls. The runner from second base overruns third and is tagged out attempting to advance toward home.
- **Ruling:** Even though the third out is recorded, the **run scores**, since the batter’s base on balls **forced all runners to advance** and the runner from third had only to **proceed and touch home plate** to satisfy the force requirement. The out recorded on the runner from second does not nullify the run.

#33 – RUNNER MISSING HOME PLATE – 7.08(k)

33A – Guiding Principle for when a runner fails to touch home plate – 7.08(k): If a runner **scores but fails to touch home plate** and continues toward the **dugout or bench** without making an effort to return:

- The runner **may be put out on appeal** by a fielder who **touches home plate and requests the umpire's decision**.
- This rule applies **only when the runner is on the way to the bench** and the catcher would otherwise need to chase the runner.

33B – Runner immediately attempts to return to home plate – 7.08(k): If the runner misses home plate but **immediately attempts to return**, the runner **must be tagged** to be called out. The runner **must remain** within **three feet of the base path** between the runner and home plate.

33C – Runner misses home plate and the defense misses the tag (“No Touch / No Tag Play”) – 7.08(k):

- If the runner misses the plate and the fielder misses the tag, the **umpire will not make an immediate signal**.
- The runner must then be tagged if attempting to return.
- If the runner continues toward the bench, the defense may make an **appeal play**.

33D – Runner misses home plate and enters the bench or dugout – 7.08(k): Once a runner has **entered the dugout**, they may **no longer return to touch home plate**. For a **“No Touch / No Tag” play**, the runner may return to touch home **only after the ball is dead**, provided there are **fewer than three outs and/or no following runner has scored**.

33E – Two Runners Arriving Simultaneously – 4.09: If two runners arrive at home at about the same time, and the **first runner misses home plate** while the second runner legally touches:

- The first runner may not retouch home plate and may be put out on appeal.
- If this appeal results in the third out of the inning, neither run counts.

33F – Completing the Game – Touching Bases when Scoring the Winning Run – 7.09(d):

1. Winning Run Forced by a Batted Ball:

- All runners, including the batter-runner, are obligated to touch their next base.
 - Batter-runner must touch first base.
 - Any forced runner must touch their next base.
- If a forced runner fails to touch their base:
 - Appeal play is allowed.
 - If this appeal results in the third out, the winning run does not score (third out is a force out).
 - If not the third out, the runner is declared out, but the winning run counts.

2. Winning Run Forced by an Award (Base on Balls, Hit by Pitch, Catcher Interference):

- Runner from third base must advance and touch home plate.
- Batter-runner must advance and touch first base.
- Other runners are not required to touch their next base before the game ends.

33G – Mechanics Instructions for Umpires:

- Always observe the runner's path to home plate and note any missed plate or force situation.
- Base and plate umpires must communicate for appeal plays, especially with the winning run involved.
- Distinguish between immediate return attempt (must tag) and continued movement toward dugout (appeal).
- For forced runs on awards, only the forced runners and batter-runner are required to touch bases to complete the game.

#34 – SPECTATOR BEHAVIOR – 9.01(g)

Managers are not responsible for the actions of spectators. A game **cannot** be forfeited because of spectator actions, and the responsibility for the actions of spectators falls to the league's Board of Directors. Leagues may not write a rule that shifts the responsibility of the actions of spectators to anyone other than the board.

The umpire may suspend play until the actions are corrected (Rule 9.01(g)), but a game can never be forfeited or threatened to be forfeited based upon the actions of spectators.

#35 – SLIDING – 7.08(a)**35A – Runner must slide or attempt to get around fielder who has the ball and is waiting to make the tag – 7.08(a)(3):**

- Rule 7.08(a)(3) **does not** make **hurdlng** illegal.
- A runner is required to slide, attempt to avoid the fielder, or otherwise yield **if both** the following are true:
 - The fielder **has possession** of the ball; **AND**
 - The fielder is **waiting** to make the tag.
- When **both** above criteria are met, the runner **is required** to do any of the following:
 - Slide
 - Attempt to get around the fielder (note: an “attempt” is required – not perfectly avoiding the fielder)
 - Retreat to the previous base
 - Give themselves up
- NOTE: Contact may occur **without penalty** IF the runner is making a legitimate **attempt** to satisfy any of the above options.

35B – Mechanics Instructions for Umpires:

- Umpires must determine that the fielder **has possession** of the ball **and** is **ready** to tag the runner before judging the runner's actions.
- **The runner is not automatically out for contact.** This is a judgment by the umpire based upon the runner's attempt to slide, avoid, or retreat.
- Little League **does not** have a malicious contact rule. However, if the umpire judges the runner's actions to be unsportsmanlike, the player may be ejected for unsportsmanlike conduct as outlined in Rule 9.01(d).
- Hurdling over the fielder is **permissible**, provided the runner is making a good-faith effort to avoid the fielder in possession of the ball and waiting to make the tag.
- Umpires are directed to **watch both the ball and runner's path** to decide if contact was avoidable or if the runner satisfied Rule 7.08(a)(3).

35C – Sliding Headfirst While Advancing – 7.08(a)(4) – Little League (Major) and below only:

- If a runner is called out for sliding headfirst while advancing, is the ball dead, or does it remain in play?
 - If a runner is called out for sliding headfirst while advancing, the ball remains **live** and in play. The out **is not** an automatic dead ball.
 - **Timing Play for the Third Out:** When sliding headfirst while advancing constitutes the **third out** of an inning, the umpire shall record the **moment the slide began** as the point the third out occurred for the purpose of timing and scoring.
- If a runner is awarded a base for any violation, the base award **does not protect a runner** from being called out for sliding headfirst while advancing. **However**, if the umpire determines the runner's headfirst slide while advancing was **caused by an illegal action by the defense**, the runner **shall not** be called out.
- **Mechanics Instructions for Umpires on Sliding Headfirst While Advancing:**
 - Observe the **start of the headfirst slide** to determine the **precise timing** for scoring and force/appeal situations.
 - A “hook slide,” stumble, or a trip is not intended to be interpreted as a headfirst slide.
 - If a runner misses the base or home plate while advancing, the runner is permitted to return to the base or home plate headfirst. This rule only applies when the runner slides headfirst **while advancing**.
 - Continue to **allow the play to develop**: the ball remains live unless other rules dictate otherwise.
 - Consider **defensive actions**: if illegal defensive obstruction forced the headfirst slide, the runner is not to be called out.
 - This is often a “crew-get” and can be done retroactively after the play is over through a crew consultation. It is to be emphasized that umpires **should not** allow a legitimate headfirst slide while advancing to be missed on the field.

#36 – TANGLE / UNTANGLE – CATCHER & BATTER-RUNNER COLLIDE – 6.06(c) and 7.06**36A – Contact between the catcher and batter-runner while the catcher is attempting to field a **batted** ball – 6.06(c):**

- When **contact occurs between the catcher and the batter-runner** while the catcher is attempting to field a batted ball, **no violation should be called in most instances**.
 - Such contact is considered **incidental** and part of the normal course of play.
 - Umpires are encouraged to signal using a “safe” signal when such occurs to signal “that's nothing.”

- This interpretation does **not** exempt either player from penalty in cases of **flagrant or intentional contact**. If, in the umpire's judgment, the contact is **malicious, deliberate, or avoidable**, the appropriate call shall be made:
 - **Interference** shall be called if the batter-runner initiates flagrant contact that impedes the catcher's opportunity to make a play.
 - **Obstruction** shall be called if the catcher initiates flagrant contact that impedes the batter-runner's progress to first base.

36B – Right of Way and Catcher & Batter-Runner (7.06): The **fielder has the right of way** to field a batted ball. However, an **unavoidable collision** in the normal course of play **shall not be construed** as interference or obstruction on the part of either player.

#37 – TIME-OUT REQUESTED BY THE BATTER – 6.02

37A – Batter Requests Time When Leaving Batter's Box – 6.02(b):

- If **no pitch is in progress** and the batter **leaves the batter's box without permission**, the pitcher should be given the benefit of the doubt as to whether the pitch is a ball or strike.
- Leaving the box **is not** an automatic strike, but the batter is at risk of having a pitch delivered and a strike called unless the umpire grants time.
- The batter **cannot** step in and out of the box at will.

37B – Batter Requests Time Once Pitcher Begins Delivery – 6.02(b): Once the pitcher starts the delivery (such as the windup or coming to the set position), the umpire **should not** grant time at the batter's request for reasons such as:

- "Dust in the eyes"
- "Steamed glasses"
- "Did not get the sign"
- Any other similar excuse
- However, the umpire may grant time if he/she deems a justified delay after the batter is in the batter's box, in which case a brief step out may be allowed.

37C – Enforcing the Batter to Remain in the Batter's Box during a Pitch – 6.02(c): Strict enforcement of this rules prevents batters from walking in and out of the batter's box unnecessarily. When reasonable, umpires should educate batters that they must remain in the batter's box until the ball is pitched.

37D – Pitcher's Responsibility & Preventing Balk/Illegal Pitch When Batter Requests Time – 8.05: If the pitcher has started their delivery, especially with a runner on base, and the batter steps out of the box, the following applies:

- No balk or illegal pitch is called because the batter induced the violation.
- Umpire calls **time**.
- Both the pitcher and the batter restart the normal pitch sequence once the umpire puts the ball back in play.

37E – Mechanics Instruction for Umpires:

- Observe the **batter's position** in the box continuously.
- Only grant time **for valid reasons**, not for habitual stepping out.
- Maintain **clear communication** with pitcher and batter to restart the sequence properly if interrupted.

#38 – TIME OF PITCH – 7.05

38A – Defining "Time of Pitch" – 7.05: The **time of pitch** is established at the instant the pitcher initiates a movement that, in the judgment of the umpire, commits the pitcher to deliver the ball to the batter:

1. **Windup Position:** The time of pitch occurs when the pitcher begins the natural motion associated with the delivery of the ball to the batter (i.e., the start of the windup or delivery).
2. **Set Position:** The time of pitch occurs when, after assuming the set position with both hands together in front of the body, the pitcher initiates the natural motion associated with the delivery of the ball to the batter.

38B – Runner Advancing While Pitcher is In-Contact with the Pitcher's Plate – 7.05:

- A runner who advances while the pitcher is in contact with the pitcher's plate is considered to occupy the base last touched at the time the pitcher begins the actual pitching motion to the batter.
- Until the pitcher has committed to deliver the pitch, runners may legally advance and are considered to occupy the last base touched at the moment the pitcher initiates the actual delivery.
- The preliminary action known as the *stretch* is not considered the start of the pitching motion.

#39 – VISITS TO THE PITCHER – 8.06**39A – Trips to the Mound / Circle, Defensive Conferences, and Pitching Changes (8.06)**

- **Duration:** Umpires are directed to provide approximately 60 seconds for all manager or coach visits to the mound/circle. After this time, the plate umpire will begin to approach the mound/circle to break up the visit and direct the manager / coach to return to the dugout. The plate umpire may grant a brief window of time as an extension, dependent upon any special circumstance or context that may arise surrounding the visit.
 - A visit begins when the manager or coach crosses the foul line.
 - A visit ends when the manager or coach leaves the circle surrounding the pitcher's plate.
- When a manager requests timeout to make a **pitching change**, it shall not be considered a visit to the pitcher provided the manager makes the pitching substitution **prior** to speaking to any defensive player.

39B – Manager / Coach Observing Warm-Ups during Pitching Changes & Between Innings – 8.06: A manager / coach may observe any pitcher as he / she warms up, provided doing so does not cause any additional delay to the warmup or the resumption of play.

- This **would not** constitute a visit unless the manager / coach talks to any defensive player.
- Umpires are directed to use common sense and preventative umpiring in such cases to effectively and appropriately manage the game and maintain a positive working relationship with the game's participants.

39C – Returning to the Mound / Circle as Pitcher (Baseball – Intermediate, Junior, & Senior Divisions; Softball – All Divisions) – 8.06: A pitcher once removed as pitcher may return to the pitcher's plate even if they have no visits remaining. In such cases, a manager may only come out to remove the player as pitcher and is prohibited from conferring with any defensive player.

39D – Mechanics Instructions for Umpires:

- Track the **number of mound visits** per pitcher according to the rules.
- Note the **position change**; re-entry as pitcher is allowed under **normal re-entry rules**.
- Communicate with the **scorekeeper** to ensure pitcher visit counts and position changes are properly recorded.
- Communicate with the manager / coach to clarify a visit versus pitching change proactively in appropriate situations.

SECTION 4: 60-FOOT DIAMOND MECHANICS FOR THE 2-UMPIRE SYSTEM*Index of responsibilities, rotations, and movements for the 2-Umpire System on the 60-Foot Diamond*

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GENERAL PRINCIPLES

PHILOSOPHY

Our version of the 2-Umpire System for the 60-Foot Diamond is based upon the following philosophies:

1. Each umpire must thoroughly understand **coverage responsibilities** and **basic umpiring techniques** to maximize play positioning and coverage. These are both outlined within this manual.
2. Assign responsibilities and rotations to cover the plays with the **highest probabilities in order of priority**.
3. When assigned to **cover multiple bases and multiple runners**, 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. A "play" is defined as the ball and runner coming together.
4. **Prioritize freedom of movement** for fielders and runners so that umpires do not hinder any play because of their positioning or movements.
5. **Umpire Communication** is imperative to ensure proper coverage. Communication must occur early and continuously throughout the development of the play. Communication includes audible, visual, and eye contact (reading partners) to respond efficiently and appropriately.

TERMS & DEFINITIONS

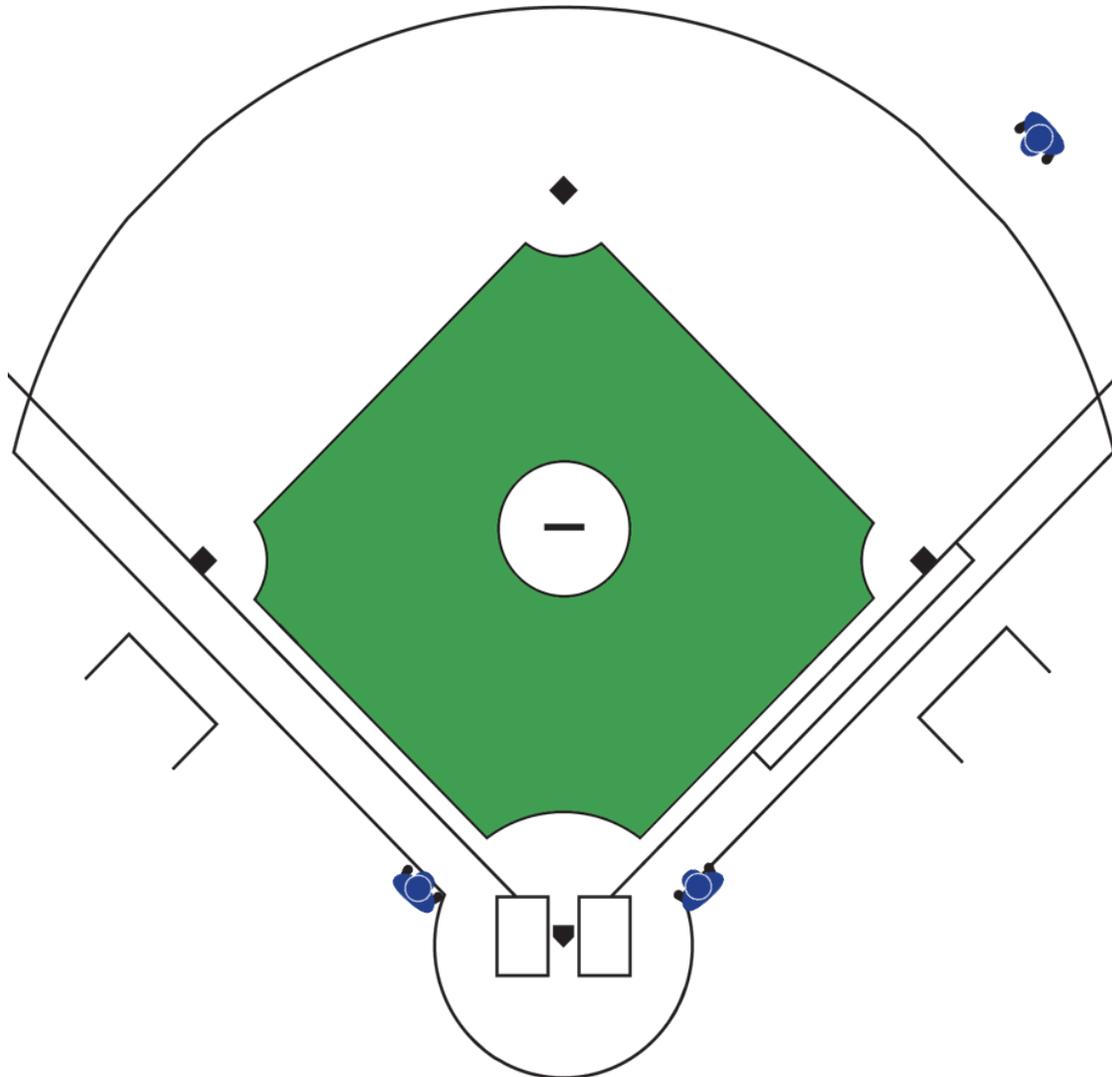
- **AOR:** Area of Responsibility
- **BR:** Batter-Runner
- **C/NC:** Catch / No-Catch
- **CtB:** Chest to Ball
- **F/F:** Fair / Foul
- **F1 through F9:** Standard Scorekeeping Notation for Fielders
- **Halo:** 2-3 step range 360 degrees around the fielder to afford freedom of movement of the fielder.
- **HP:** Home Plate **1B:** First Base **2B:** Second Base **3B:** Third Base
- **ISP:** Initial Starting Position
- **NRISP:** No Runners in Scoring Position
- **NRO:** No Runners On
- **Open Glove Theory:** used on infield fly-balls, this theory states that the umpire to whom the fielder's glove is opening is responsible for C/NC. (Exception: PU is responsible for all fly-balls on the infield grass.)
- **PoP:** Point of Plate – 5 to 7 feet from the fielder receiving the throw directly behind the apex of the plate.
- **PU:** Plate Umpire
- **BU:** Base Umpire
- **R1, R2, R3:** Base Runners at the Time of Pitch
- **Re-Touch:** Tag-Up Attempt
- **Working Area:** the area located behind the pitcher's mound approximately halfway between the pitcher's mound and 2B cutout to the area located on the 1B/3B side of the pitcher's mound.
- **RISP:** Runners in Scoring Position
- **TBR:** Trail the Batter Runner (NRO Only)

FUNDAMENTALS

1. Umpires must know and execute the **5 CRITICAL FUNDAMENTALS:**
 - a. Take a **Read Step** by taking a drop step to open up with the ball in play. The umpire will quickly:
 - i. Read if the batted ball is a ground ball, base hit, or fly-ball on the line and/or in your AOR.
 - ii. Read the movements of the fielders and runners to determine how you move.
 - iii. Read the movements of your partners so that your movements respond accordingly.
 - b. Handle priorities in **“Order of Operations:”**
 - i. Fair / Foul
 - ii. Catch / No-Catch
 - iii. Everything Else (Retouches, Touches, Interference, Obstruction, etc.)
 - c. **Proper Use of Eyes (PUEs)** – umpires must use their eyes properly to see the complete play before making the call. Proper timing is a result of proper use of eyes.
 - d. **Remain Chest to Ball** – the umpire must keep his/her chest to the ball while glancing over the shoulder for touches, obstruction, interference, etc. Doing so will allow the umpire to use the eyes properly and allow the ball to take the umpire to the play.
 - e. **Play Positioning** is defined by proper angle and distance, time and anticipation, adjusting.
 - i. Proper positioning prioritizes angle over distance. **Proper angle is primary to distance.**
 - ii. Proper positioning is a function of time, requiring umpires to anticipate all play possibilities but not their outcome.
 - iii. There are three possible positions for every play:
 1. Initial Starting Position at the time of the pitch.
 2. Play Position – moving to achieve optimal angle and distance for a developing play.
 3. Adjusted Positioning – adjusting to the evolution of the developing play to see all critical elements of the play.
2. Umpires are instructed to **shorten up their Initial Pre-Pitch Starting Position:**
 - a. Never positioned parallel with the fielder in front of you nor in front of that fielder.
 - b. Position slightly outside of the fielder's **“halo,”** the 2-3 step range 360 degrees around the fielder.
 - c. Position must allow you to **see the shoe tops** of the fielder in front of you.
3. With NRO, BU will be **out to cover fly balls to the outfield in his/her AOR.** With NRO, BU's AOR is any fly-ball requiring F8 to move straight in, back, or towards right field, and any fly-ball hit to F9.
4. When BU does not go out to cover fly-balls in their AOR with NRO, **Inside / Outside Theory** will apply:
 - a. When a batted ball is hit on the **infield**, BU will stay on the **outside** of the diamond.
 - b. When a batted ball is hit to the **outfield**, BU will pivot **inside** the infield into the Working Area, remaining CtB while glancing over the shoulder for touches. BU must be careful not to over-compensate towards one base with multiple runners.
5. To execute the 2-Umpire System and be in proper position, umpires must **Think Read, and Respond:**
 - a. **Think:**
 - i. **Think ahead pre-pitch** – know what to do:
 1. What are my responsibilities in order of operations? F/F, C/NC, everything else.
 2. Stay **outside** if the ball is hit in the infield.
 3. Move **inside** if the ball is hit to the outfield and not in your AOR for C/NC.
 - ii. **Pre-Pitch Communication** – signal to your partner by pointing to your responsibility given the situation. Signals should be initiated by the Plate Umpire but must be done by both umpires.
 - iii. **Check Fielders** – know the position of fielders to help determine positioning and movements.
 - b. **Read:** take a read step by taking a drop step to open up to the ball in play.
 - c. **Respond:** recognize play responsibilities and respond appropriately to best position for developing plays. This requires umpires to take appropriate **starting position**, get into the correct **play position**, and be ready to **adjust that position** based upon how the play develops. Umpires must anticipate all play possibilities but not their outcome.
6. BU will have all **retouches (tag-ups)** at 1B and 2B.
7. BU will have all **touches** at 1B and 2B, and all touches at 3B by the Batter-Runner.

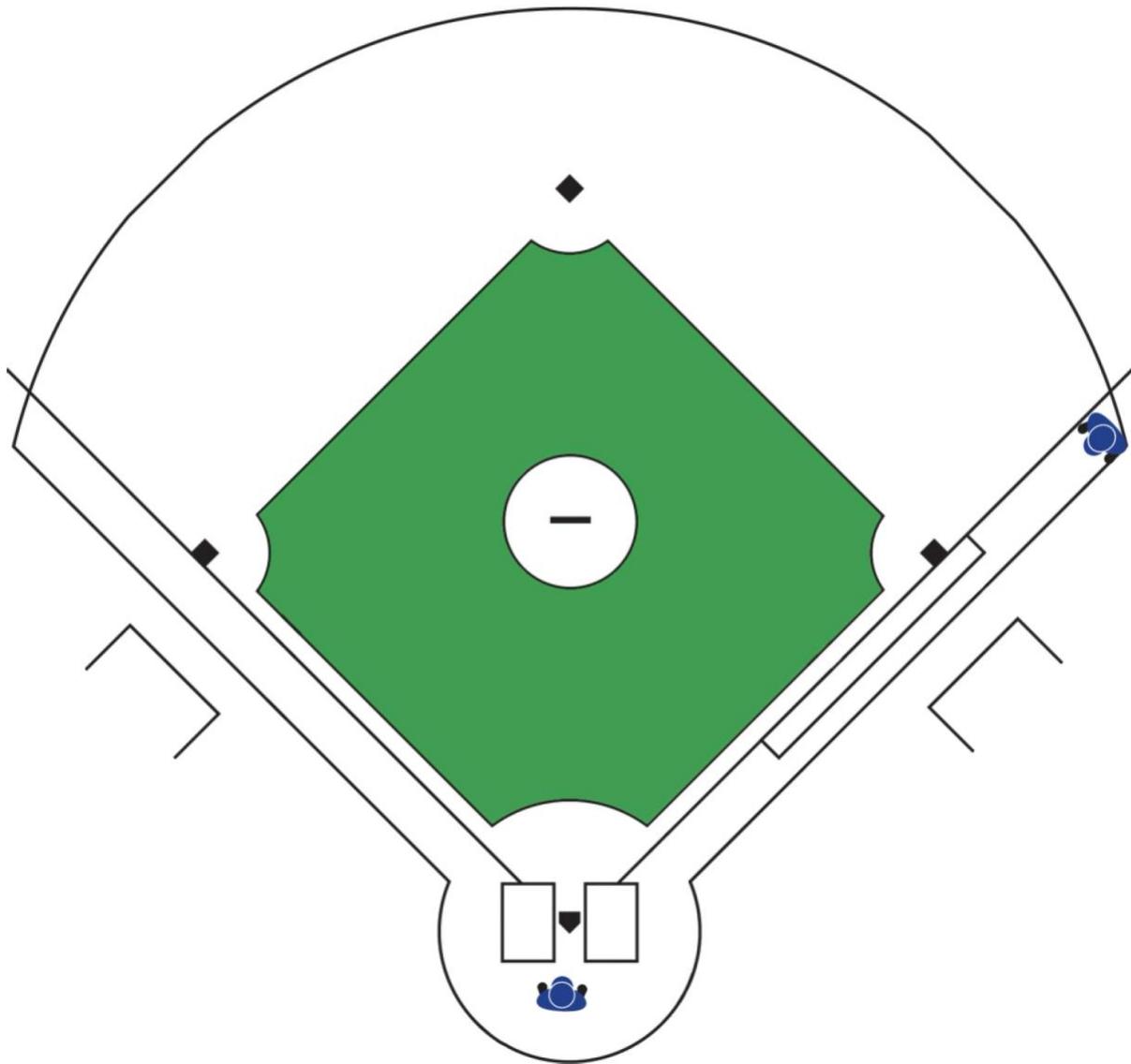
NEUTRAL POSITIONS BETWEEN INNINGS

Between Innings



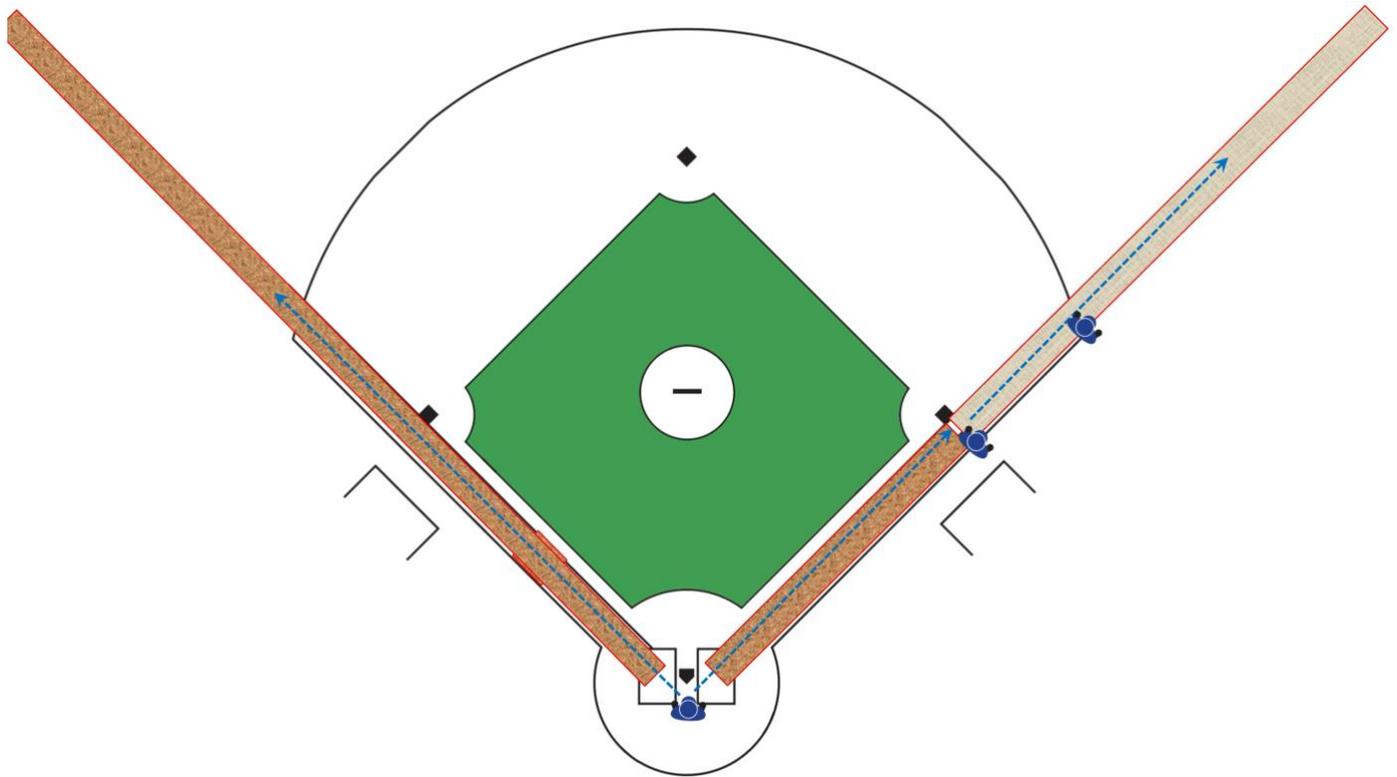
Neutral Positions between Innings	
PU	BU
<ul style="list-style-type: none"> • Defensive side of the field in foul territory near the foul line. • Keep an eye on the offensive team for the on-deck batter and his/her placement in the on-deck circle. • Count Pitches and alert the pitcher, catcher, and lead-off hitter in the on-deck circle when 2-pitches remain. • Warm-up pitches not to exceed 1-Minute. • Coaches may take their position in the coaches' boxes once the ball is thrown down to 2B by the catcher. 	<ul style="list-style-type: none"> • Shallow Right Field. • Avoid players warming up. • When the ball is thrown down to 2B by the catcher, move to starting position.

INITIAL STARTING POSITION & DEPTH (ISP)	No Runners
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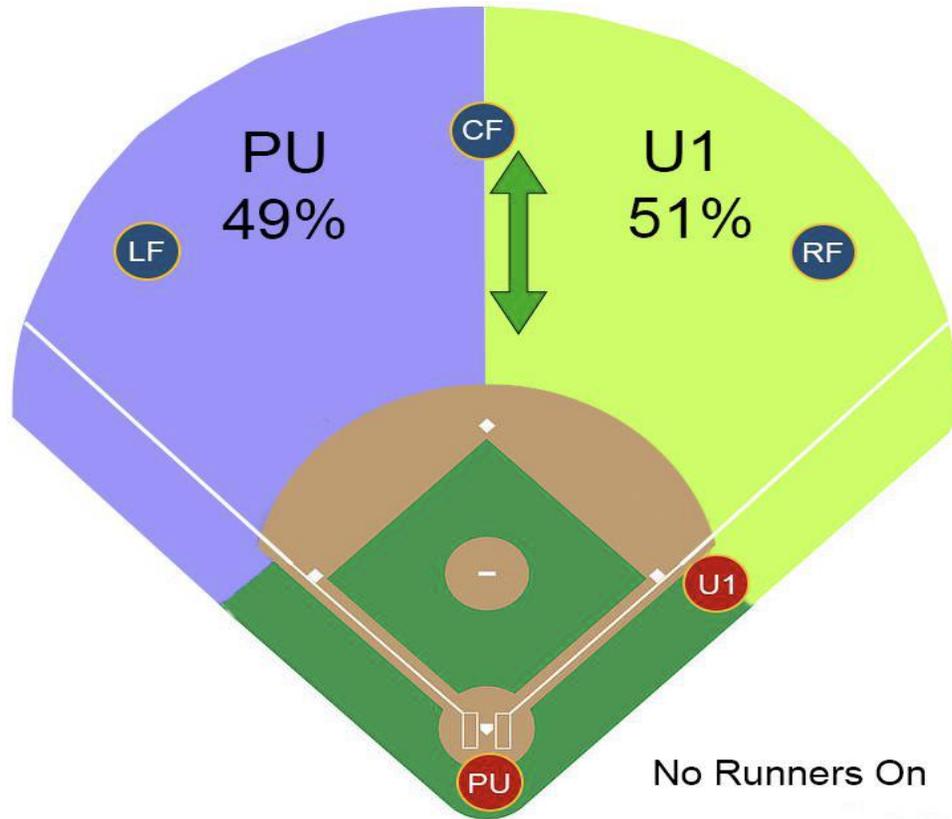
NO RUNNERS ON – INITIAL STARTING POSTIONS & DEPTH
BU
<u>“A” Position</u>
<ul style="list-style-type: none"> • Set up square to the plate, in foul territory, with the right foot adjacent to but not touching the foul line. • Never closer than 10-12 ft. from 1B • Never parallel with or in front of F3. • Slightly outside of F3’s “halo,” or 2-3 feet radius around F3. • Always able to see F3’s shoe-tops to assist on a sinking line-drive. • With NRO, BU may choose to walk the line into a wide receiver set position pre-pitch. Otherwise, hands-on-knees set shall be used by the BU in their pre-pitch set position.

FAIR & FOUL RESPONSIBILITIES	No Runners On
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FAIR & FOUL RESPONSIBILITIES – No Runners On	
PU	BU
<ul style="list-style-type: none"> PU has the call on the 1B line on up to but not including the front edge of the base. This includes any batted ball that stops short of or fielded in front of 1B. PU will assume the entire foul line when BU must abandon the line. PU shall “hold the line” at PoP. PU has all F/F responsibilities on the 3B line. 	<ul style="list-style-type: none"> When in the A Position with NRO, BU has the call from the front edge of first base and beyond. This includes any batted ball that is bounding in the air, or on the ground, or is fielded even with the front edge or beyond first base. If U1 abandons the line, U1 will never come back to make a F/F decision. BU will either be on the line to call F/F or pivot into the WA.
<p>When to Name Fair / Foul: A batted ball that becomes FAIR or FOUL between the coach’s box and the cutout in the area of the infield or becomes FAIR or FOUL within 20 feet of the foul line in the outfield.</p>	
<p>When NOT to Name Fair / Foul:</p> <ul style="list-style-type: none"> Before the ball is touched or settles prior to reaching first or third base. Before a fly ball hit to the outfield is touched by a fielder or touches the ground. Any obvious foul ball (banging off the backstop, is hit out of play, is farther into foul territory than 20 feet of the foul line. 	
<p>Base Umpire: If you are 100% certain you saw a batted ball touch the batter and PU does not call “FOUL” or “TIME,” then stop all action by aggressively calling, “TIME!” Remember to give PU a chance to make the call first. Once time has been called, you can decide if the ball touched the batter in the box (foul) or out of the box on or over fair territory (Batter-Runner = out).</p>	
<p>Bracketing Fly Balls with NRO Only: With NRO and BU positioned in the A-Position, on pop-flies between HP and 1B, PU and BU will “bracket” the fielder. PU will hold the line for F/F and BU will shade towards the fence. The principles of C/NC on the Infield and Open Glove Theory determines C/NC.</p>	

CATCH / NO-CATCH – Area of Responsibility (AOR) **No Runners On**



AOR – Area of Responsibility for Catch / No-Catch with No Runners On (NRO)

PU	BU
<ul style="list-style-type: none"> • All C/NC on the infield. • PU's AOR: <ul style="list-style-type: none"> ○ F8 moving toward the left field foul line. ○ Any ball hit to F7. • To move into position for C/NC with NRO, PU must move in the direction of the fly-ball as far as the play allows, get set, and then make the call. • This will generally put PU somewhere between the cutout of home plate and the mound/circle. 	<ul style="list-style-type: none"> • BU will be out on fly balls to the outfield in their AOR. • BU's AOR: <ul style="list-style-type: none"> ○ F8 moving straight in and straight back. ○ F8 moving towards Right Field. ○ Any ball hit to F9.

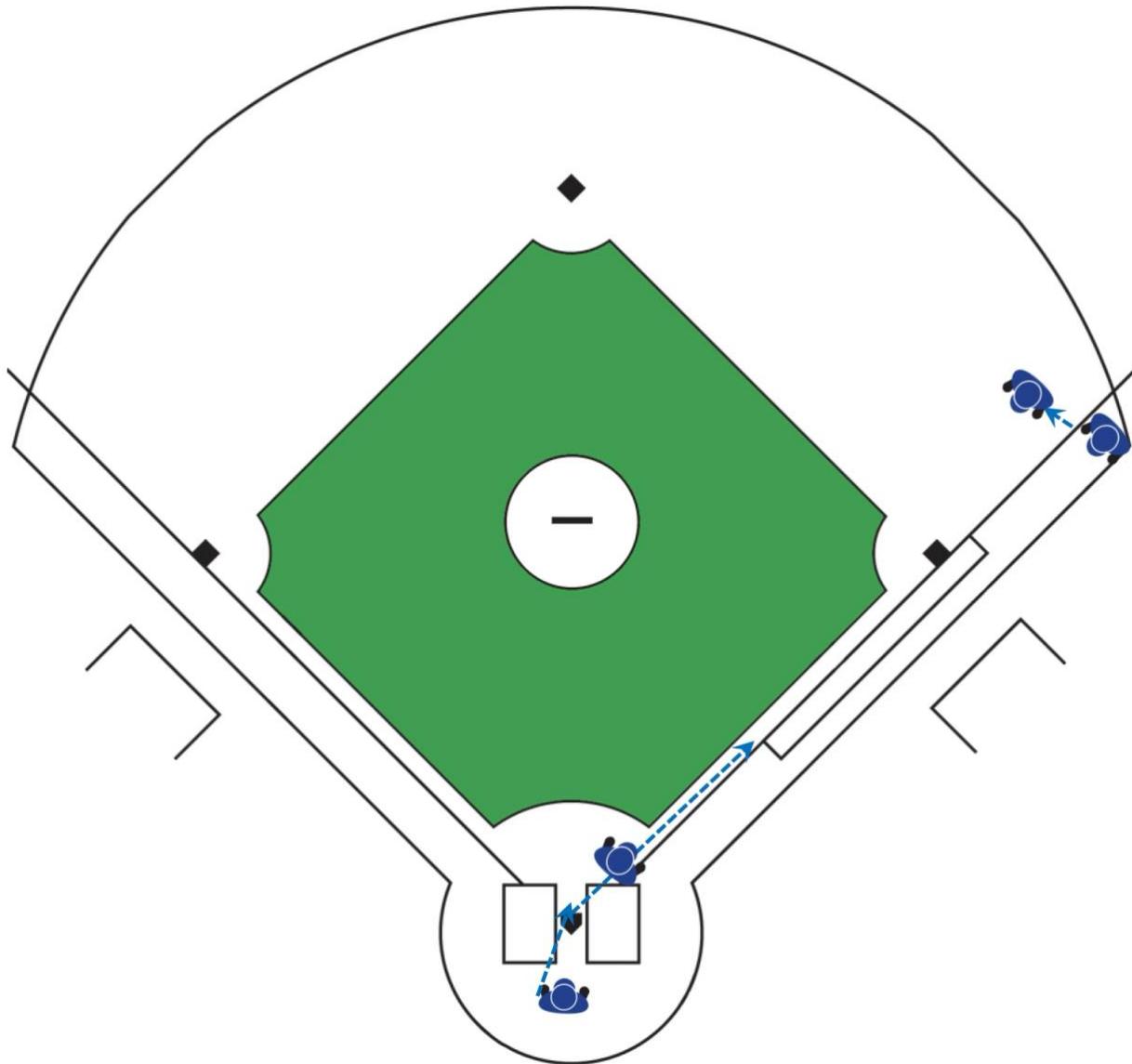
General Guidelines for BU When Going Out on Fly-Balls for Catch / No-Catch with NRO:

- BU should run parallel to the fielder attempting to catch the ball and get stopped and set prior to the attempted catch.
- The umpire should run as far as the play allows him/her until needing to get stopped and set for the catch.
- BU will go out on every flyball to the outfield within their AOR, especially the "3 Fs:"
 - Fair / Foul – any batted ball in flight that threatens the foul line.
 - Fence – any batted ball that threatens the boundary (Homerun or Ground Rule Double).
 - Fielders Converging – any batted ball requiring fielders to converge to make a catch.
- If the batter-runner advances toward home plate on a fly-ball that BU goes out on, BU is responsible for all plays at home plate on the batter-runner.

Fly-Balls in the Infield – PU will be responsible for all fly-balls on the infield.

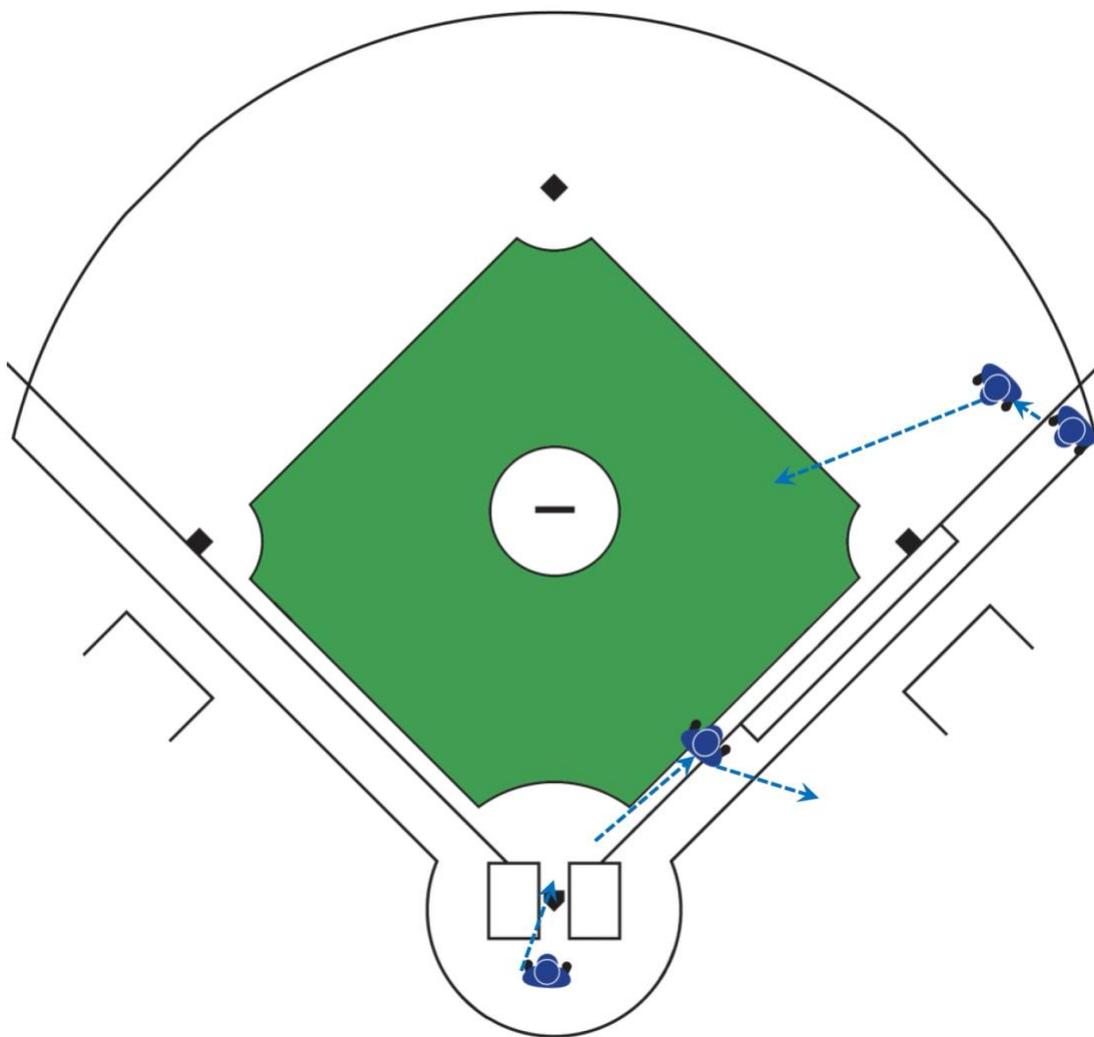
Bracketing Fly-Balls: On pop-flies between HP and 1B/3B, PU and U1/U3 will "bracket" the fielder. PU will hold the line for F/F and U1/U3 will shade towards the fence. Who signals C/NC is determined by the **Open Glove Theory:** the umpire to whom the fielder's glove is opening is responsible for C/NC.

GROUND BALLS TO THE INFIELD – ROUTINE	NRO
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NO RUNNERS ON: Routine Ground Balls to the Infield	
PU	BU
<ul style="list-style-type: none"> PU will clear the catcher and Trail BR to 1B. Responsible for the call on a tag attempt on the BR prior to the Runner's Lane. Responsible for observing a Runner's Lane Violation. Provides information to U1, if requested. Returns to PoP while remaining CtB for potential play(s) at HP. <p>Responsible For: F/F, C/NC on IF, C/NC in AOR, and all Touches & Plays at HP.</p>	<ul style="list-style-type: none"> Reads the ball and moves to establish angle for potential plays at 1B. Force Play "Set" position can be either 90 degrees from the origin of the throw or closer to the line, including batted balls hit in the imaginary box. On ground balls to the right side of the infield where BU feels pressure, BU should still aim to take the play in fair territory. Adjusts with F3 if the play evolves into a tag-play to find the window between F3 and the BR. <p>Responsible For: F/F, C/NC in AOR, all Touches & Plays at 1B, 2B, and 3B.</p>
<p>TBR: To observe for potential Runner's Lane Violation, out of play on an over-throw, and to assist with pulled foot or swipe tag on the BR at 1B. PU will always be responsible for a tag-attempt on the BR before Runner's Lane.</p>	

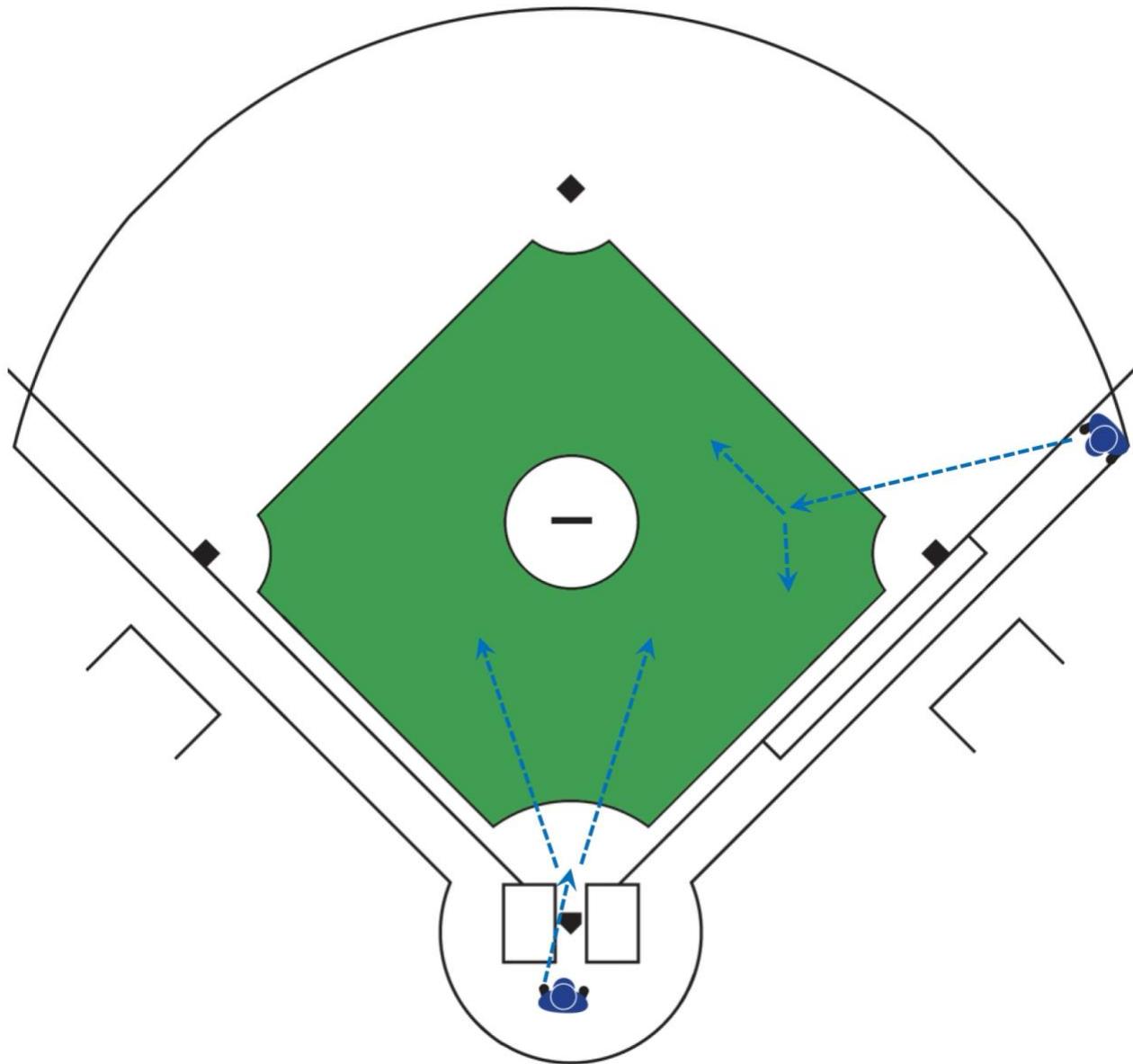
GROUND BALLS TO THE INFIELD – OVERTHROW NRO



NO RUNNERS ON: Ground Ball to the Infield – Overthrows	
PU	BU
<ul style="list-style-type: none"> PU will clear the catcher, handle all responsibilities in order of operations, and Trail BR to 1B. On any overthrows at first base that threaten or go out of play, PU will move off the line into foul territory and towards dead ball territory. If the ball does not enter dead ball territory, PU will signal safe and communicate, “ball is in play,” and then return to PoP while remaining CtB for potential play(s) at HP. If the ball enters dead ball territory, PU will call time, take the spotlight in fair territory, and award bases. <p>Responsible For: F/F, C/NC on IF, C/NC in AOR, and all Touches & Plays at HP.</p>	<ul style="list-style-type: none"> Reads the ball and moves to establish angle for potential plays at 1B. Force Play “Set” position can be either 90 degrees from the origin of the throw or closer to the line, including batted balls hit in the imaginary box. On ground balls to the right side of the infield where BU feels pressure, BU should still aim to take the play in fair territory. Adjusts with F3 if the play evolves into a tag-play to find the window between F3 and the BR. On an overthrow, BU will move into the infield to get ahead of the runner, remaining CtB. <p>Responsible For: F/F, C/NC in AOR, all Touches & Plays at 1B, 2B, and 3B.</p>
<p>TBR: To observe for potential Runner’s Lane Violation, out of play on an over-throw, and to assist with pulled foot or swipe tag on the BR at 1B. PU will always be responsible for a tag-attempt on the BR before Runner’s Lane.</p>	

CLEAN HIT TO THE OUTFIELD (SINGLE)

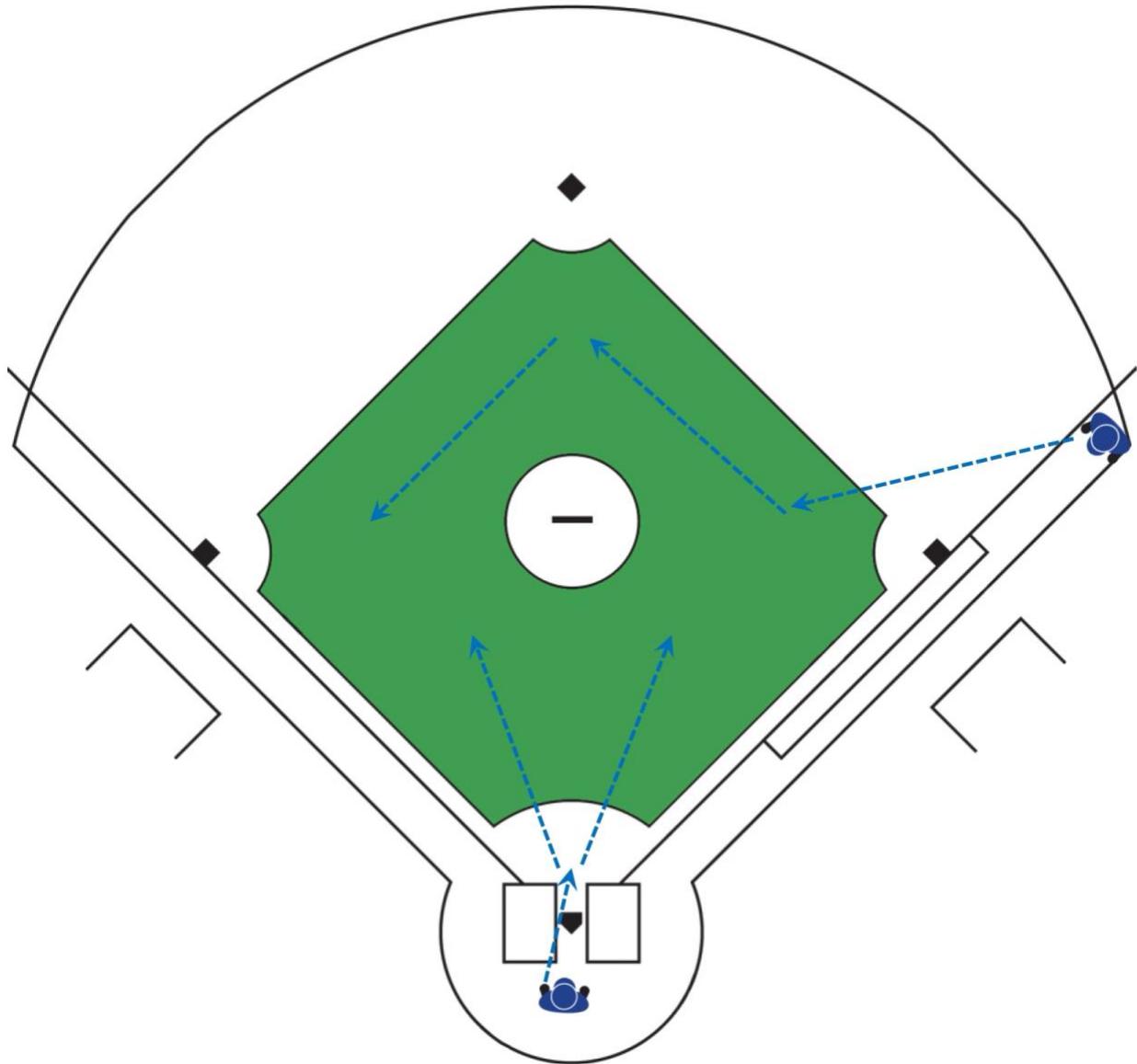
NRO



CLEAN HIT TO THE OUTFIELD (SINGLE): No Runners On	
PU	BU
<ul style="list-style-type: none"> • PU will clear the catcher and move into the infield in the direction of the ball to observe the play. • PU is responsible for the hit to the outfield. • Returns to PoP while remaining CtB for potential play(s) at HP. <p>Responsible For: F/F, C/NC on IF, C/NC in AOR, and all Touches & Plays at HP.</p>	<ul style="list-style-type: none"> • Reads the ball as a hit and pivots into the WA to prepare for all plays on the BR at 1B, 2B, and 3B. • If the BR remains at 1B, BU will stop and drop step towards the 30-foot line while remaining CtB for a potential play on the BR back into 1B. <p>Responsible For: F/F, C/NC in AOR, all Touches & Plays at 1B, 2B, and 3B.</p>

CLEAN HIT TO THE OUTFIELD – EXTRA BASES

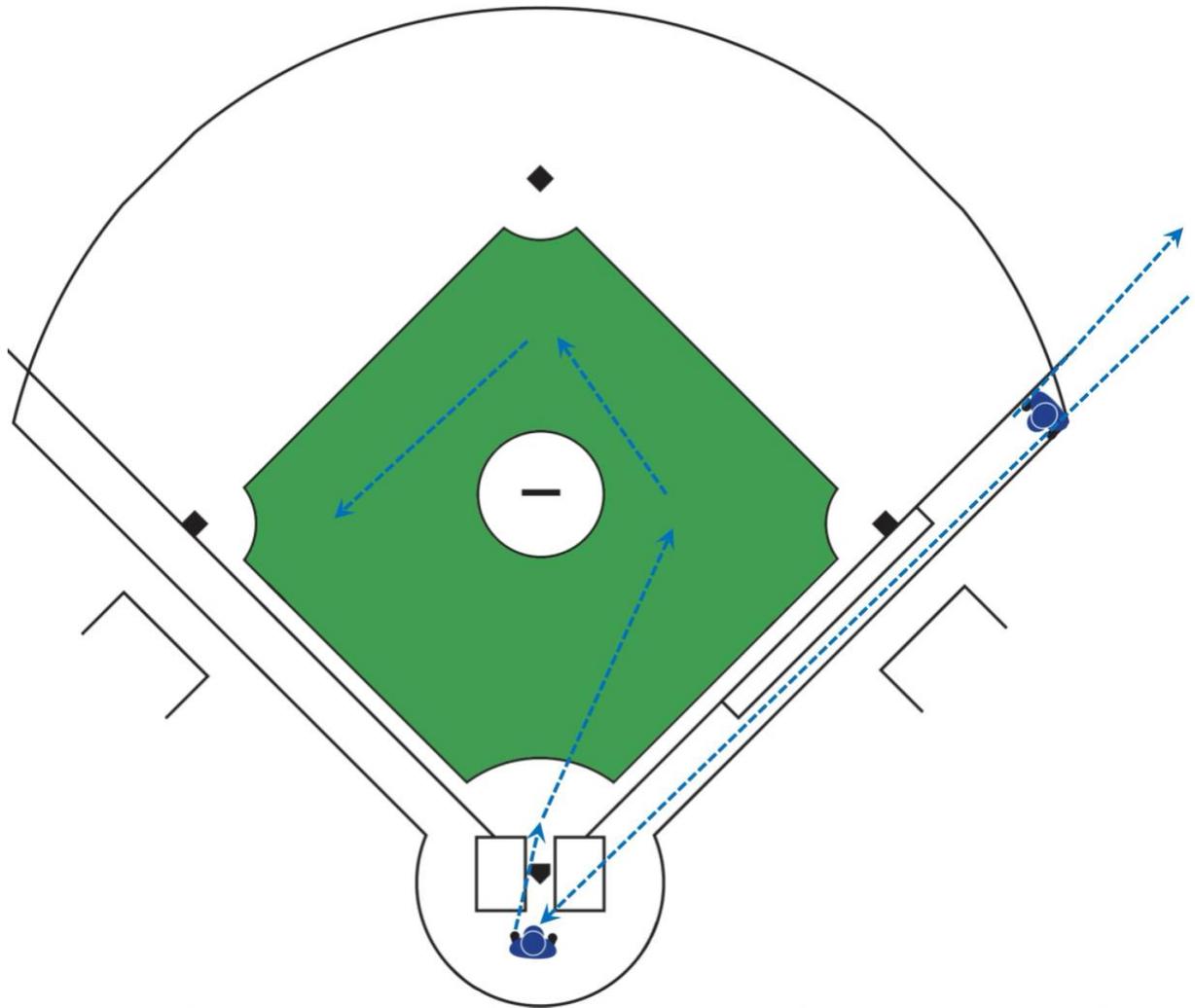
NRO



CLEAN HIT TO THE OUTFIELD (EXTRA BASES): No Runners On	
PU	BU
<ul style="list-style-type: none"> • PU will clear the catcher and move into the infield in the direction of the ball to observe the play. • PU is responsible for the hit to the outfield. • Returns to PoP while remaining CtB for potential play(s) at HP. <p>Responsible For: F/F, C/NC on IF, C/NC in AOR, and all Touches & Plays at HP.</p>	<ul style="list-style-type: none"> • Reads the ball as a hit and pivots into the WA to prepare for all plays on the BR at 1B, 2B, and 3B. • BU pivots into the WA to get ahead of the BR for plays at 2B and 3B. BU may move into the cutout of 2B or 3B to close-in on an eminent play. <p>Responsible For: F/F, C/NC in AOR, all Touches & Plays at 1B, 2B, and 3B.</p>

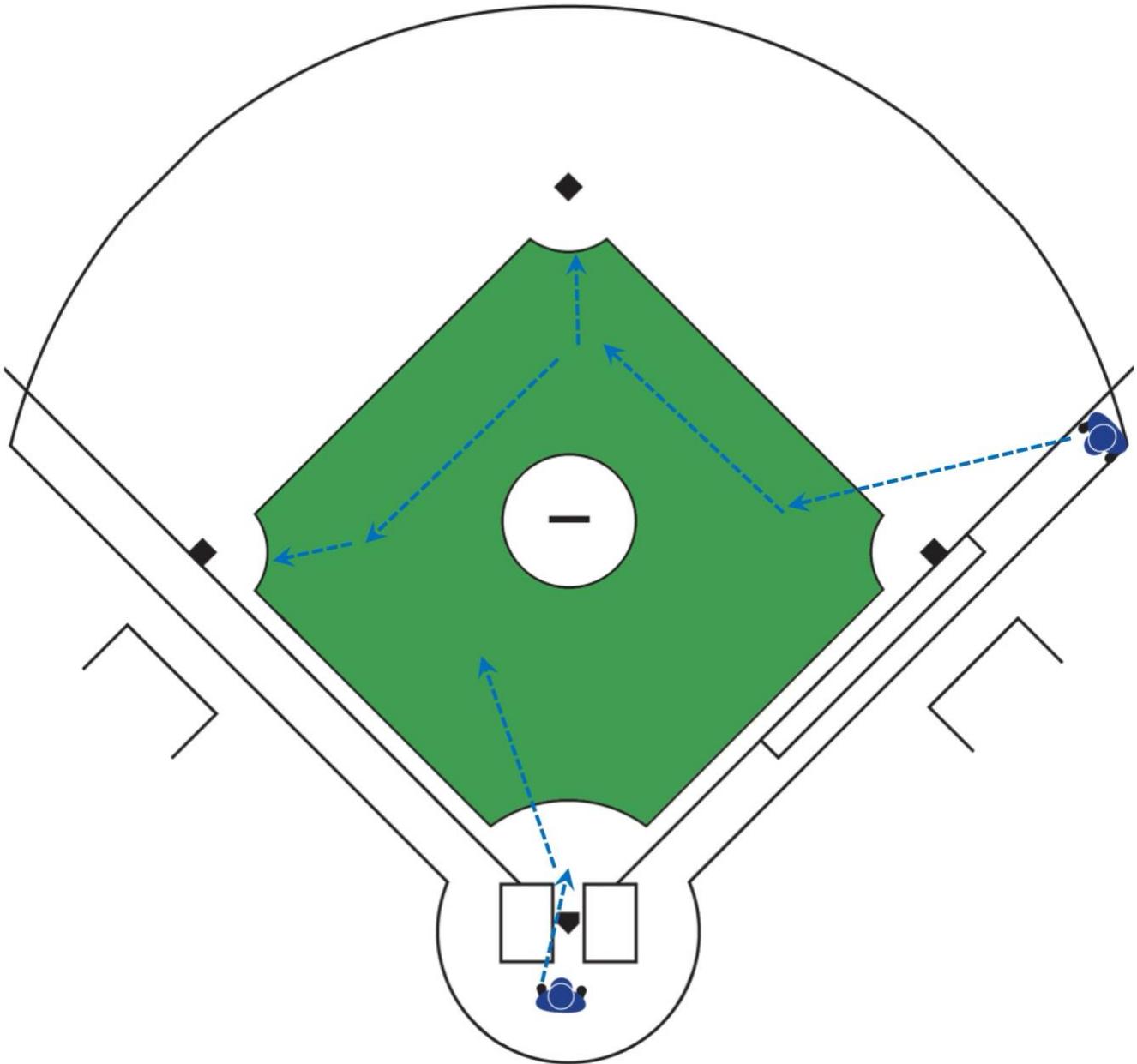
FLY BALL TO OUTFIELD, BU GOES OUT

NRO



SITUATION: No Runners On – Fly Ball to the Outfield and BU Leaves for C/NC	
PU	BU
<ul style="list-style-type: none"> PU will clear the catcher and move into the infield to work “diamond inside the diamond.” PU is responsible for all plays on the batter-runner at 1B, 2B, and 3B. <p>Responsible For: F/F, C/NC on IF, C/NC in AOR, and all Touches & Plays on the BR at 1B, 2B, and 3B.</p>	<ul style="list-style-type: none"> Reads the fly-ball and leaves to cover C/NC. If the BR advances toward HP, BU returns and proceeds to PoP for a developing play on the BR at HP. <p>Responsible For: F/F, C/NC in AOR, all Touches & Plays at HP.</p>

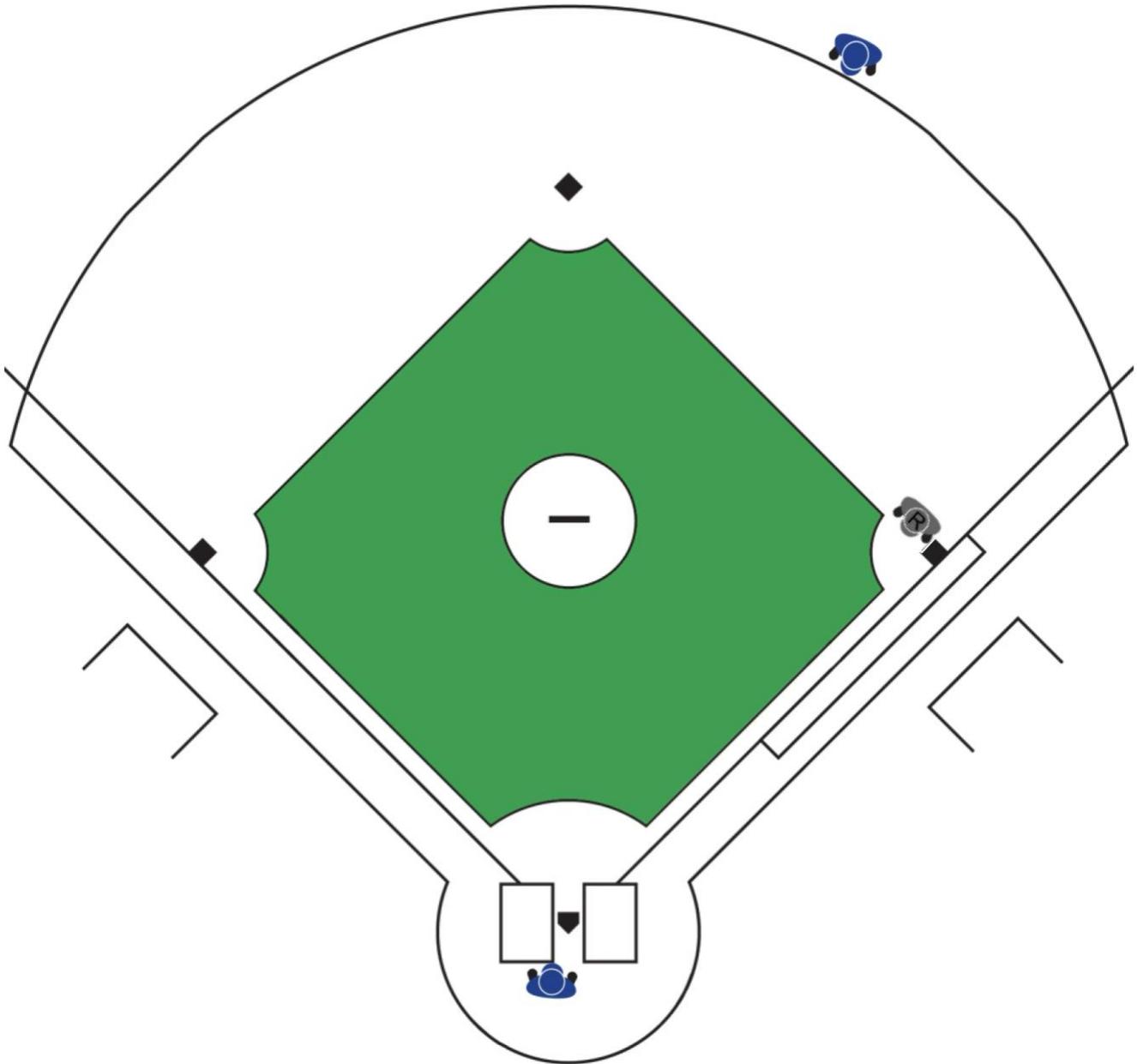
FLY BALL TO OUTFIELD IN PU'S AOR	NRO
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SITUATION: Fly Ball to Outfield in PU's AOR (No Runners On)	
PU	BU
<ul style="list-style-type: none"> PU will clear the catcher and move into the infield in the direction of the ball to observe the play. PU should get as far as the play allows and take a position that best allows PU to view the C/NC. PU will handle all responsibilities and then return to PoP while remaining CtB for potential play(s) at HP. <p>Responsible For: F/F, C/NC on IF, C/NC in AOR, and all Touches & Plays at HP.</p>	<ul style="list-style-type: none"> Reads the ball as a hit and pivots into the WA to prepare for all plays on the BR at 1B, 2B, and 3B. BU pivots into the WA to get ahead of the BR for plays at 2B and 3B. BU may move into the cutout of 2B or 3B to close-in on an eminent play. <p>Responsible For: F/F, C/NC in AOR, all Touches & Plays at 1B, 2B, and 3B.</p>

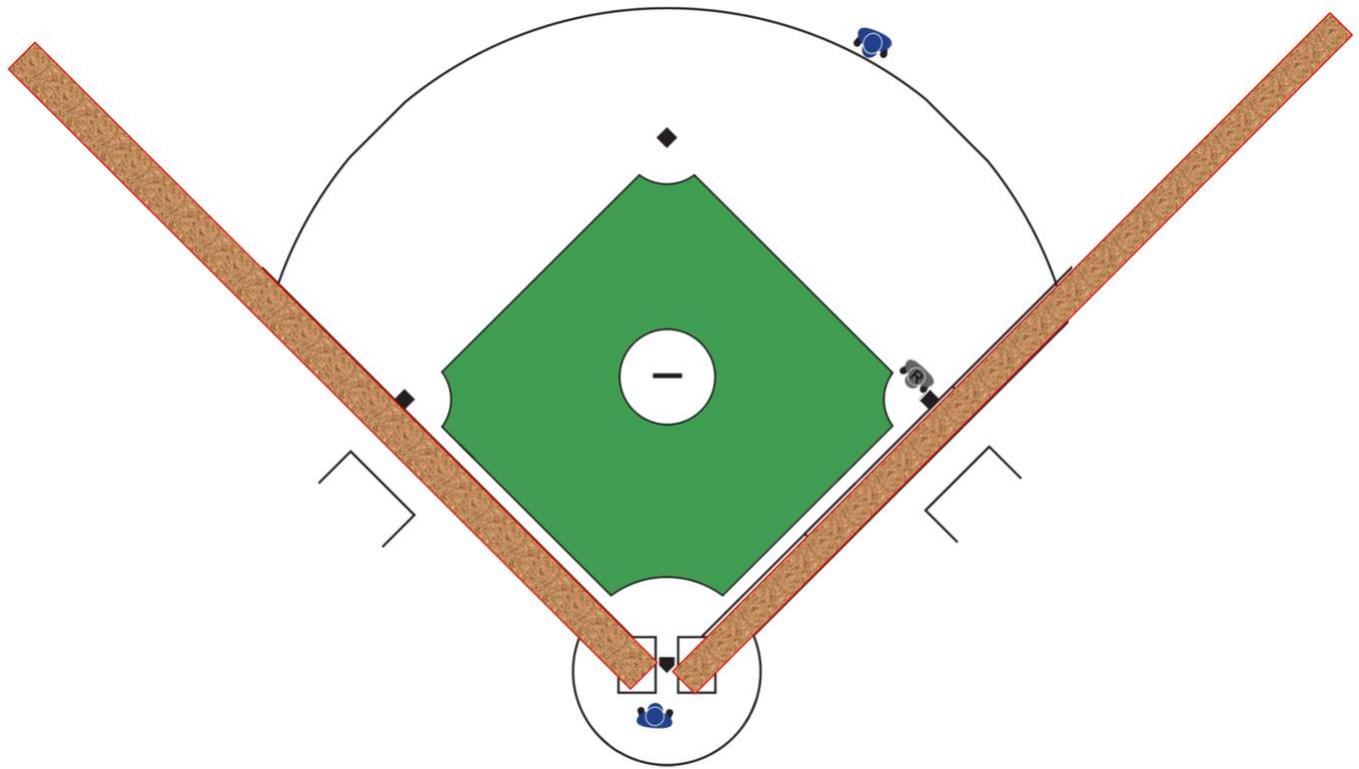
INITIAL STARTING POSITION & DEPTH (ISP)

R1 Only



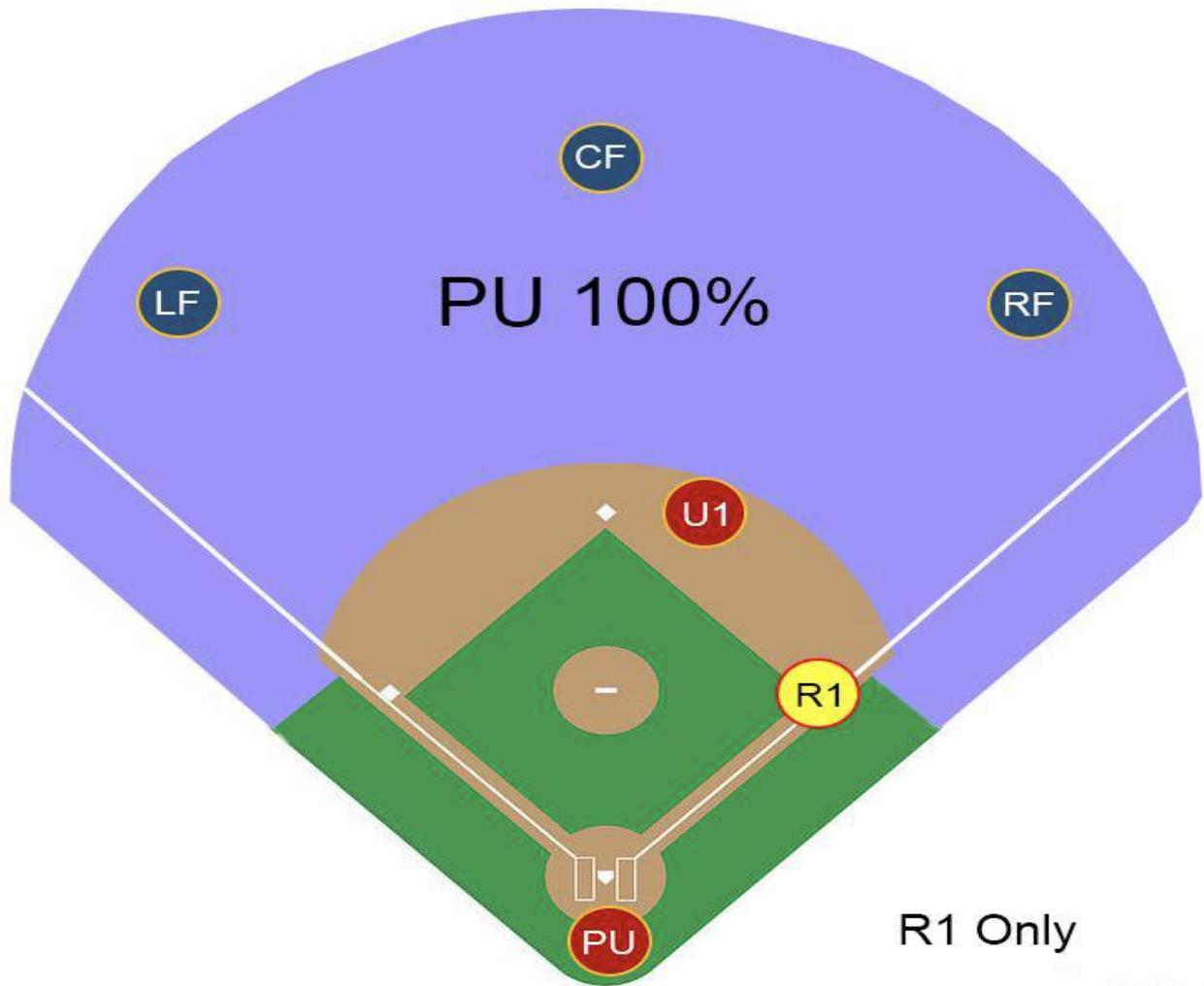
R1 Only	
BU	
<u>"B" Position</u>	
<ul style="list-style-type: none"> • On the outside of the diamond and out of the batter's line of sight. • Approximately 25 feet from first base but not more than 30-feet or half-way between 1B and 2B. • Not too deep: slightly outside the halo and see shoe-tops of F4. • Square to the plate. • Anytime with a runner(s) on any base, umpires shall use the hands-on-knees set position. 	

FAIR & FOUL RESPONSIBILITIES	R1 Only
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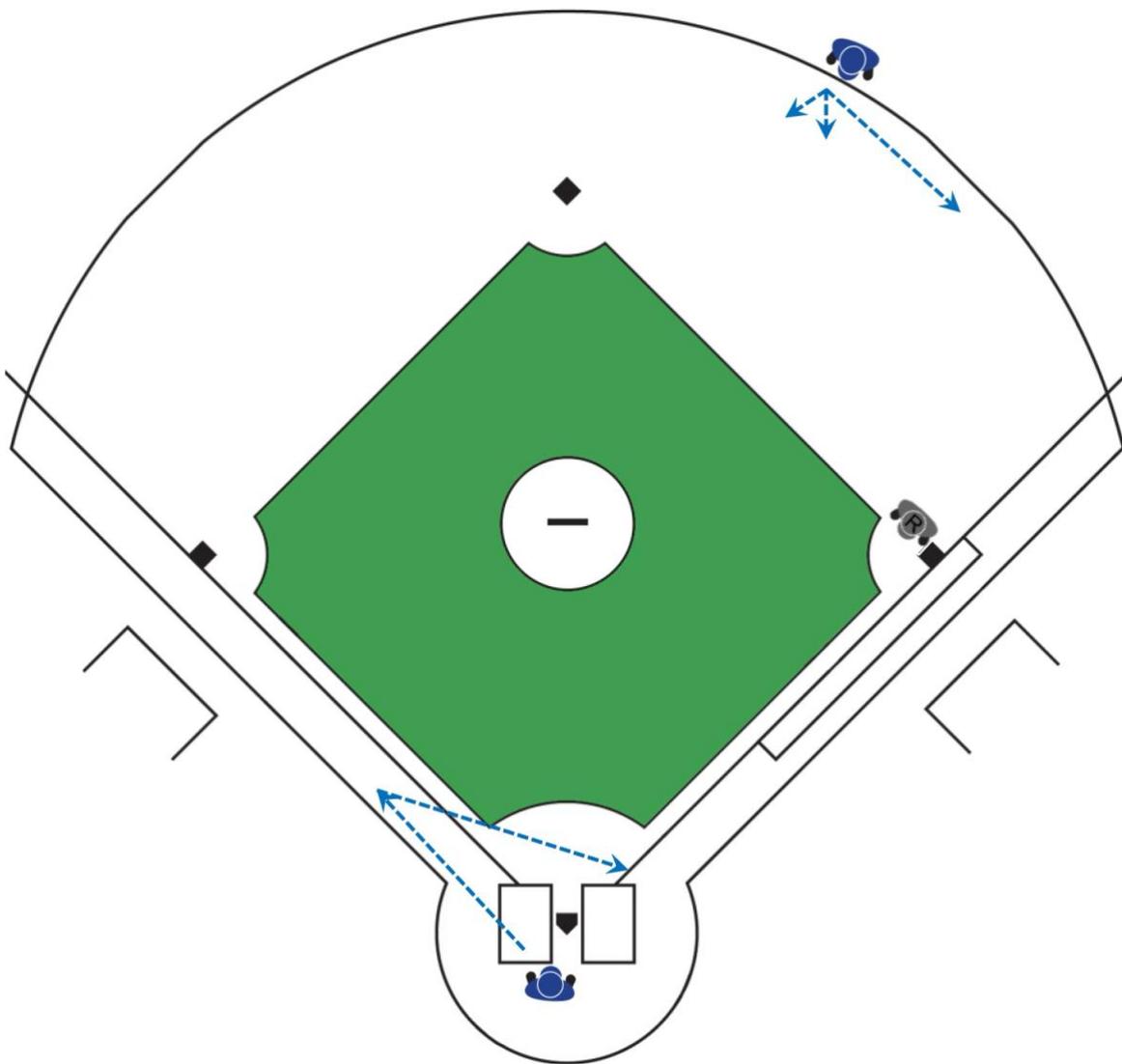
FAIR & FOUL RESPONSIBILITIES – R1 Only	
PU	BU
<ul style="list-style-type: none"> PU is responsible for all Fair / Foul with R1 Only. 	<ul style="list-style-type: none"> BU is not responsible for Fair / Foul with R1 Only.
<p>When to Name Fair / Foul: A batted ball that becomes FAIR or FOUL between the coach's box and the cutout in the area of the infield or becomes FAIR or FOUL within 20 feet of the foul line in the outfield.</p>	
<p>When NOT to Name Fair / Foul:</p> <ul style="list-style-type: none"> Before the ball is touched or settles prior to reaching first or third base. Before a fly ball hit to the outfield is touched by a fielder or touches the ground. Any obvious foul ball (banging off the backstop, is hit out of play, is farther into foul territory than 20 feet of the foul line). 	
<p>Base Umpire: If you are 100% certain you saw a batted ball touch the batter and PU does not call "FOUL" or "TIME," then stop all action by aggressively calling, "TIME!" Remember to give PU a chance to make the call first. Once time has been called, you can decide if the ball touched the batter in the box (foul) or out of the box on or over fair territory (Batter-Runner = out).</p>	

CATCH / NO-CATCH – Area of Responsibility (AOR)	R1 Only
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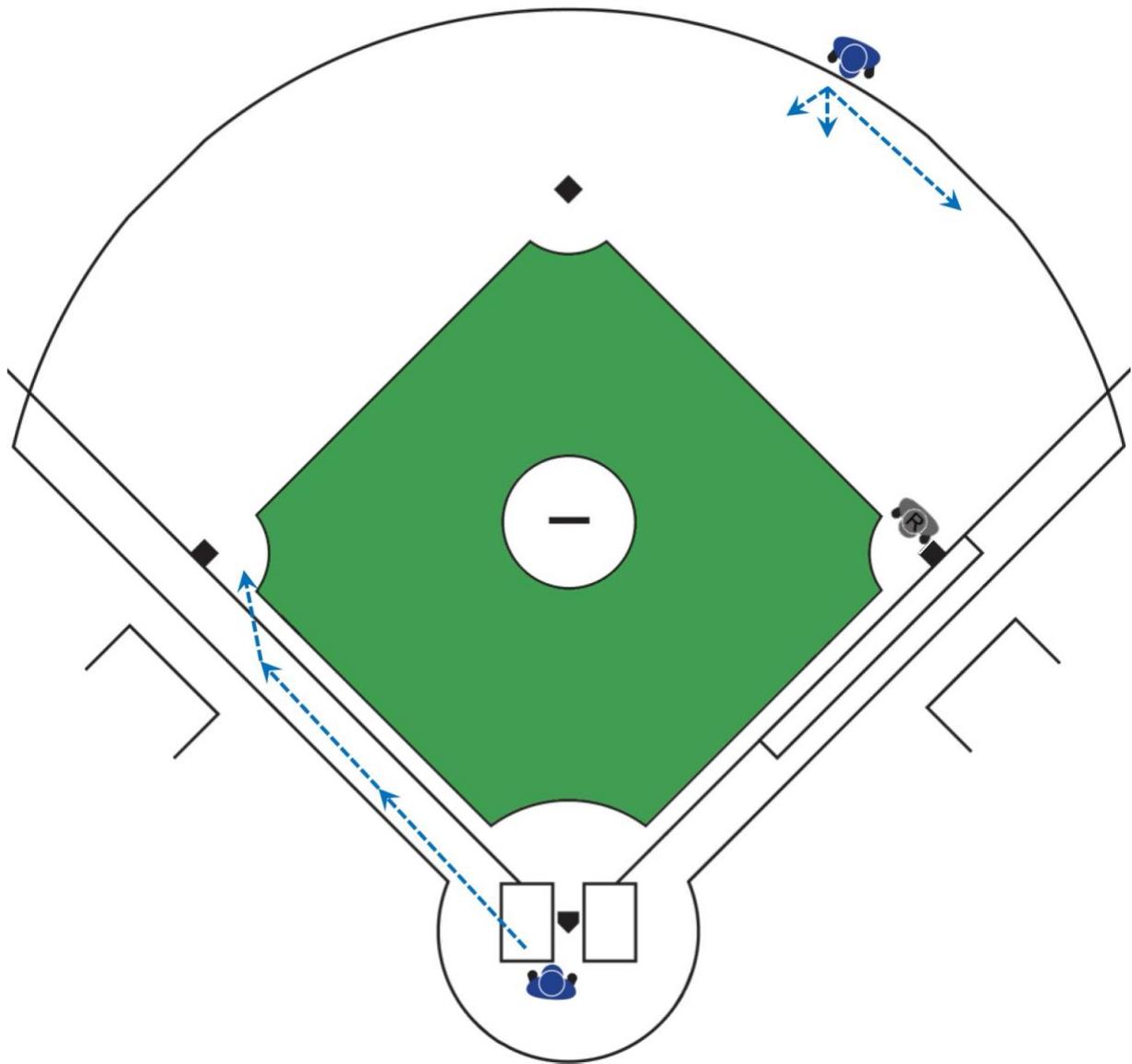
AOR – Area of Responsibility for Catch / No-Catch with R1 Only	
PU	BU
<ul style="list-style-type: none"> All C/NC on the infield. All C/NC in the outfield 	<ul style="list-style-type: none"> BU is not responsible for C/NC with R1 Only.

<p>ROUTINE GROUND BALLS TO THE INFIELD – R1 Retired at 2B</p>	<p>R1 Only</p>
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<p>R1 ONLY: Routine Ground Balls on the Infield and R1 is retired at 2B.</p>	
<p>PU</p>	<p>BU</p>
<ul style="list-style-type: none"> • PU will clear the catcher and move out and up the 3B line in foul territory to observe the play at 2B. • PU is responsible for assisting the BU on the slide at 2B. • If R1 is retired at 2B, PU will get on the 1B line to observe Runner's Lane Violation and to provide information to U1, if requested. • PU will then return to PoP while remaining CtB for play(s) at HP. • If R1 is safe at 2B, PU is responsible for R1 at 3B and will move down the 3B line in foul territory so as not to be in the throwing lane to 3B. PU will cut into fair territory when the play at 3B is eminent. 	<ul style="list-style-type: none"> • Reads the ball and drop-steps to open to the ball and establish angle for potential play at 2B. • BU should use the standing set for the force play at 2B. • BU makes the signal while drop stepping and turning to 1B for the play at 1B. • Because the play at 1B will be close, BU should get hands-on-knees set for the play at 1B.
<p>Responsible For: F/F, All C/NC, R1 interference at 2B, and all Touches & Plays at 3B & HP.</p>	<p>Responsible For: All Touches & Plays at 1B and 2B.</p>

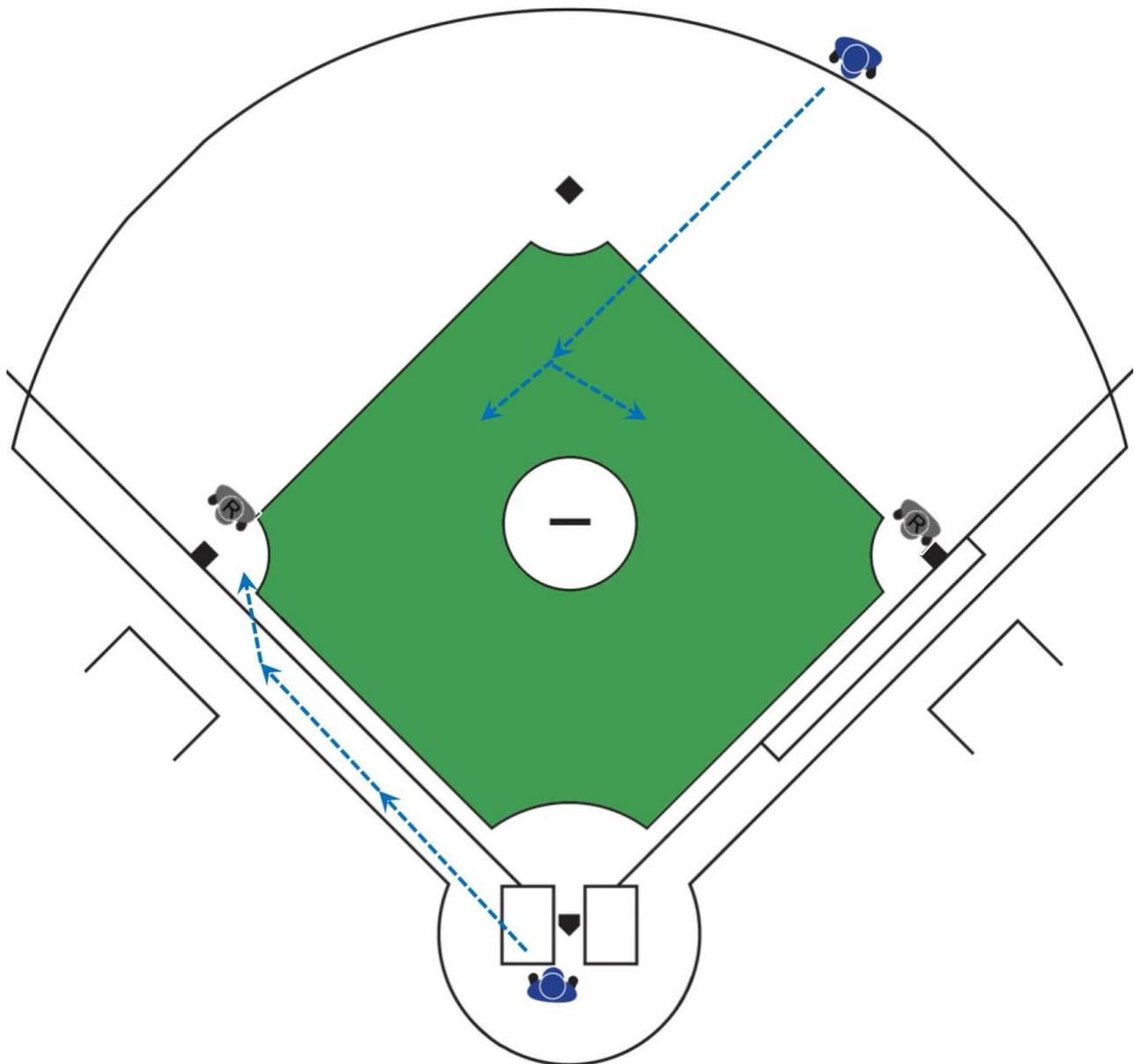
<p>ROUTINE GROUND BALLS ON THE INFIELD – R1 Safe at 2B and advances to 3B.</p>	<p>R1 Only</p>
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<p>R1 ONLY: Routine Ground Balls on the Infield and R1 is safe at 2B and advances to 3B.</p>	
<p>PU</p>	<p>BU</p>
<ul style="list-style-type: none"> • PU will clear the catcher and move out and up the 3B line in foul territory to observe the play at 2B. • PU is responsible for assisting the BU on the slide at 2B. • If R1 is safe at 2B, PU is responsible for R1 at 3B and will move down the 3B line in foul territory so as not to be in the throwing lane to 3B. • PU will cut into fair territory when the play on R1 at 3B is eminent. • On an overthrow of 3B, PU returns to HP in fair territory while remaining CtB. 	<ul style="list-style-type: none"> • Reads the ball and drop-steps to open to the ball and establish angle for potential play at 2B. • BU should use the standing set for the force play at 2B. • BU makes the signal while drop stepping and turning to 1B for the play at 1B. • Because the play at 1B will be close, BU should get hands-on-knees set for the play at 1B.
<p>Responsible For: F/F, All C/NC, R1 interference at 2B, and all Touches & Plays at 3B & HP.</p>	<p>Responsible For: All Touches & Plays at 1B and 2B.</p>

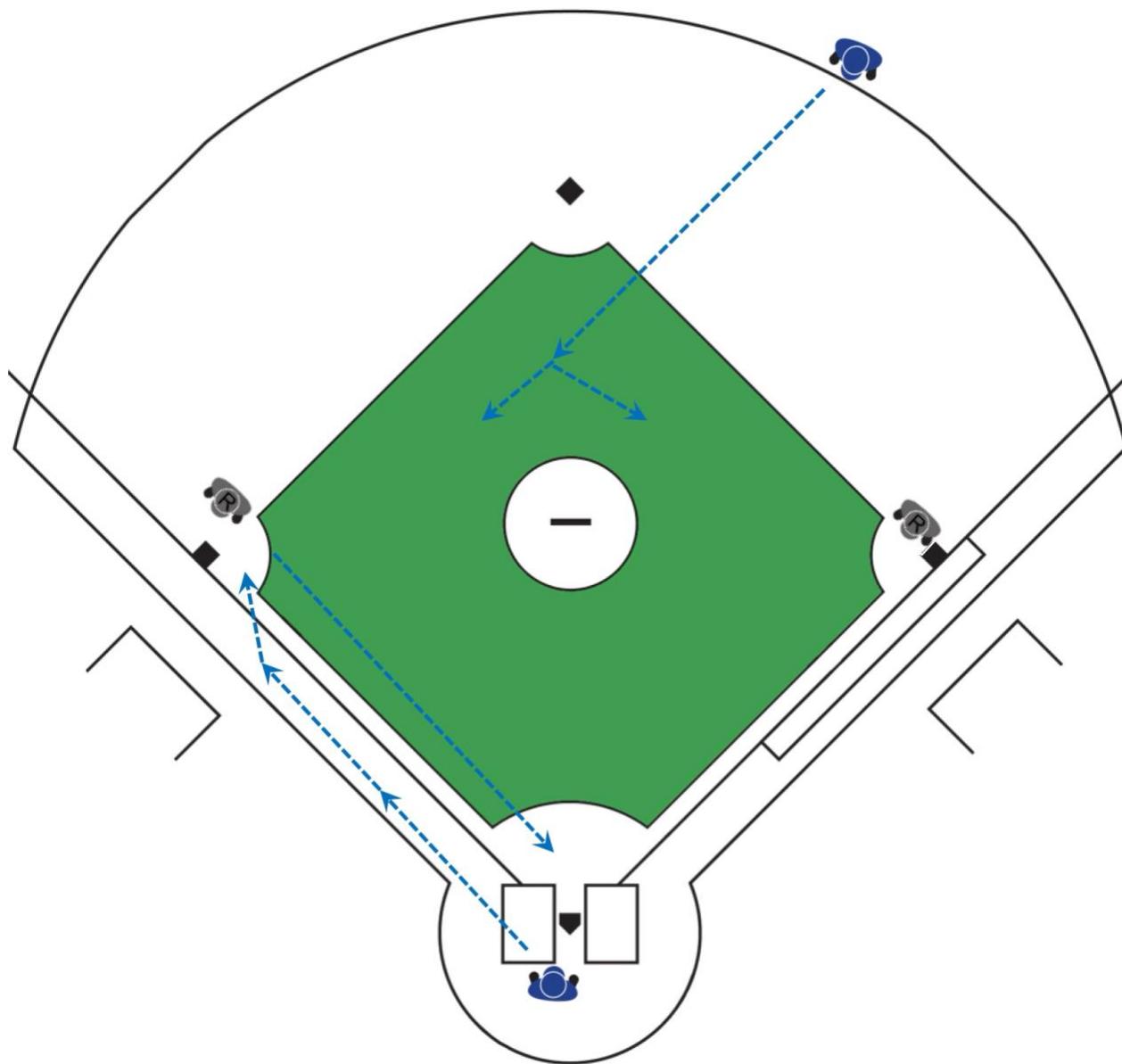
CLEAN HIT TO THE OUTFIELD – First to Third Rotation

R1 Only



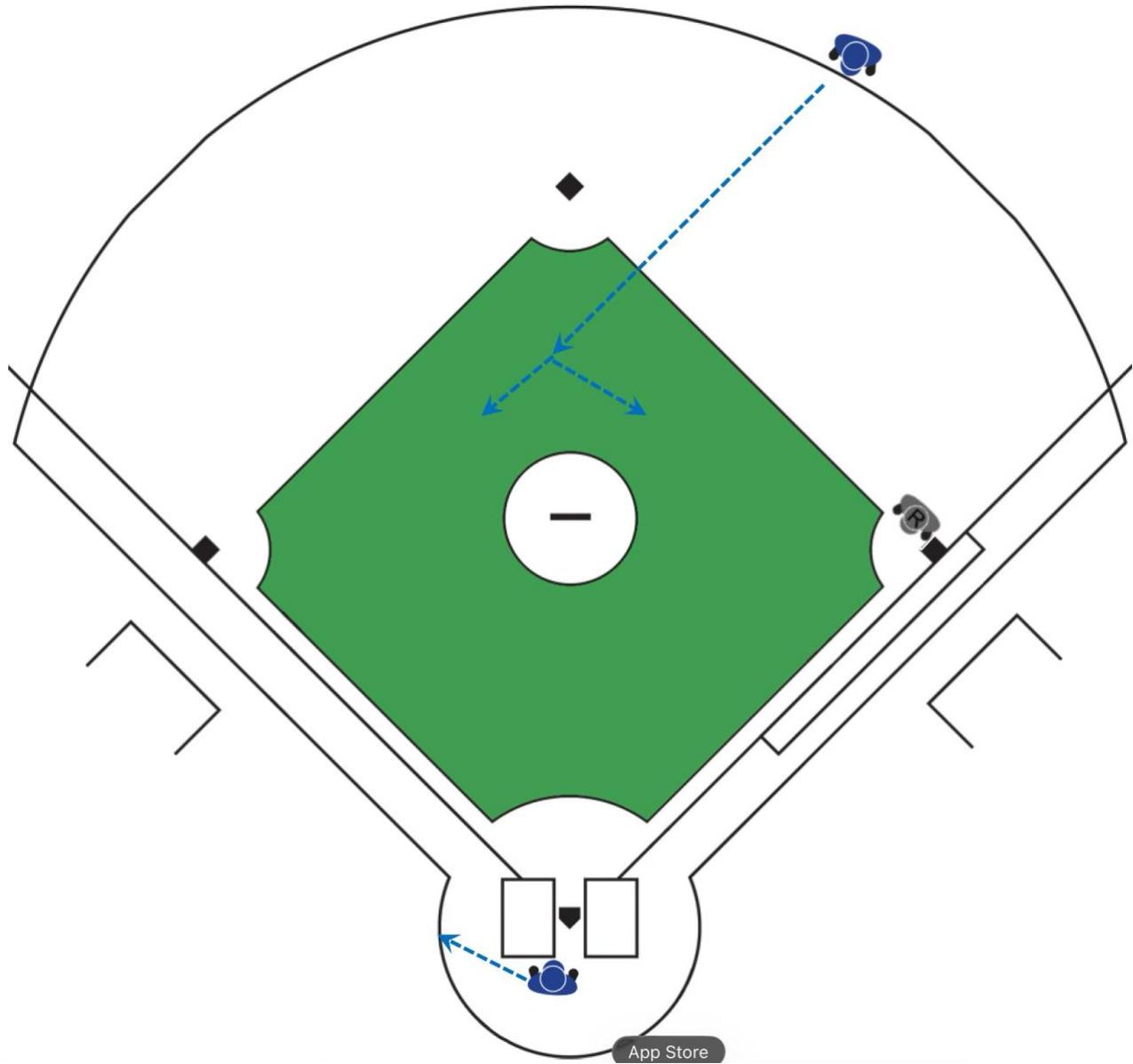
CLEAN HIT TO THE OUTFIELD: R1 Only – First to Third Rotation	
PU	BU
<ul style="list-style-type: none"> Clears the catcher and moves up the 3B line in foul territory for a play on R1 at 3B. Communicates to BU "I've got third." Rotates aggressively with the intent to arrive before R3 at 3B. Arriving at the same time as the runner is arriving late. Cuts into fair territory when a play is eminent at 3B. On an overthrow at 3B, PU returns to HP in fair territory while remaining CtB. <p>Responsible For: F/F, All C/NC, Touch and Play at 3B on R1, and all Touches and Plays at HP.</p>	<ul style="list-style-type: none"> Reads the ball as a hit and pivots into the WA to prepare for all plays at 1B and 2B. Is responsible for all plays on the BR at 1B, 2B, and 3B. <p>Responsible For: All Touches & Plays at 1B, 2B, and all Touches and Plays on the BR 1B, 2B, and 3B.</p>

CLEAN HIT TO THE OUTFIELD – PU Returns Home on Overthrow during First to Third Rotation	R1 Only
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CLEAN HIT TO THE OUTFIELD – PU Retreats to Home Plate: R1 Only – First to Third Rotation	
PU	BU
<ul style="list-style-type: none"> Clears the catcher and moves up the 3B line in foul territory for a play on R1 at 3B. Communicates to BU "I've got third." Rotates aggressively with the intent to arrive before R3 at 3B. Arriving at the same time as the runner is arriving late. Cuts into fair territory when a play is eminent at 3B. On an overthrow, PU returns to HP in fair territory while remaining CtB for all plays at HP. <p>Responsible For: F/F, All C/NC, Touch and Play at 3B on R1, and all Touches and Plays at HP.</p>	<ul style="list-style-type: none"> Reads the ball as a hit and pivots into the WA to prepare for all plays at 1B and 2B. Is responsible for all plays on the BR at 1B, 2B, and 3B. <p>Responsible For: All Touches & Plays at 1B, 2B, and all Touches and Plays on the BR 1B, 2B, and 3B.</p>

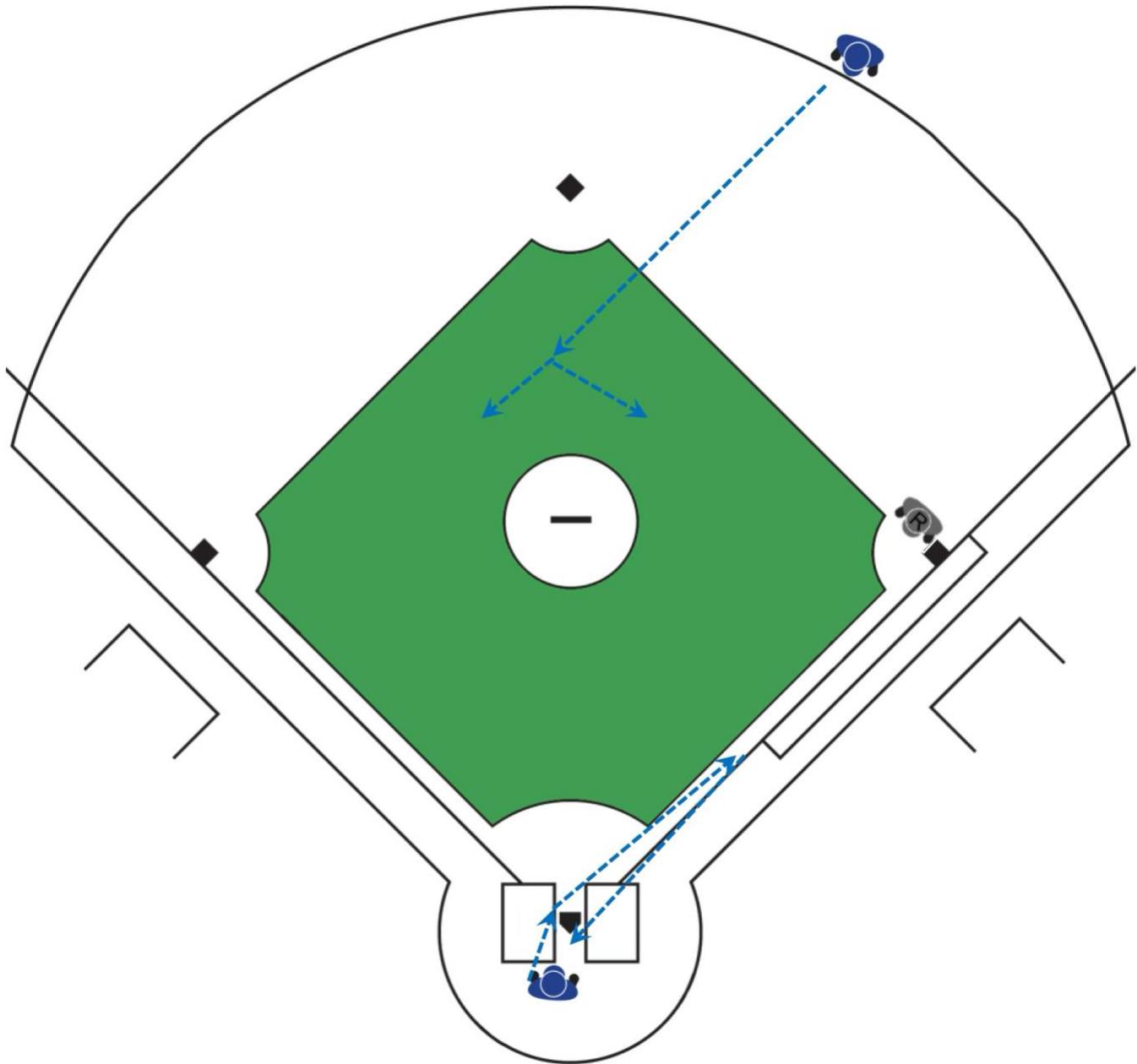
FLY BALLS TO THE OUTFIELD R1 Only



FLY BALLS TO THE OUTFIELD: R1 Only	
PU	BU
<ul style="list-style-type: none"> Clears the catcher and moves to the left to observe the action to handle responsibilities in order of operations. Moves towards the left in foul territory near the edge of the dirt circle of HP to observe the play. Must be ready to rotate to 3B for any play on R1 if the ball is not caught while communicating with BU. Executes the fundamentals of the First-to-Third Rotation to cover R1 at 3B and all plays at HP. <p>Responsible For: F/F, All C/NC, Touch and Play at 3B on R1, and all Touches and Plays at HP.</p>	<ul style="list-style-type: none"> Reads the ball and pivots into the WA to prepare for all plays at 1B and 2B. Is responsible for R1's retouch (tag-up) at 1B and R1 at 2B. Is responsible for all plays on the BR at 1B, 2B, and 3B. <p>Responsible For: R1's Retouch, All Touches & Plays at 1B, 2B, and all Touches and Plays on the BR 1B, 2B, and 3B.</p>

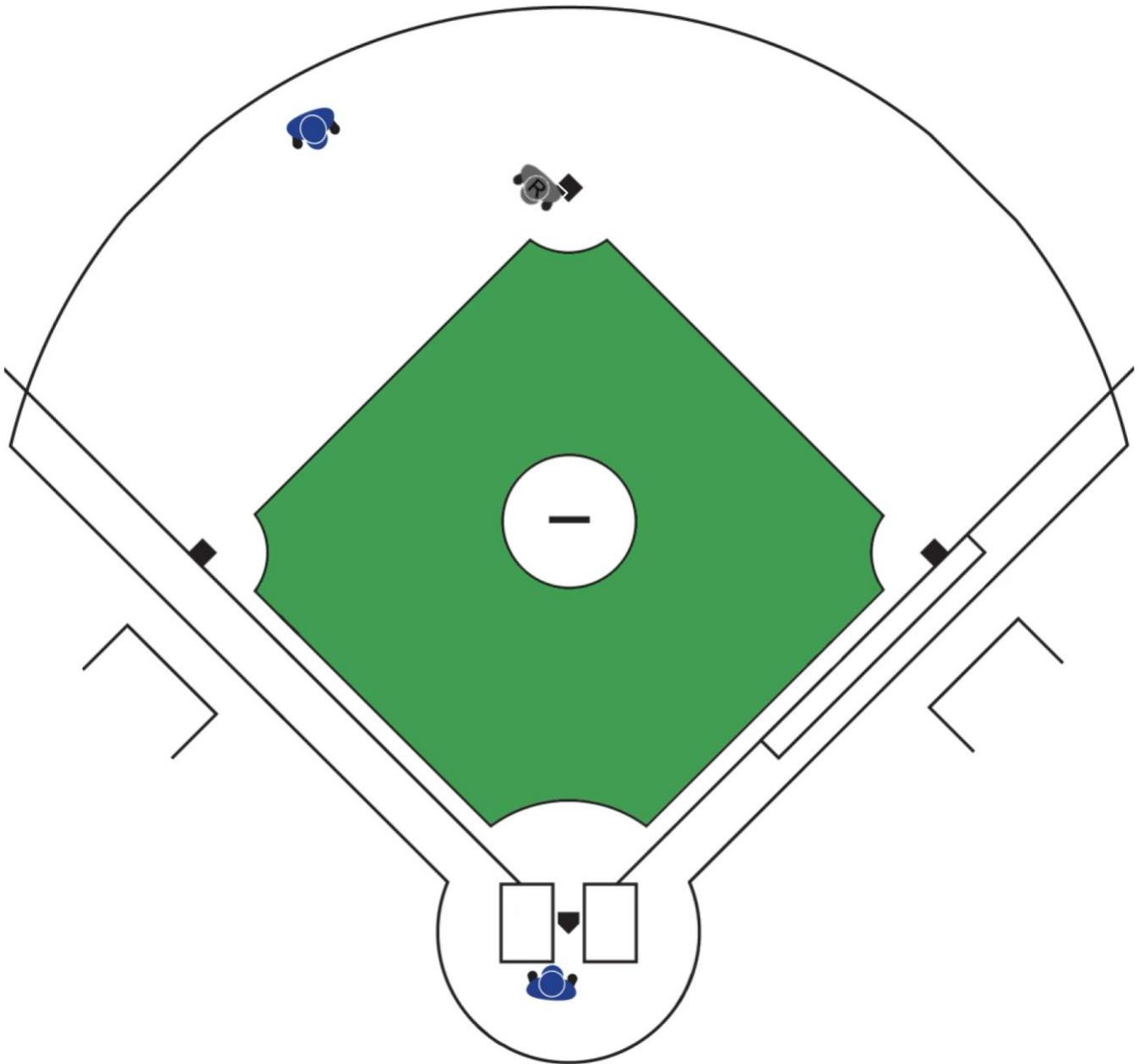
FLY BALLS TO THE OUTFIELD ON THE RF LINE

R1 Only



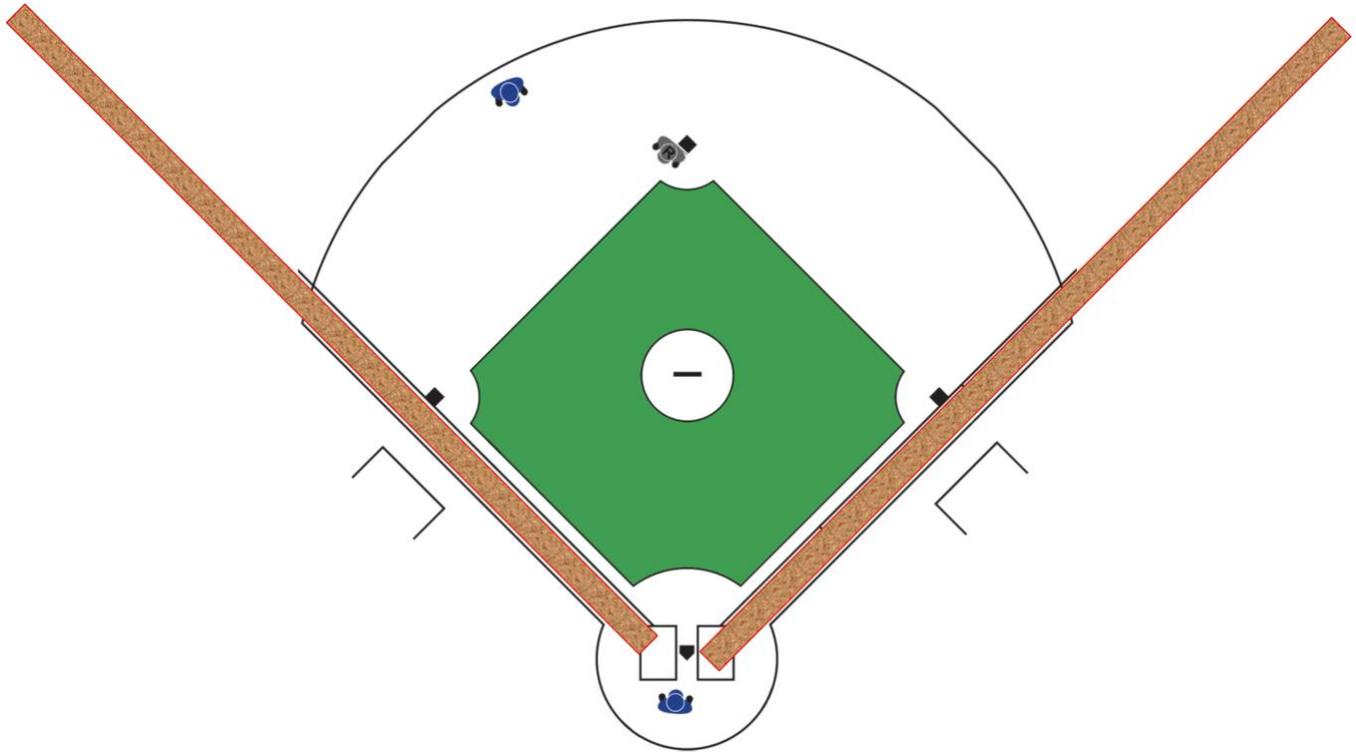
FLY BALLS TO THE OUTFIELD ON THE RF LINE: R1 Only	
PU	BU
<ul style="list-style-type: none"> • Clears the catcher and moves up the 1B line for Fair / Foul and C/NC. • Communicates with BU that PU is “on the line.” • PU will not rotate to 3B because PU is on the line for F/F and C/NC. • Returns to PoP while remaining CtB for all potential play(s) at HP. <p>Responsible For: F/F, All C/NC, and all Touches and Plays on all Runners at HP.</p>	<ul style="list-style-type: none"> • Reads the ball and pivots into the WA to prepare for all plays on all runners at 1B, 2B, and 3B. <p>Responsible For: R1’s Retouch, All Touches & Plays at 1B, 2B and 3B.</p>

INITIAL STARTING POSITION & DEPTH (ISP)	Runner(s) in Scoring Position
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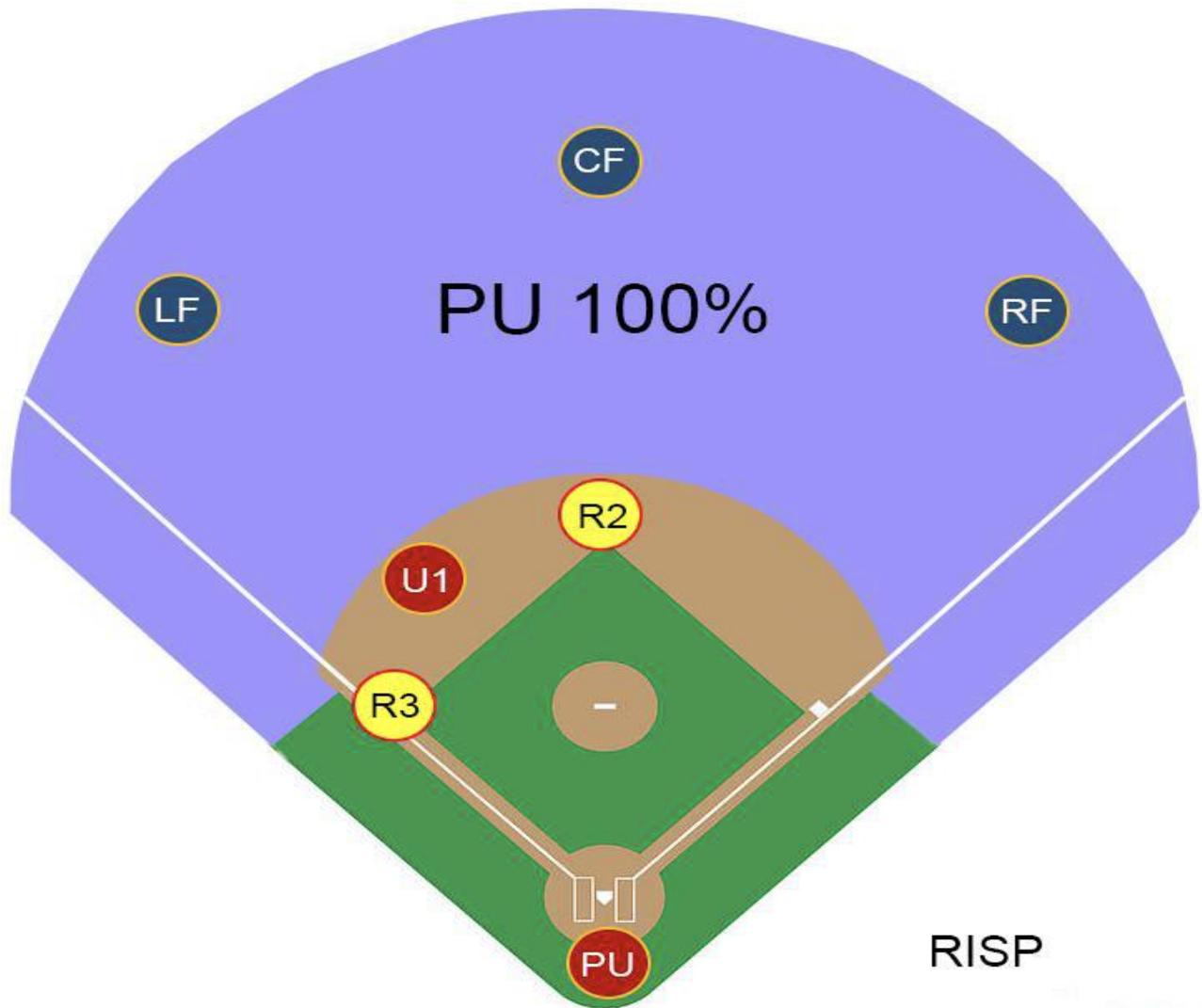
RiSP – R2 Only, R3 Only, R1+R2, R1+R3, R2+R3, and Bases Full
BU
<u>“C” Position</u>
<ul style="list-style-type: none"> • On the outside of the diamond and out of the batter’s line of sight. • Positioned behind F6 and off of F6’s left shoulder when positioned normally, never further than the midpoint between 2B and 3B and never closer than 15-20 feet from 2B. • Not too deep: slightly outside the halo and see shoe-tops of F6. • Square to the plate. • Anytime with a runner(s) on any base, umpires shall use the hands-on-knees set position.

FAIR & FOUL RESPONSIBILITIES	Runner(s) in Scoring Position
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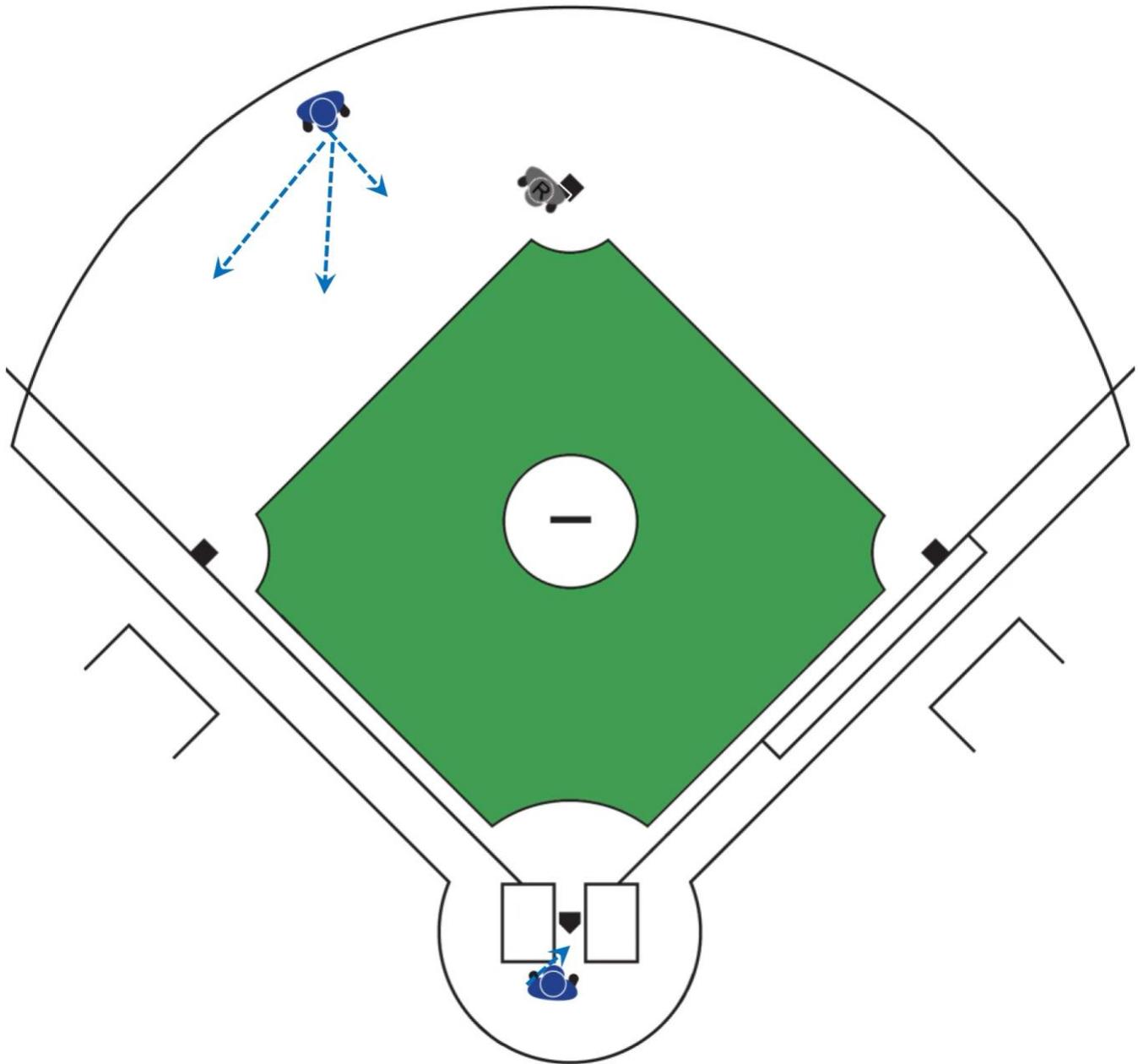
FAIR & FOUL RESPONSIBILITIES – Runner(s) in Scoring Position	
PU	BU
<ul style="list-style-type: none"> PU is responsible for all Fair / Foul with Runner(s) in Scoring Position. 	<ul style="list-style-type: none"> BU is not responsible for Fair / Foul with Runner(s) in Scoring Position.
<p>When to Name Fair / Foul: A batted ball that becomes FAIR or FOUL between the coach's box and the cutout in the area of the infield or becomes FAIR or FOUL within 20 feet of the foul line in the outfield.</p>	
<p>When NOT to Name Fair / Foul:</p> <ul style="list-style-type: none"> Before the ball is touched or settles prior to reaching first or third base. Before a fly ball hit to the outfield is touched by a fielder or touches the ground. Any obvious foul ball (banging off the backstop, is hit out of play, is farther into foul territory than 20 feet of the foul line. 	
<p>Base Umpire: If you are 100% certain you saw a batted ball touch the batter and PU does not call "FOUL" or "TIME," then stop all action by aggressively calling, "TIME!" Remember to give PU a chance to make the call first. Once time has been called, you can decide if the ball touched the batter in the box (foul) or out of the box on or over fair territory (Batter-Runner = out).</p>	

CATCH / NO-CATCH – Area of Responsibility (AOR)	Runner(s) in Scoring Position
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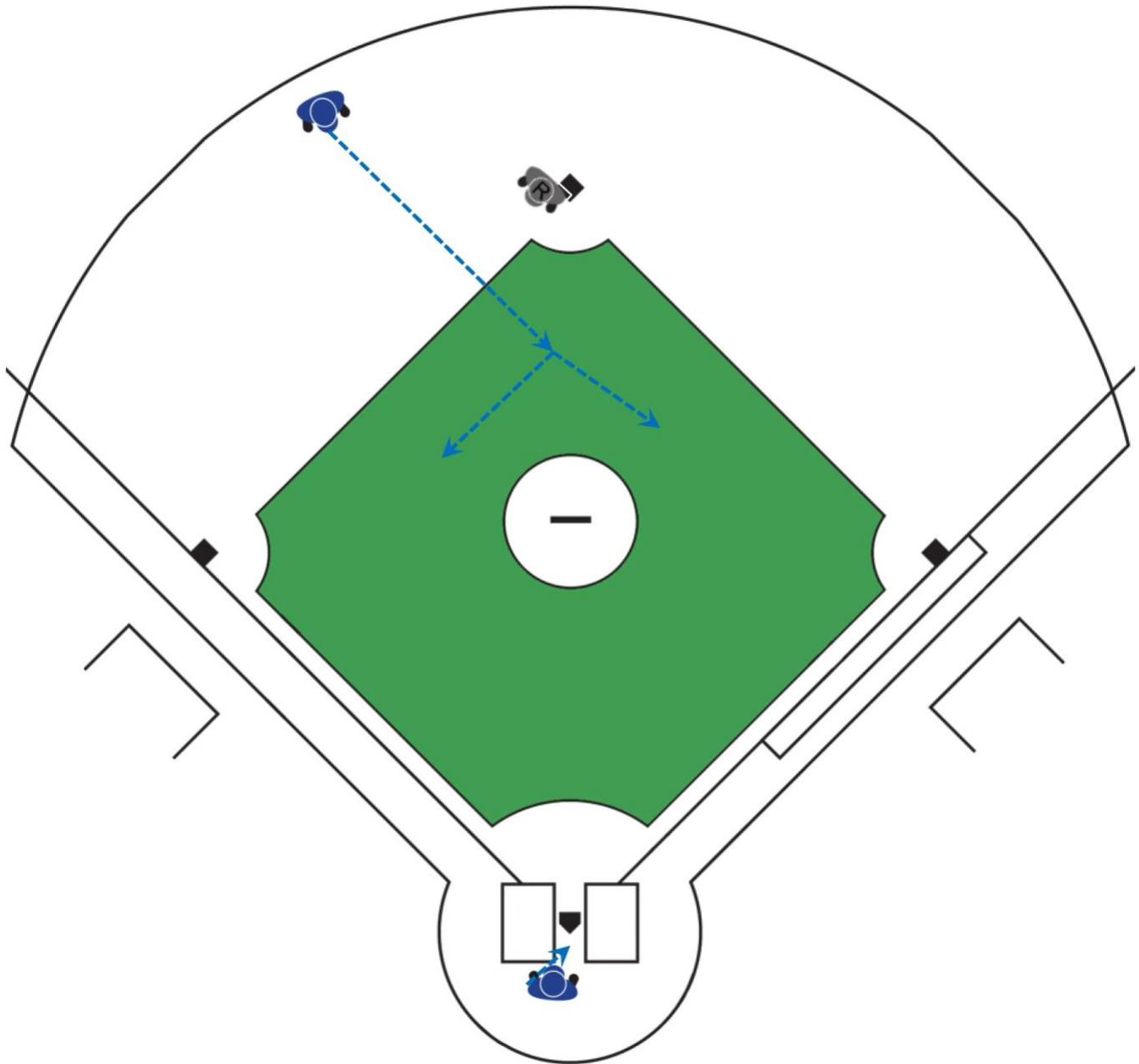
AOR – Area of Responsibility for Catch / No-Catch with Runner(s) in Scoring Position	
PU	BU
<ul style="list-style-type: none"> All C/NC on the infield. All C/NC in the outfield 	<ul style="list-style-type: none"> BU is not responsible for C/NC with Runner(s) in Scoring Position.

ROUTINE GROUND BALLS ON THE INFIELD	Runner(s) in Scoring Position
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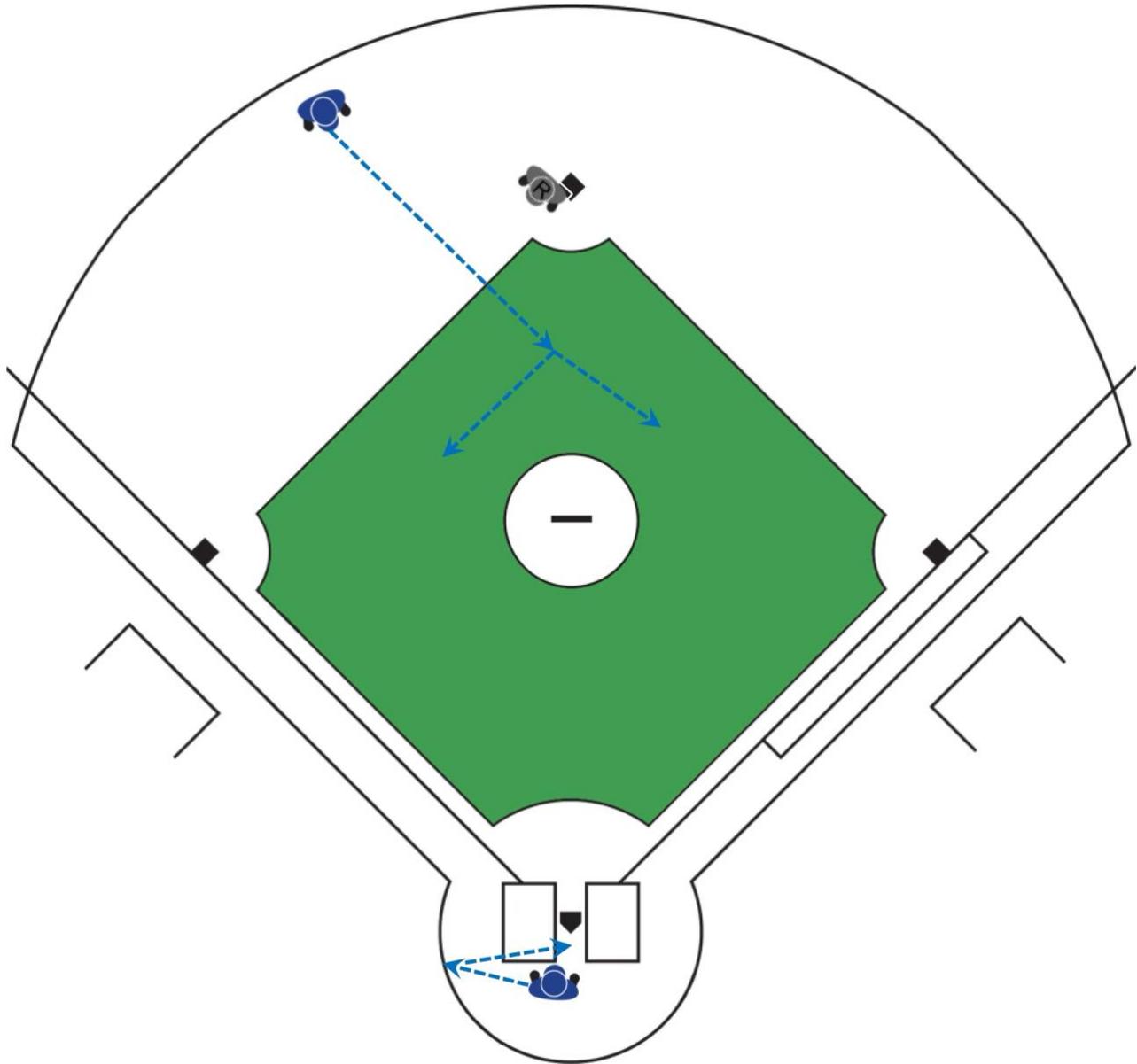
Runner(s) in Scoring Position: Routine Ground Balls on the Infield	
PU	BU
<ul style="list-style-type: none"> PU will handle all priorities in order of operations from PoP and will observe the play from there. PU is responsible for all plays at HP. <p>Responsible For: F/F, All C/NC, R1 interference at 2B, touches at 3B by all runners except for the BR, and all touches and plays at HP.</p>	<ul style="list-style-type: none"> Steps up and reads the ball in play, utilizing Proper Use of Eyes and remaining Chest to Ball to allow the ball take BU to the play. Must avoid over-committing, especially in situations with multiple runners. <p>Responsible For: All touches at 1B and 2B, Touches by the BR at 1B, 2B, and 3B, and all Plays at 1B, 2B, and 3B.</p>

CLEAN HIT TO THE OUTFIELD	Runner(s) in Scoring Position
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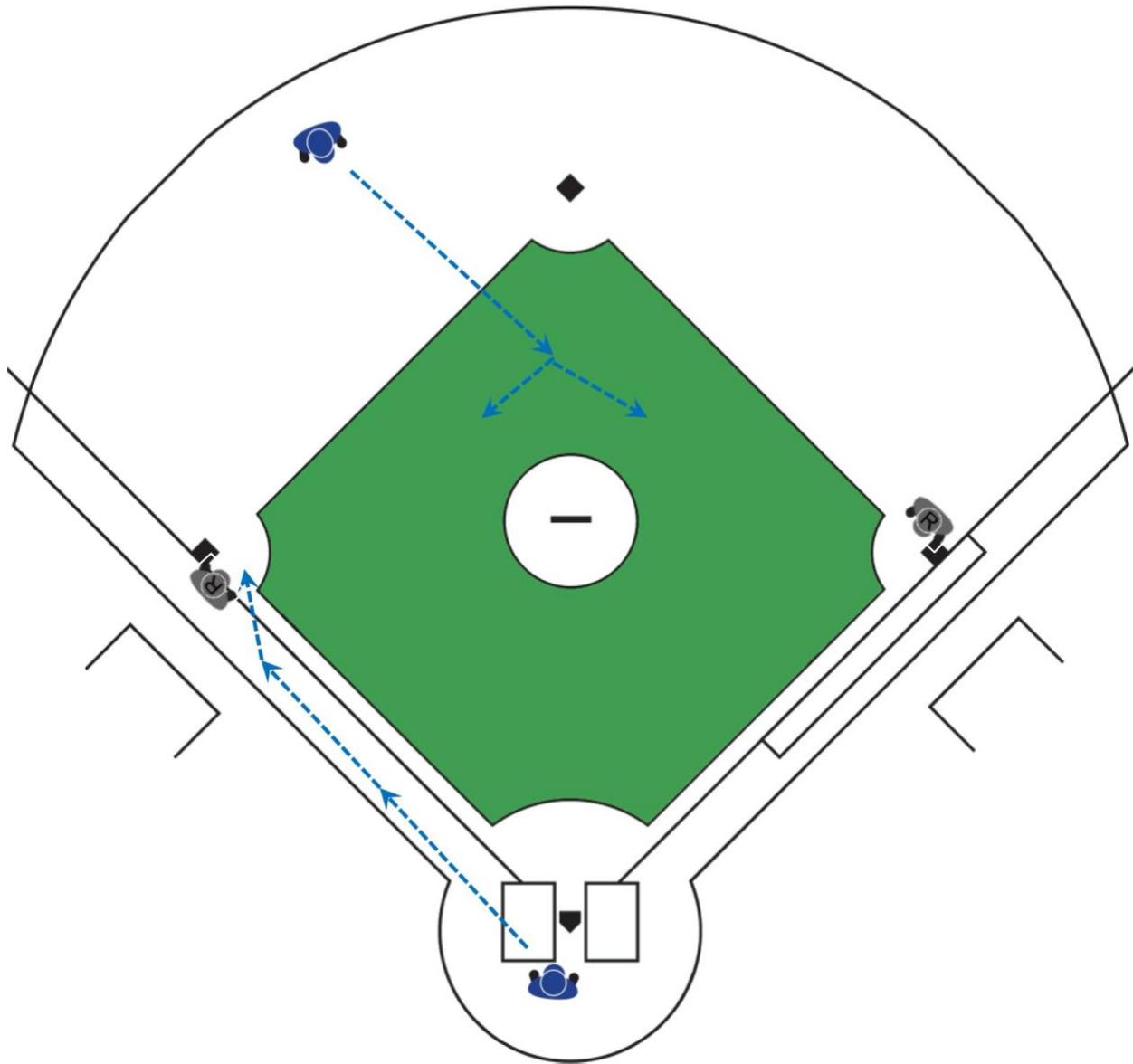
Runner(s) in Scoring Position: Clean hit to the outfield	
PU	BU
<ul style="list-style-type: none"> PU will handle all priorities in order of operations from PoP and will observe the play from there. PU is responsible for all plays at HP. <p>Responsible For: F/F, All C/NC, touches at 3B by all runners except for the BR, and all touches and plays at HP.</p>	<ul style="list-style-type: none"> Reads the ball and pivots into the WA to prepare for all plays on all runners at 1B, 2B, and 3B. Remains Chest to Ball and glances over shoulder for touches. Remains CtB to allow the ball take BU to the play. Must avoid over-committing, especially in situations with multiple runners. <p>Responsible For: All touches at 1B and 2B, Touches by the BR at 1B, 2B, and 3B, and all Plays at 1B, 2B, and 3B.</p>

FLY BALL TO THE OUTFIELD	Runner(s) in Scoring Position
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FLY BALLS TO THE OUTFIELD: Runner(s) in Scoring Position	
PU	BU
<ul style="list-style-type: none"> Clears the catcher and moves to the left to observe the action to handle responsibilities in order of operations. Moves towards the left in foul territory near the edge of the dirt circle of HP to observe C/NC> With R3, PU is responsible for R3's retouch. Returns aggressively to PoP for all plays at HP. <p>Responsible For: F/F, All C/NC, R3's retouch (tag-up), all touches at 3B except for the BR, and all touches and plays at HP.</p>	<ul style="list-style-type: none"> Reads the ball and pivots into the WA to prepare for all plays at 1B, 2B, and 3B. Is responsible for the retouch (tag-up) of R1 and R2. Remains CtB and glances over shoulder for touches. Remains CtB to allow the ball take BU to the play. Must avoid over-committing, especially in situations with multiple runners. Is responsible for all plays at 1B, 2B, and 3B. <p>Responsible For: R1's Retouch, R2's Retouch, all Touches & Plays at 1B, 2B, and all Touches and Plays on the BR 1B, 2B, and 3B.</p>

<p>CLEAN HIT TO THE OUTFIELD – First to Third Rotation with R1+R3</p>	<p>R1+R3</p>
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<p>CLEAN HIT TO THE OUTFIELD: R1+R3– First to Third Rotation</p>	
<p>PU</p>	<p>BU</p>
<ul style="list-style-type: none"> • Clears the catcher and moves up the 3B line in foul territory for a play on R1 at 3B while observing R3 touch HP by glancing over the right shoulder. • Communicates to BU “I’ve got third.” • Rotates aggressively with the intent to arrive before R3 at 3B. Arriving at the same time as the runner is arriving late. • Cuts into fair territory when a play is eminent at 3B. • On an overthrow at 3B, PU returns to HP in fair territory while remaining CtB. <p>Responsible For: F/F, All C/NC, Touch and Play at 3B on R1, and all Touches and Plays at HP.</p>	<ul style="list-style-type: none"> • Reads the ball as a hit and pivots into the WA to prepare for all plays at 1B and 2B. • Is responsible for all plays on the BR at 1B, 2B, and 3B. <p>Responsible For: All Touches & Plays at 1B, 2B, and all Touches and Plays on the BR 1B, 2B, and 3B.</p>

SECTION 5: 60-FOOT DIAMOND MECHANICS FOR THE 4-UMPIRE SYSTEM*Index of responsibilities, rotations, and movements for the 4-Umpire System on the 60-Foot Diamond*

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SIGNIFICANT MECHANICS UPDATES & POINTS OF EMPHASIS FOR THIS SEASON

For the 2026 season, the following updates and points of emphasis will apply to the 4-Umpire System on the 60-Foot Diamond, and each is detailed below and noted throughout this version of the manual:

1. Taking a Read-Step
2. Utilizing a Cheat-Step
3. Check-Swing Mechanics – When to Check Immediately
4. 3-2 Count Communication
5. Double Play Footwork

#1: Read Step – umpires will utilize a read step by opening with the ball, chest to ball and with sideways body posture parallel to the foul line, to read the ball in play. Umpires will read the following:

- **Fly Ball vs. Base Hit** – the appropriate umpire will be out to cover catch/no-catch on all fly-balls in their AOR, especially balls in the air that threaten fair/foul, the fence (fielder going hard backwards), have fielders converging, or can result in an attempted catch below the waist (fielder charging in).
- **Movement of Fielders** – AOR is dictated by the movement of fielders.
- **Partner(s)** – umpires will read partners to respond by moving appropriately in rotation.

Umpires are now instructed to take a **read step** and a **cheat step** with the ball in play. Data has shown that, especially on the 60-foot diamond, umpires often go out on base hits to the outfield when they should not do so, leaving their fellow umpires challenging situations. To rectify this, a mechanic emphasis for the 2026 season is to take a **read step** and a **cheat step** with the ball in play and is covered in the fundamentals portion of this manual.

#2: Cheat-Step(s) – a small, early movement taken by an umpire who is responsible for rotating (usually U2 or U3) **when the fly ball is not in their Area of Responsibility (AOR)**. The cheat-step helps the umpire get a head start toward their rotation assignment while their partner reads the batted ball to decide whether to go out:

- **Cheat Step:** A brief move toward the base or area you will cover *if* rotation occurs. This lets you arrive on time without rushing.
- **When to use it:** while your partner is reading a fly ball and deciding whether to go out.
- **If your partner does go out,** the cheat-step gives you an early jump, helping you move efficiently and on-time into your rotation and cover your responsibilities.
- **If your partner does not go out,** you simply stop your cheat-step and return to your base.

#3: Check-Swing Mechanics: Umpires are required to check the swing immediately, without being asked by the defense, on the following situations:

- Anytime there are two strikes on the batter to mitigate any confusion or advantage gained by the offense or the defense, especially on a third strike not caught by the catcher.
- Anytime the batter attempts to check their swing (half-swing) and is touched by the ball (hit-by-pitch). This is essential to determine if it is a dead-ball-strike or a hit-by pitch and must be handled immediately rather than retroactively. Checking immediately will help to mitigate any confusion or delay in making the appropriate ruling.
- Remember that beginning with the 2026 season, the Plate Umpire may check a swing using two hands with open palms, allowing the umpire to make an unmistakable movement indicating that they are checking the swing so as not to be confused with any other mechanics.

#4: 3-2 Count Communication – On any count that moves to 3 and 2, each umpire on the crew will signal 3-2 count to raise awareness of the crew of an impending “action pitch.” This seeks to help umpires remain alert on any immediate asks on a check-swing as well as a potential strike-out, throw-out double play vs. ball four.

#5: Double Play Footwork as U2: Umpires will take one-step in direction of the throw to get an angle, stopped and locked for play at 2B with eyes to the base, and drift, if necessary, with eyes down on runner and fielder at 2B to observe any ensuing infractions.

GENERAL PRINCIPLES

PHILOSOPHY

Our version of the 4-Umpire System for the 60-Foot Diamond is based upon the following philosophies:

1. **Front load umpires** ahead of the runners and 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 to **cover multiple bases in rotation**, 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 to cover a single base, this may require U1 / 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 ensure proper coverage and rotations. Communication must occur early and continuously throughout the development of the play. Communication should be both audible and visual.

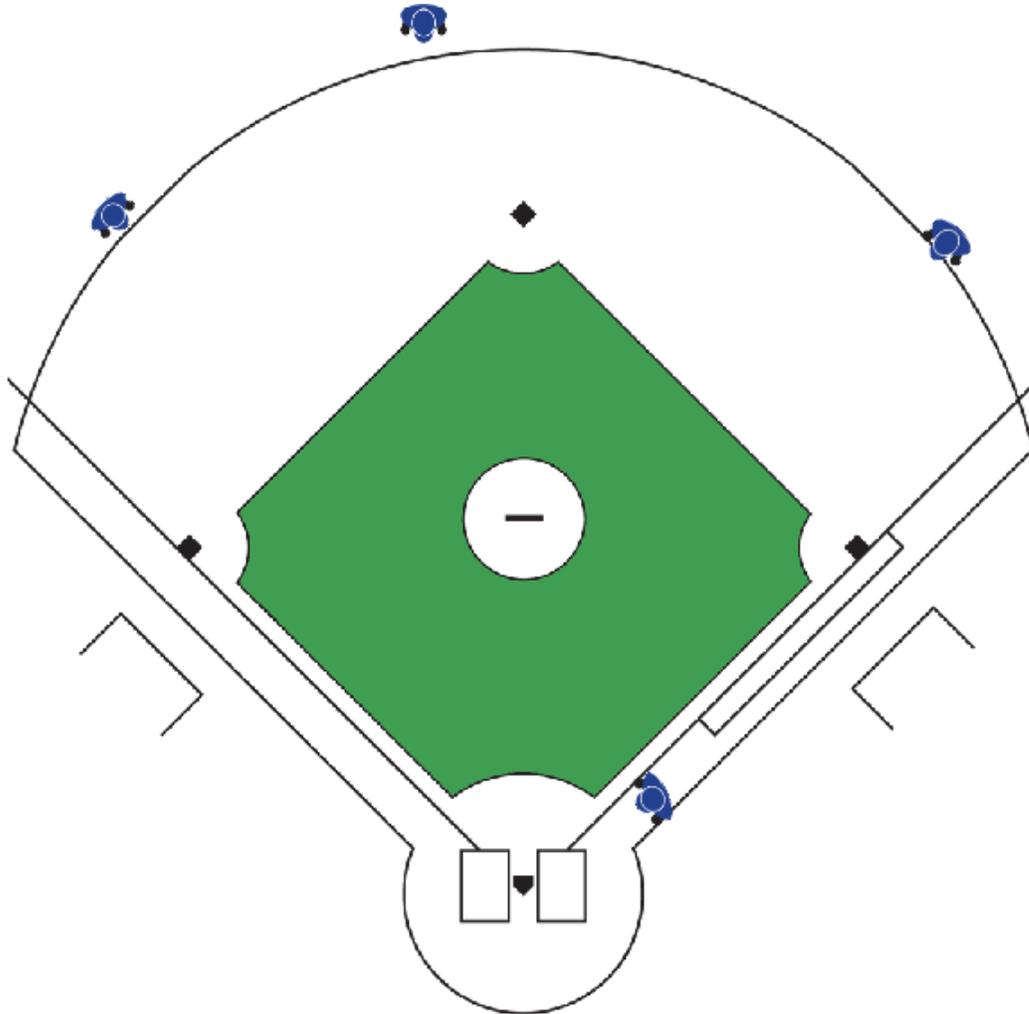
TERMS & DEFINITIONS

- **AOR:** Area of Responsibility
- **BR:** Batter-Runner
- **C/NC:** Catch / No-Catch
- **CtB:** Chest to Ball
- **F/F:** Fair / Foul
- **F1 through F9:** Standard Scorekeeping Notation for Fielders
- **Halo:** 2-3 step range 360 degrees around the fielder to afford freedom of movement of the fielder.
- **HP:** Home Plate **1B:** First Base **2B:** Second Base **3B:** Third Base
- **ISP:** Initial Starting Position
- **NRISP:** No Runners in Scoring Position
- **NRO:** No Runners On
- **Open Glove Theory:** used on infield fly-balls, this theory states that the umpire to whom the fielder's glove is opening is responsible for C/NC. (Exception: PU is responsible for all fly-balls on the infield grass.)
- **PINCH:** with R3 and a F/F between HP and 3B, R3 may block PU's sight for F/F and passes F/F to U3.
- **Po1:** Point of First Base on the topside (outfield) corner of the base in foul territory between the foul line and the coach's box. This position allows U1 to remain CtB, afford freedom of movement, and position for back-picks.
- **Po2:** Point of Second Base opposite the throw from the field.
- **Po3:** Point of Third Base on the topside (outfield) corner of the base in foul territory between the foul line and the coach's box. This position allows U3 to remain CtB, afford freedom of movement, and position for tag plays at 3B.
- **PoB:** Point of Base
- **PoP:** Point of Plate – 5 to 7 feet from the fielder receiving the throw directly behind the apex of the plate.
- **PU:** Plate Umpire
- **R1, R2, R3:** Base Runners at the Time of Pitch
- **Re-Touch:** Tag-Up Attempt
- **Restricted Area (RA):** Commonly referred to as the "Working Area" in the 2-Umpire and 3-Umpire Systems. In the 4-Umpire System, this is the area located on the 1B/2B side of the pitcher's mound and extends approximately halfway between the pitcher's mound and 2B cutout to the area located on the 2B/3B side of the pitcher's mound.
- **RiSP:** Runners in Scoring Position
- **TBR:** Trail the Batter Runner (NRO Only)
- **U1, U2, U3:** Base Umpire Designations

FUNDAMENTALS

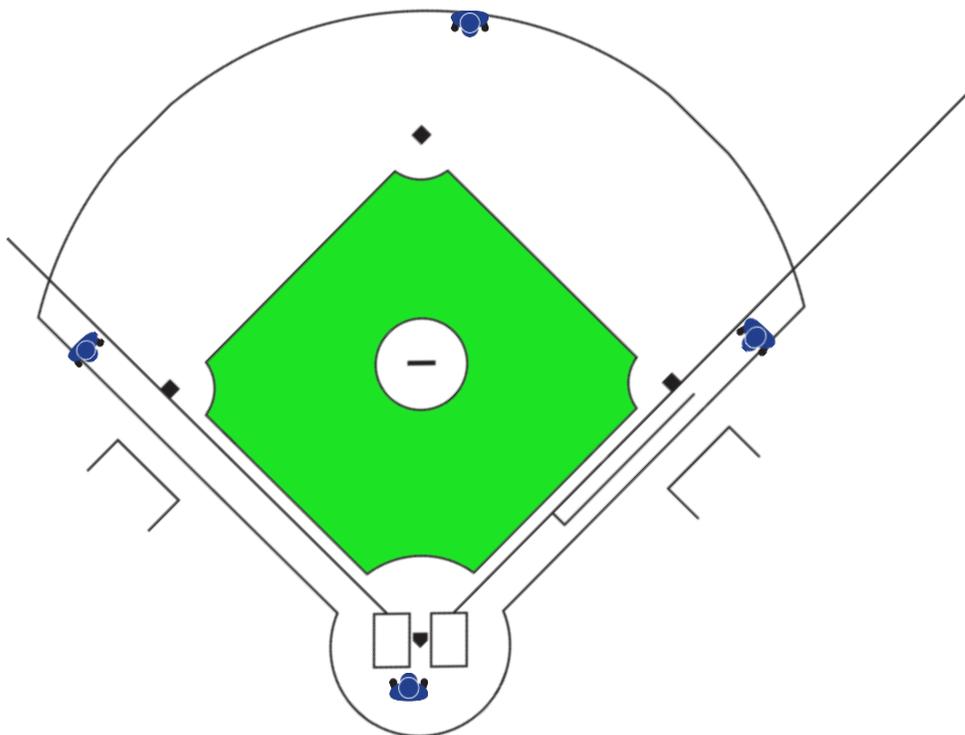
1. Umpires must know and execute the **4 Primary Priorities**: (1) Priorities / Order of Operations: Fair/Foul, then C/NC, then everything else. (2) Proper Use of Eyes (PUEs); (3) Remain Chest to Ball; and (4) Play Positioning.
2. Umpires are instructed to **shorten up their Initial Pre-Pitch Starting Position**:
 - a. Never closer than 10-12 feet from the base in front of you.
 - b. Never positioned parallel with the fielder in front of you nor in front of that fielder.
 - c. Position slightly outside of the fielder's "**halo**," the 2-3 step range 360 degrees around the fielder.
 - d. Position must allow you to **see the shoe tops** of the fielder in front of you for C/NC on a sinking line.
3. **When not in rotation**, the umpire is responsible for all calls at their assigned base and will move to Point of Base (PoB) and remain Chest to Ball (CtB) to position for such plays.
4. Umpires should use caution when using the **Restricted Area**:
 - a. When responsibilities are **multiple**, the umpire should use the Restricted Area and remain CtB.
 - b. When responsibilities are **singular**, the umpire should use PoB and remain CtB.
5. The appropriate umpire should be **out to cover every fly-ball** to the outfield. The remaining umpires will rotate appropriately to cover the open base using the **Full** or **Fill** rotation as dictated by the position of the runners.
6. On Fly-Balls Hit to the Outfield, **U2's AOR** extends from F7 to F9, straight in and back or towards CF. U1/U3 will cover F9/F7 respectively when moving toward the foul line.
7. If 2 umpires initially take the same fly-ball, the crew will **defer to U2**. The other umpire will recover and rotate accordingly. **U2 is the "Quarterback"** on all fly-balls hit to the outfield.
8. When **in rotation**, **retouches** (tag-up attempts) will advance to the umpire positioned at the base ahead of the runner (Exception: R1 Only in Full Rotation = U1 Takes R1's retouch).
9. On Fly-Balls Hit in the Infield:
 - a. **PU** will take all C/NC fielded above the waist of the fielder or anytime C/NC occurs on the infield grass.
 - b. **Open Glove Theory** will apply on fly-balls or line-drives hit below the fielder's waist. The **Open Glove Theory** means the umpire to whom the fielder's glove is opening will be responsible for ruling C/NC.
10. To execute the 4-Umpire System effectively, umpires must **Think, Read, and Respond**:
 - a. **Think**:
 - i. **Think ahead pre-pitch** – know what to "DOO:"
 1. Move **D**own to PoB, or
 2. Move **O**ut to cover C/NC in their AOR, or
 3. Move **O**ver to cover another base(s) in rotation.
 - ii. **Pre-Pitch Communication** – signal to your partners by pointing to your responsibility given the situation. Signals should be initiated by the Plate Umpire but must be done by all umpires.
 - iii. **Check Fielders** – knowing the positioning of fielders to help define each umpire's AOR.
 - b. **Read**: With the ball in the air, **take a read-step** to read the fielders and your partner(s):
 - i. **Read base hit vs. fly-ball**, noting that we will be out on every fly-ball (not base hit).
 - ii. **Read the fielder, not the ball**. Remember that AOR is determined by the movement of the fielders. Do not look up at the ball and be sure to check the position of fielders each pitch.
 - iii. **Read your partners and communicate**. We defer to U2 and can use a non-verbal "stop hand" to communicate with one another.
 - c. **Respond**: We should have the appropriate umpire out for C/NC **on every-fly ball to the outfield**:
 - i. Commit aggressively on every fly-ball in your AOR. "**Leave no doubt that you are out.**"
 - ii. Run parallel to the fielder attempting to catch the ball to avoid being straight-lined.
 - iii. Get as far as the play allows you and **get set before** the fielder attempts to make the catch.
 - iv. Timing & Proper Use of Eyes to confirm firm and secure possession **and** voluntary and intentional release **BEFORE** making a signal.
 - v. Go out and stay out (unless returning to assist in a rundown, waiting for the play to go away from you to call yourself into the rundown).
 - vi. Other umpires **respond** by taking a **cheat step** to read partners first and rotate if required.

NEUTRAL POSITIONS BETWEEN INNINGS	Between Innings
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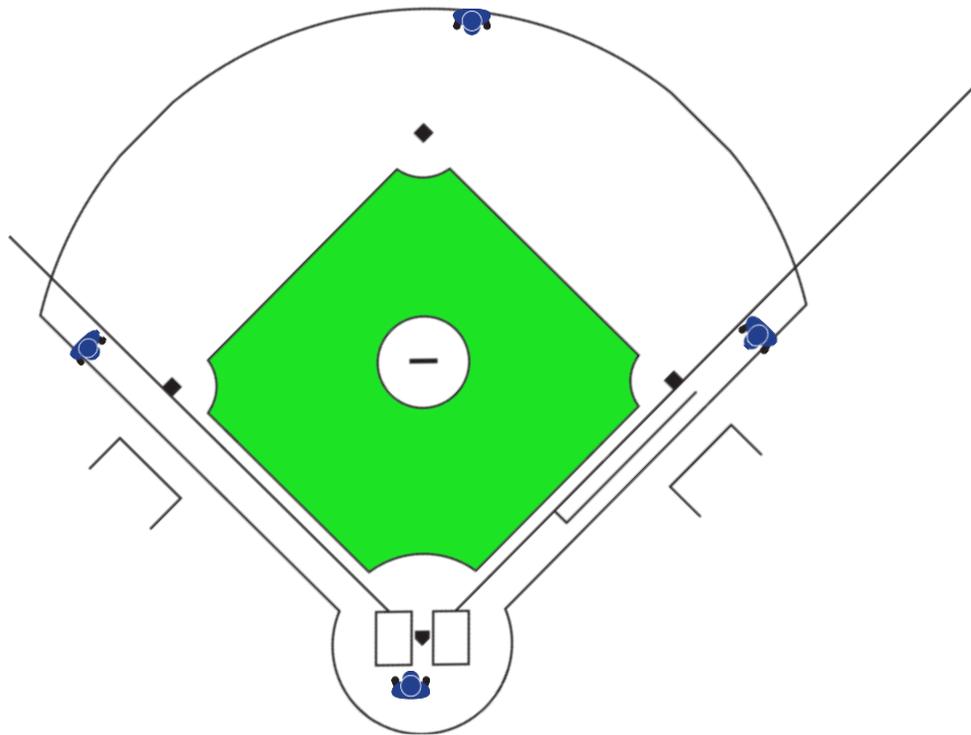
Neutral Positions between Innings			
PU	U1	U2	U3
Defensive side of the field in foul territory near the foul line. Keep an eye on the offensive team for the on-deck batter and his/her placement in the on-deck circle. Count Pitches / View the TOC ("Red Hat"). Alert the pitcher, catcher, and lead-off hitter in the on-deck circle when 2-pitches remain. Warm-up pitches not to exceed 1-Minute.	Shallow Right Field. Avoid players warming up. When ball is thrown down to 2B move to starting position.	Shallow Center Field. Avoid players warming up. When ball is thrown down to 2B move to starting position.	Shallow Left Field. Avoid players warming up. When ball is thrown down to 2B move to starting position.

INITIAL STARTING POSITION & DEPTH (ISP)	No Runners
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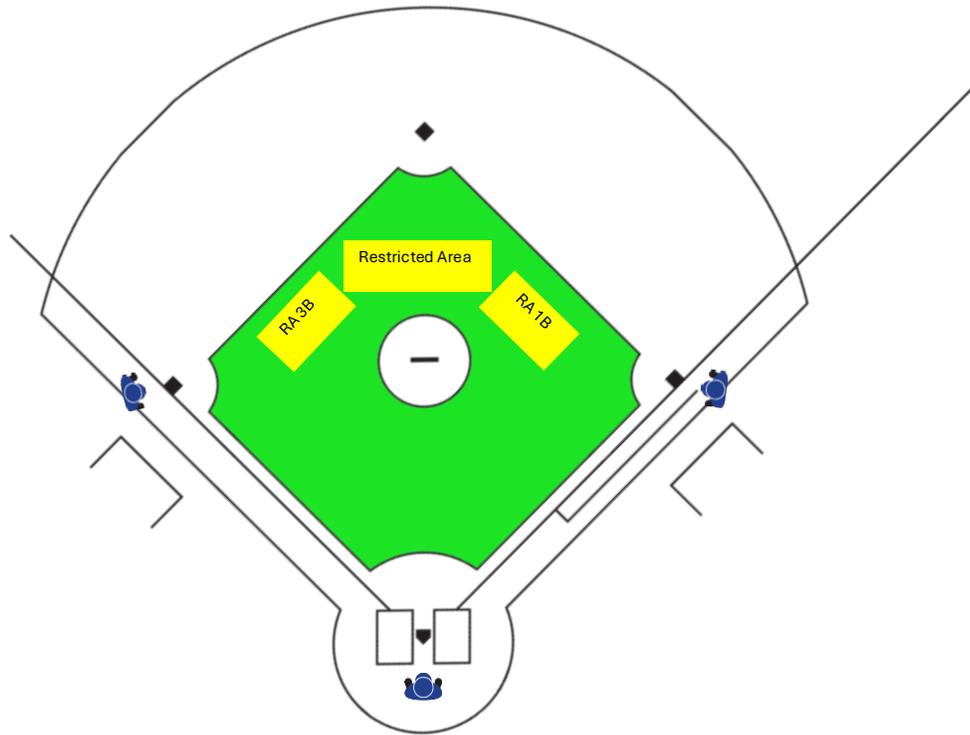
NO RUNNERS ON – INITIAL STARTING POSITIONS & DEPTH		
U1 <u>"A" Position</u>	U2 <u>"B/C" Position</u>	U3 <u>"D" Position</u>
<p>Set up square to the plate, in foul territory, with the right foot adjacent to but not touching the foul line. Never closer than 10-12 ft. from 1B Never parallel with or in front of F3. Slightly outside of F3's "halo," or 2-3 feet radius around F3. Always able to see F3's shoe-tops for C/NC on a sinking line-drive. With NRO, umpires may choose to walk the line into a wide receiver set position pre-pitch, provided all base umpires do so as determined in the pre-game conference. Otherwise, hands-on-knees set shall be used by each umpire.</p>	<p>Not the same as in the 2-Umpire System: No further toward 1B/3B than an imaginary line from the point of HP through the outer edge of the pitcher's mound cutout or dirt circle in softball. On the outside of the diamond and out of the batter's line of sight. Not too deep: slightly outside the halo and see shoe-tops of F4 & F6. Square to the plate. U2 may choose to use B or C based upon preference/comfort. With NRO, umpire may choose to use a wide receiver set position pre-pitch, provided all umpires do so. Otherwise, hands-on-knees set shall be used by each umpire.</p>	<p>Set up square to the plate, in foul territory, with the left foot adjacent to but not touching the foul line. Never closer than 10-12 ft. from 3B Never parallel with or in front of F5. Slightly outside of F5s "halo," or 2-3 feet radius around F5. Always able to see F5's shoe-tops for C/NC on a sinking line-drive. With NRO, umpires may choose to walk the line into a wide receiver set position pre-pitch, provided all base umpires do so as determined in the pre-game conference. Otherwise, hands-on-knees set shall be used by each umpire.</p>

INITIAL STARTING POSITION & DEPTH (ISP)	Runner(s) on Any Base
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NO RUNNERS ON – Anytime Runners(s) on Any Base		
U1 <u>“A” Position</u>	U2 <u>“B/C” Position</u>	U3 <u>“D” Position</u>
<p>Set up square to the plate, in foul territory, with the right foot adjacent to but not touching the foul line. Never closer than 10-12 ft. from 1B Never parallel with or in front of F3. Slightly outside of F3’s “halo,” or 2-3 feet radius around F3. Always able to see F3’s shoe-tops for C/NC on a sinking line-drive. Any time with a runner(s) on any base, the hands-on-knees set shall be used by each umpire.</p>	<p>Not the same as in the 2-Umpire System:</p> <ul style="list-style-type: none"> ○ R1 or R1+R3 = C ○ Anytime with R2 = B ○ R3 Only = Umpire Preference <p>No further toward 1B/3B than an imaginary line from the point of HP through the outer edge of the pitcher’s mound cutout or dirt circle in softball. On the outside of the diamond and out of the batter’s line of sight. Not too deep: slightly outside the halo and see shoe-tops of F4 & F6. Square to the plate. Anytime with a runner(s) on any base, umpires shall use the hands-on-knees set position.</p>	<p>Set up square to the plate, in foul territory, with the left foot adjacent to but not touching the foul line. Never closer than 10-12 ft. from 3B Never parallel with or in front of F5. Slightly outside of F5s “halo,” or 2-3 feet radius around F5. Always able to see F5’s shoe-tops for C/NC on a sinking line-drive. Any time with a runner(s) on any base, the hands-on-knees set shall be used by each umpire.</p>

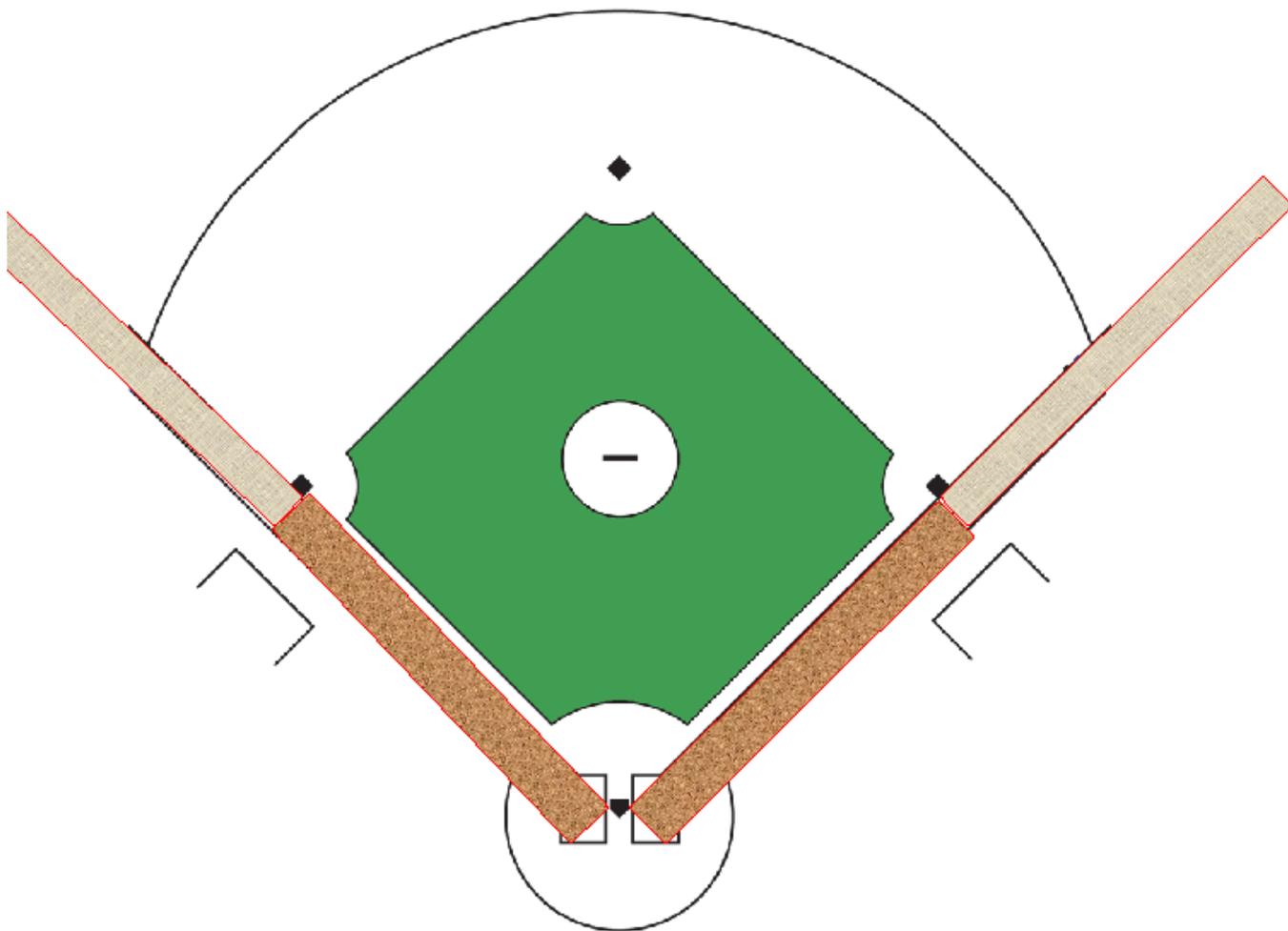
FIELD LOCATIONS	4-Umpire System for the 60-Foot Diamond
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FIELD LOCATIONS		
PoP	Po1	Po3
Directly behind the physical point of HP. Allows the umpire to remain CtB and observe all playing action in order of priority. Allows the umpire to read playing action and adjust position accordingly for plays at HP.	On the topside (outfield) corner of 1B. In foul territory. Between the foul line and the coach's box. Prevents U1 from hindering runners or fielders at 1B.	On the topside (outfield) corner of 3B. In foul territory. Between the foul line and the coach's box. Prevents U3 from hindering runners or fielders at 1B.

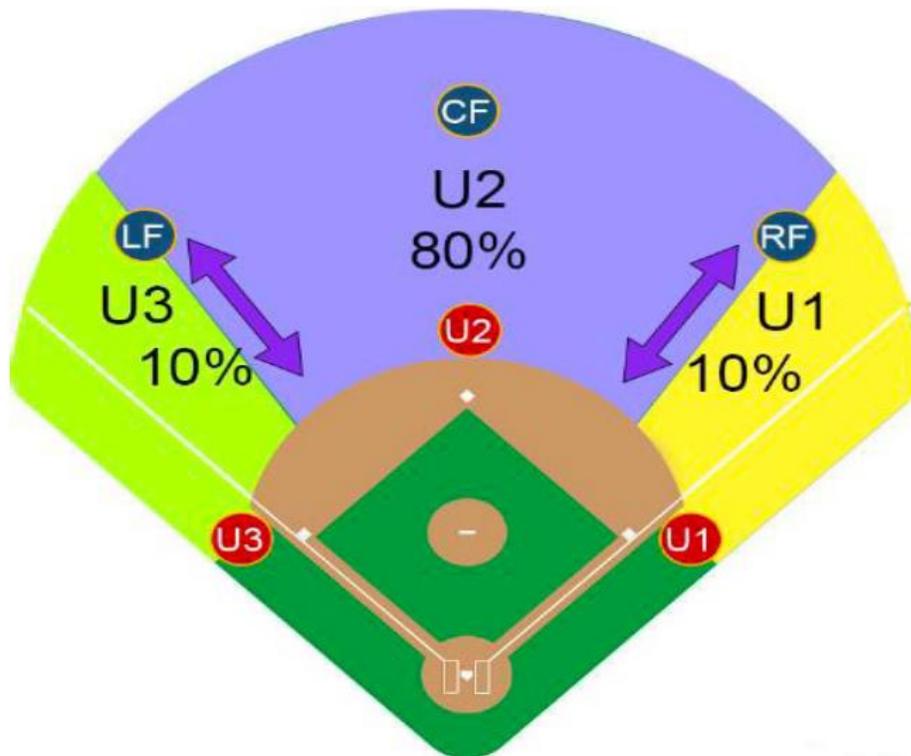
RESTRICTED AREA	RESTRICTED AREA 1B	RESTRICTED AREA 3B	NOTES:
Area approximately halfway between the pitcher's mound/circle and 2B cutout. Allows umpire to stay CtB and observe playing action. Only used when an umpire is responsible for multiple bases	That area located on the 1B/2B side of the pitcher's mound/circle Allows umpire to stay CtB and observe playing action. Positions umpire to read & adjust for plays at 1B and/or 2B.	That area located on the 2B/3B side of the pitcher's mound/circle Allows umpire to stay CtB and observe playing action. Positions umpire to read & adjust for plays at 2B and/or 3B.	Umpires must get depth (towards the mound/circle) when using the RA. This opens up the viewing angles on multiple runners at multiple bases. Avoid over-compensating or slipping outside until responsibilities are or become singular.

FAIR & FOUL RESPONSIBILITIES	4-Umpire System for the 60-Foot Diamond
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FAIR & FOUL RESPONSIBILITIES		
PU	U1	U3
PU has the call on both lines up to but not including the front edge of the base. This includes any batted ball that stops short of or fielded in front of either 1B or 3B. PU will assume the entire foul line when U1 or U3 abandon the line. PU shall "hold the line" at PoP when not in rotation.	U1 has the call from the front edge of first base and beyond. This includes any batted ball that is bounding in the air, or on the ground, or is fielded even with the front edge or beyond first base. If U1 abandons the line, U1 will never come back to make a F/F decision. U1 will either be on the line to call F/F or move to Po1 if abandoning.	U3 has the call from the front edge of third base and beyond. This includes any batted ball that is bounding in the air, or on the ground, or is fielded even with the front edge or beyond third base. If U3 abandons the line, U3 will never come back to make a F/F decision. U3 will either be on the line to call F/F or move to Po3 if abandoning.
When to Name Fair / Foul: A batted ball that becomes FAIR or FOUL between the coach's box and the cutout in the area of the infield or becomes FAIR or FOUL within 20 feet of the foul line in the outfield.		
When NOT to Name Fair / Foul: Before the ball is touched or settles prior to reaching first or third base. Before a fly ball hit to the outfield is touched by a fielder or touches the ground. Any obvious foul ball (banging off the backstop, is hit out of play, is farther into foul territory than 20 feet of the foul line.		
All Base Umpires: If you are 100% certain you saw a batted ball touch the batter and PU does not call "FOUL" or "TIME," then stop all action by aggressively calling, "TIME!" Remember to give PU a chance to make the call first. Once time has been called, you can decide if the ball touched the batter in the box (foul) or out of the box on or over fair territory (Batter-Runner = out).		
Bracketing Fly Balls: On pop-flies between HP and 1B/3B, PU and U1/U3 will "bracket" the fielder. PU will hold the line for F/F and U1/U3 will shade towards the fence. The principles of C/NC on the Infield and Open Glove Theory determines C/NC.		

CATCH / NO-CATCH – Area of Responsibility (AOR) | **4-Umpire System for the 60-Foot Diamond**



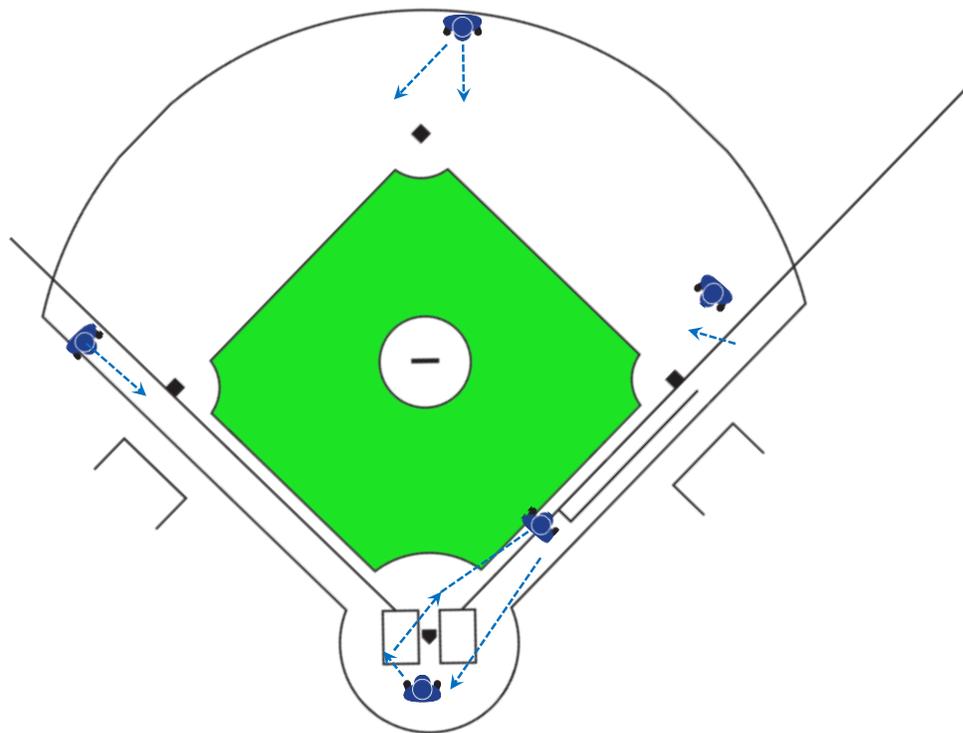
AOR – Area of Responsibility for Catch / No-Catch			
PU	U1	U2	U3
All C/NC on the infield grass. All C/NC on the infield on fly-balls fielded above the infielder's waist.	The appropriate umpire will be out on every fly-ball to the outfield in their AOR. <i>If 2 umpires go out on the same fly-ball, U1 will defer to U2, unless the ball is on the line.</i> U1's AOR: F9 moving toward the RF line.	The appropriate umpire will be out on every fly-ball to the outfield in their AOR. <i>If 2 umpires go out on the same fly-ball, the crew will defer to U2, unless the ball is on the line.</i> U2's AOR: F7 & F9 moving in/back or toward CF plus F8 moving in/back or toward LF/RF.	The appropriate umpire will be out on every fly-ball to the outfield in their AOR. <i>If 2 umpires go out on the same fly-ball, U3 will defer to U2, unless the ball is on the line.</i> U3's AOR: F7 moving toward the LL line.

General Guidelines for Going Out on Fly-Balls for Catch / No-Catch:
 Once an umpire goes out, he/she stays out.
 The umpire should run parallel to the fielder attempting to catch the ball and get stopped and set prior to the attempted catch.
 The umpire should run as far as the play allows him/her until needing to get stopped and set for the catch.
 The appropriate umpire will go out on every flyball to the outfield within their AOR, especially the "3 Fs:"

- Fair / Foul – any batted ball in flight that threatens the foul line.
- Fence – any batted ball that threatens the boundary (Homerun or Ground Rule Double).
- Fielders Converging – any batted ball requiring fielders to converge to make a catch.

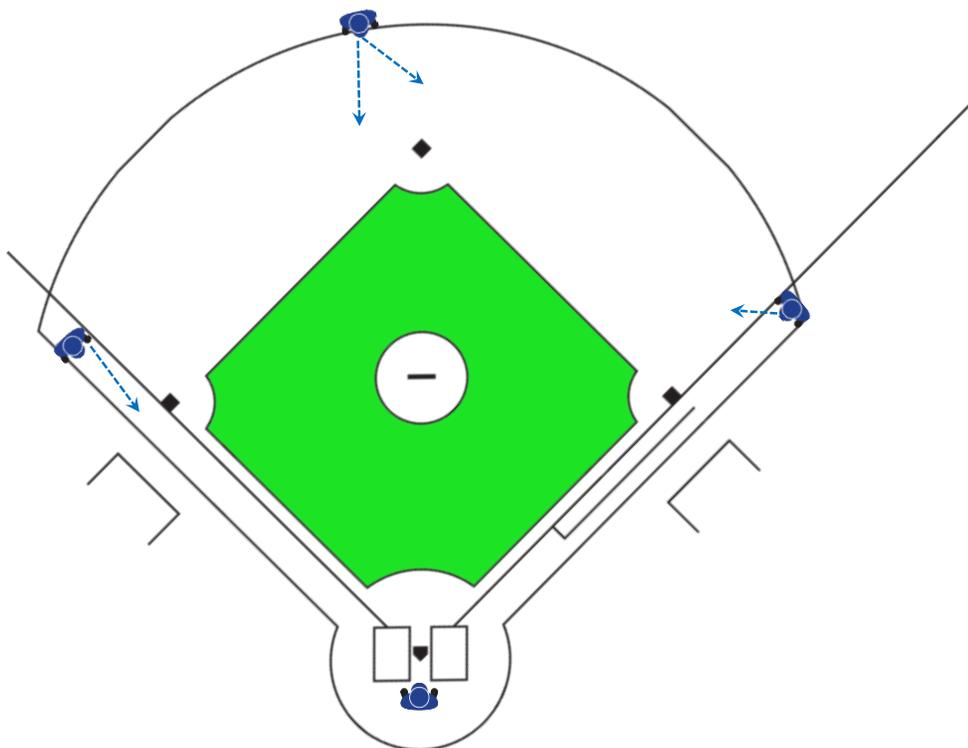
Fly-Balls in the Infield
 PU will take all C/NC fielded above the waist of the fielder or on any fly-ball fielded on the infield grass.
Open Glove Theory will apply on fly-balls or line-drives hit below the fielder's waist. **Open Glove Theory** means the umpire to whom the fielder's glove is opening is responsible for C/NC.
Bracketing Fly-Balls: On pop-flies between HP and 1B/3B, PU and U1/U3 will "bracket" the fielder. PU will hold the line for F/F and U1/U3 will shade towards the fence. Who signals C/NC is determined by the above.

BATTED BALLS HIT OR FIELDED IN THE INFIELD NRO



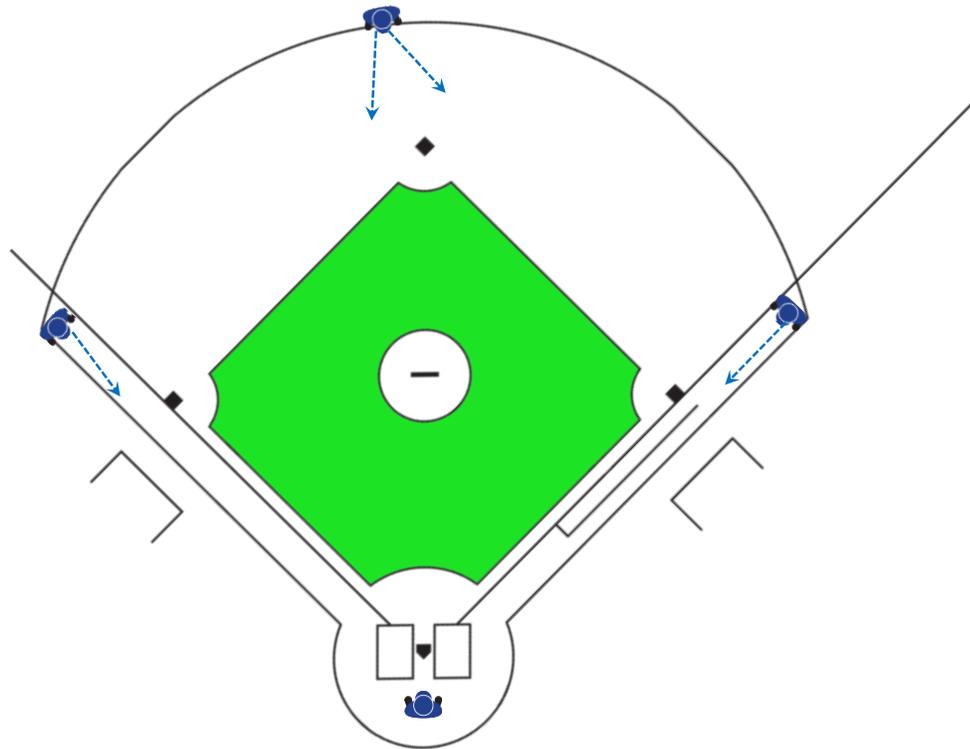
NO RUNNERS ON: Balls Hit or Fielded in the Infield			
PU	U1	U2	U3
PU will Trail BR to 1B. Responsible for the call on a tag attempt on the BR prior to the Runner's Lane. Provides information to U1, if requested. Returns to PoP while remaining CtB for potential play(s) at HP. Responsible For: F/F, C/NC on IF, all Touches & Plays at HP.	Reads the ball and moves to establish angle for potential plays at 1B. Force Play "Set" position can be either 90 degrees from the origin of the throw or closer to the line. U1 will adjust with F3 if the play evolves into a tag-play. Responsible For: F/F, C/NC in AOR, all Touches & Plays at 1B.	Reads the ball and moves to remain CtB on the outside of the diamond. U2 will use wedge theory to position for tag plays at 2B. Responsible For: C/NC in AOR, all Touches & Plays at 2B.	Reads the ball and moves to Po3. U3 must "own the real estate" on the topside of the base between the foul line and the coach's box. U3 will use wedge theory to position for tag-plays at 3B. Responsible For: F/F, C/NC in AOR, all Touches & Plays at 3B.
TBR: To observe for potential Runner's Lane Violation, out of play on an over-throw, and to assist with pulled foot or swipe tag on the BR at 1B. PU will always be responsible for a tag-attempt on the BR before Runner's Lane.			

BATTED BALLS HIT OR FIELDED IN THE INFIELD Any Time Runner(s) on Base



RUNNER(S) ON: R1 Only, R2 Only, R3 Only, R1+R2, R1+R3, R2+R3, & Bases Full			
PU	U1	U2	U3
<p>PU will handle all responsibilities in order of priority from PoP. With R3, PU may be blocked for F/F between HP and 3B. This is a “pinch” situation, and F/F can be passed to U3. Responsible for the call on a tag attempt on the BR prior to the Runner’s Lane. Provides information to U1, if requested. Remains PoP to use as starting position for potential play(s) at HP.</p> <p>Responsible For: F/F, C/NC on IF, all Touches & Plays at HP.</p>	<p>Reads the ball and moves to establish angle for potential plays at 1B. Force Play “Set” position can be either 90 degrees from the origin of the throw or closer to the line. U1 will adjust with F3 if the play evolves into a tag-play.</p> <p>Responsible For: F/F, C/NC in AOR, all Touches & Plays at 1B.</p>	<p>Reads the ball and moves to remain CtB on the outside of the diamond. On a force play at 2B, U2 must move into position to see all elements of the play and drift for to observe subsequent infractions. U2 will use wedge theory to position for tag plays at 2B.</p> <p>Responsible For: C/NC in AOR, all Touches & Plays at 2B.</p>	<p>Reads the ball and moves to Po3. U3 must “own the real estate” on the topside of the base between the foul line and the coach’s box. U3 will use wedge theory to position for tag-plays at 3B.</p> <p>Responsible For: F/F, C/NC in AOR, all Touches & Plays at 3B.</p>
<p>PU from PoP: To observe for potential Runner’s Lane Violation, out of play, and assist with pulled foot or swipe tag on the BR at 1B. PU will always be responsible for a tag attempt on the BR before the Runner’s Lane.</p>			

CLEAN BASE HITS TO THE OUTFIELD	All Situations
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CLEAN BASE HITS TO THE OUTFIELD – Regardless of the Pre-Pitch Position of the Runners			
PU	U1	U2	U3
<p>PU will handle all responsibilities in order of priority from PoP, Remains at PoP and adjusts from there for potential plays at HP.</p> <p>Responsible For: F/F, C/NC on IF, all Touches & Plays at HP.</p>	<p>Reads the ball and moves to Po1, CtB. U1 must “own the real estate” on the topside of the base between the foul line and the coach’s box. U1 will use wedge theory to position for tag-plays at 1B.</p> <p>Responsible For: F/F, C/NC in AOR, all Touches & Plays at 1B.</p>	<p>Reads the ball as a clean base hit to the outfield and moves to Po2 opposite the throw. Reads the runners, fielders, and play to position for runner sliding at U2.</p> <p>Responsible For: C/NC in AOR, all Touches & Plays at 2B.</p>	<p>Reads the ball and moves to Po3, CtB. U3 must “own the real estate” on the topside of the base between the foul line and the coach’s box. U3 will use wedge theory to position for tag-plays at 3B.</p> <p>Responsible For: F/F, C/NC in AOR, all Touches & Plays at 3B.</p>

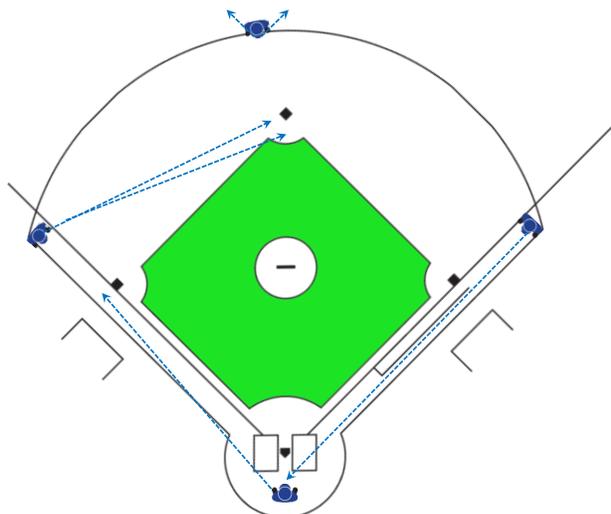
TYPES OF ROTATIONS

In our 4-Umpire System for the 60-Foot Diamond, the following is a list of the three types of rotations that will be utilized in this system:

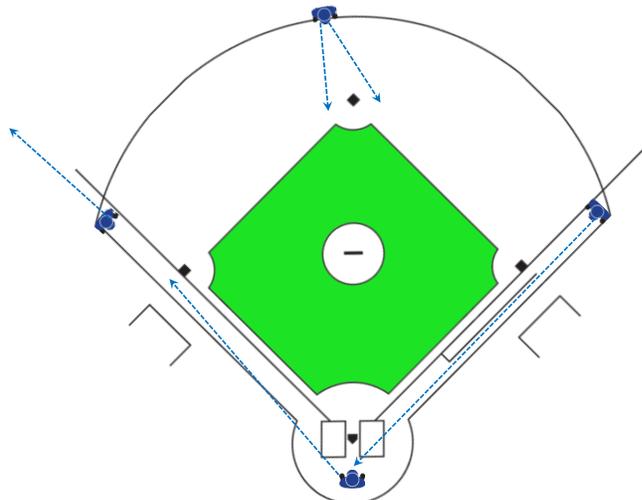
- **FULL ROTATION** – used with NRiSP (NRO or R1 Only) when U2 or U3 leaves to cover C/NC.
 - Called the “Full Rotation” because everyone moves.
- **FILL ROTATION** – used with RiSP when U2 or U3 leaves to cover C/NC.
 - Called the “Fill Rotation” because either U2 or U3 fills the vacancy when U2/U3 leaves for C/NC.
- **U2 FILL** – used anytime U1 leaves to cover C/NC.
 - Called the “U2 Fill” because U2 will fill the RA whenever U1 leaves to cover C/NC.

ROTATION	SITUATION	BASIC MOVEMENTS
FULL Rotation	NRO or R1 Only	<p>Movements: Everyone Moves in Clockwise Rotation</p> <p>PU: Moves to Cover 3B in foul territory and remains in foul territory to apply wedge positioning for tag plays at 3B.</p> <p>U1: Observes the Batter-Runner’s Touch and then releases to cover HP at PoP with U2 or U3 picking up the BR back into 1B.</p> <p>U2: Leaves to cover C/NC in AOR OR moves to Po2 opposite the throw to position for tag plays at 2B (U2 will pick-up the BR back into 1B after U1 releases to HP) with U3 out.</p> <p>U3: Leaves to cover C/NC in AOR OR moves to Po2, opposite the throw, while remaining CtB to cover all plays at 2B (U3 will pick-up the BR back into 1B after U1 releases to HP) with U2 out.</p>
FILL Rotation	RiSP	<p>Movements: One Umpire (U2/U3) <u>FILLS</u> the Vacancy</p> <ul style="list-style-type: none"> • PU: Stays at HP and uses PoP. • U1: Moves to Po1 and is the “crew saver” to use Proper Use of Eyes (PUEs) to observe all action. • U2: Leaves to cover C/NC OR moves to RA to cover plays at 2B and 3B with U3 out. U2 will slip to the outside once responsibilities become singular. • U3: Leaves to cover C/NC in AOR OR moves to RA to cover plays at 2B and 3B with U2 out. U3 will slip to the outside once responsibilities become singular.
U2 FILL	All Situations	<p>Movements: Results when U1 leaves to cover C/NC:</p> <ul style="list-style-type: none"> • PU: Stays at HP and uses PoP. • U1: Leaves to cover C/NC. • U2: fills to the right side of the infield in the RA and is responsible for all plays at 1B and 2B. U2 will slip to the outside once responsibilities become singular. • U3: Moves to Po3 to position for tag plays at 3B.

TYPES OF ROTATIONS	Full Rotation Diagram & Explanation
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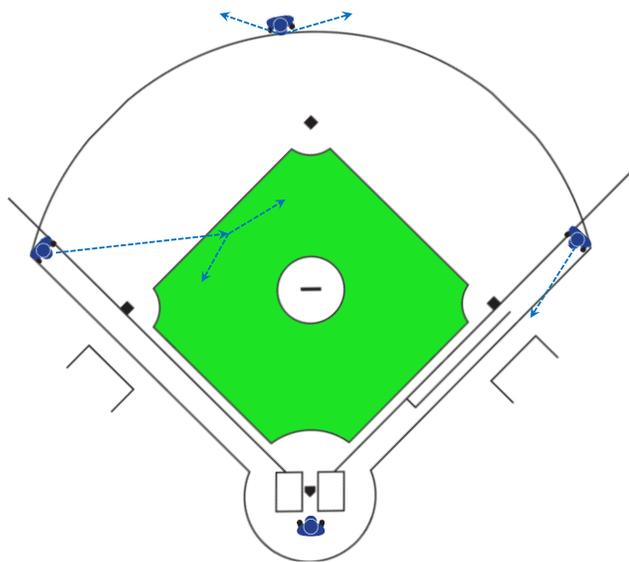
FULL ROTATION – U2 OUT



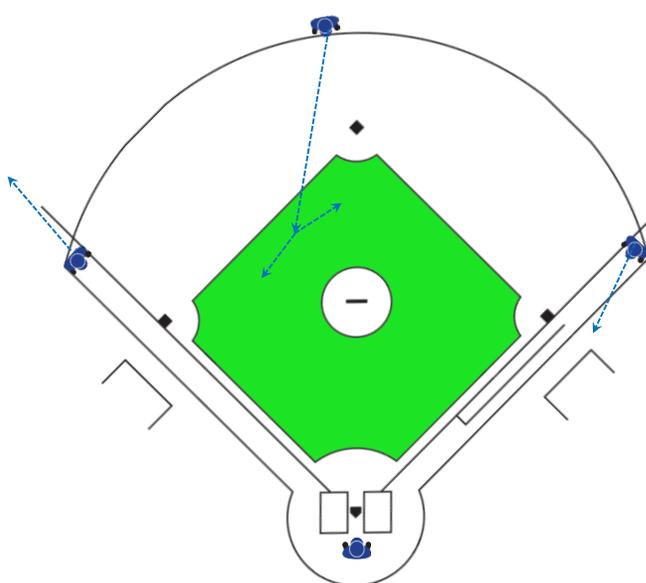
FULL ROTATION – U3 OUT

FULL ROTATION – Used with NRO or R1 Only when U2 or U3 leaves to cover C/NC in their respective AOR.			
PU	U1	U2	U3
<p>Moves to cover 3B in foul territory and will remain in foul territory.</p> <p>Moves all the way up to Po3 on the topside (outfield corner) of 3B to remain CtB, afford freedom of movement, and position for all tag plays at 3B.</p> <p>PU must arrive at 3B 60-feet ahead of runner.</p>	<p>Observes the BR's touch and then releases to cover HP at PoP.</p> <p>U1 will mirror the movement of the lead runner so as to arrive at PoP 60-feet ahead of the lead runner.</p> <p>U2/U3 will pick-up the BR back into 1B once U1 releases to HP.</p>	<p>Leaves to cover C/NC in their AOR.</p> <p>If U2 does not leave to cover C/NC in their AOR, U2 will move to Po2, opposite the throw, to position for tag plays at 2B.</p> <p>If U2 does not leave, they are responsible for plays at 1B using the RA once U1 releases to cover HP.</p>	<p>Leaves to cover C/NC in their AOR.</p> <p>If U2 leaves, U3 will move to Po2, opposite the throw, to position for tag plays at 2B.</p> <p>When covering 2B in rotation, U3 is responsible for plays at 1B using the RA once U1 releases to HP.</p>

TYPES OF ROTATIONS	Fill Rotation Diagram & Explanation
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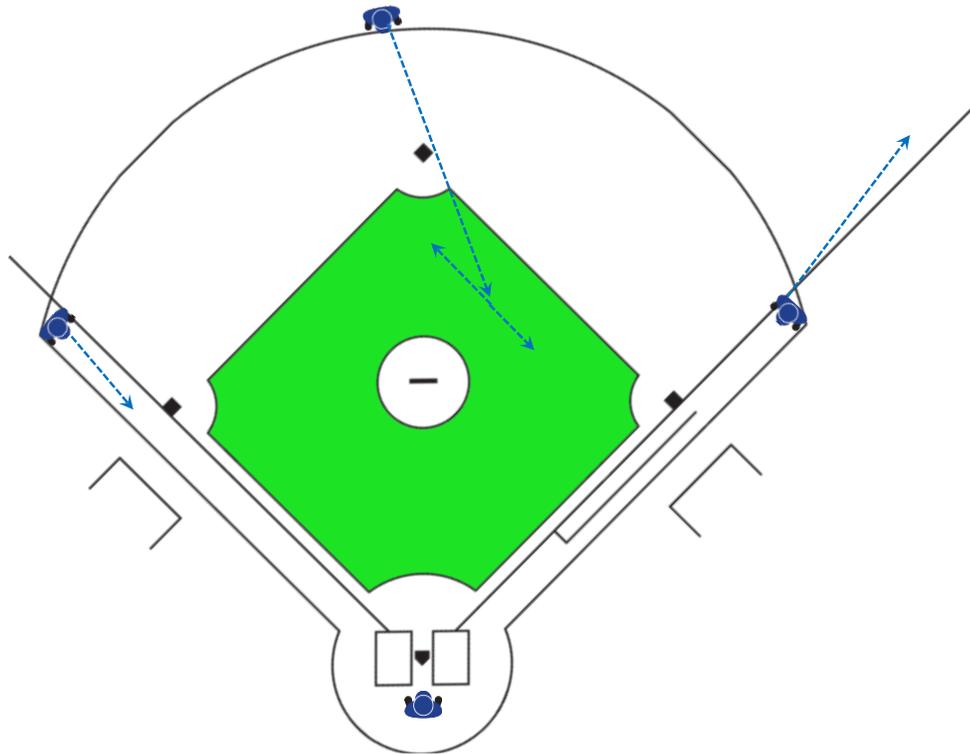
FILL ROTATION – U2 OUT



FILL ROTATION – U3 OUT

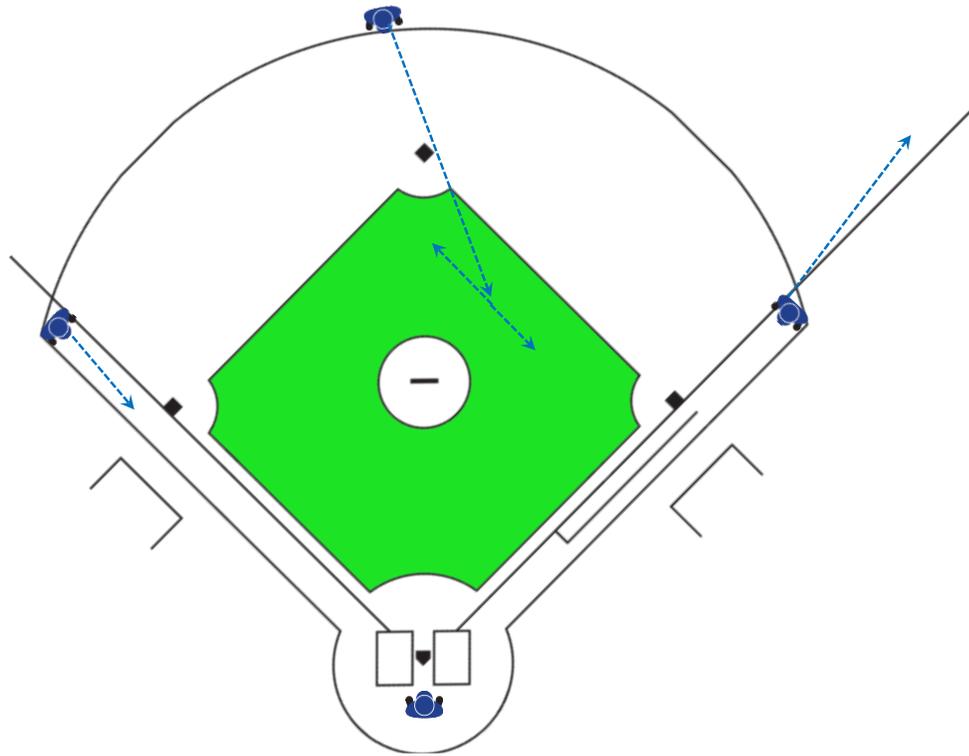
FILL ROTATION – Anytime with RiSP (R2 only, R3 Only, R1+R2, R1+R3, R2+R3, & Bases Full) with U2/U3 Out.			
PU	U1	U2	U3
<p>Clears the catcher and handles responsibilities in order of priority from PoP. In situations with R3, PU will line-up R3's retouch at the dirt circle and then return aggressively to PoP. Remains at PoP for the duration of the play.</p>	<p>Moves to Po1 on the topside (outfield corner) of 1B to remain CtB, afford freedom of movement, and position for all plays and touches at 1B. U1 will be the "crew saver" and use PUEs to observe all action.</p>	<p>Leaves to cover C/NC in their AOR. If U2 does not leave to cover C/NC in their AOR, U2 will move to into the RA and is responsible for plays at 2B and 3B. U2 must get depth in the RA and avoid overcompensating so they may cover plays at 2B and 3B. Once U2's responsibilities become singular, U2 slips to the outside.</p>	<p>Leaves to cover C/NC in their AOR. If U3 does not leave to cover C/NC in their AOR, U3 will move to into the RA and is responsible for plays at 2B and 3B. Gets depth in the RA to avoid overcompensating for plays at 2B and 3B. Once U3's responsibilities become singular, U3 slips to the outside.</p>

TYPES OF ROTATIONS U2 Fill Rotation Diagram & Explanation



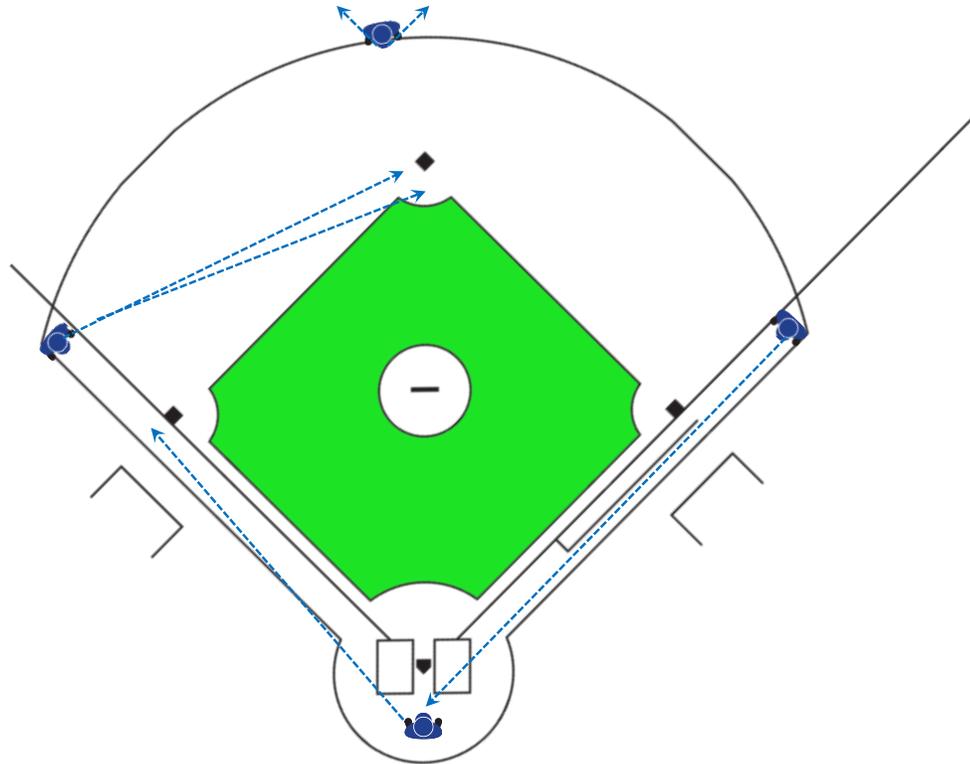
U2 FILL – ANYTIME U1 leaves to cover C/NC in their AOR, U2 will use the RA to cover 1B and 2B.			
PU	U1	U2	U3
<p>Clears the catcher and handles responsibilities in order of priority from PoP. With NRO or R1 Only, PU should TBR to assist U2 if needed at 1B on a swipe, etc. Remains at PoP for the duration of the play.</p>	<p>Leaves to cover C/NC in their AOR.</p>	<p>Moves into the RA and is responsible for plays at 1B and 2B. U2 must get depth in the RA and avoid overcompensating so they may cover plays at 1B and 2B. Once U2's responsibilities become singular, U2 should slip to the outside.</p>	<p>U3 will move to Po3, opposite the throw, to position for plays at 3B.</p>

SITUATION: No Runners, U1 Goes Out **TYPE OF ROTATION:** U2 Fill



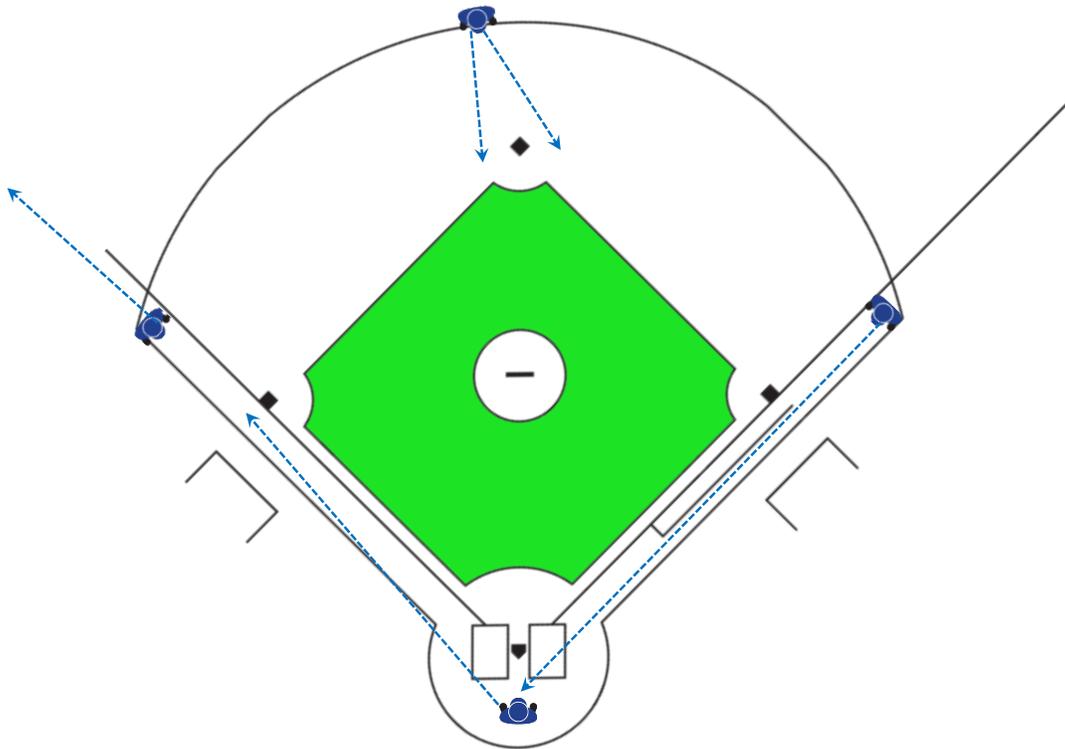
NRO: U1 Leaves			
PU	U1	U2	U3
<p>Clears the catcher and handles responsibilities in order of priority from PoP. With NRO or R1 Only, PU should TBR to assist U2 if needed at 1B on a swipe, etc.</p> <p>Returns to PoP for the duration of the play.</p> <p>Responsible for: all touches and plays at HP.</p>	<p>Leaves to cover C/NC in their AOR.</p> <p>Goes out and stays out unless returning to assist with a rundown between 1B and 2B.</p> <p>Responsible for: F/F, C/NC in AOR.</p>	<p>Moves into the RA and is responsible for plays at 1B and 2B.</p> <p>Must get depth in the RA and avoid overcompensating so they may cover plays at 1B and 2B.</p> <p>Once responsibilities become singular, U2 slips to the outside.</p> <p>Responsible for: all touches/plays at 1B & 2B.</p>	<p>U3 will move to Po3, opposite the throw, to position for plays at 3B.</p> <p>Responsible for: all touches and plays at 3B.</p>

SITUATION: No Runners, U2 Goes Out **TYPE OF ROTATION:** Full Rotation



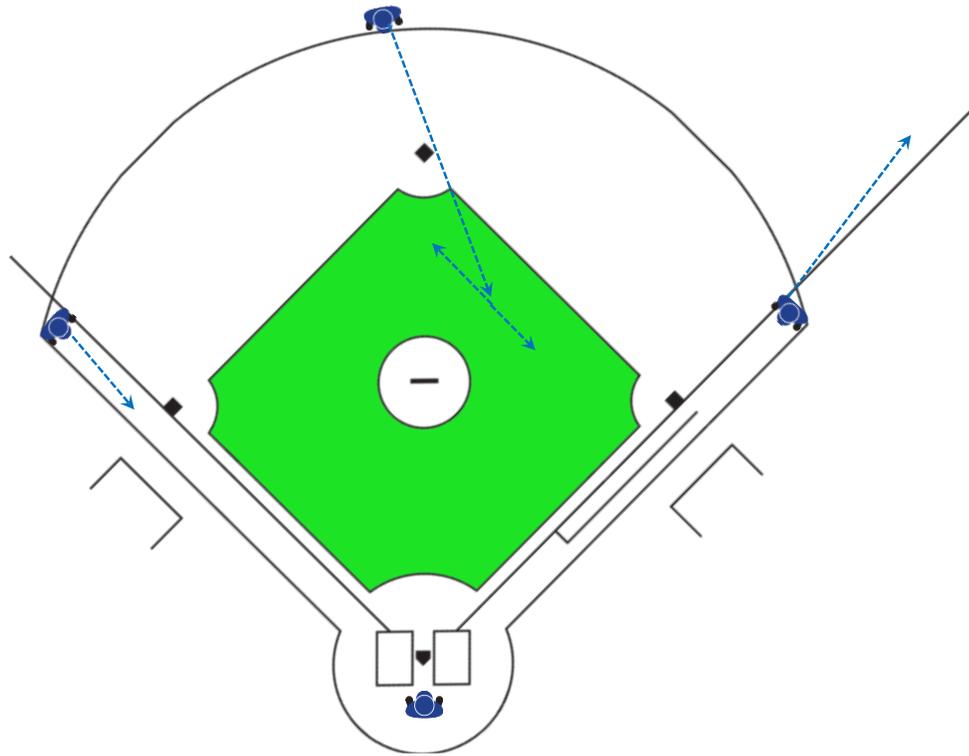
NRO: U2 Leaves for C/NC			
PU	U1	U2	U3
<p>Moves to cover 3B in foul territory and will remain in foul territory.</p> <p>Moves all the way up to Po3 on the topside (outfield corner) for all tag plays at 3B.</p> <p>PU must arrive at 3B 60-feet ahead of BR.</p> <p>Responsible for: all touches and plays at 3B.</p>	<p>Observes the BR's touch then releases to cover HP at PoP.</p> <p>Mirrors the movement of the BR to arrive at PoP 60-feet ahead of the BR.</p> <p>U3 will pick-up the BR back into 1B once U1 releases to HP.</p> <p>Responsible for: touches and plays at 1B and HP.</p>	<p>Leaves to cover C/NC in their AOR.</p> <p>Goes out and stays out for the duration of the play unless returning to assist with a rundown.</p> <p>Responsible for: C/NC in AOR.</p>	<p>Moves to Po2, opposite the throw, for plays at 2B.</p> <p>Responsible for plays at 1B once U1 releases to HP.</p> <p>Responsible for: all touches and plays at 2B and plays at 1B once U1 releases to cover HP.</p>

SITUATION: No Runners, U3 Goes Out **TYPE OF ROTATION:** Full Rotation



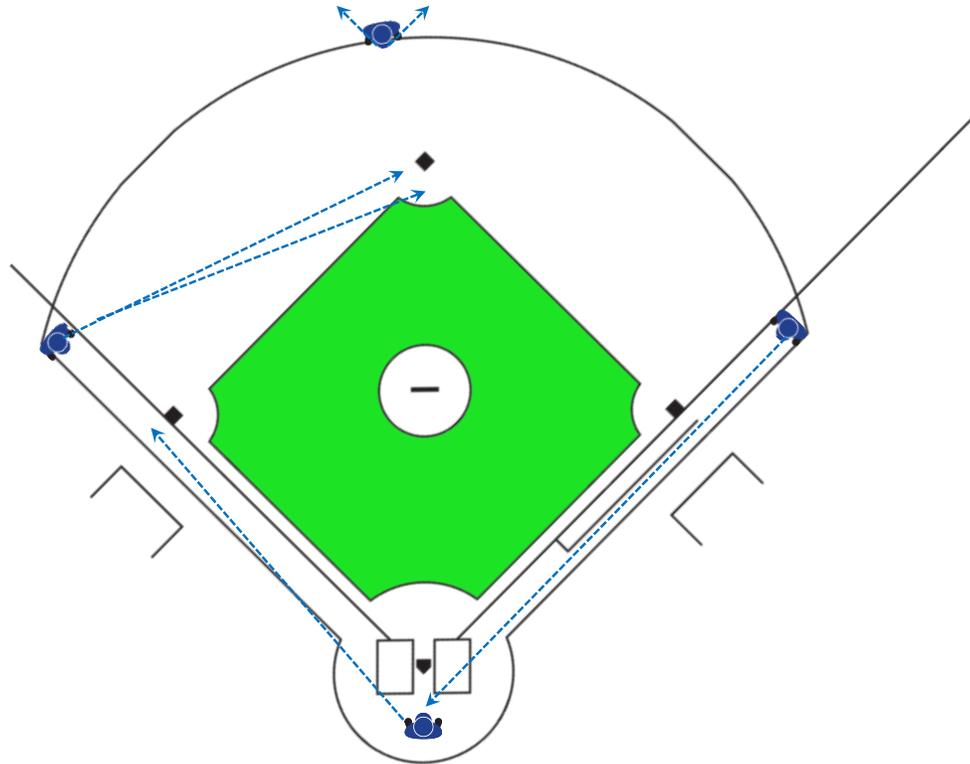
NRO: U3 Leaves for C/NC			
PU	U1	U2	U3
<p>Moves to cover 3B in foul territory and will remain in foul territory.</p> <p>Moves all the way up to Po3 on the topside (outfield corner) for all tag plays at 3B.</p> <p>PU must arrive at 3B 60-feet ahead of BR.</p> <p>Responsible for: all touches and plays at 3B.</p>	<p>Observes the BR's touch then releases to cover HP at PoP.</p> <p>Mirrors the movement of the BR to arrive at PoP 60-feet ahead of the BR.</p> <p>U3 will pick-up the BR back into 1B once U1 releases to HP.</p> <p>Responsible for: touches and plays at 1B and HP.</p>	<p>Moves to Po2, opposite the throw, for plays at 2B.</p> <p>Responsible for plays at 1B once U1 releases to HP.</p> <p>Responsible for: all touches and plays at 2B and plays at 1B once U1 releases to cover HP.</p>	<p>Leaves to cover C/NC in their AOR.</p> <p>Goes out and stays out for the duration of the play unless returning to assist with a rundown.</p> <p>Responsible for: F/F & C/NC in AOR.</p>

SITUATION: R1 Only, U1 Goes Out **TYPE OF ROTATION:** U2 Fill



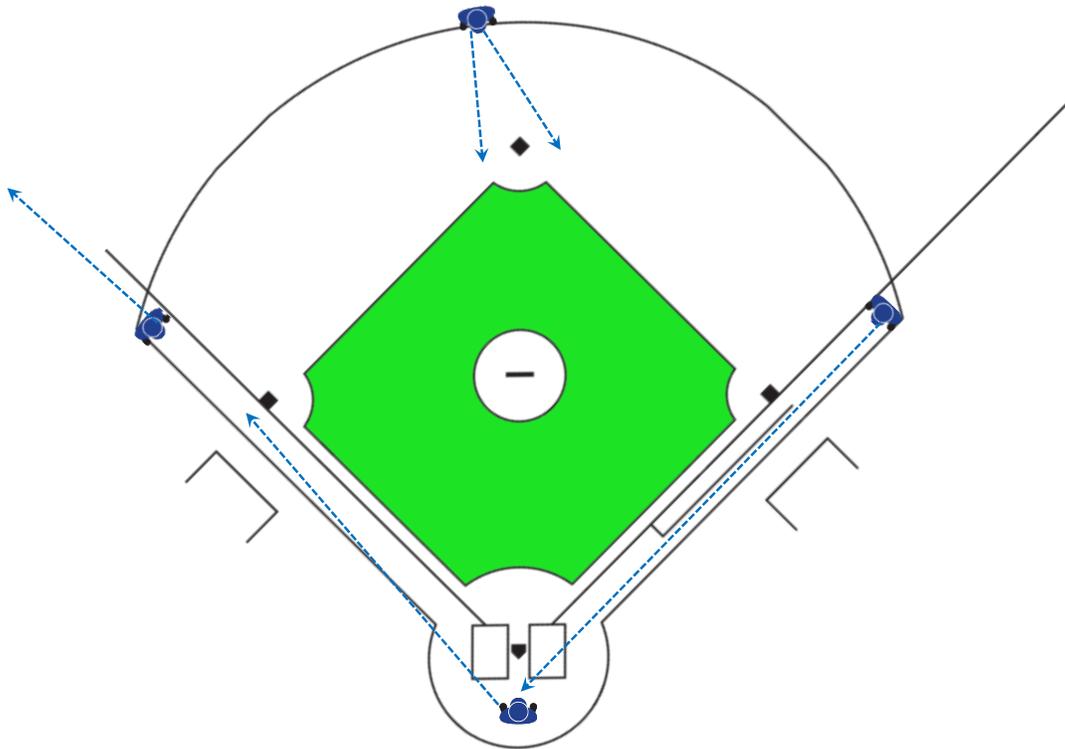
R1 ONLY: U1 Leaves			
PU	U1	U2	U3
<p>Clears the catcher and handles responsibilities in order of priority from PoP. Remains at PoP for the duration of the play.</p> <p>Responsible for: all touches and plays at HP.</p>	<p>Leaves to cover C/NC in their AOR. Goes out and stays out unless returning to assist with a rundown between 1B and 2B.</p> <p>Responsible for: F/F, C/NC in AOR.</p>	<p>Moves into the RA and is responsible for plays at 1B and 2B. Must get depth in the RA and avoid overcompensating so they may cover plays at 1B and 2B. Once responsibilities become singular, U2 slips to the outside.</p> <p>Responsible for: R1's retouch and all touches and plays at 1B & 2B.</p>	<p>U3 will move to Po3, opposite the throw, to position for plays at 3B.</p> <p>Responsible for: all touches and plays at 3B.</p>

SITUATION: R1 Only, U2 Goes Out	TYPE OF ROTATION: Full Rotation
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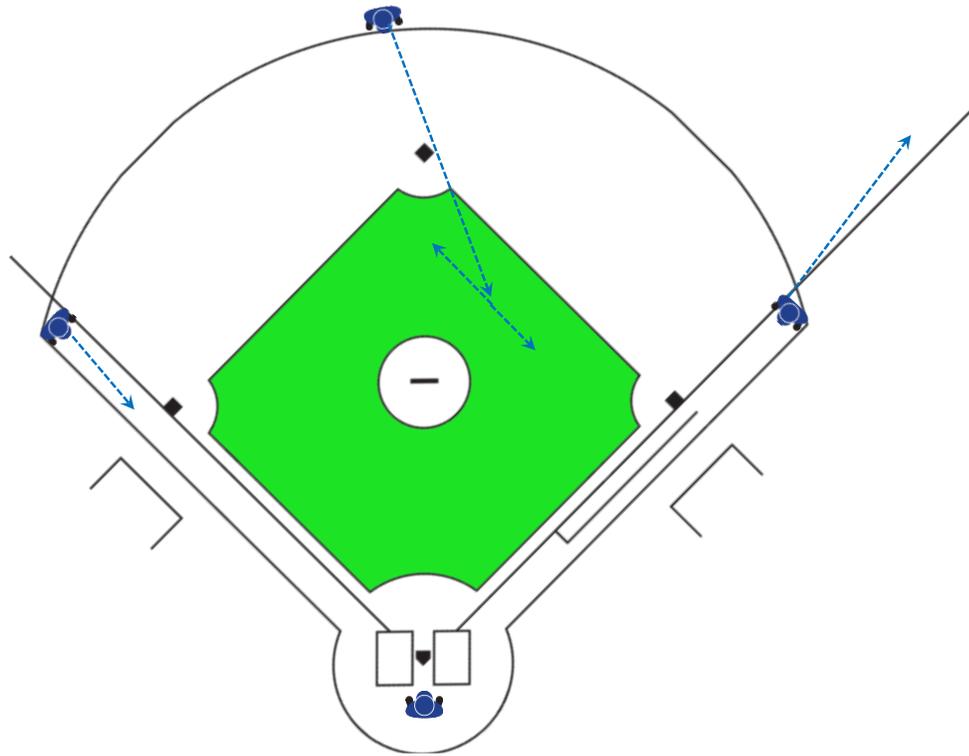
R1 Only: U2 Leaves for C/NC			
PU	U1	U2	U3
<p>Moves to cover 3B in foul territory and will remain in foul territory. Moves all the way up to Po3 on the topside (outfield corner) for all tag plays at 3B. PU must arrive at 3B 60-feet ahead of R1.</p> <p>Responsible for: all touches and plays at 3B.</p>	<p>Observes the BR's touch then releases to cover HP at PoP. Mirrors the movement of the R1 to arrive at PoP 60-feet ahead of the R1. U3 will pick-up the R1 and BR back into 1B as U1 releases to HP.</p> <p>Responsible for: touches and plays at 1B and HP.</p>	<p>Leaves to cover C/NC in their AOR. Goes out and stays out for the duration of the play unless returning to assist with a rundown.</p> <p>Responsible for: C/NC in AOR.</p>	<p>Moves to Po2, opposite the throw, for plays at 2B. Responsible for plays at 1B once U1 releases to HP.</p> <p>Responsible for: all touches and plays at 2B and plays at 1B once U1 releases to cover HP.</p>

SITUATION: R1 Only, U3 Goes Out **TYPE OF ROTATION:** Full Rotation



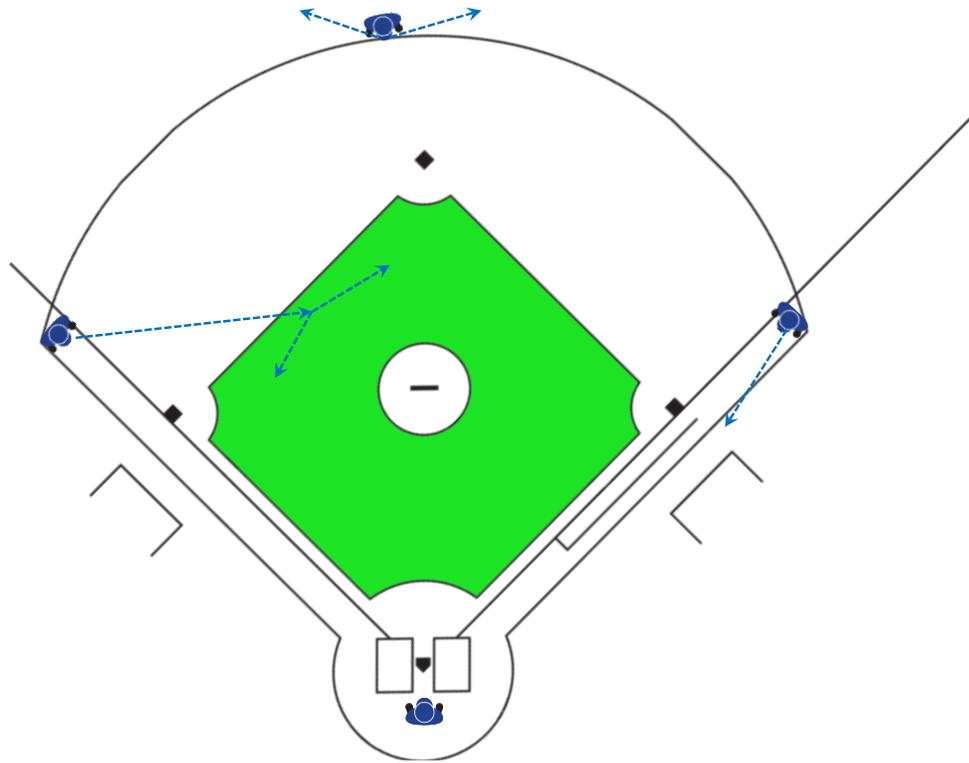
R1 Only: U3 Leaves for C/NC			
PU	U1	U2	U3
<p>Moves to cover 3B in foul territory and will remain in foul territory.</p> <p>Moves all the way up to Po3 on the topside (outfield corner) for all tag plays at 3B.</p> <p>PU must arrive at 3B 60-feet ahead of R1.</p> <p>Responsible for: all touches and plays at 3B.</p>	<p>Observes the BR's touch then releases to cover HP at PoP.</p> <p>Mirrors the movement of the R1 to arrive at PoP 60-feet ahead of the R1.</p> <p>U2 will pick-up the R1 and BR back into 1B as U1 releases to HP.</p> <p>Responsible for: touches and plays at 1B and HP.</p>	<p>Moves to Po2, opposite the throw, for plays at 2B.</p> <p>Responsible for plays at 1B once U1 releases to HP.</p> <p>Responsible for: all touches and plays at 2B and plays at 1B once U1 releases to cover HP.</p>	<p>Leaves to cover C/NC in their AOR.</p> <p>Goes out and stays out for the duration of the play unless returning to assist with a rundown.</p> <p>Responsible for: F/F & C/NC in AOR.</p>

SITUATION: RiSP, U1 Goes Out	TYPE OF ROTATION: U2 Fill
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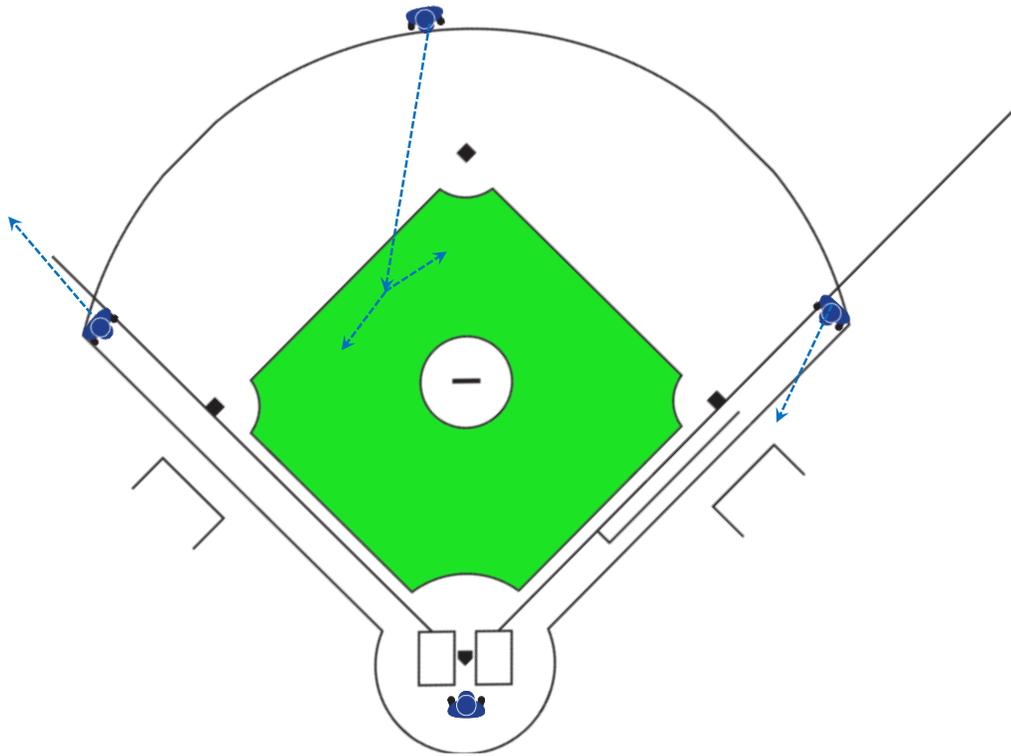
RiSP: U1 Leaves			
PU	U1	U2	U3
<p>Clears the catcher and handles responsibilities in order of priority from PoP. Remains at PoP for the duration of the play.</p> <p>Responsible for: all touches and plays at HP.</p>	<p>Leaves to cover C/NC in their AOR. Goes out and stays out unless returning to assist with a rundown between 1B and 2B.</p> <p>Responsible for: F/F, C/NC in AOR.</p>	<p>Moves into the RA and is responsible for plays at 1B and 2B. Must get depth in the RA and avoid overcompensating so they may cover plays at 1B and 2B. Once responsibilities become singular, U2 slips to the outside.</p> <p>Responsible for: R1 & R2 retouch and all touches and plays at 1B & 2B.</p>	<p>U3 will move to Po3, opposite the throw, to position for plays at 3B.</p> <p>Responsible for: R3's retouch and all touches and plays at 3B.</p>

SITUATION: RiSP, U2 Goes Out **TYPE OF ROTATION:** Fill



RiSP – U2 leaves for C/NC in their AOR.			
PU	U1	U2	U3
<p>Handles responsibilities in order of priority from PoP. In situations with R3, PU will line-up R3's retouch at the dirt circle and then return aggressively to PoP.</p> <p>Remains at PoP for the duration of play.</p> <p>Responsible for: R3's retouch and all touches and plays at HP.</p>	<p>Moves to Po1 on the topside (outfield corner) of 1B to remain CtB, afford freedom of movement, and position for all plays and touches at 1B.</p> <p>U1 will be the "crew saver" and use PUEs to observe all action.</p> <p>Responsible for: R1's retouch and all touches and plays at 1B.</p>	<p>Leaves to cover C/NC in their AOR.</p> <p>Goes out and stays out unless returning to assist with a rundown.</p> <p>Responsible for: C/NC in their AOR.</p>	<p>Moves into the RA and is responsible for plays at 2B and 3B.</p> <p>Gets depth in the RA to avoid overcompensating for plays at 2B & 3B.</p> <p>Once U3's responsibilities become singular, U3 slips to the outside.</p> <p>Responsible for: R2's Retouch & all touches & plays at 2B and 3B.</p>

SITUATION: RiSP, U3 Goes Out **TYPE OF ROTATION:** Fill



RiSP – U3 leaves for C/NC in their AOR.			
PU	U1	U2	U3
<p>Handles responsibilities in order of priority from PoP. In situations with R3, PU will line-up R3's retouch at the dirt circle and then return aggressively to PoP.</p> <p>Remains at PoP for the duration of play.</p> <p>Responsible for: R3's retouch and all touches and plays at HP.</p>	<p>Moves to Po1 on the topside (outfield corner) of 1B to remain CtB, afford freedom of movement, and position for all plays and touches at 1B.</p> <p>U1 will be the "crew saver" and use PUEs to observe all action.</p> <p>Responsible for: R1's retouch and all touches and plays at 1B.</p>	<p>Moves into the RA and is responsible for plays at 2B and 3B.</p> <p>Gets depth in the RA to avoid overcompensating for plays at 2B & 3B.</p> <p>Once U3's responsibilities become singular, U3 slips to the outside.</p> <p>Responsible for: R2's Retouch & all touches & plays at 2B and 3B.</p>	<p>Leaves to cover C/NC in their AOR.</p> <p>Goes out and stays out unless returning to assist with a rundown.</p> <p>Responsible for: F/F & C/NC in their AOR.</p>

KEY CONCEPTS TO REMEMBER

1. There are **3 types of rotations** in this 4-Umpire System:
 - a. Full Rotation:
 - i. Used anytime with NRiSP when U2 or U3 leaves to cover C/NC in their AOR.
 - ii. Called the "Full Rotation" because **everyone** moves in a clockwise direction:
 1. PU up to 3B.
 2. U3 over to 2B (or out for C/NC in their AOR).
 3. U2 to 2B (or out for C/NC in their AOR).
 4. U1 to HP after handling primary responsibilities at 1B and communicating their release to HP.
 - b. Fill Rotation:
 - i. Used with anytime RiSP when U2 or U3 leaves to cover C/NC in their AOR.
 - ii. Called the "Fill Rotation" because only **ONE UMPIRE** uses the Restricted Area to fill the vacancy created when U2 or U3 leaves to cover C/NC in their AOR with RiSP.
 - c. U2 Fill:
 - i. Used anytime U1 leaves to cover C/NC in their AOR, regardless of the position of the runners.
 - ii. Called the "U2 Fill" because U2 will use the Restricted Area to fill the vacancy created when U1 leaves to cover C/NC in their AOR.

2. We will have the appropriate umpire out on **every fly-ball to the outfield** in their AOR.
 - a. U1's AOR: F9 to the RF Line
 - b. U2's AOR: F7 to F9 if the fielder is going in, back, or toward CF
 - c. U3's AOR: F7 to the LF Line.

3. **U2 is the "quarterback:"** if two umpires break on the same fly ball, the crew will defer to U2, and the other umpire (U1 or U3) will recover and rotate accordingly.

ROTATION IDENTIFICATION MATRIX:

SITUATION	MOVEMENT	TYPE OF ROTATION
NRO	U1 Leaves U2 Leaves U3 Leaves	U2 Fill Full Full
R1 Only	U1 Leaves U2 Leaves U3 Leaves	U2 Fill Full Full
R2 Only	U1 Leaves U2 Leaves U3 Leaves	U2 Fill Fill Fill
R3 Only	U1 Leaves U2 Leaves U3 Leaves	U2 Fill Fill Fill
R1+R2	U1 Leaves U2 Leaves U3 Leaves	U2 Fill Fill Fill
R1+R3	U1 Leaves U2 Leaves U3 Leaves	U2 Fill Fill Fill
R2+R3	U1 Leaves U2 Leaves U3 Leaves	U2 Fill Fill Fill
Bases Full	U1 Leaves U2 Leaves U3 Leaves	U2 Fill Fill Fill

PRE-GAME CONFERENCE GUIDE

GENERAL RESPONSIBILITIES	
Fair / Foul	<ul style="list-style-type: none"> ● PU: (bracket all foul pop-ups between the base and HP with U1/U3) <ul style="list-style-type: none"> ○ Responsible for all fair/foul up to but not including the front edge of 1B and 3B ○ Assumes entire foul line when U1 or U3 abandon the Line ● U1/U3: (bracket all foul pop-ups between the base and HP with PU) <ul style="list-style-type: none"> ○ Responsible for all fair/foul from the front edge of the base and beyond ○ If U1/U3 abandons the line, NEVER come back to the line to make a F/F decision ● "PINCH" – anytime with R3, PU's view of F/F between HP and 3B may be blocked. If PU is "pinched," PU will pass F/F to U3. ● If the batter is hit with a batted ball in the batter's box, all umpires should afford time for PU to make the call because PU will have greater knowledge on the status of the batter's feet.
AOR for C/NC	<ul style="list-style-type: none"> ● PU - All C/NC on the infield except where the open-glove theory applies. ● U1 - Any batted ball in the air requiring F9 to move toward the RF Line ● U2 - Any batted ball in the air requiring F7 or F9 moving in/back or toward CF PLUS F8 moving in/back or toward RF/LF. Defer to U2 if two umpires give chase to the same fly-ball. ● U3 - Any batted ball in the air requiring F7 to move toward the LF Line ● <u>Expectation:</u> We will have the appropriate umpire out on every fly-ball to the outfield.
Touches	<ul style="list-style-type: none"> ● Routine Plays - each umpire is responsible for touches at his/her base ● Touches In Rotation: <ul style="list-style-type: none"> ○ FULL Rotation - PU=3B, U2/U3 = 2B, U1=1B and HP ○ FILL Rotation: <ul style="list-style-type: none"> ■ U1 Out - PU=HP, U2=1B and 2B, U3=3B ■ U2/U3 Out - PU=HP, U1=1B, U2/U3=2B and 3B
Retouches (Tag-Ups)	<ul style="list-style-type: none"> ● When an umpire must leave to cover C/NC or leave his/her base to rotate, responsibility for observing the retouch (tag-up) at his/her base will advance to the umpire ahead of the runner. ● U1 Goes Out (NRISP or RiSP) - U2=Retouches at 1B and 2B ● U2 Goes Out (RiSP) - U1=Retouch at 1B, U3=Retouch at 2B, PU=Retouch at 3B ● U3 Goes Out (RiSP) - U1=Retouch at 1B, U2=Retouch at 2B, PU=Retouch at 3B

ROTATIONS				
	U1 OUT	U2 OUT	U3 OUT	OTHER
NRiSP	<u>U2 Fill Rotation</u> PU=HP U2=1B & 2B U3=3B	<u>Full Rotation</u> PU=3B U1=1B+HP U3=2B	<u>Full Rotation</u> PU=3B U1=1B+HP U2=2B	-Uncaught 3rd -Checked Swings -Substitutions & Pitching CHG -Handling Situations (1on1) -Between Innings Protocol -Crew Consult vs. Replay -Signals (Full, Fill, IFF, Pinch, Timing)
RiSP	<u>U2 Fill Rotation</u> PU=HP U2=1B & 2B U3=3B	<u>Fill Rotation</u> PU=HP U1=1B U3=2B+3B	<u>Fill Rotation</u> PU=HP U1=1B U2=2B+3B	

ATTACK EACH PITCH / COMMUNICATE / PRIORITIES / PROPER USE OF EYES / CHEST TO BALL

SECTION 6: 50/70 & 90-FOOT DIAMOND MECHANICS FOR THE 2-UMPIRE SYSTEM

Index of responsibilities, rotations, and movements for the 2-Umpire System on the 50/70 & 90-Foot Diamonds

NOTE: Beginning with the 2026 season, Little League will officially use the Collegiate Commissioners Association (CCA) Baseball Umpire Manual for all 2, 3, and 4-Umpire mechanics on both the 50/70 and 90-Foot diamonds. This helps to create consistency for umpires working across multiple levels of baseball on the bigger diamonds and strengthens our alignment with the broader umpiring community.

The CCA Manual may be accessed online via Google Search or any umpire equipment suppliers, such as Gerry Davis Sports. Additionally, a PDF of the [CCA Manual may be accessed here](#).

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GENERAL PRINCIPLES

PHILOSOPHY

Our version of the 2-Umpire System for the 50/70 and 90-Foot Diamonds is based upon the following philosophies:

1. Each umpire must thoroughly understand **coverage responsibilities** and **basic umpiring techniques** to maximize play positioning and coverage. These are both outlined within this manual.
2. The plate umpire will move and is responsible for more than just balls and strikes. Responsibilities and rotations are assigned to cover the plays with the **highest probabilities in order of priority**.
3. When assigned to **cover multiple bases and multiple runners**, 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. A "play" is defined as the ball and runner coming together.
4. **Prioritize freedom of movement** for fielders and runners so that umpires do not hinder any play because of their positioning or movements.
5. **Umpire Communication** is imperative to ensure proper coverage. Communication must occur early and continuously throughout the development of the play. Communication includes audible, visual, and eye contact (reading partners) to respond efficiently and appropriately.

TERMS & DEFINITIONS

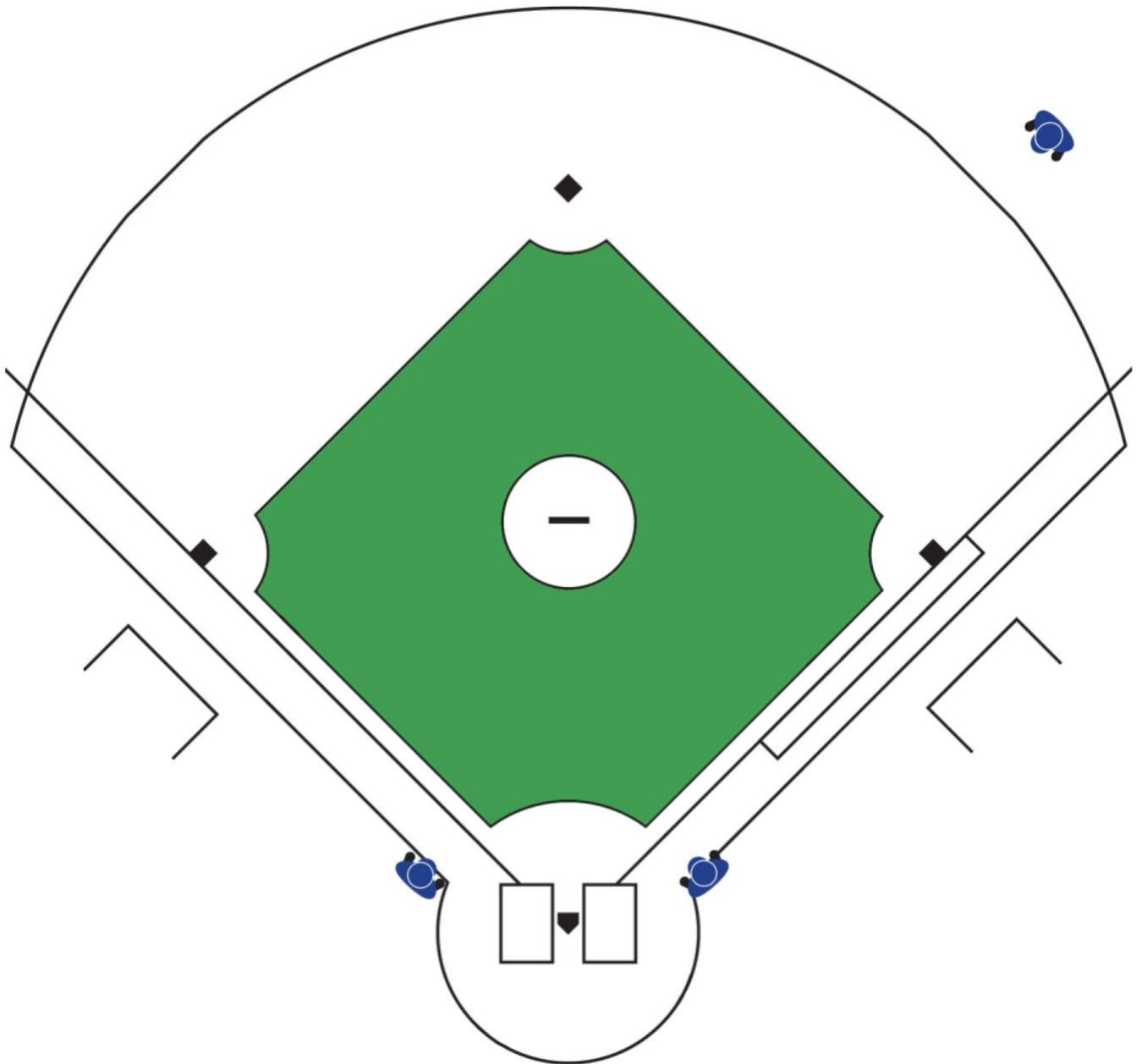
- **AOR:** Area of Responsibility
- **BR:** Batter-Runner
- **C/NC:** Catch / No-Catch
- **CtB:** Chest to Ball
- **F/F:** Fair / Foul
- **F1 through F9:** Standard Scorekeeping Notation for Fielders
- **Halo:** 2-3 step range 360 degrees around the fielder to afford freedom of movement of the fielder.
- **HP:** Home Plate **1B:** First Base **2B:** Second Base **3B:** Third Base
- **ISP:** Initial Starting Position
- **NRiSP:** No Runners in Scoring Position
- **NRO:** No Runners On
- **Open Glove Theory:** used on infield fly-balls, this theory states that the umpire to whom the fielder's glove is opening is responsible for C/NC. (Exception: PU is responsible for all fly-balls on the infield grass.)
- **PoP:** Point of Plate – 5 to 7 feet from the fielder receiving the throw directly behind the apex of the plate.
- **PU:** Plate Umpire
- **BU:** Base Umpire
- **R1, R2, R3:** Base Runners at the Time of Pitch
- **Re-Touch:** Tag-Up Attempt
- **Working Area:** the area located behind the pitcher's mound approximately halfway between the pitcher's mound and 2B cutout to the area located on the 1B/3B side of the pitcher's mound.
- **RiSP:** Runners in Scoring Position
- **TBR:** Trail the Batter Runner (NRO Only)

FUNDAMENTALS

1. Umpires must know and execute the **5 CRITICAL FUNDAMENTALS**:
 - a. Take a **Read Step** by taking a drop step to open up with the ball in play. The umpire will quickly:
 - i. Read if the batted ball is a ground ball, base hit, or fly-ball on the line and/or in your AOR.
 - ii. Read the movements of the fielders and runners to determine how you move.
 - iii. Read the movements of your partners so that your movements respond accordingly.
 - b. Handle priorities in **“Order of Operations:”**
 - i. Fair / Foul
 - ii. Catch / No-Catch
 - iii. Everything Else (Retouches, Touches, Interference, Obstruction, etc.)
 - c. **Proper Use of Eyes (PUEs)** – umpires must use their eyes properly to see the complete play before making the call. Proper timing is a result of proper use of eyes.
 - d. **Remain Chest to Ball** – the umpire must keep his/her chest to the ball while glancing over the shoulder for touches, obstruction, interference, etc. Doing so will allow the umpire to use the eyes properly and allow the ball to take the umpire to the play.
 - e. **Play Positioning** is defined by proper angle and distance, time and anticipation, adjusting.
 - i. Proper positioning prioritizes angle over distance. **Proper angle is primary to distance.**
 - ii. Proper positioning is a function of time, requiring umpires to anticipate all play possibilities but not their outcome.
 - iii. There are three possible positions for every play:
 1. Initial Starting Position at the time of the pitch.
 2. Play Position – moving to achieve optimal angle and distance for a developing play.
 3. Adjusted Positioning – adjusting to the evolution of the developing play to see all critical elements of the play.
2. Umpires are instructed to **shorten up their Initial Pre-Pitch Starting Position** in the **A Position**:
 - a. Never positioned parallel with the fielder in front of you nor in front of that fielder.
 - b. Position slightly outside of the fielder's **“halo,”** the 2-3 step range 360 degrees around the fielder.
 - c. Position must allow you to **see the shoe tops** of the fielder in front of you.
3. With NRO, BU will be **out to cover fly balls to the outfield in his/her AOR**. With NRO, BU's AOR is any fly-ball requiring F8 to move straight in, back, or towards right field, and any fly-ball hit to F9.
4. To execute the 2-Umpire System and be in proper position, umpires must **Think Read, and Respond**:
 - a. **Think**:
 - i. **Think ahead pre-pitch** – know what to do:
 1. What are my responsibilities in order of operations? F/F, C/NC, everything else.
 2. Leveraging the **Working Area** to remain CtB, glance over shoulder for touches, and to avoid over-committing so as to allow the ball to take BU to a developing play.
 - ii. **Pre-Pitch Communication** – signal to your partner by pointing to your responsibility given the situation. Signals should be initiated by the Plate Umpire but must be done by both umpires.
 - iii. **Check Fielders** – know the position of fielders to help determine positioning and movements.
 - b. **Read**: take a read step by taking a drop step to open up to the ball in play.
 - c. **Respond**: recognize play responsibilities and respond appropriately to best position for developing plays. This requires umpires to take appropriate **starting position**, get into the correct **play position**, and be ready to **adjust that position** based upon how the play develops. Umpires must anticipate all play possibilities but not their outcome.
5. BU will have all **retouches (tag-ups)** at 1B and 2B. PU will have all retouches at 3B.
6. BU will have all **touches** at 1B and 2B, and all touches at 3B by the Batter-Runner. PU will have all touches at 3B by all runners except for the BR and all touches at HP.

NEUTRAL POSITIONS BETWEEN INNINGS

Between Innings



Neutral Positions between Innings	
PU	BU
Defensive side of the field in foul territory near the foul line. Keep an eye on the offensive team for the on-deck batter and his/her placement in the on-deck circle. Count Pitches and alert the pitcher, catcher, and lead-off hitter in the on-deck circle when 2-pitches remain. Warm-up pitches not to exceed 1-Minute. Coaches may take their position in the coaches' boxes once the ball is thrown down to 2B by the catcher.	Shallow Right Field. Avoid players warming up. When the ball is thrown down to 2B by the catcher, move to starting position.

BASE UMPIRE IN THE "A" POSITION**Overview of Initial Starting Position & Responsibilities***INITIAL STARTING POSITION – Base Umpire*

- BU will be in the "A" Position in situations with no runners on base.
- Set up square to the plate, in foul territory, with the right foot adjacent to but not touching the foul line.
- Never closer than 10-12 ft. from 1B
- Never parallel with or in front of F3.
- Slightly outside of F3's "halo," or 2-3 feet radius around F3.
- Always able to see F3's shoe-tops to assist on a sinking line-drive.
- With NRO, BU may choose to walk the line into a wide receiver set position pre-pitch. Otherwise, hands-on-knees set shall be used by the BU in their pre-pitch set position.

FAIR / FOUL RESPONSIBILITIES

- Plate Umpire:
 - Has the call on the 1B line up to but not including the front edge of the base. This includes any batted ball that stops short of or fielded in front of 1B.
 - PU will assume the entire foul line if BU must abandon the line.
 - PU has all fair / foul responsibilities on the 3B line.
 - PU will move from behind the plate as far as the play allows and straddle the line for all fair/foul with NRO.
- Base Umpire:
 - BU has the call from the front edge of first base and beyond. This includes any batted ball that is bounding in the air, or on the ground, or is fielded even with the front edge or beyond first base.
 - If U1 abandons the line, U1 will never come back to make a fair/foul decision.
 - BU will either be on the line (straddling the line) to call fair/foul or pivot into the working area.

CATCH / NO-CATCH RESPONSIBILITIES

- Catches on the Infield with NRO:
 - PU has all catches by:
 - F1 moving in, left, or right.
 - F3 on the infield grass or to F3's right.
 - F4 moving in or toward 2B.
 - Any ball hit to F5.
 - BU Has all catches by:
 - F1 moving backwards.
 - F3 immediately in front, back, or toward 1B.
 - F4 moving back or toward 1B.
 - F6 moving toward 2B.
- Pop-Ups between 1B and HP:
 - With NRO and BU positioned in the A-Position, on pop-flies between HP and 1B, PU and BU will "bracket" the fielder.
 - PU will hold the line for F/F and BU will shade towards the fence.
 - The principles of catch/no-catch on the Infield and Open Glove Theory determines catch/no-catch.
- Catches in the Outfield with NRO:
 - PU:
 - F8 moving toward the left field foul line.
 - Any ball hit to F7.
 - BU:
 - F8 moving straight in and straight back.
 - F8 moving towards Right Field.
 - Any ball hit to F9.

BASE UMPIRE IN THE "B" POSITION**Overview of Initial Starting Position & Responsibilities***INITIAL STARTING POSITION – Base Umpire*

- BU will be in the "B" Position in situations with R1 only and R1+R3.
- On the inside of the diamond.
- Half the distance between the pitcher's plate and first base, and half the distance between the pitcher's plate and second base.
- Square to the plate.
- Anytime with a runner(s) on any base, umpires shall use the hands-on-knees set position.

FAIR / FOUL RESPONSIBILITIES

- Plate Umpire: has responsibility for all balls on both the first and third base lines.
- Base Umpire: is not responsible for any fair / foul

CATCH / NO-CATCH RESPONSIBILITIES

- Catches on the Infield with BU in B:
 - PU has all catches by:
 - F1 moving in, left, or right.
 - F3 moving back or toward the foul line.
 - F5 moving back or toward the foul line.
 - BU Has all catches by:
 - F1 moving backwards.
 - F3 moving in or toward the middle of the field.
 - All balls hit to F4 and F6.
 - F5 moving in or toward the middle of the field.
 - In general, **the Open Glove Theory** will be the guiding principle dictating fly-ball coverage in the infield with NRO: *the umpire to whom the fielder's glove is opening is responsible for C/NC.*
- Catches in the Outfield with BU in B:
 - PU:
 - F7 moving toward the LF line.
 - F9 moving toward the RF line.
 - BU: "The V:"
 - F7 straight in and back to F9 straight in and back.
 - BU will not leave the Working Area to observe Catch / No-Catch.

TOUCHES & RETOUCHES (Tag-Ups)

- Touches:
 - PU will have touches at 3B on all runners except for the batter-runner and all touches at HP.
 - BU will have all touches at 1B and 2B, and the BR at 1B, 2B, and 3B.
- Retouches (Tag-Ups):
 - PU will have R3's retouch at 3B.
 - BU is responsible for retouches at all other bases.

BASE UMPIRE IN THE "C" POSITION**Overview of Initial Starting Position & Responsibilities***INITIAL STARTING POSITION – Base Umpire*

- BU will be in the "C" Position in situations with R2 Only, R3 Only, R1+R2, R2+R3, and Bases Full.
- On the inside of the diamond.
- Half the distance between the pitcher's plate and third base, and half the distance between the pitcher's plate and second base.
- Square to the plate.
- Anytime with a runner(s) on any base, umpires shall use the hands-on-knees set position.

FAIR / FOUL RESPONSIBILITIES

- Plate Umpire: has responsibility for all balls on both the first and third base lines.
- Base Umpire: is not responsible for any fair / foul

CATCH / NO-CATCH RESPONSIBILITIES

- Catches on the Infield with BU in C:
 - PU has all catches by:
 - F1 moving in, left, or right.
 - F3 moving back or toward the foul line.
 - F5 moving back or toward the foul line.
 - BU Has all catches by:
 - F1 moving backwards.
 - F3 moving in or toward the middle of the field.
 - All balls hit to F4 and F6.
 - F5 moving in or toward the middle of the field.
 - In general, **the Open Glove Theory** will be the guiding principle dictating fly-ball coverage in the infield with NRO: *the umpire to whom the fielder's glove is opening is responsible for C/NC.*
- Catches in the Outfield with BU in C:
 - PU:
 - F7 moving toward the LF line.
 - F9 moving toward the RF line.
 - BU: "The V:"
 - F7 straight in and back to F9 straight in and back.
 - BU will not leave the Working Area to observe Catch / No-Catch.

TOUCHES & RETOUCHES (Tag-Ups)

- Touches:
 - PU will have touches at 3B on all runners except for the batter-runner and all touches at HP.
 - BU will have all touches at 1B and 2B, and the BR at 1B, 2B, and 3B.
- Retouches (Tag-Ups):
 - PU will have R3's retouch at 3B.
 - BU is responsible for retouches at all other bases.

SECTION 7: 50/70 & 90-FOOT DIAMOND MECHANICS FOR THE 4-UMPIRE SYSTEM

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SIGNIFICANT MECHANICS UPDATES & POINTS OF EMPHASIS FOR THIS SEASON

For the 2026 season, the following updates and points of emphasis will apply to the 4-Umpire System on the 50/70 and 90-Foot Diamond, and each is detailed below and noted throughout this version of the manual:

1. Taking a Read-Step
2. Utilizing a Cheat-Step
3. Check-Swing Mechanics – When to Check Immediately
4. 3-2 Count Communication
5. Double Play Footwork

#1: Read Step – umpires will utilize a read step by opening with the ball, chest to ball and with sideways body posture parallel to the foul line, to read the ball in play. Umpires will read the following:

- **Fly Ball vs. Base Hit** – the appropriate umpire will be out to cover catch/no-catch on all fly-balls in their AOR, especially balls in the air that threaten fair/foul, the fence (fielder going hard backwards), have fielders converging, or can result in an attempted catch below the waist (fielder charging in).
- **Movement of Fielders** – AOR is dictated by the movement of fielders.
- **Partner(s)** – umpires will read partners to respond by moving appropriately in rotation.

Umpires are now instructed to take a **read step** and a **cheat step** with the ball in play. Data has shown that umpires often go out on base hits to the outfield when they should not do so, leaving their fellow umpires challenging situations. To rectify this, a mechanic emphasis for the 2026 season is to take a **read step** and a **cheat step** with the ball in play and is covered in the fundamentals portion of this manual.

#2: Cheat-Step(s) – a small, early movement taken by an umpire who is responsible for rotating (usually U2 or U3) **when the fly ball is not in their Area of Responsibility (AOR)**. The cheat-step helps the umpire get a head start toward their rotation assignment while their partner reads the batted ball to decide whether to go out:

- **Cheat Step:** A brief move toward the base or area you will cover *if* rotation occurs. This lets you arrive on time without rushing.
- **When to use it:** while your partner is reading a fly ball and deciding whether to go out.
- **If your partner does go out,** the cheat-step gives you an early jump, helping you move efficiently and on-time into your rotation and cover your responsibilities.
- **If your partner does not go out,** you simply stop your cheat-step and return to your base.

#3: Check-Swing Mechanics: Umpires are required to check the swing immediately, without being asked by the defense, on the following situations:

- Anytime there are two strikes on the batter to mitigate any confusion or advantage gained by the offense or the defense, especially on a third strike not caught by the catcher.
- Anytime the batter attempts to check their swing (half-swing) and is touched by the ball (hit-by-pitch). This is essential to determine if it is a dead-ball-strike or a hit-by pitch and must be handled immediately rather than retroactively. Checking immediately will help to mitigate any confusion or delay in making the appropriate ruling.
- Remember that beginning with the 2026 season, the Plate Umpire may check a swing using two hands with open palms, allowing the umpire to make an unmistakable movement indicating that they are checking the swing so as not to be confused with any other mechanics.

#4: 3-2 Count Communication – On any count that moves to 3 and 2, each umpire on the crew will signal 3-2 count to raise awareness of the crew of an impending “action pitch.” This seeks to help umpires remain alert on any immediate asks on a check-swing as well as a potential strike-out, throw-out double play vs. ball four.

#5: Double Play Footwork as U2: Umpires will step up from the deep B-only position to stay chest to ball and step towards the throw to get an angle on the developing force play at 2B. Umpires are reminded that they must get set and cannot be moving on a force play, and that they must get their eyes to the base. Umpires may drift, if necessary, with eyes down on runner and fielder at 2B to observe any ensuing infractions.

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.

TERMS & DEFINITIONS

- **AOR:** Area of Responsibility
- **BR:** Batter-Runner
- **C/NC:** Catch / No-Catch
- **CtB:** Chest to Ball
- **F/F:** Fair / Foul
- **F1 through F9:** Standard Scorekeeping Notation for Fielders
- **Halo:** 2-3 step range 360 degrees around the fielder to afford freedom of movement of the fielder.
- **HP:** Home Plate **1B:** First Base **2B:** Second Base **3B:** Third Base
- **ISP:** Initial Starting Position
- **NRISP:** No Runners in Scoring Position
- **NRO:** No Runners On
- **Open Glove Theory:** used on infield fly-balls, this theory states that the umpire to whom the fielder's glove is opening is responsible for C/NC. (Exception: PU is responsible for all fly-balls on the infield grass.)
- **PINCH:** with R3 and a F/F between HP and 3B, R3 may block PU's sight for F/F and passes F/F to U3.
- **Po1:** Point of First Base on the topside (outfield) corner of the base in foul territory between the foul line and the coach's box. This position allows U1 to remain CtB, afford freedom of movement, and position for back-picks.
- **Po2:** Point of Second Base opposite the throw from the field.
- **Po3:** Point of Third Base on the topside (outfield) corner of the base in foul territory between the foul line and the coach's box. This position allows U3 to remain CtB, afford freedom of movement, and position for tag plays at 3B.
- **PoB:** Point of Base
- **PoP:** Point of Plate – 5 to 7 feet from the fielder receiving the throw directly behind the apex of the plate.
- **PU:** Plate Umpire
- **R1, R2, R3:** Base Runners at the Time of Pitch
- **Re-Touch:** Tag-Up Attempt
- **Restricted Area (RA):** Commonly referred to as the "Working Area" in the 2-Umpire and 3-Umpire Systems. In the 4-Umpire System, this is the area located on the 1B/2B side of the pitcher's mound and extends approximately halfway between the pitcher's mound and 2B cutout to the area located on the 2B/3B side of the pitcher's mound.
- **RiSP:** Runners in Scoring Position
- **TBR:** Trail the Batter Runner (NRO Only)
- **U1, U2, U3:** Base Umpire Designations

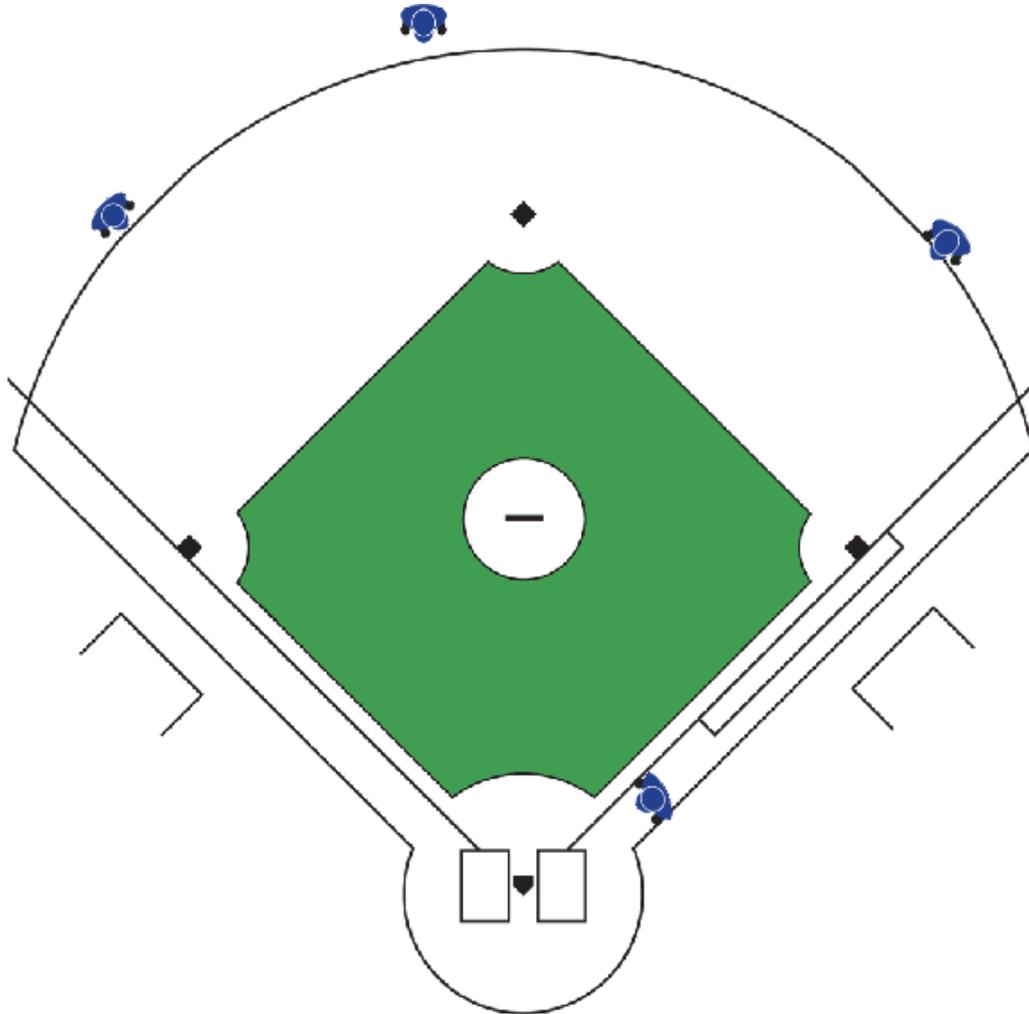
FUNDAMENTALS

1. Umpires must know and execute the **4 Primary Priorities**: (1) Priorities / Order of Operations: Fair/Foul, then C/NC, then everything else. (2) Proper Use of Eyes (PUEs); (3) Remain Chest to Ball; and (4) Play Positioning.
2. Umpires are instructed to **shorten up their Initial Pre-Pitch Starting Position**:
 - a. Never closer than 10-12 feet from the base in front of you.
 - b. Never positioned parallel with the fielder in front of you nor in front of that fielder.
 - c. Position slightly outside of the fielder's "**halo**," the 2-3 step range 360 degrees around the fielder.
 - d. Position must allow you to **see the shoe tops** of the fielder in front of you for C/NC on a sinking line.
 - e. When U2 is positioned inside the diamond, they will use B Only with heels on the grass/dirt line of the infield, square to the 3B foul line, on a tangent line from the apex of the plate extending through and beyond the cutout of the pitcher's mound.
3. **When not in rotation**, the umpire is responsible for all calls at their assigned base and will move to Point of Base (PoB) and remain Chest to Ball (CtB) to position for such plays. This may require U2 to "slip outside."
4. Umpires should use caution when using the **Restricted Area**:
 - a. When responsibilities are **multiple**, the umpire should use the Restricted Area and remain CtB.
 - b. When responsibilities are **singular**, the umpire should use PoB and remain CtB.
5. The appropriate umpire should be **out to cover every fly-ball** to the outfield. The remaining umpires will rotate appropriately to cover the open base using the **Full, Reverse, U2 Drift, or PU Trail** rotation as dictated by the position of the runners. The appropriate umpire must be out especially on fly balls that do the following (3 Fs):
 - a. Threaten the boundary (Fence)
 - b. Threaten Fair / Foul (Fair / Foul)
 - c. Result in Converging Fielders (Fielders Converging)
6. On Fly-Balls Hit to the Outfield, the pre-pitch position of the runners will dictate **AOR for C/NC**:
 - a. With No Runners on or R3 Only:
 - i. U1 will cover F9 for fly balls requiring F9 to move towards the 1B Line.
 - ii. U2's AOR extends from F7 to F9, including fly balls requiring F7/F9 to move straight in or back.
 - iii. U3 will cover F7 for fly balls requiring F7 to move towards the 3B Line.
 - b. With R1, R2, R1+R2, R1+R3, R2+R3, or Bases Full:
 - i. U1's AOR extends from F8, straight in and straight back, all the way to the RF Line.
 - ii. U2 is not responsible for fly-balls to the outfield.
 - iii. U3 will cover any fly-ball requiring F8 moving towards the 3B line or F7 moving in any direction.
7. If **two umpires initially go out** on the same fly-ball:
 - c. The crew will defer to U2 with NRO or R3 only. The other umpire will recover and/or rotate.
 - d. 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.
8. When **in rotation**, **retouches** (tag-up attempts) will not revert to an umpire behind a given runner.
9. On **Fly-Balls Hit in the Infield**:
 - a. **PU** will take all C/NC fielded above the waist of the fielder or anytime C/NC occurs on the infield grass.
 - b. **Open Glove Theory** will apply on fly-balls or line-drives hit below the fielder's waist. The **Open Glove Theory** means the umpire to whom the fielder's glove is opening will be responsible for ruling C/NC.

10. To execute the 4-Umpire System effectively, umpires must **Think, Read, and Respond**:

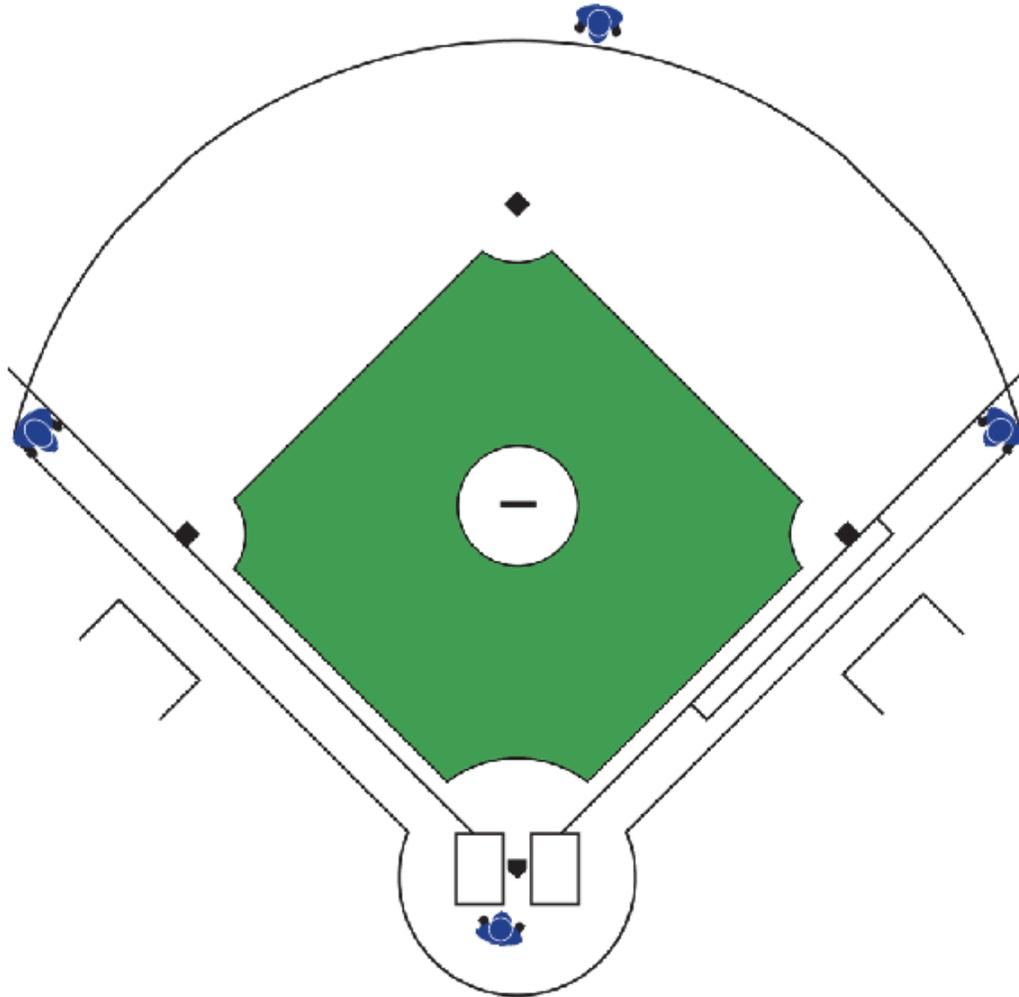
- a. **Think:**
 - i. **Think ahead pre-pitch** – know what to “DOO” – Move **D**own to PoB, or **O**ut to cover C/NC in their AOR, or **O**ver to cover another base(s) in rotation.
 - ii. **Pre-Pitch Communication** – signal to your partners by pointing to your responsibility given the situation. Signals should be initiated by the Plate Umpire but must be done by all umpires.
 - iii. **Check Fielders** – knowing the positioning of fielders to help define each umpire's AOR.
- b. **Read:** With the ball in the air, **take a read-step** to read the fielders and your partner(s):
 - i. **Read the fielder, not the ball.** Remember that AOR is determined by the movement of the fielders. Do not look up at the ball and be sure to check the position of fielders each pitch.
 - ii. **Read your partners and communicate.** We defer to U2 and can use a non-verbal “stop hand” to communicate with one another.
- c. **Respond:** We should have the appropriate umpire out for C/NC **on every-fly ball to the outfield**:
 - i. Commit aggressively on every fly-ball in your AOR. **“Leave no doubt that you are out.”**
 - ii. Run parallel to the fielder attempting to catch the ball to avoid being straight-lined.
 - iii. Get as far as the play allows you and **get set before** the fielder attempts to make the catch.
 - iv. Timing & Proper Use of Eyes to confirm firm and secure possession **and** voluntary and intentional release **BEFORE** making a signal.
 - v. Go out and stay out (unless returning to assist in a rundown, waiting for the play to go away from you to call yourself into the rundown).
 - vi. Other umpires **respond** by taking a **cheat step** to read partners first and rotate if required.

NEUTRAL POSITIONS BETWEEN INNINGS Between Innings



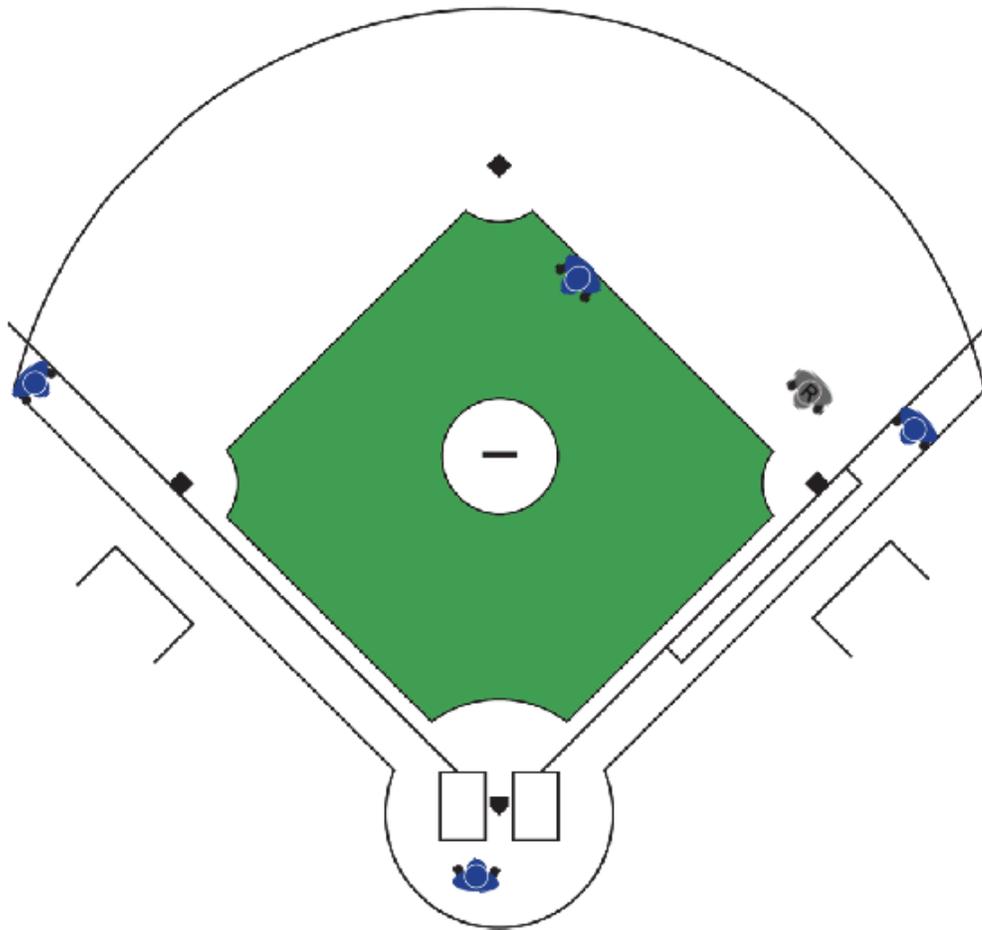
Neutral Positions between Innings			
PU	U1	U2	U3
Defensive side of the field in foul territory near the foul line. Keep an eye on the offensive team for the on-deck batter and his/her placement in the on-deck circle. Count Pitches / View the TOC ("Red Hat"). Alert the pitcher, catcher, and lead-off hitter in the on-deck circle when 2-pitches remain. Warm-up pitches not to exceed 1-Minute.	Shallow Right Field. Avoid players warming up. When ball is thrown down to 2B move to starting position.	Shallow Center Field. Avoid players warming up. When ball is thrown down to 2B move to starting position.	Shallow Left Field. Avoid players warming up. When ball is thrown down to 2B move to starting position.

INITIAL STARTING POSITION & DEPTH (ISP)	No Runners
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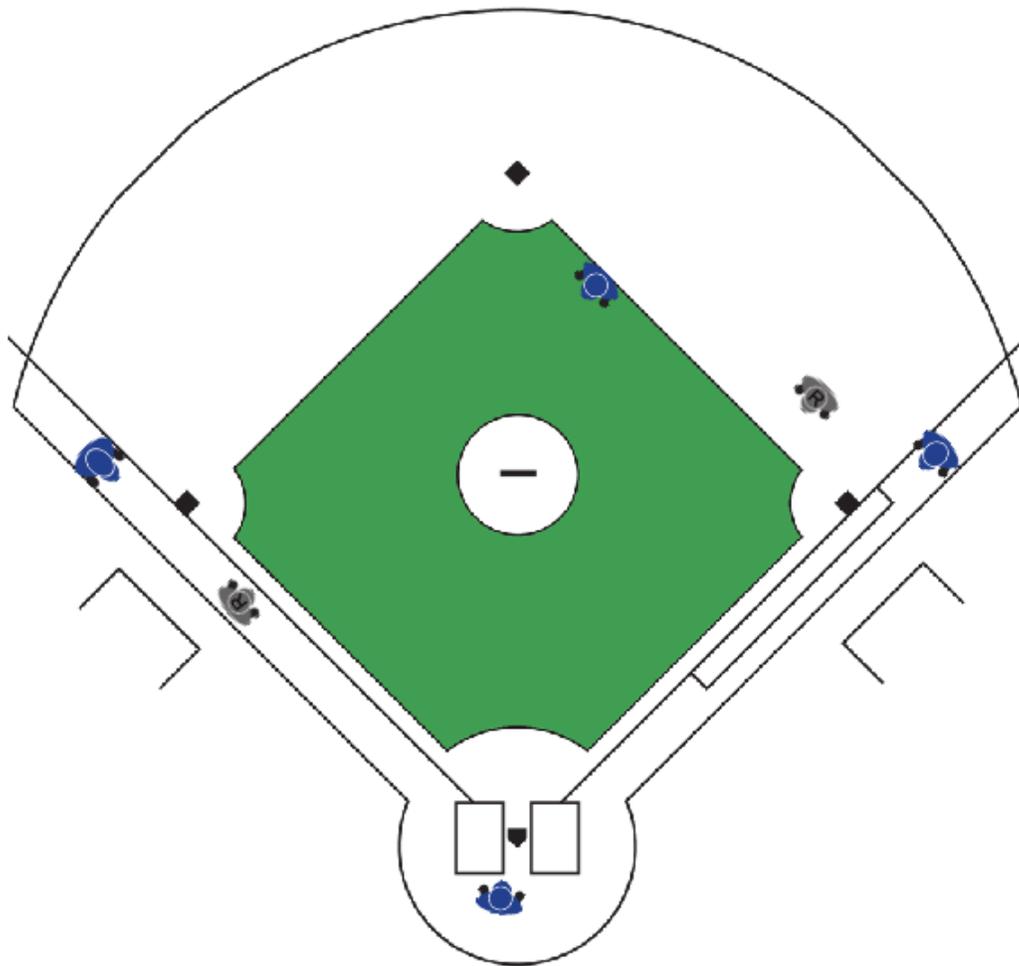
NO RUNNERS ON – INITIAL STARTING POSITIONS & DEPTH		
<i>Umpires may use either the wide receiver standing set position or hands on knees with NRO only, provided all do the same.</i>		
U1	U2	U3
<u>“A” Position</u>	<u>“B/C” Position</u>	<u>“D” Position</u>
<p>Set up square to the plate, in foul territory, with the right foot adjacent to but not touching the foul line. U1 will always be positioned behind the first base bag. U1 will not position too far/deep from 1B or F3. U1 will always be positioned behind the first base bag and provide a 2-3 step “halo” around F3 while still being able to see F3’s shoe tops. This will afford freedom of movement for F3. This will require U1 to move up or back with F3 as F3 adjusts his/her position, but U1 must always maintain the 2-3 step “halo” around F3.</p>	<p>U2 will be on the outside of the diamond, no more than 1-2 steps into the outfield grass or with heels on the grass/dirt arc of the infield. U2 may elect to position on either the 1B side or 3B side of 2B, whichever is more comfortable. No further toward 1B/3B than an imaginary line from the point of HP through the outer edge of the pitcher’s mound cutout. U2 must remain out of the batter’s direct line of sight, meaning that U2 will not position in straight-away CF. U2 must be square to the plate. U2 must afford freedom of movement for F4 and F6, providing a 2-3 step “halo” around each fielder while still being able to see the shoe tops of both F4 and F6.</p>	<p>Set up square to the plate, in foul territory, with the left foot adjacent to but not touching the foul line. U3 will always be positioned behind the third base bag. U3 will not position too far/deep from 3B or F5. U3 will always be positioned behind the third base bag and provide a 2-3 step “halo” around F5 while still being able to see F5’s shoe tops. This will afford freedom of movement for F5. This will require U3 to move up or back with F5 as F5 adjusts his/her position, but U3 must always maintain the 2-3 step “halo” around F5.</p>

INITIAL STARTING POSITION & DEPTH (ISP) R1 Only



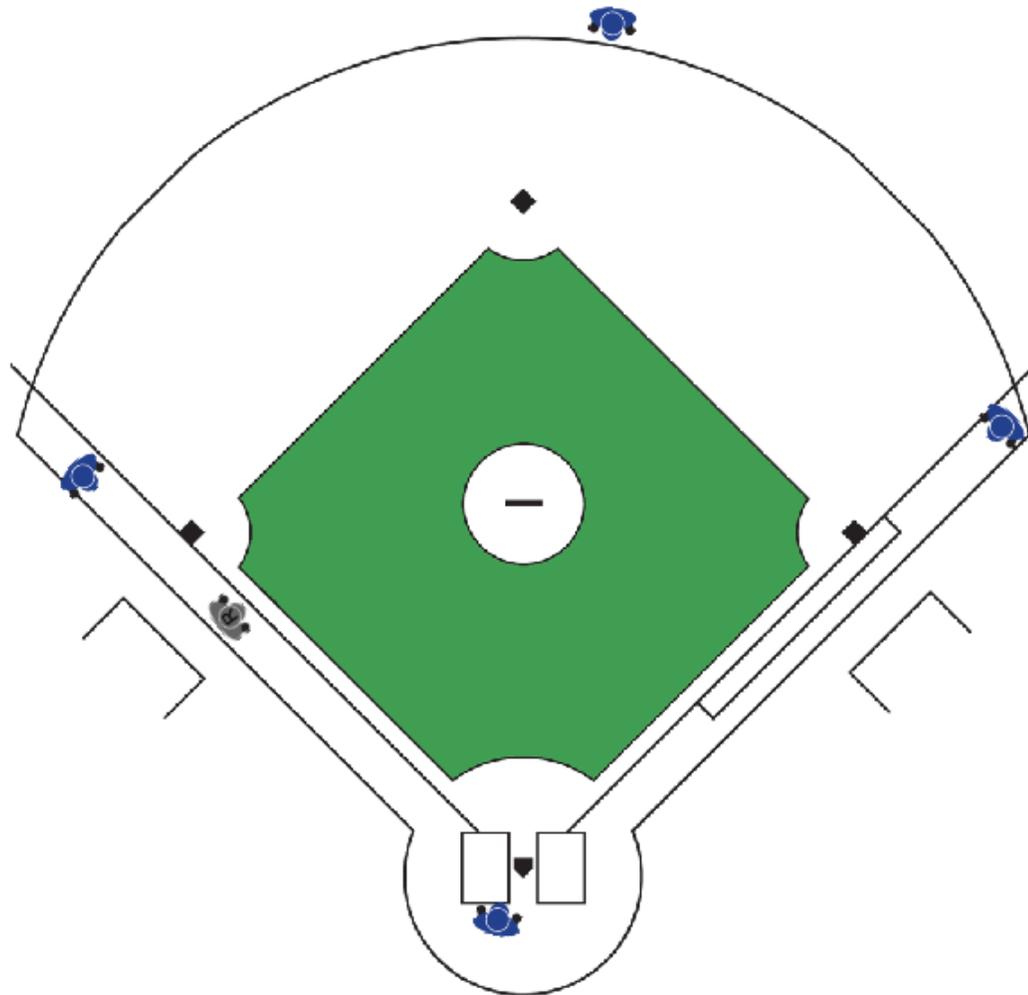
R1 ONLY – INITIAL STARTING POSITIONS & DEPTH		
U1 <u>"A" Position</u> <i>From hands-on-knees set</i>	U2 <u>"B" Position</u> <i>From hands-on-knees set</i>	U3 <u>"D" Position</u> <i>From hands-on-knees set</i>
<p>U1 may initially position at an angle for a pick-off at 1B, but by the time the pitch is delivered, U1 will set up square to the plate, in foul territory, with the right foot adjacent to but not touching the foul line.</p> <p>U1 will need to shorten up to use wedge position for a pick-off or any play on R1 back into 1B.</p> <p>U1 will always be positioned behind the first base bag but not too far/deep from 1B or F3.</p> <p>U1 will always be positioned behind the first base bag and provide a 2-3 step "halo" around F3 while still being able to see F3's shoe tops. This will afford freedom of movement for F3.</p> <p>U1 will move up or back with F3 as F3 adjusts his/her position, but U1 must always maintain the 2-3 step "halo" around F3.</p>	<p>U2 will position on the inside of the diamond.</p> <p>Umpires are directed to use the "B" position only when positioned inside the infield.</p> <p>This IS NOT the same as in the 2-Umpire System.</p> <p>U2 should position in the "B" position on the inside of the diamond, on a line tangent from the apex of home plate through the cutout of the pitcher's mound.</p> <p>Using inside "B," U2 should be square to the 3B foul line.</p> <p>In "B," U2's heels or toes should be on the grass/dirt line between 1B and 2B.</p> <p>Umpires may use the C position on the inside or move to the outside only when the pre-pitch position of the infielders warrant such.</p>	<p>Set up square to the plate, in foul territory, with the left foot adjacent to but not touching the foul line.</p> <p>U3 should shorten up, if possible, to ensure he/she can rotate on time as required.</p> <p>U3 will always be positioned behind the third base bag.</p> <p>U3 will not position too far/deep from 3B or F5.</p> <p>U3 will always be positioned behind the third base bag and provide a 2-3 step "halo" around F5 while still being able to see F5's shoe tops. This will afford freedom of movement for F5.</p> <p>This will require U3 to move up or back with F5 as F5 adjusts his/her position, but U3 must always maintain the 2-3 step "halo" around F5.</p>

INITIAL STARTING POSITION & DEPTH (ISP) **Runners in Scoring Position (RiSP) except R3 Only**



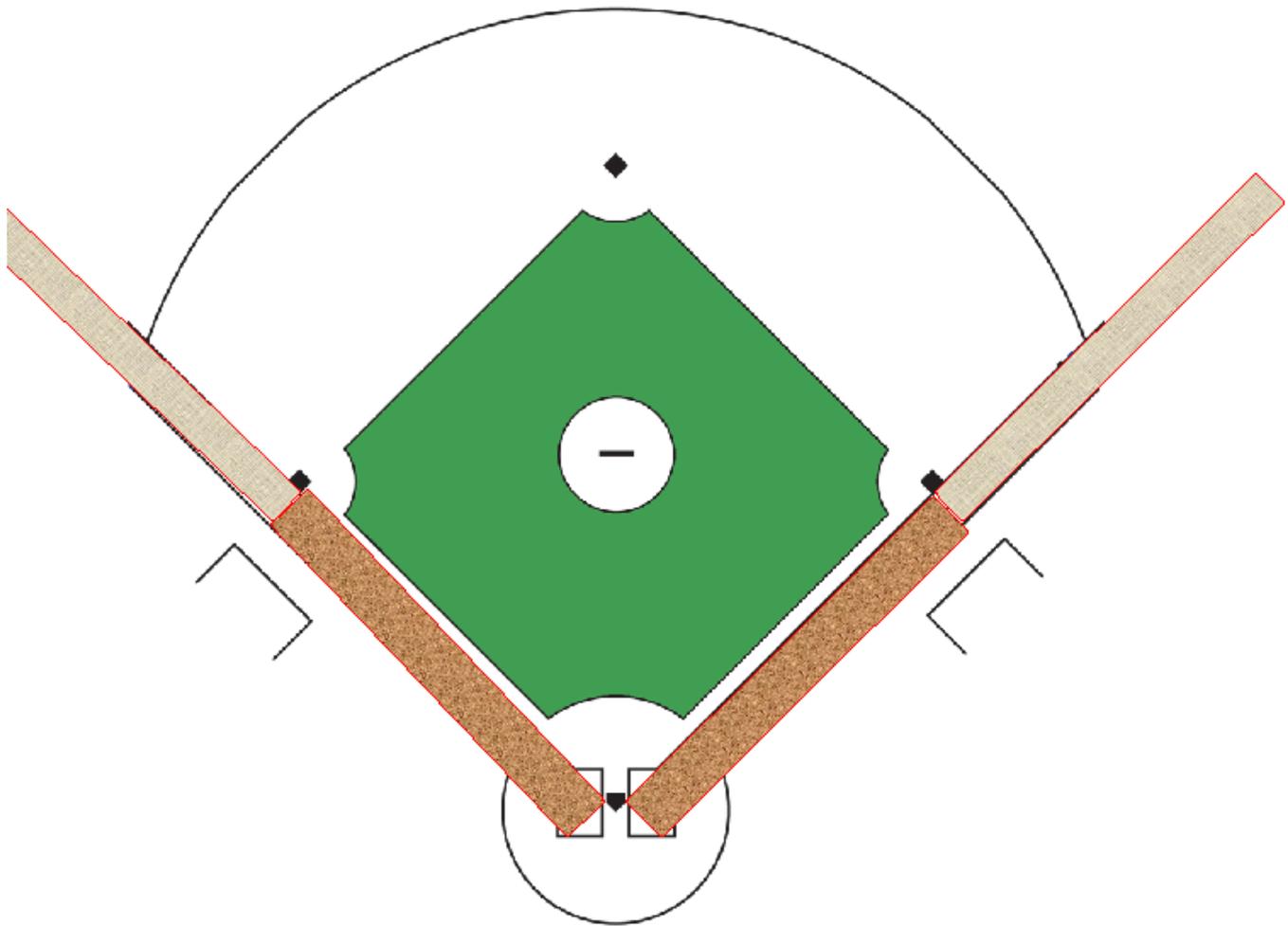
RiSP – R2, R1+R3, R2+R3, or Bases Full		
U1	U2	U3
<p><u>"A" Position</u> <i>From hands-on-knees set</i></p> <p>U1 may initially position at an angle for a pick-off at 1B, but by the time the pitch is delivered, U1 will set up square to the plate, in foul territory, with the right foot adjacent to but not touching the foul line. U1 will need to shorten up to use wedge position for a pick-off or any play on R1 back into 1B. U1 will always be positioned behind the first base bag and provide a 2-3 step "halo" around F3 while still being able to see F3's shoe tops. This will afford freedom of movement for F3. This will require U1 to move up or back with F3 as F3 adjusts his/her position, but U1 must maintain the 2-3 step "halo" around F3.</p>	<p><u>"B" Position</u> <i>From hands-on-knees set</i></p> <p>U2 will position on the inside of the diamond. Umpires are directed to use the "B" position only when positioned inside the infield. This IS NOT the same as in the 2-Umpire System. U2 should position in the "B" position on the inside of the diamond, on a line tangent from the apex of home plate through the cutout of the pitcher's mound. Using inside "B," U2 should be square to the 3B foul line. In "B," U2's heels or toes should be on the grass/dirt line between 1B and 2B. Umpires may use the C position on the inside or move to the outside only when the pre-pitch position of the infielders warrant such.</p>	<p><u>"D" Position</u> <i>From hands-on-knees set</i></p> <p>Set up square to the plate by the time the pitch is delivered, in foul territory, with the left foot adjacent to but not touching the foul line. U3 will need to shorten up to use wedge position for any play at 3B. U3 will always be positioned behind the third base bag. U3 will not position too far/deep from 3B or F5. U3 will always be positioned behind the third base bag and provide a 2-3 step "halo" around F5 while still being able to see F5's shoe tops. This will afford freedom of movement for F5. This will require U3 to move up or back with F5 as F5 adjusts his/her position, but U3 must always maintain the 2-3 step "halo" around F5.</p>

INITIAL STARTING POSITION & DEPTH (ISP) R3 Only



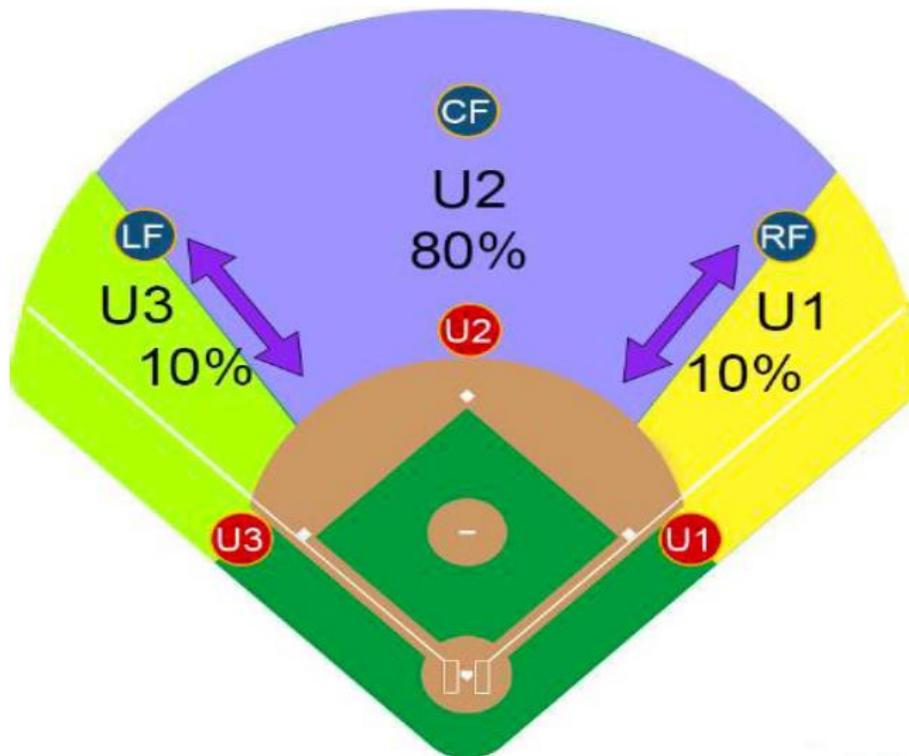
R3 ONLY – INITIAL STARTING POSITIONS & DEPTH		
U1	U2	U3
<p style="text-align: center;"><u>“A” Position</u> <i>From hands-on-knees set</i></p> <p>Set up square to the plate by the time the pitch is delivered, in foul territory, with the right foot adjacent to but not touching the foul line.</p> <p>U1 should shorten up, if possible, to ensure he/she can rotate on time as required.</p> <p>U1 will always be positioned behind the first base bag.</p> <p>U1 will not position too far/deep from 1B or F3.</p> <p>U1 will always be positioned behind the first base bag and provide a 2-3 step “halo” around F3 while still being able to see F3’s shoe tops. This will afford freedom of movement for F3.</p> <p>This will require U1 to move up or back with F3 as F3 adjusts his/her position, but U1 must maintain the 2-3 step “halo” around F3.</p>	<p style="text-align: center;"><u>“B” Position</u> <i>From hands-on-knees set</i></p> <p>U2 will be on the outside of the diamond, no more than 1-2 steps into the outfield grass or with heels on the grass/dirt arc of the infield.</p> <p>U2 may elect to position on either the 1B side or 3B side of 2B, whichever is more comfortable.</p> <p>No further toward 1B/3B than an imaginary line from the point of HP through the outer edge of the pitcher’s mound cutout.</p> <p>U2 must remain out of the batter’s direct line of sight, meaning that U2 will not position in straight-away CF.</p> <p>U2 must be square to the plate.</p> <p>U2 must afford freedom of movement for F4 and F6, providing a 2-3 step “halo” around each fielder while still being able to see the shoe tops of both F4 and F6.</p>	<p style="text-align: center;"><u>“D” Position</u> <i>From hands-on-knees set</i></p> <p>Set up square to the plate by the time the pitch is delivered, in foul territory, with the left foot adjacent to but not touching the foul line.</p> <p>U3 will need to shorten up to use wedge position for a pick-off or any play on R3 back into 1B.</p> <p>U3 will always be positioned behind the third base bag.</p> <p>U3 will not position too far/deep from 3B or F5.</p> <p>U3 will always be positioned behind the third base bag and provide a 2-3 step “halo” around F5 while still being able to see F5’s shoe tops. This will afford freedom of movement for F5.</p> <p>This will require U3 to move up or back with F5 as F5 adjusts his/her position, but U3 must maintain the 2-3 step “halo” around F5.</p>

FAIR & FOUL RESPONSIBILITIES	4-Umpire Mechanics
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FAIR & FOUL RESPONSIBILITIES		
PU	U1	U3
PU has the call on both lines up to but not including the front edge of the base. This includes any batted ball that stops short of or fielded in front of either 1B or 3B. PU will assume the entire foul line when U1 or U3 abandon the line. PU shall "hold the line" at PoP when not in rotation.	U1 has the call from the front edge of first base and beyond. This includes any batted ball that is bounding in the air, or on the ground, or is fielded even with the front edge or beyond first base. If U1 abandons the line, U1 will never come back to make a F/F decision. U1 will either be on the line to call F/F or move to Po1 if abandoning.	U3 has the call from the front edge of third base and beyond. This includes any batted ball that is bounding in the air, or on the ground, or is fielded even with the front edge or beyond third base. If U3 abandons the line, U3 will never come back to make a F/F decision. U3 will either be on the line to call F/F or move to Po3 if abandoning.
When to Name Fair / Foul: A batted ball that becomes FAIR or FOUL between the coach's box and the cutout in the area of the infield or becomes FAIR or FOUL within 20 feet of the foul line in the outfield.		
When NOT to Name Fair / Foul: Before the ball is touched or settles prior to reaching first or third base. Before a fly ball hit to the outfield is touched by a fielder or touches the ground. Any obvious foul ball (banging off the backstop, is hit out of play, is farther into foul territory than 20 feet of the foul line.		
All Base Umpires: If you are 100% certain you saw a batted ball touch the batter and PU does not call "FOUL" or "TIME," then stop all action by aggressively calling, "TIME!" Remember to give PU a chance to make the call first. Once time has been called, you can decide if the ball touched the batter in the box (foul) or out of the box on or over fair territory (Batter-Runner = out).		
Bracketing Fly Balls: On pop-flies between HP and 1B/3B, PU and U1/U3 will "bracket" the fielder. PU will hold the line for F/F and U1/U3 will shade towards the fence. The principles of C/NC on the Infield and Open Glove Theory determines C/NC.		

CATCH / NO-CATCH – Area of Responsibility (AOR) **NRO or R3 Only**



AOR – NRO or R3 Only			
PU	U1	U2	U3
All routine C/NC in the infield.	U1 is responsible for any fly ball requiring F9 to move towards the RF foul line.	U2 is responsible for any fly ball from F7 to F9, including fly balls requiring F7 or F9 to move straight in or straight back. The crew will defer to U2 if two umpires chase the same fly-ball.	U3 is responsible for any fly ball requiring F7 to move towards the LF foul line.

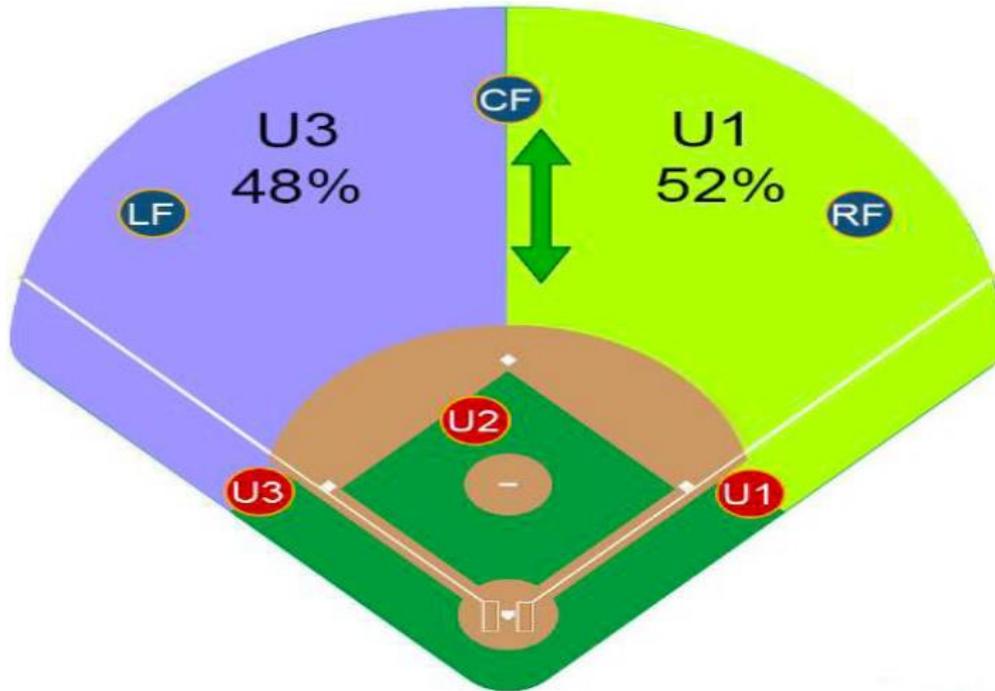
General Guidelines for Going Out on Fly-Balls for Catch / No-Catch:
 Once an umpire goes out, he/she stays out.
 The umpire should run parallel to the fielder attempting to catch the ball and get stopped and set prior to the attempted catch.
 The umpire should run as far as the play allows him/her until needing to get stopped and set for the catch.
 Umpires will go out on every flyball to the outfield within their AOR, especially the “3 Fs:”

- Fair / Foul – any batted ball in flight that threatens the foul line.
- Fence – any batted ball that threatens the boundary (Homerun or Ground Rule Double).
- Fielders Converging – any batted ball requiring fielders to converge to make a catch.
- NOTE: U1 / U2 / U3 will go out on any fly-ball to the outfield that is in their AOR.

Fly-Balls in the Infield
 The PU will be responsible for C/NC on routine fly-balls in the infield with NRO or R3 Only.

Line-Drives in the Infield
 Umpires will be guided by the “OPEN GLOVE THEORY” for line-drives in the infield.
 The “Open Glove Theory” dictates that any fly-ball or line drive to which a fielder must open his glove in the direction of the batted ball to attempt to make a play on the ball shall belong to the umpire closest to the open glove.
 U1, U2, and U3 must ensure they can see the shoe tops of the fielder in front of them from their ISP so that they may render a C/NC decision on any line drive fielded below the waist of the fielder.

CATCH / NO-CATCH: Area of Responsibility (AOR) **R1, R2, R1+R2, R1+R3, R2+R3, and Bases Full**



AOR – R1, R2, R1+R2, R1+R3, R2+R3, and Bases Full

PU	U1	U2	U3
The Open Glove Theory for line drives in the infield will dictate PU's responsibilities for C/NC.	U1 is responsible for any fly ball from F8, straight in or straight ack, all the way to the RF Line. The crew will defer to U1 if two umpires chase the same fly-ball.	U2 will take all routine C/NC in the infield. U2 IS NOT responsible for any fly balls to the outfield.	U3 is responsible for any fly ball requiring F8 or F7 to moving towards the LF Line.

General Guidelines for Going Out on Fly-Balls for Catch / No-Catch:
 Once an umpire goes out, he/she stays out.
 The umpire should run parallel to the fielder attempting to catch the ball and get stopped and set prior to the attempted catch.
 The umpire should run as far as the play allows him/her until needing to get stopped and set for the catch.
 Umpires will go out on every flyball to the outfield within their AOR, especially the "3 Fs:"

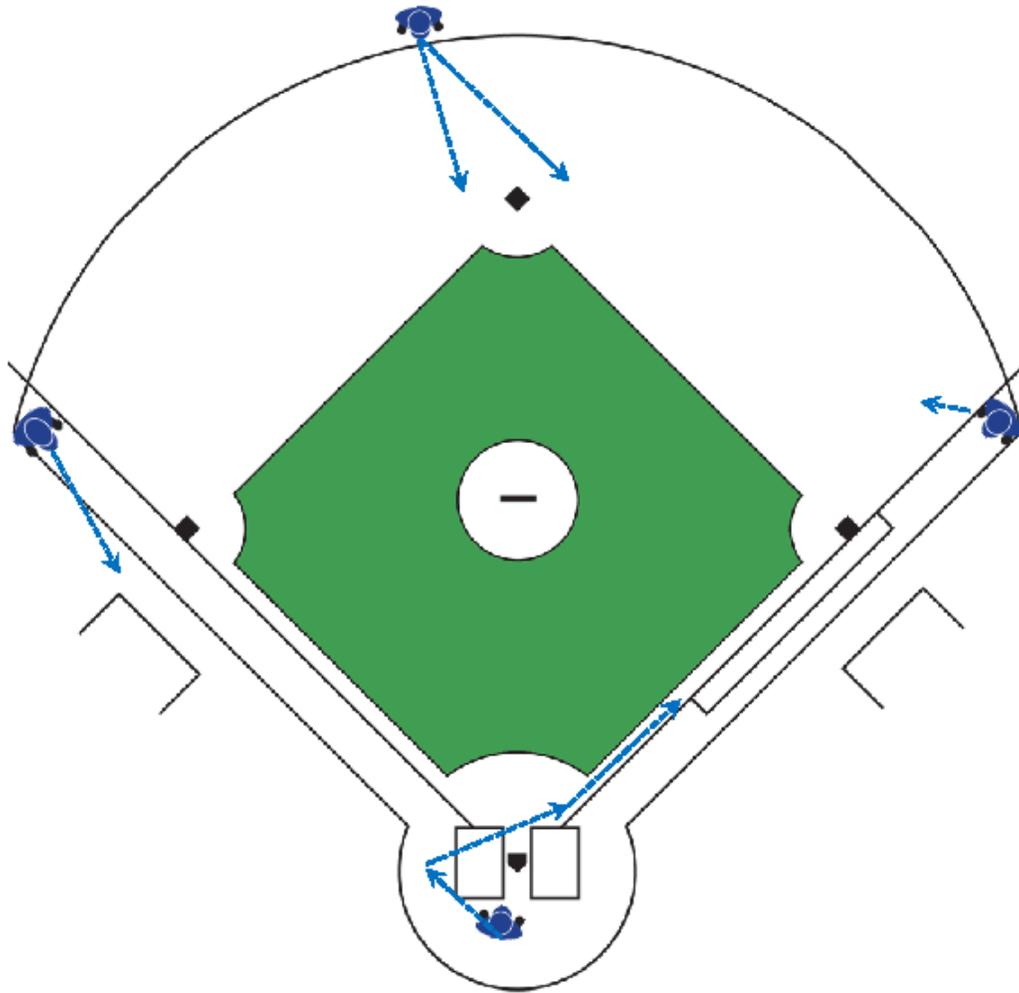
- Fair / Foul – any batted ball in flight that threatens the foul line.
- Fence – any batted ball that threatens the boundary (Homerun or Ground Rule Double).
- Fielders Converging – any batted ball requiring fielders to converge to make a catch.
- NOTE: U1 / U3 will go out on any fly-ball to the outfield within their AOR.

Fly-Balls in the Infield
 U2 will be responsible for C/NC on routine fly-balls in the infield.

Line-Drives in the Infield
 Umpires will be guided by the "OPEN GLOVE THEORY" for line-drives in the infield.
 The "Open Glove Theory" dictates that any fly-ball or line drive to which a fielder must open his glove in the direction of the batted ball to attempt to make a play on the ball shall belong to the umpire closest to the open glove.
 U1, U2, and U3 must ensure they can see the shoe tops of the fielder in front of them from their ISP so that they may render a C/NC decision on any line drive fielded below the waist of the fielder.

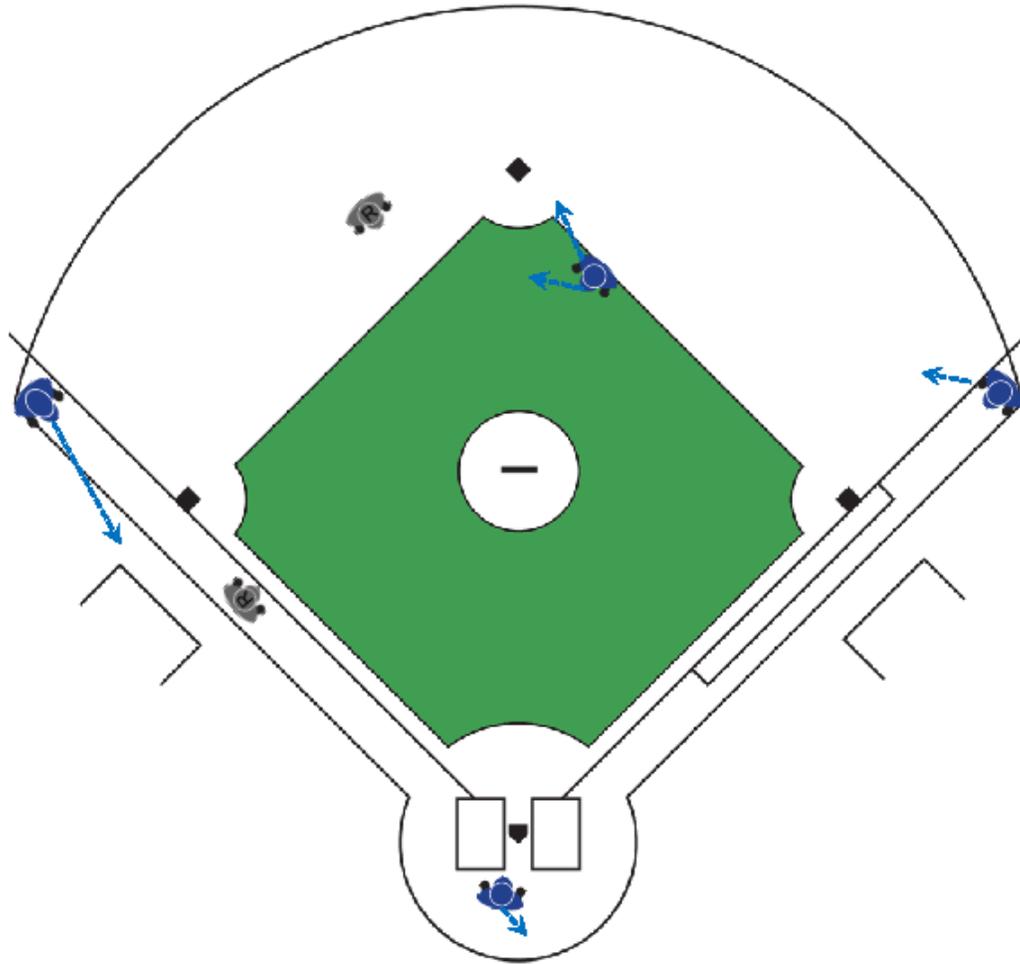
ROUTINE PLAY: Balls Hit or Fielded in the Infield

NRO or R3 Only



NO RUNNERS ON			
PU	U1	U2	U3
<p>Clears F2 to the left and trails the BR (TBR). Observes the play at 1B. Provides information to U1, if requested. Returns to PoP with CtB and adjusts from PoP for potential plays at HP.</p> <p>NOTE: With R3 Only, PU will remain at PoP and will not trail the BR.</p> <p>Responsible for: F/F, C/NC, and all touches/plays at HP.</p>	<p>Reads the ball and moves to establish angle for potential play(s) at 1B. For force plays, U1's "set" position should be approximately 90-120 degrees from the origination of the throw. For tag plays, U1 should adjust position to find the window.</p> <p>Responsible for: F/F, and all touches/plays at 1B.</p>	<p>Reads the ball and moves to Po2 to get runner sliding at U2 on the outside of the diamond. Reads the fielder receiving the throw to apply wedge positioning for all tag plays at 2B.</p> <p>Responsible for: all touches/plays at 2B.</p>	<p>Reads the ball and moves to Po3 while remaining CtB in foul territory. Reads the fielder receiving the throw to apply wedge positioning for all tag plays at 3B.</p> <p>Responsible for: F/F and all touches/plays at 3B.</p>

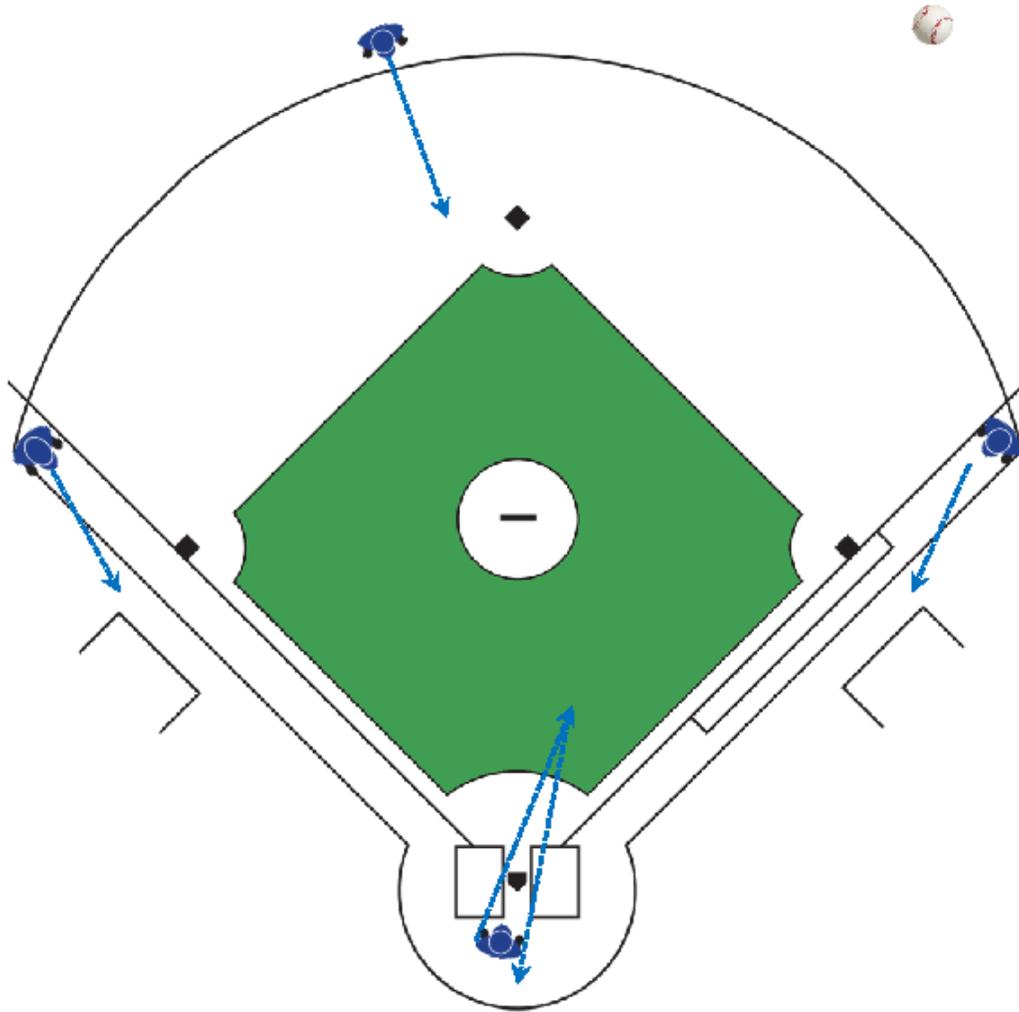
ROUTINE PLAY: Balls Hit or Fielded in the Infield **RUNNER(S) ON BASE (Except for R3 Only)**



RUNNER(S) ON BASE (Except for R3 Only)			
PU	U1	U2	U3
<p>Clears F2 to the left and remains PoP to observe the play at 1B. Provides information to U1, if requested. PU must remain at PoP and adjusts from PoP for potential plays at HP.</p> <p>Responsible for: F/F, C/NC, and all touches/plays at HP.</p>	<p>Reads the ball and moves to establish angle for potential play(s) at 1B. For force plays, U1's "set" position should be approximately 90-120 degrees from the origination of the throw. For tag plays, U1 should adjust position to find the window.</p> <p>Responsible for: F/F, Re-touch of R1, all touches/plays at 1B.</p>	<p>Reads the ball and moves to Po2 (if the play allows) to get runner sliding at U2 on the outside of the diamond. Establishes angle for potential play(s) at 2B. For force plays at 2B, U2 should drift towards the midline near the cutout to see the exchange.</p> <p>Responsible for: all touches/plays at 2B, including the re-touch of R2.</p>	<p>Reads the ball and moves to Po3 while remaining CtB in foul territory. Adjusts position for potential play(s) at 3B.</p> <p>Responsible for: F/F and all touches/plays at 3B, including the re-touch of R3.</p>

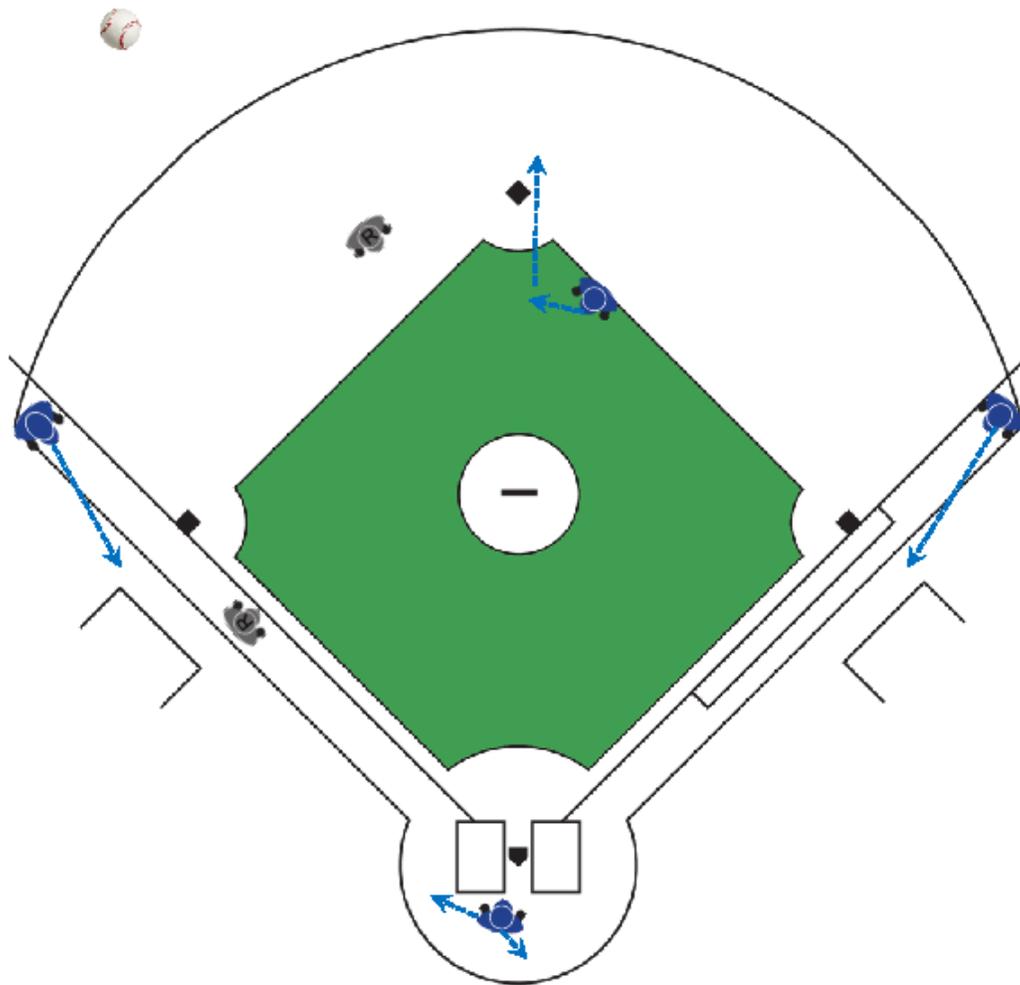
ROUTINE PLAY: Clean Base Hits to the Outfield

NRO or R3 ONLY



NO RUNNERS ON or R3 ONLY			
PU	U1	U2	U3
<p>If necessary and no one goes out, PU will rule on C/NC. If not, PU clears F2 and remains at PoP to observe all action on a clean base hit. PU must remain at PoP and adjusts from PoP for potential plays at HP. NOTE: With R3 Only, PU will remain at PoP and will not trail the BR.</p> <p>Responsible for: C/NC, and all touches/plays at HP.</p>	<p>Reads the ball as routine and moves to Po1 while remaining CtB in foul territory. Observes the BR's touch of 1B. Reads the runners and fielders, ready to adjust position to use wedge positioning for tag play(s) at 1B.</p> <p>Responsible for: All touches/plays at 1B.</p>	<p>Reads the ball and moves to Po2 opposite the throw, remaining on the outside of the diamond. Reads the fielder receiving the throw to apply wedge positioning for all tag plays at 2B.</p> <p>Responsible for: all touches/plays at 2B.</p>	<p>Reads the ball and moves to Po3 while remaining CtB in foul territory. Reads the fielder receiving the throw to apply wedge positioning for all tag plays at 3B.</p> <p>Responsible for: F/F and all touches/plays at 3B.</p>

ROUTINE PLAY: Base Hits to the Outfield | **RUNNER(S) ON BASE (Except for R3 Only)**



RUNNER(S) ON BASE (Except for R3 Only)			
PU	U1	U2	U3
<p>Clears F2 to the left and remains at PoP to observe all action of the play. If necessary and no one goes out, PU will rule on C/NC. PU must remain at PoP and adjusts from PoP for potential plays at HP.</p> <p>Responsible for: C/NC, and all touches/plays at HP.</p>	<p>Reads the ball as routine and moves to Po1 while remaining CtB in foul territory. Observes re-touch of R1 and BR touch of 1B. Reads the runners and fielders, ready to adjust position to use wedge positioning for tag play(s) at 1B.</p> <p>Responsible for: Re-touch of R1 and all touches/plays at 1B.</p>	<p>Reads the ball and remains CtB. U2 should begin to move towards the grass/dirt line nearest the cutout of 2B. U2 must prioritize freedom of movement for all runners and fielders. Once the throw clears U2 on the way into the infield, U2 may slip outside to get the runner sliding at U2, prioritizing freedom of movement for all before doing so.</p> <p>Responsible for: the re-touch by R2, all touches, and plays at 2B.</p>	<p>Reads the ball and moves to Po3 while remaining CtB in foul territory. Reads the fielder receiving the throw to apply wedge positioning for all tag plays at 3B.</p> <p>Responsible for: F/F and the re-touch by R3, all touches, and plays at 3B.</p>

TYPES OF ROTATIONS

In our 4-Umpire System for the big diamonds, the following is a list of rotations to be used. In general, there are three main rotations that will be most frequently utilized in this system:

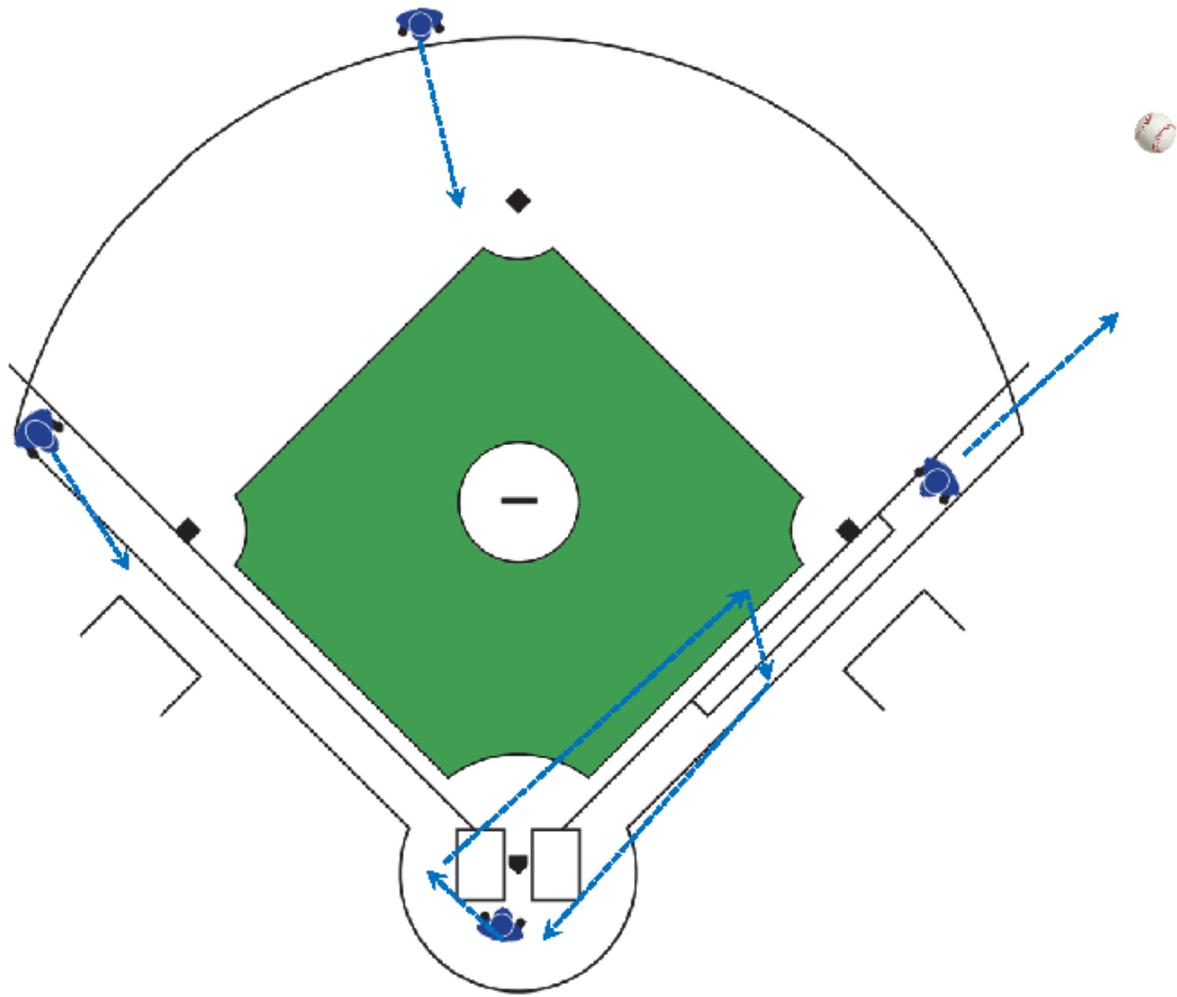
- Full Rotation – used with NRiSP.
- Reverse Rotation – used with RiSP when U3 leaves to cover C/NC.
- U2 Drift:
 - Used in situations requiring U1 to leave with any time a runner(s) are on base.
 - In this rotation, U2 drifts to the right side of the infield to get depth in the restricted area (working area) with CtB. U2 will be responsible for plays at 1B and 2B on all runners.

While these are the three major rotations of this system, there is one additional rotation to be used when U1 goes out to cover C/NC with NRO:

- PU Trail – used with NRO and R1 Only when U1 leaves to cover C/NC. In this rotation, PU will be responsible for all plays and touches by the Batter-Runner (and R1) at 1B.

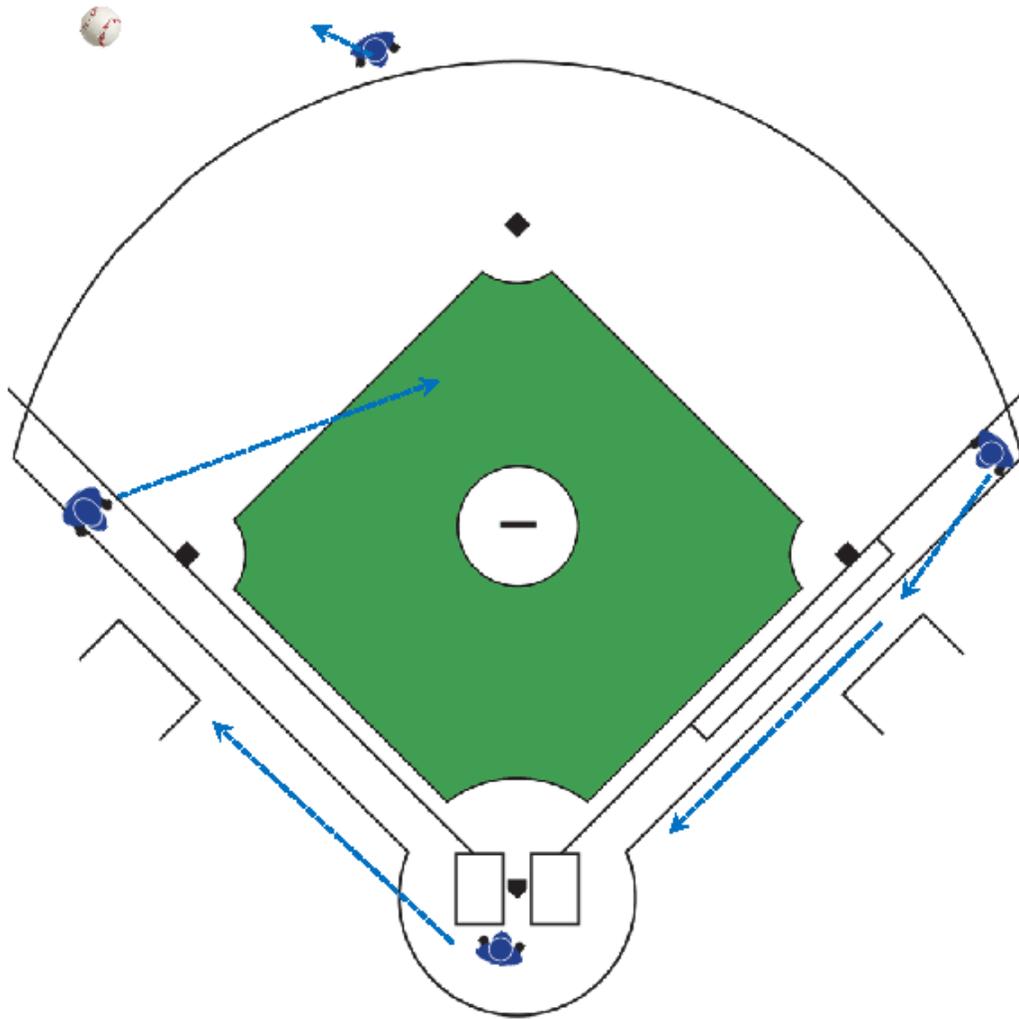
ROTATION	SITUATION	BASIC MOVEMENTS
Full Rotation	NRO, R1 Only -or- R1+R2 and R2 tags with U3 Out and less than 2 outs	<p>Movements: Results when U2 / U3 leaves for C/NC:</p> <p>PU: Moves to Cover 3B in foul territory and remains in foul territory to apply wedge positioning for tag plays at 3B.</p> <p>U1: Observes the Batter-Runner's Touch and then releases to cover HP at PoP with U3 picking up the BR back into 1B.</p> <p>U2: Leaves to cover Catch/No-Catch OR moves to Po2 opposite the throw to position for tag plays at 2B.</p> <ul style="list-style-type: none"> ○ NOTE: U2 will not leave with R1. <p>U3: Varies pivot (either to the working area or Po2 opposite the throw, ready to pick up the BR back into 1B after U1 releases home), CtB, to cover 2B OR leaves to cover C/NC.</p>
Reverse Rotation	RiSP	<p>Movements: Results when U3 leaves to cover C/NC:</p> <ul style="list-style-type: none"> • PU: Stays Home • U1: Pivot with R1/BR into the restricted area. U1 will be responsible for all tags, touches, and plays on R1 and BR at 1B and all plays on both R1 and BR into 2B. • U2: Slide with R2 and move with R2 into 3B. U2 Will be responsible for all tags and plays on R2 back into 2B and advancing to 3B. • U3: Leaves to cover Catch/No-Catch
U2 Drift	Runner(s) on Base	<p>Movements: Results when U1 leaves to cover C/NC:</p> <ul style="list-style-type: none"> • PU: Clears the catcher and moves to PoP for all touches and plays at HP. • U1: Leaves to cover C/NC. • U2: drifts to the right side of the infield in the restricted area and is responsible for all plays at 1B and 2B. • U3: Moves to Po3 to position for tag plays at 3B.
PU Trail	NRO	<p>Movements: Results when U1 leaves to cover C/NC:</p> <ul style="list-style-type: none"> • PU: Trails the Batter-Runner and is responsible for all plays on the Batter-Runner at 1B. PU will release to home as the BR touches 2B. • U1: Leaves to cover C/NC. • U2: Moves to Po2 opposite the throw to position for tag plays at 2B. • U3: Moves to Po3 to position for tag plays at 3B.

SITUATION: NO RUNNERS, U1 GOES OUT **TYPE OF ROTATION:** PU TRAILS



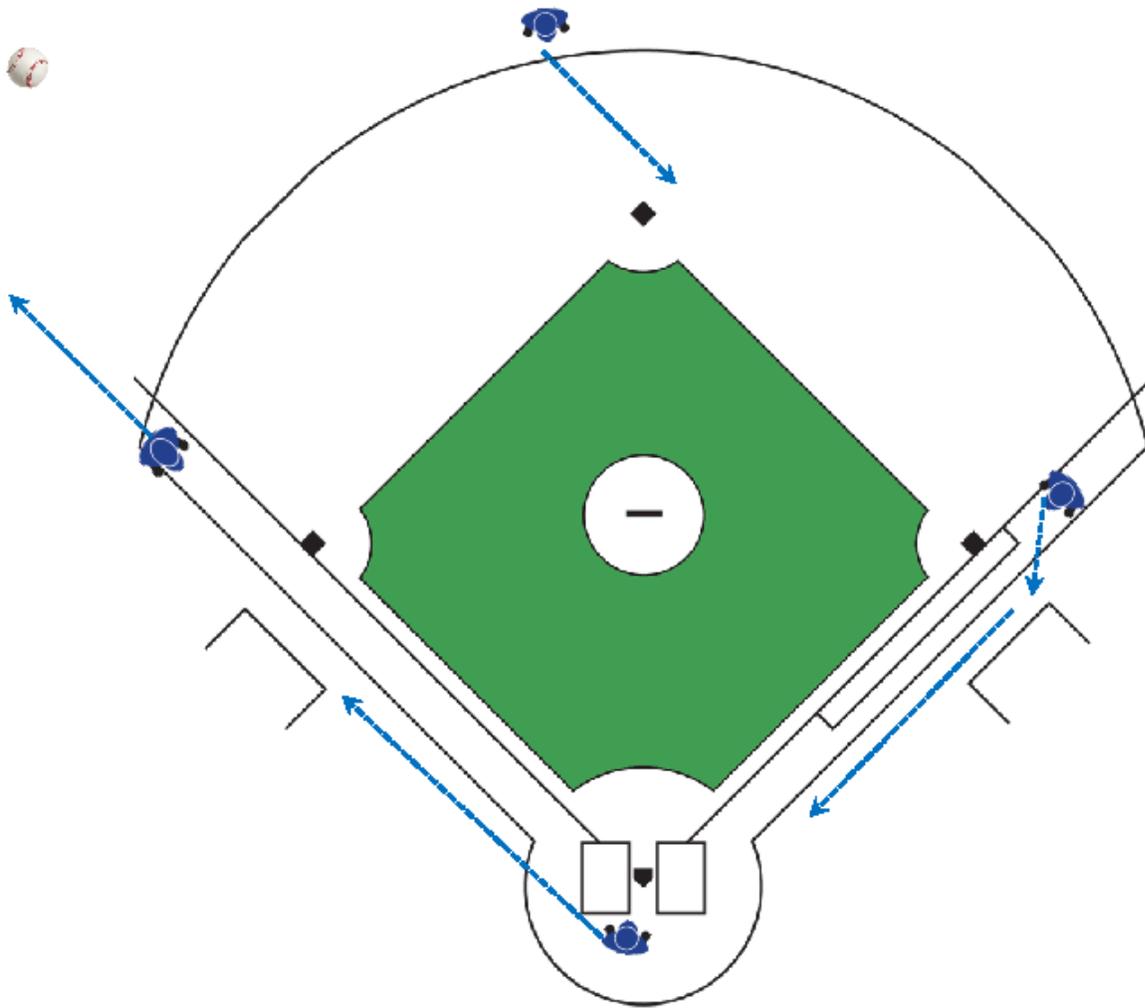
NRO			
PU	U1	U2	U3
Trails the BR to 1B. Once the BR has reached 2B, PU will return aggressively to PoP for a possible play on the BR at HP and remain CtB.	Goes out to cover C/NC and remains out for the duration of the play.	Moves to Po2 opposite the throw, remaining CtB, to position for a play on the BR at 2B.	Moves to Po3, remaining CtB, for any possible play on the BR at 3B.
Responsible for: the BR's touch at 1B and all plays on the BR at 1B.	Responsible for: F/F and C/NC.	Responsible for: all touches and plays at 2B.	Responsible for: all touches and plays at 3B.

SITUATION: NO RUNNERS, U2 GOES OUT **TYPE OF ROTATION: FULL**



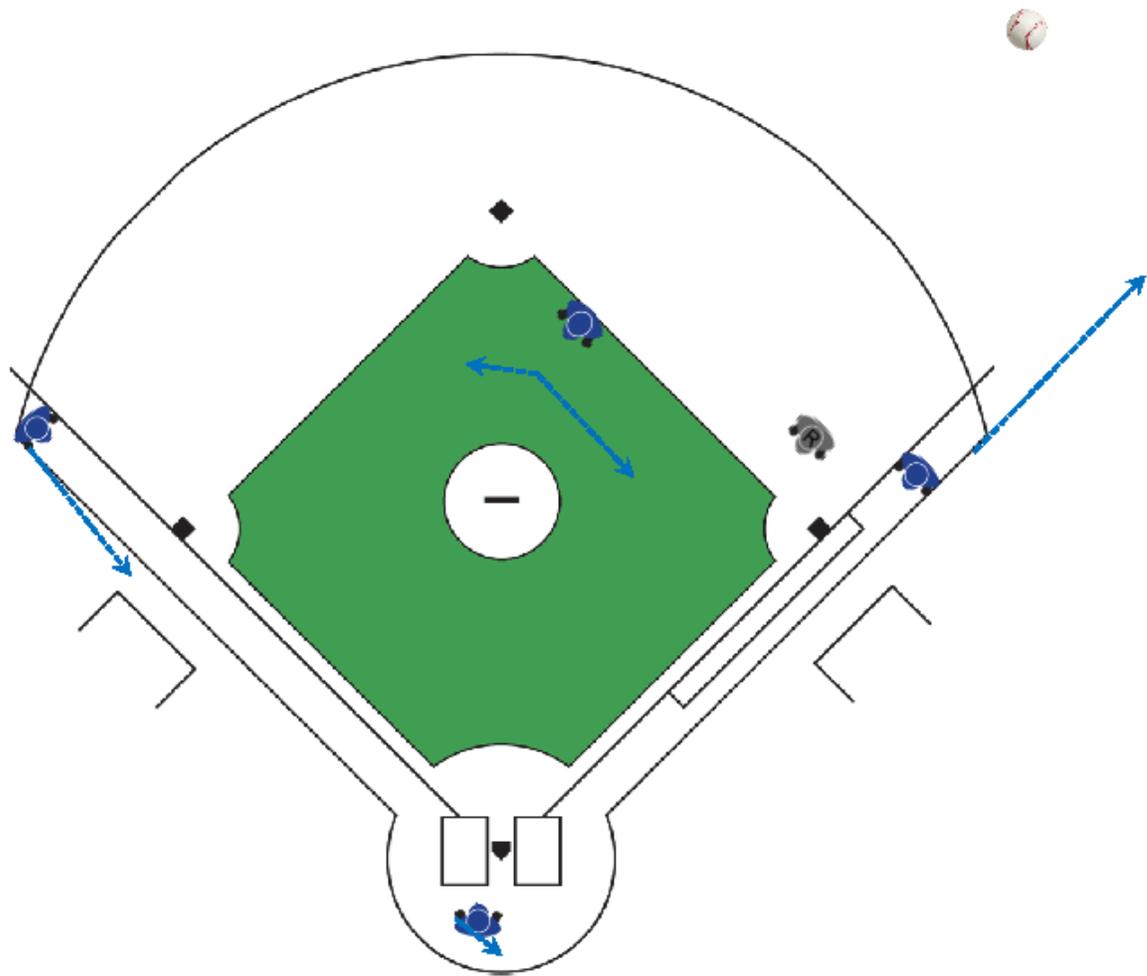
NRO			
PU	U1	U2	U3
Plate umpire moves in the direction of 3B in foul territory, remaining CtB. If the BR advances to 2B, PU continues to 3B for a play as the BR reaches 2B.	Moves to Po1 to observe BR's touch and position for any play on the BR at 1B. Stays at Po1 until the lead runner reaches 2B and then releases in foul territory to PoP.	Goes out to cover catch/no-catch and stays out for the duration of the play.	Moves toward 2B for a possible play on the BR at 2B. May either come into the infield near the cutout at 2B to adjust positioning for plays at 2B or to Po2 opposite the throw, remaining CtB to adjust positioning for plays at 2B.
Responsible for: all touches and plays at 3B.	Responsible for: any plays back into 1B or at HP.	Responsible for: C/NC.	Responsible for: all touches and plays at 2B, and plays at 1B once PU has released to HP.

SITUATION: NO RUNNERS, U3 GOES OUT **TYPE OF ROTATION: FULL**



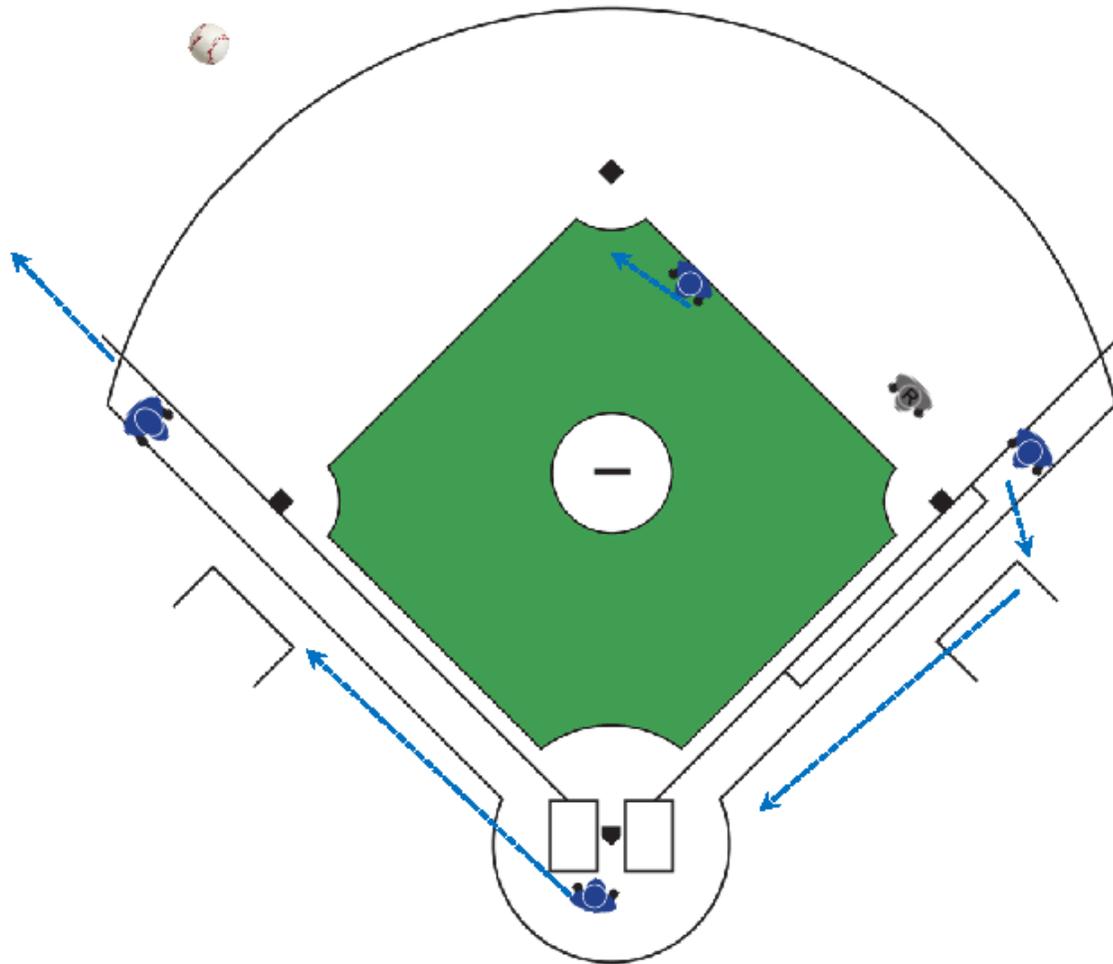
NRO			
PU	U1	U2	U3
Moves in the direction of 3B in foul territory, CtB. If the BR advances to 2B, PU continues to 3B for a play as the BR reaches 2B.	Moves to Po1 to observe BR's touch and position for any play on the BR at 1B. Stays at Po1 until the lead runner reaches 2B and then releases in foul territory to PoP.	Moves toward 2B for a possible play on the BR at 2B. Moves to Po2 opposite the throw, remaining CtB to adjust positioning for plays at 2B.	Goes out to cover catch/no-catch and stays out for the duration of the play.
Responsible for: all touches and plays at 3B	Responsible for: all plays and touches at 1B until releasing for HP; all touches and plays at HP.	Responsible for: all touches and plays at 2B and covering 1B once U1 releases for HP.	Responsible for: F/F and C/NC.

SITUATION: RUNNER AT 1B, U1 GOES OUT **TYPE OF ROTATION:** U2 DRIFT



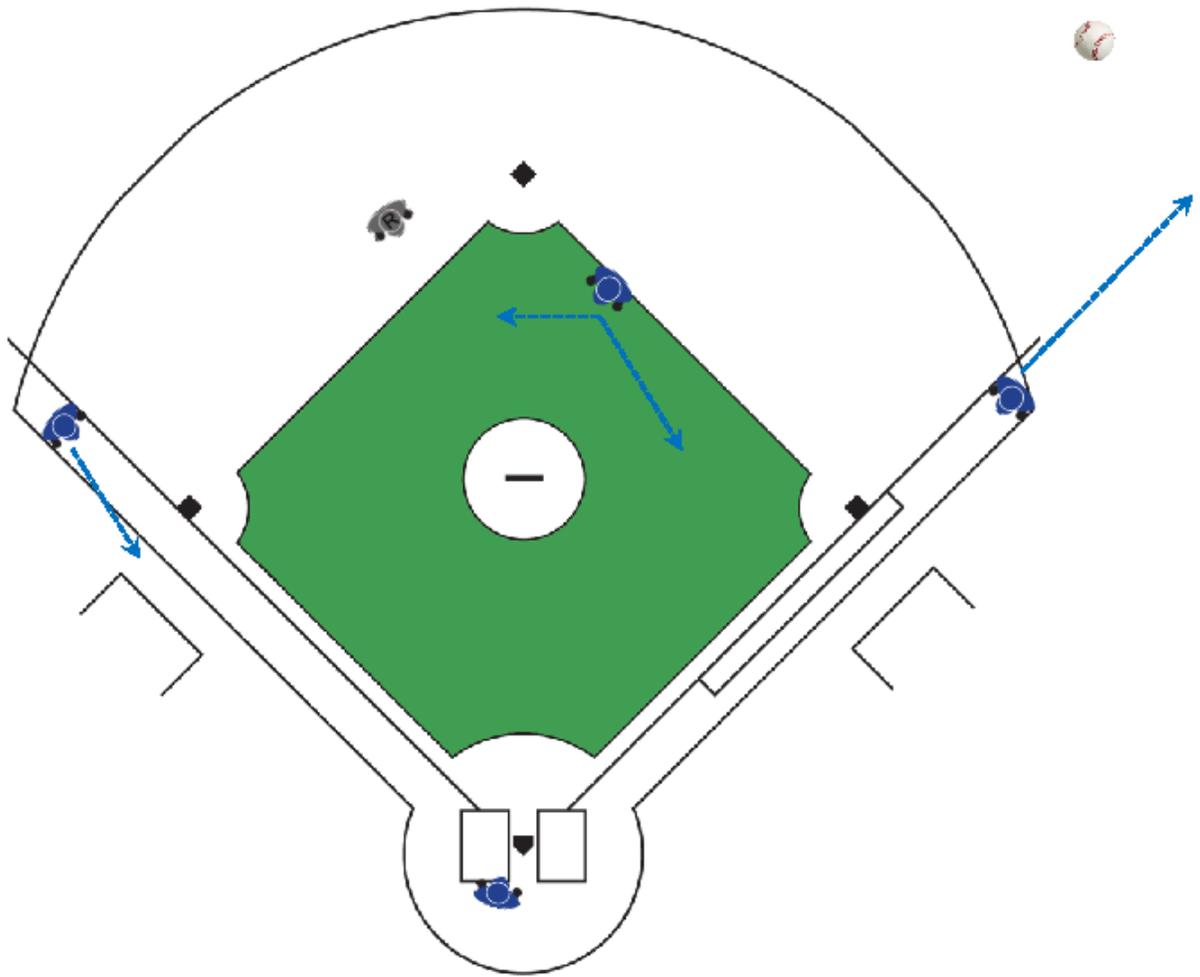
R1 ONLY			
PU	U1	U2	U3
<p>Clears the catcher and remains at PoP to observe the play and position for any play at HP.</p> <p>Responsible for: All touches and plays at HP.</p>	<p>Goes out to cover catch/no-catch and stays out for the duration of the play.</p> <p>Responsible for: F/F and C/NC.</p>	<p>Drops into the WA between 1B and 2B, remaining CtB, to lineup R1's tag-up. Remains CtB and allows the ball to take him/her to the play.</p> <p>Responsible for: R1's retouch and all touches and plays at 1B and 2B.</p>	<p>Moves to Po3, remaining CtB, for any possible play on all runners at 3B.</p> <p>Responsible for: all touches and plays at 3B.</p>

SITUATION: RUNNER AT 1B, U3 GOES OUT	TYPE OF ROTATION: FULL
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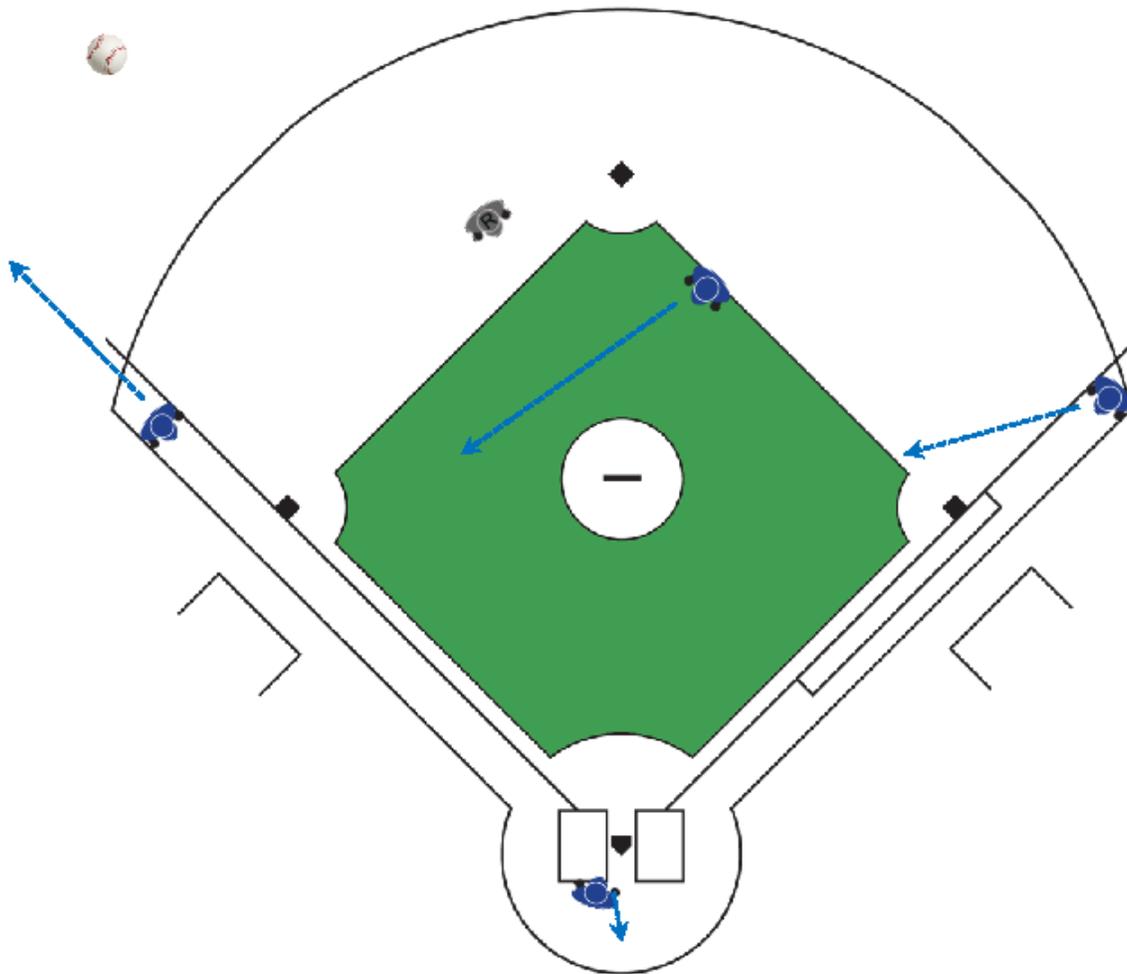
R1 ONLY			
PU	U1	U2	U3
<p>Plate umpire moves in the direction of 3B in foul territory, CtB. If the BR advances to 2B, PU continues to 3B for a play as the R1 reaches 2B.</p> <p>Responsible for: all touches and plays at 3B.</p>	<p>Moves to Po1 to observe BR's touch and position for any play on the BR at 1B. Stays at Po1 until the lead runner reaches 2B and then releases in foul territory to PoP while communicating to U2, "I'm going home."</p> <p>Responsible for: R1's re-touch and any plays into or back into 1B until releasing for HP, and all touches and plays at HP.</p>	<p>Moves toward 2B for a possible play on the BR at 2B. Moves to Po2 opposite the throw, remaining CtB to adjust positioning for plays at 2B. Once U1 releases to cover HP, U2 will use the WA to position effectively, remaining CtB, and allowing the ball to take U2 to the play at 1B or 2B.</p> <p>Responsible for: all touches and plays at 2B and at 1B once U1 releases to cover HP.</p>	<p>Goes out to cover catch/no-catch and stays out for the duration of the play.</p> <p>Responsible for: F/F and C/NC.</p>

SITUATION: RUNNER AT 2B, U1 GOES OUT **TYPE OF ROTATION:** U2 DRIFT



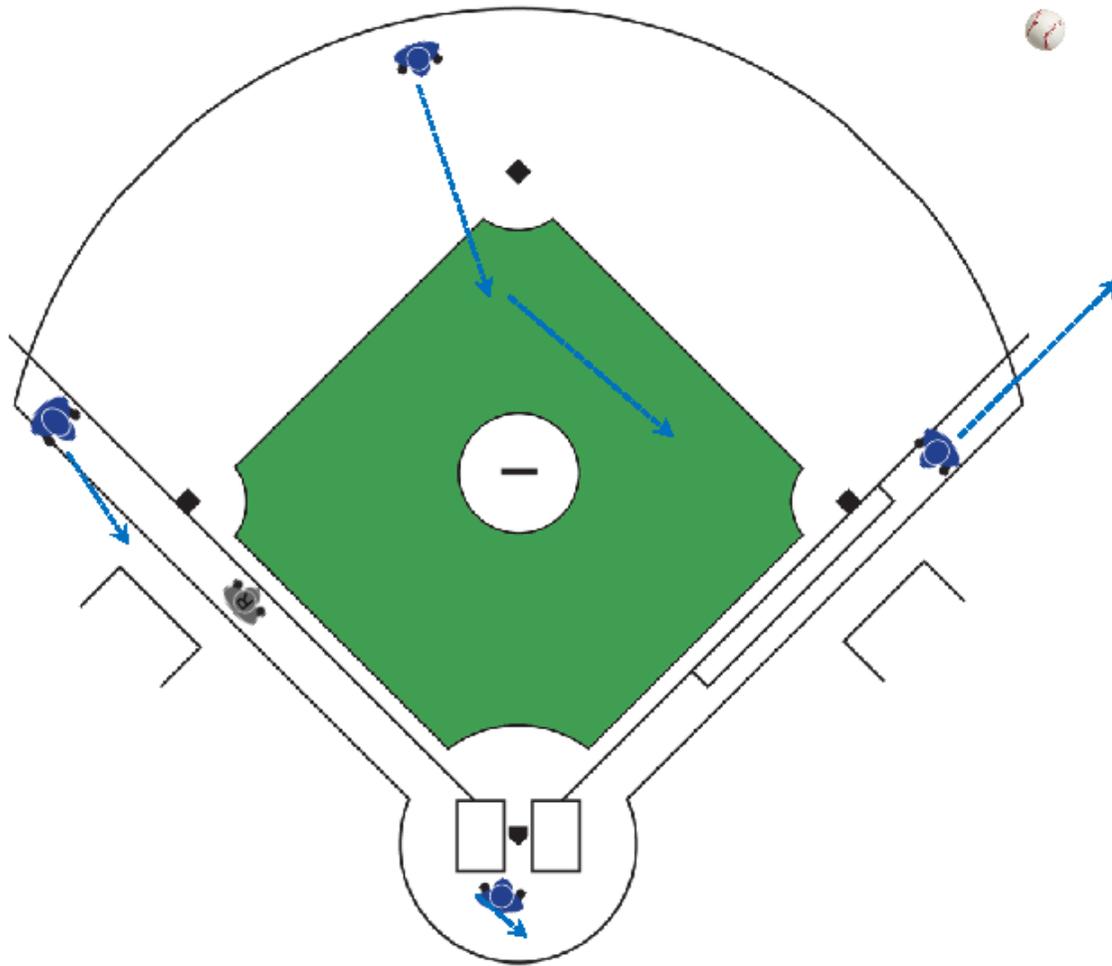
R2 ONLY			
PU	U1	U2	U3
Clears the catcher and remains at PoP for all touches and plays at HP.	Goes out to cover C/NC and stays out for the duration of the play.	Drifts into the WA in the infield between 1B and 2B.	Moves to Po3, remaining CtB, for any possible play at 3B.
Responsible for: all touches and plays at HP.	Responsible for: F/F and C/NC.	Responsible for: R2's re-touch and all touches and plays at 1B and 2B.	Responsible for: for all touches and plays at 3B.

SITUATION: RUNNER AT 2B, U3 GOES OUT **TYPE OF ROTATION:** REVERSE



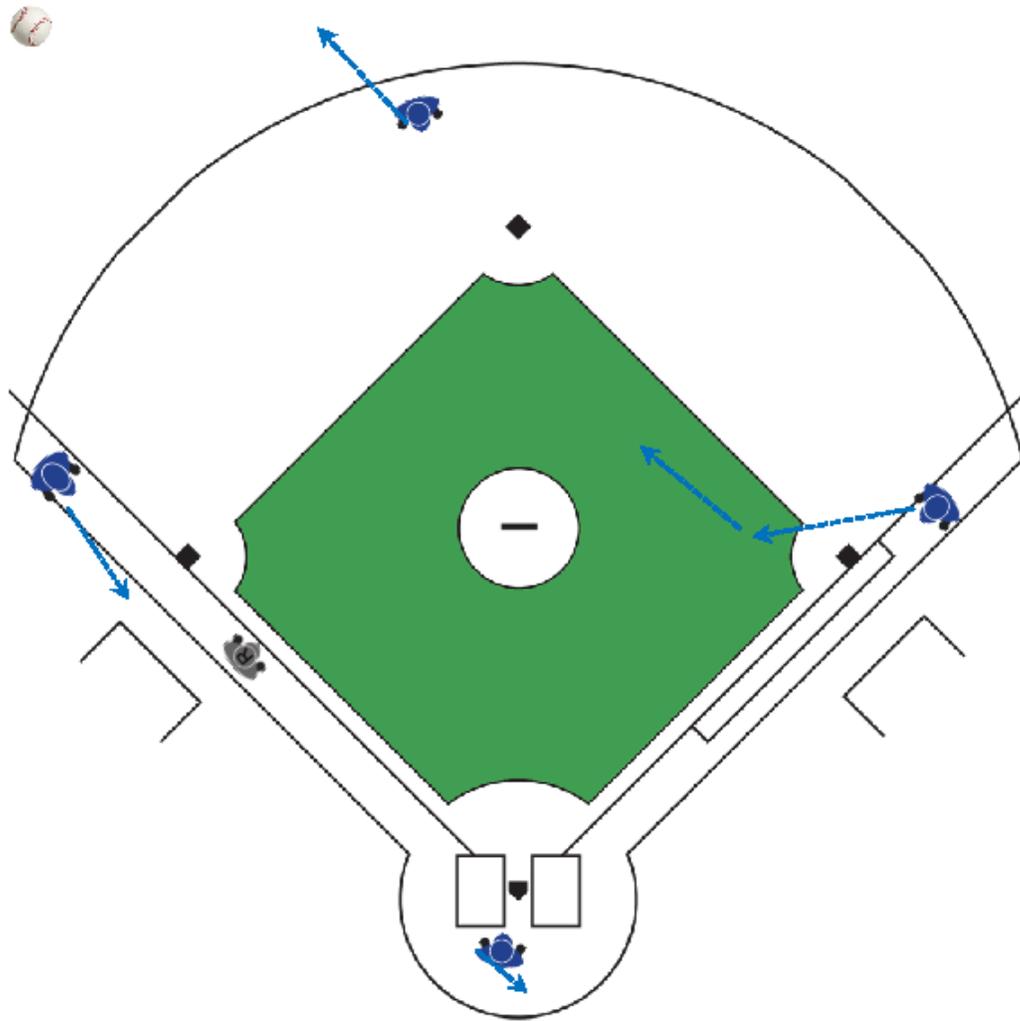
R2 ONLY			
PU	U1	U2	U3
<p>Clears the catcher and remains at PoP for all touches and plays at HP.</p> <p>Responsible for: all touches and plays at HP.</p>	<p>Pivots into the infield between 1B and 2B so as to see the touch by the BR at 1B.</p> <p>Responsible for: All touches and plays at 1B and the BR at 2B.</p>	<p>Drops toward the mound between 2B and 3B and is responsible for R2's tag-up at 2B.</p> <p>Slides with R2. Once R2 commits to 3B, U2 will remain at 3B for the duration of the play.</p> <p>Responsible for: R2's re-touch at 2B, R2 back into 2B, R2 into 3B, and the BR into 3B.</p>	<p>Goes out to cover C/NC and stays out for the duration of the play.</p> <p>Responsible for: F/F and C/NC.</p>

SITUATION: RUNNER AT 3B, U1 GOES OUT **TYPE OF ROTATION:** U2 DRIFT



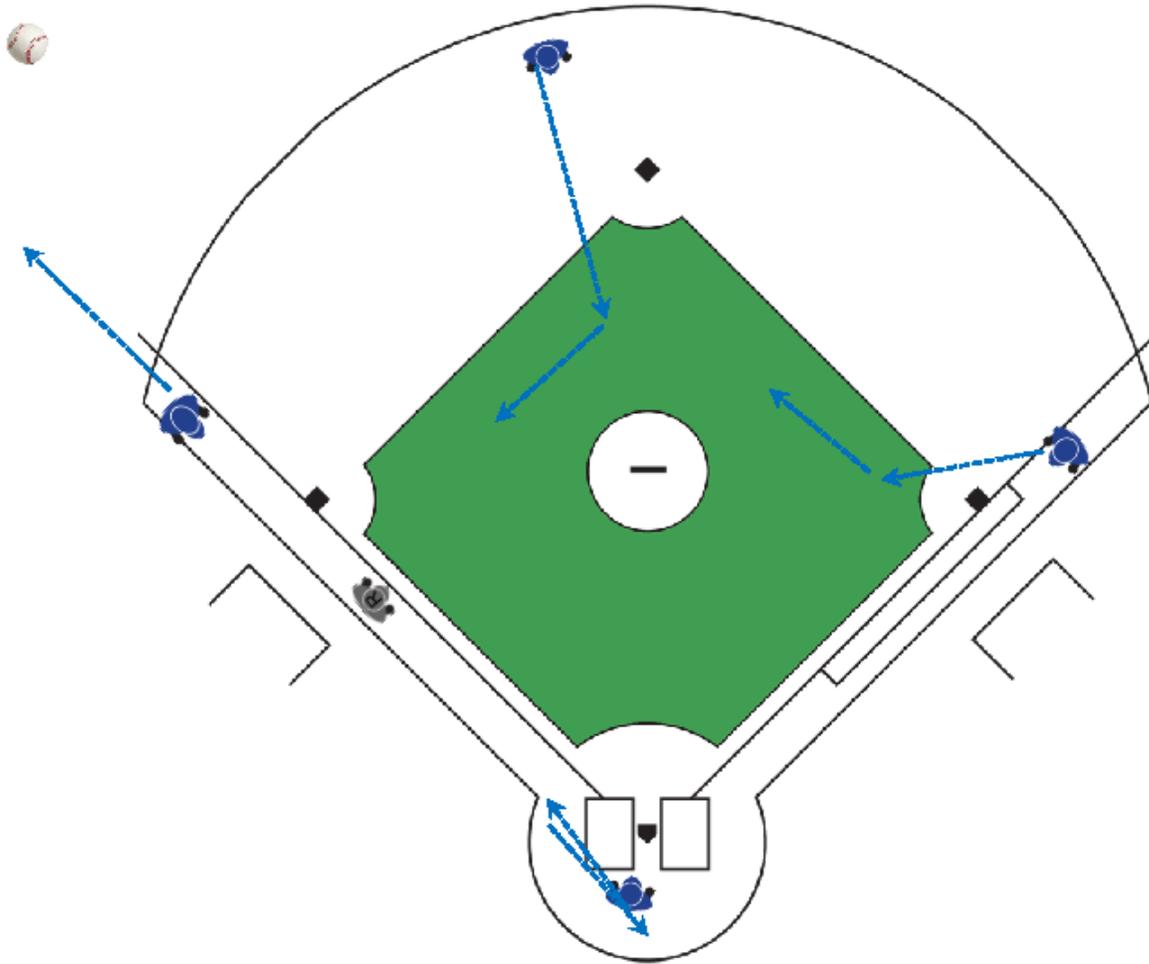
R3 ONLY			
PU	U1	U2	U3
<p>Clears the catcher and remains at PoP for all touches and plays at HP.</p> <p>Responsible for: all touches and plays at HP.</p>	<p>Goes out to cover C/NC and stays out for the duration of the play.</p> <p>Responsible for: F/F and C/NC.</p>	<p>Set up behind 2B, usually on the SS side, and shorten up to rotate efficiently.</p> <p>Moves toward 1B and for all plays on the BR at 1B or 2B.</p> <p>Responsible for: all touches and plays at 1B and 2B.</p>	<p>Moves to Po3, remaining CtB, for any possible play at 3B.</p> <p>Responsible for: R3's re-touch and all touches and plays at 3B.</p>

SITUATION: RUNNER AT 3B, U2 GOES OUT **TYPE OF ROTATION:** REVERSE



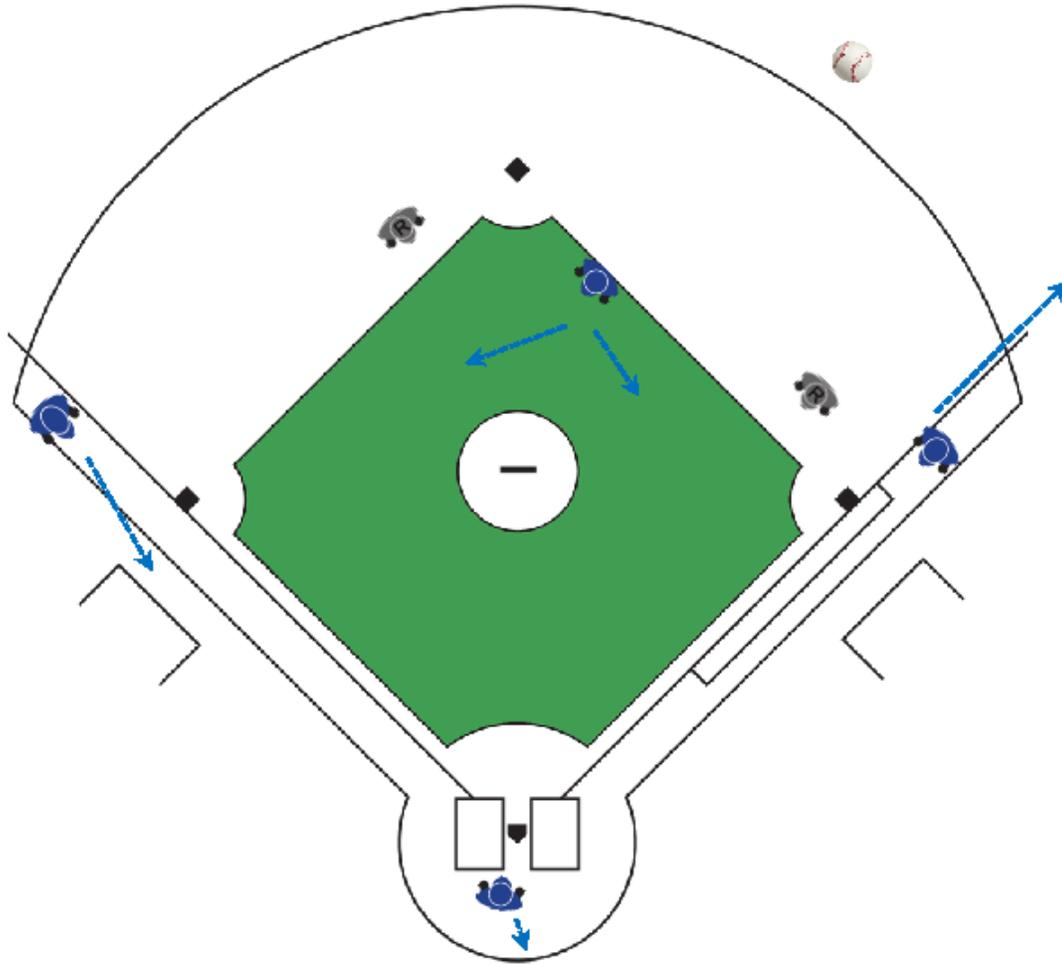
R3 ONLY			
PU	U1	U2	U3
Clears the catcher and remains at PoP for all touches and plays at HP.	Pivots into the infield to the WA between 1B and 2B so as to see the touch of the BR at 1B.	Sets up behind 2B, usually on the SS side, and shorten up to allow U2 to rotate efficiently.	Moves to Po3, remaining CtB, for any possible play at 3B.
Responsible for: all touches and plays at HP.	Responsible for: all touches and plays at 1B and 2B.	Responsible for: C/NC.	Responsible for: R3's re-touch and all touches and plays at 3B.

SITUATION: RUNNER AT 3B, U3 GOES OUT **TYPE OF ROTATION:** REVERSE



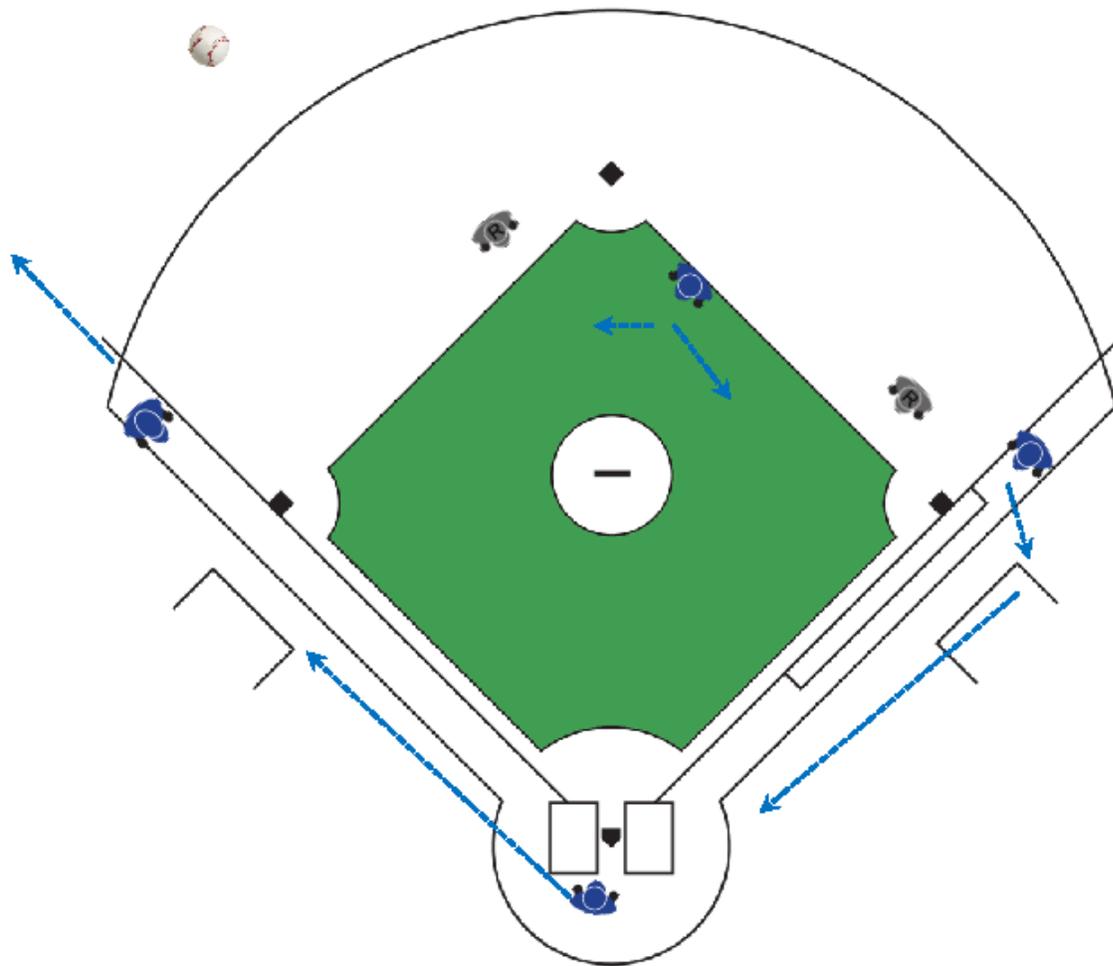
R3 ONLY			
PU	U1	U2	U3
Clears the catcher to lineup R3's tag-up attempt at 3B and then returns aggressively to PoP.	Moves into the infield to the working area between 1B and 2B so as to see the touch by the BR at 1B.	Sets up behind 2B, usually on the SS side, and shorten up to allow U2 to rotate efficiently. Uses the WA to move toward 3B.	Goes out to cover C/NC and stays out for the duration of the play.
Responsible for: R3's re-touch and all touches and plays at HP.	Responsible for: all plays and touches at 1B and 2B.	Responsible for: R3 back into 3B and the BR at 3B.	Responsible for: F/F and C/NC.

SITUATION: RUNNER AT 1B + 2B, U1 GOES OUT **TYPE OF ROTATION:** U2 DRIFT



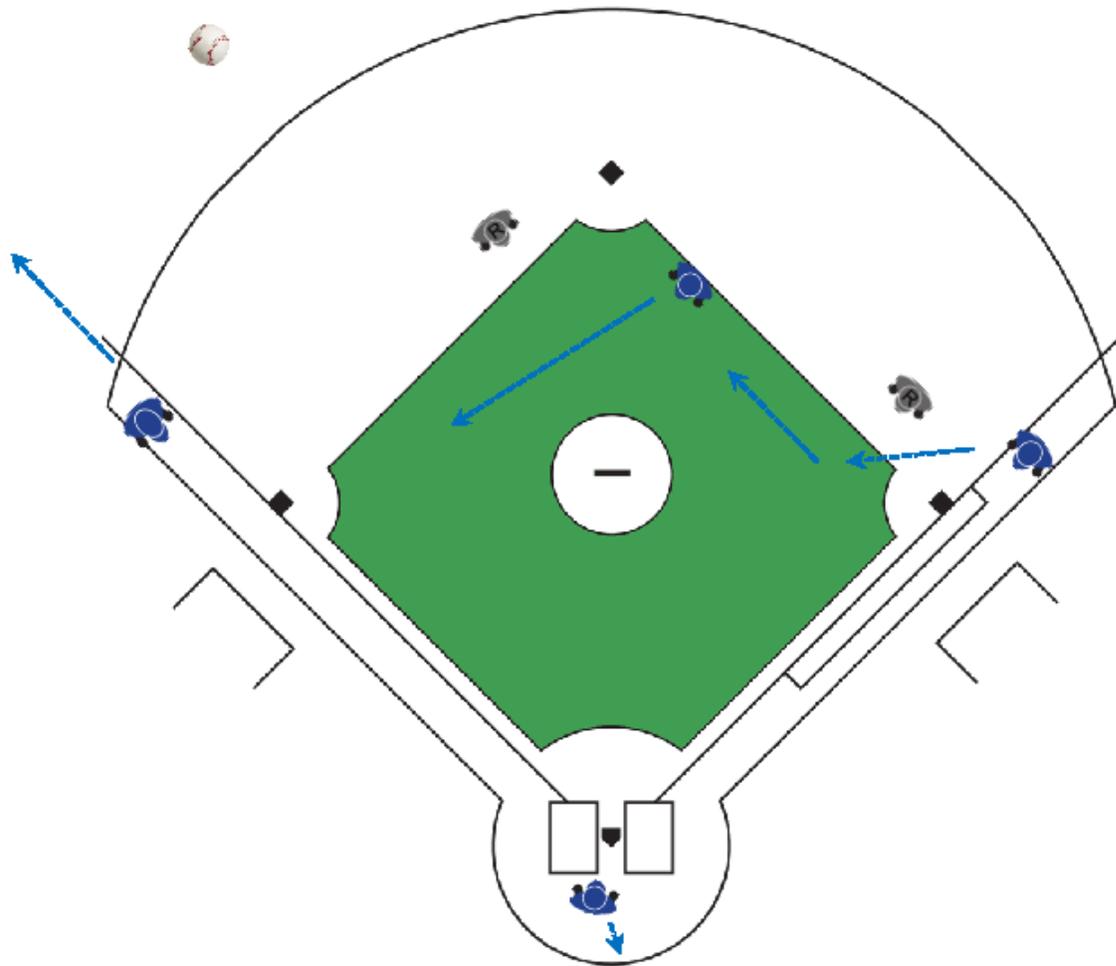
R1+R2			
PU	U1	U2	U3
<p>Clears the catcher and remains at PoP for all touches and plays at HP.</p> <p>Responsible for: all touches and plays at HP.</p>	<p>Goes out to cover C/NC and stays out for the duration of the play.</p> <p>Responsible for: F/F and C/NC.</p>	<p>Drifts into the infield between 1B and 2B. Remains CtB and lets the ball take him/her to the play.</p> <p>Responsible for: all re-touches at 1B and 2B as well as all touches and plays at 1B and 2B.</p>	<p>U3 moves to Po3, remaining CtB, for any possible play at 3B.</p> <p>Responsible for: all touches and plays at 3B.</p>

<p>SITUATION: RUNNERS AT 1B + 2B, U3 GOES OUT WITH LESS THAN 2 OUTS & BALL IS CAUGHT</p>	<p>TYPE OF ROTATION: FULL</p>
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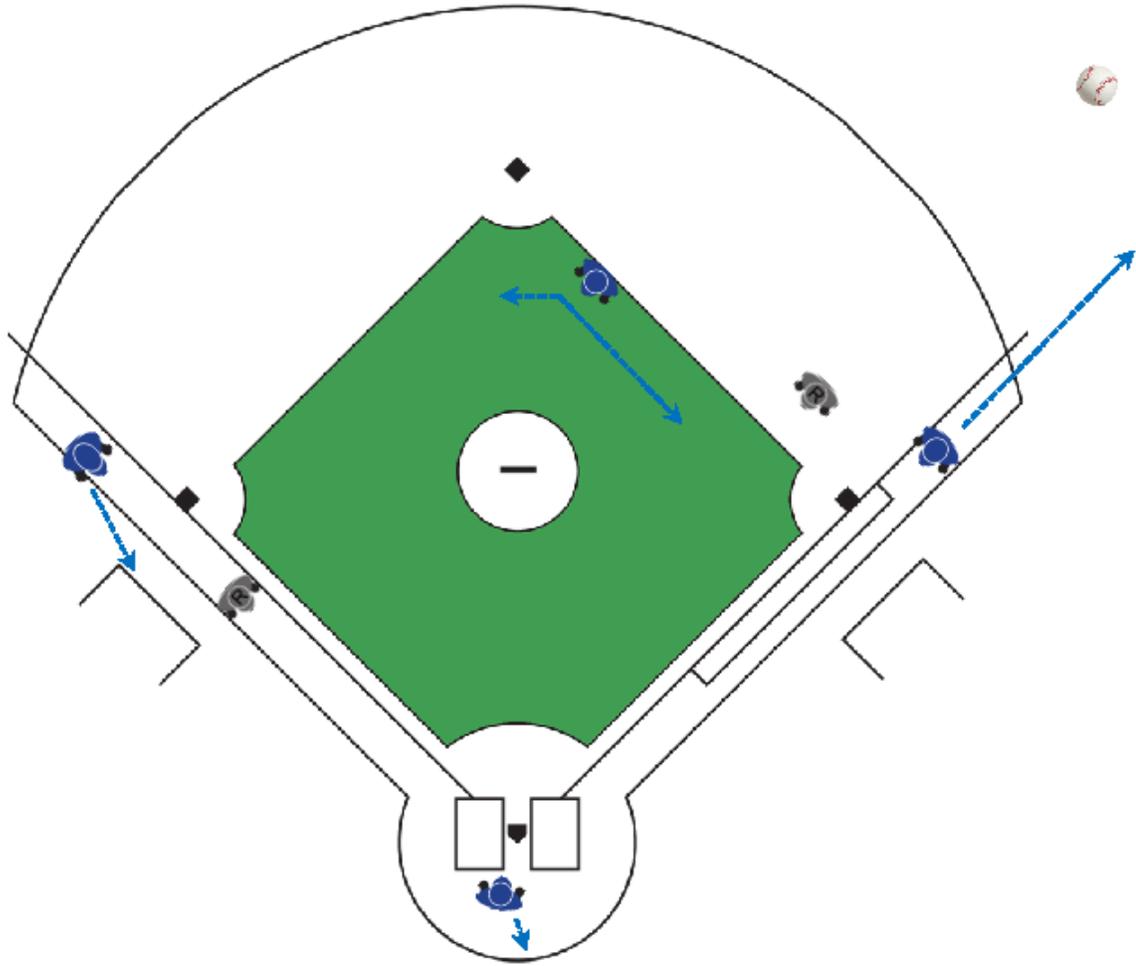
R1+R2			
PU	U1	U2	U3
<p>With less than 2 outs and the ball is caught, PU will read R2 and move, in foul territory, to Po3 for all touches and plays at 3B. This will allow U2 to take R2's tag-up and remain in the infield for the duration of the play.</p> <p>Responsible for: all touches and plays at 3B.</p>	<p>Moves to Po1 to observe R1's tag-up. If R2 tags and advances to 3B, U1 rotates to HP for all touches and plays at HP. When releasing to HP, U1 will move in foul territory to PoP while communicating to U2, "I'm going home."</p> <p>Responsible for: R1's retouch and all touches and plays at HP.</p>	<p>Drops into the WA to observe R2's tag-up and has all plays at 2B. If R2 commits to 3B, U2 assumes responsibility for R1 moving toward 2B (or back into 1B if U1 has released to HP).</p> <p>Responsible for: R2's retouch at 2B, all touches and plays at 2B, and R1 at 1B once U1 releases to HP.</p>	<p>Goes out to cover C/NC and stays out for the duration of the play.</p> <p>Responsible for: F/F and C/NC.</p>

SITUATION: RUNNERS AT 1B + 2B, U3 GOES OUT WITH 2 OUTS OR BALL IS NOT CAUGHT	TYPE OF ROTATION: REVERSE
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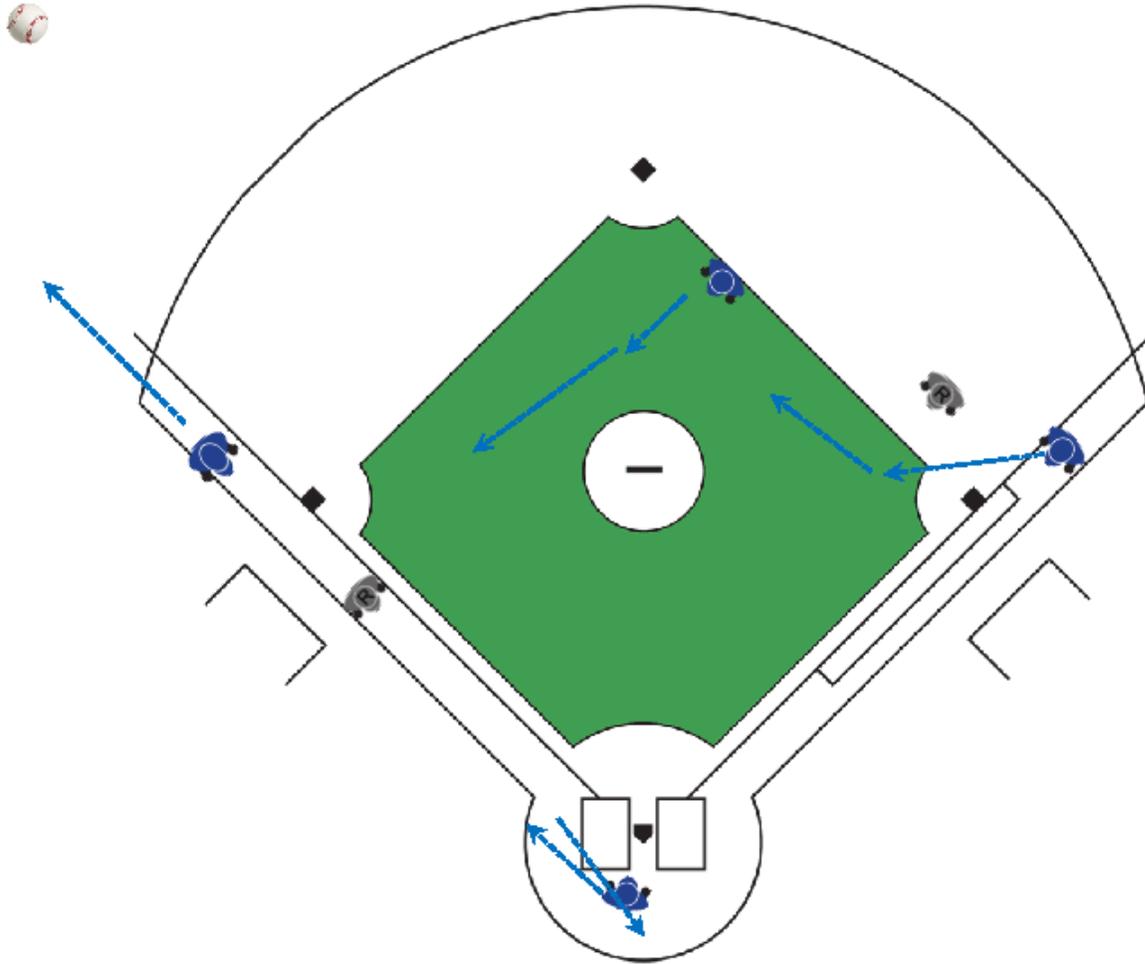
R1+R2			
PU	U1	U2	U3
Clears the catcher and remains at PoP for all touches and plays at HP.	Pivots into the infield between 1B and 2B so as to see the BR's touch of 1B. Slides with the BR to 2B.	Drops toward the mound between 2B and 3B. Slides with R1. Once R1 commits to 3B, U2 will remain at 3B.	Goes out to cover C/NC and stays out for the duration of the play.
Responsible for: all touches and plays at HP.	Responsible for: R1 back into 1B, the BR at 1B, the BR back into 1B, and the BR at 2B.	Responsible for: R2 back into 2B, R1 into 2B, R2 into 3B, R1 into 3B, and the BR at 3B.	Responsible for: F/F and C/NC.

SITUATION: RUNNERS AT 1B + 3B, U1 GOES OUT **TYPE OF ROTATION:** U2 DRIFT



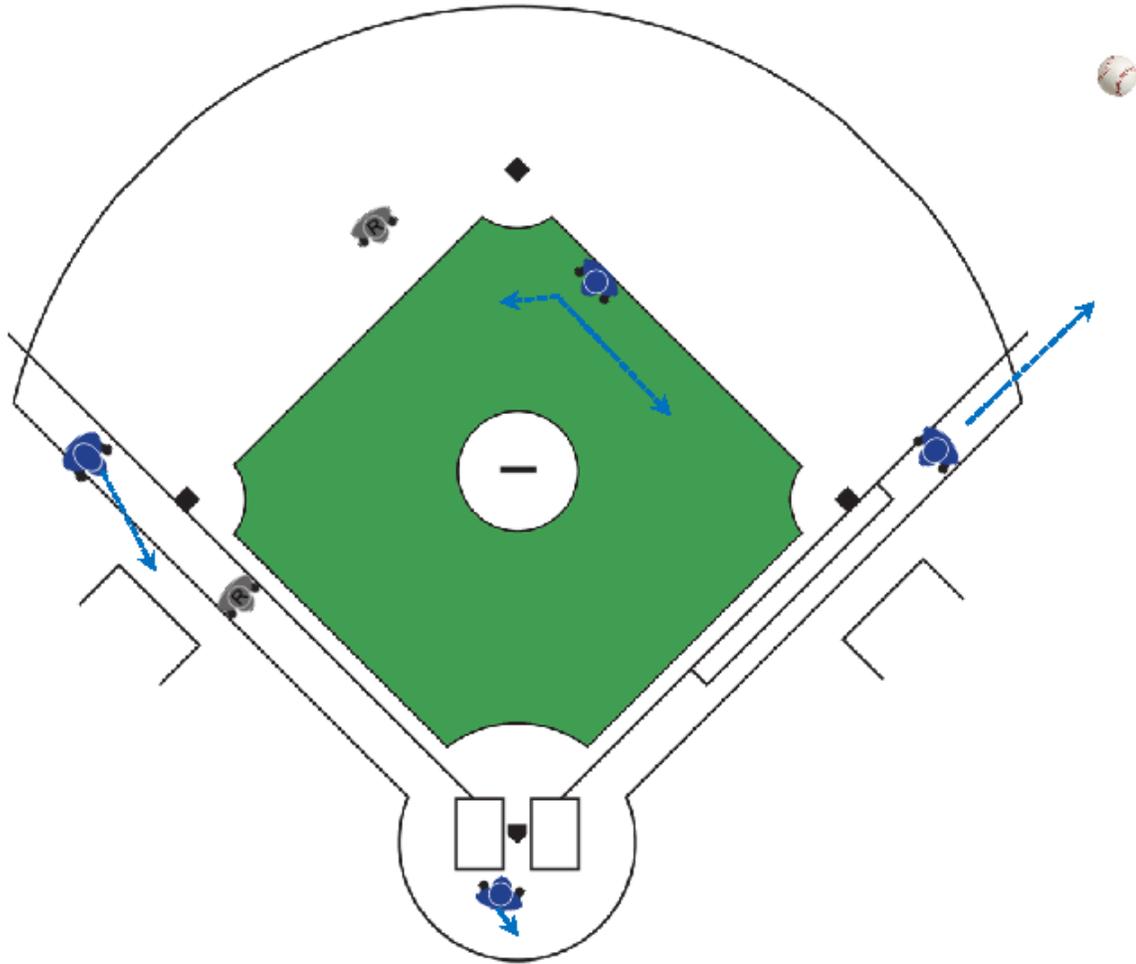
R1+R3			
PU	U1	U2	U3
<p>Clears the catcher and remains at PoP for all touches and plays at HP.</p> <p>Responsible for: all touches and plays at HP.</p>	<p>Goes out to cover C/NC and stays out for the duration of the play.</p> <p>Responsible for: F/F and C/NC.</p>	<p>Drifts into the infield between 1B and 2B, remaining CtB, and will let the ball take him/her to the play.</p> <p>Responsible for: R1's retouch at 1B and all touches and plays at 1B or 2B.</p>	<p>Moves to Po3, remaining CtB, for any possible play at 3B.</p> <p>Responsible for: R3's retouch and all touches and plays at 3B.</p>

SITUATION: RUNNERS AT 1B + 3B, U3 GOES OUT **TYPE OF ROTATION: REVERSE**



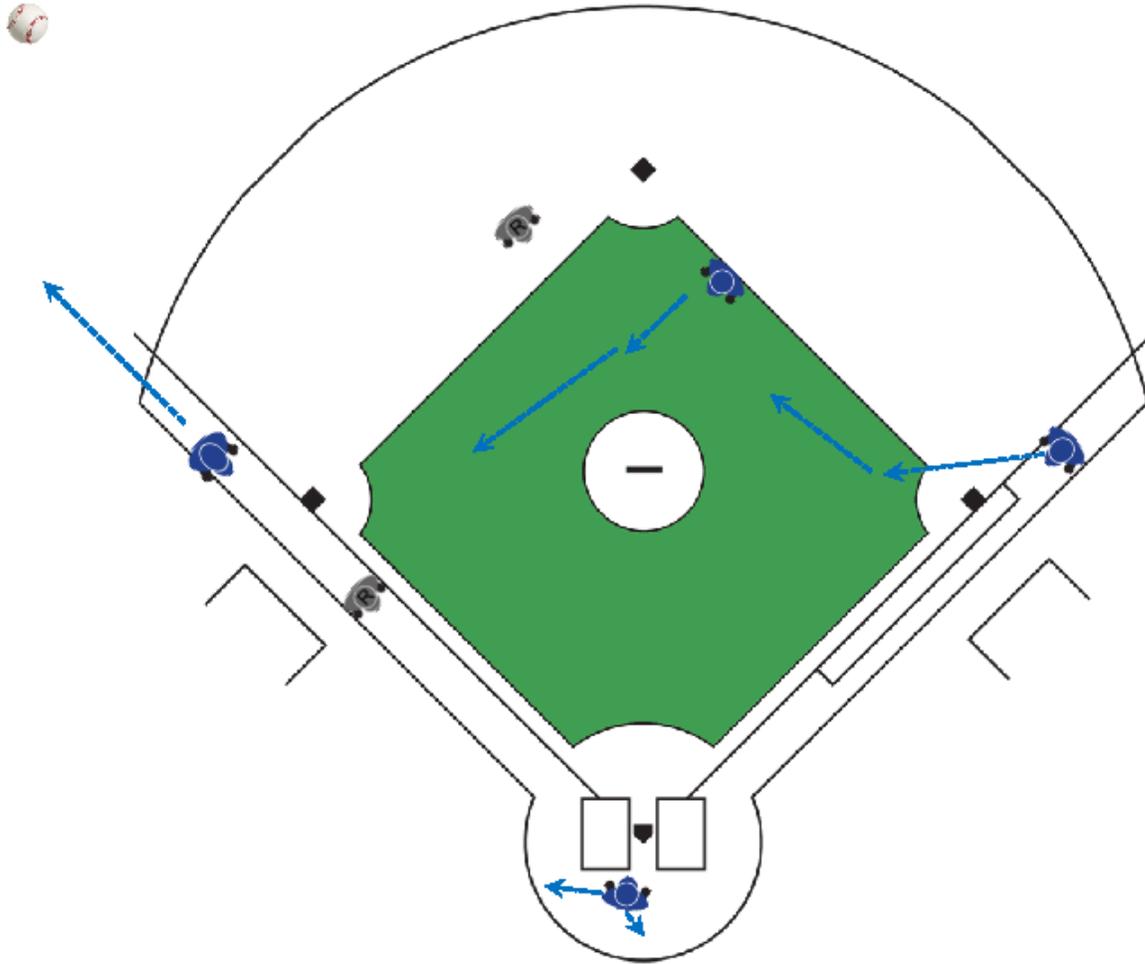
R1+R3			
PU	U1	U2	U3
<p>Clears the catcher to line-up R3's tag-up at 3B and then returns aggressively to PoP for all touches and plays at HP.</p> <p>Responsible for: R3's re-touch and all touches and plays at HP.</p>	<p>Pivots into the infield between 1B and 2B so as to see the BR's touch of 1B.</p> <p>Slides with the BR to 2B.</p> <p>Responsible for: R1's re-touch, R1 back into 1B, the BR at 1B, and the BR at 2B.</p>	<p>Drops toward the mound between 2B and 3B and remains CtB to let the ball take him/her to the play.</p> <p>Slides with R1. Once R1 commits to 3B, U2 will remain at 3B for the duration of the play.</p> <p>Responsible for: R3 back into 3B, R1 into 2B, R1 at 3B, and the BR at 3B.</p>	<p>Goes out to cover C/NC and stays out for the duration of the play.</p> <p>Responsible for: F/F and C/NC.</p>

SITUATION: RUNNERS AT 2B + 3B, U1 GOES OUT **TYPE OF ROTATION:** U2 DRIFT



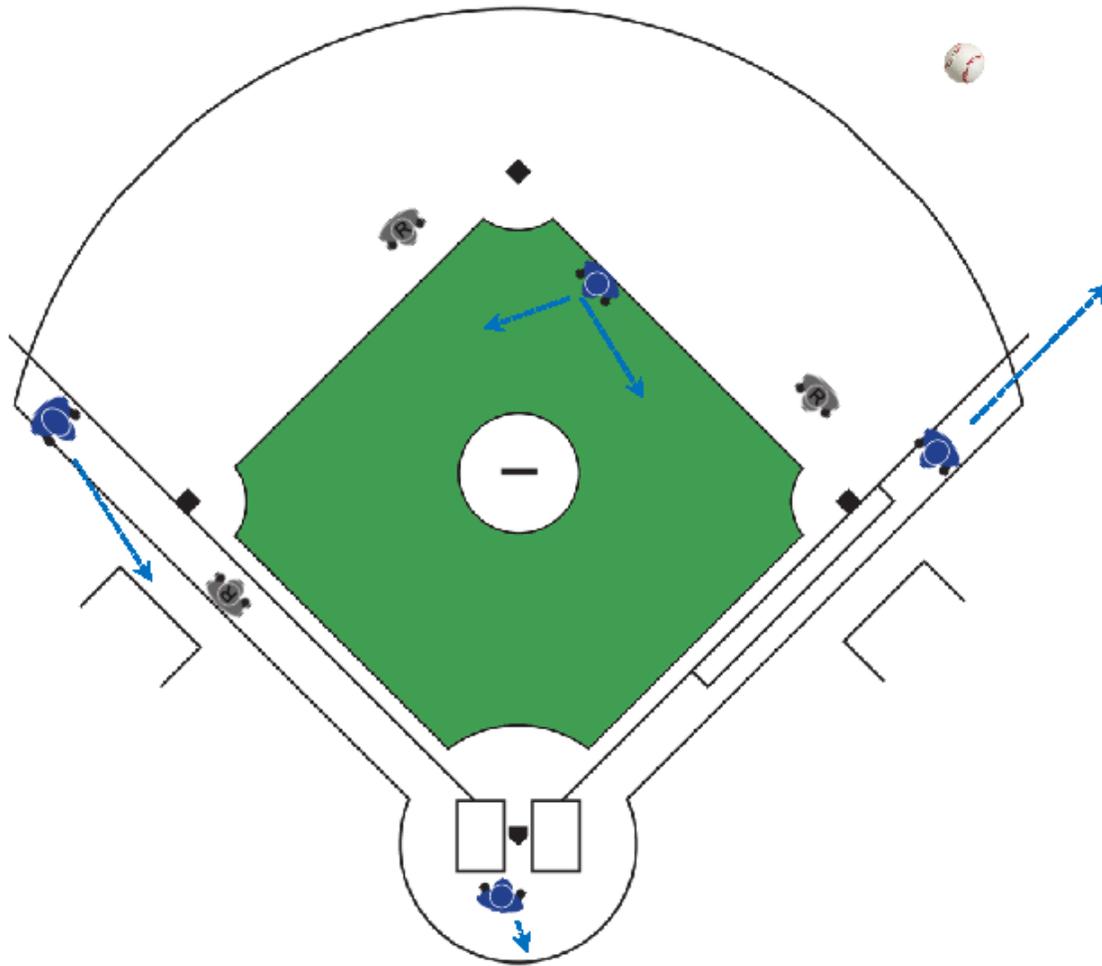
R2+R3			
PU	U1	U2	U3
Clears the catcher and remains at PoP for all touches and plays at HP.	Goes out to cover C/NC and stays out for the duration of the play.	Drifts into the infield between 1B and 2B, remaining CtB and allows the ball to take him/her to the play.	U3 moves to Po3, remaining CtB for any possible play at 3B.
Responsible for: All touches and plays at HP.	Responsible for: F/F and C/NC.	Responsible for: R2's re-touch, R2 back into 2B, and all touches and plays at 1B and 2B.	Responsible for: R3's re-touch and all touches and plays at 3B.

SITUATION: RUNNERS AT 2B + 3B, U3 GOES OUT **TYPE OF ROTATION:** REVERSE



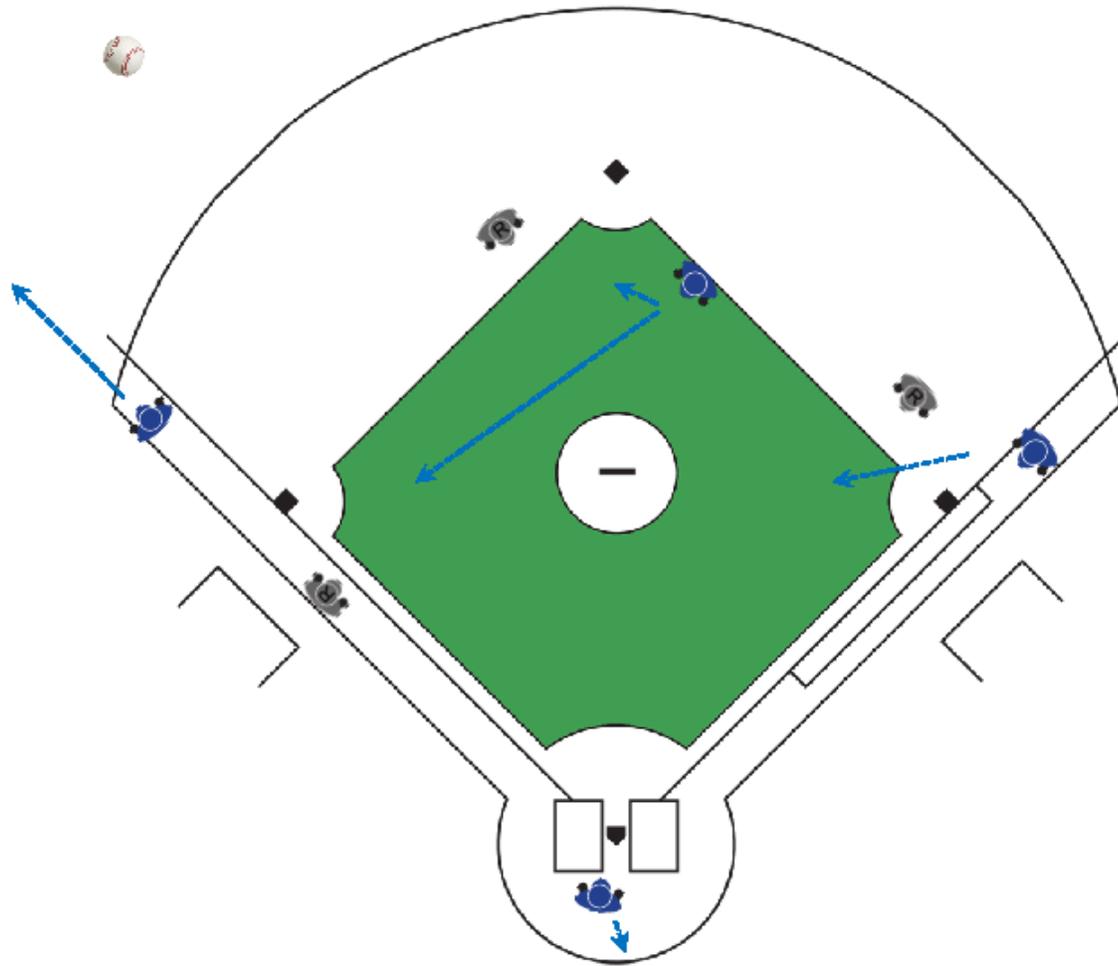
R2+R3			
PU	U1	U2	U3
<p>PU clears the catcher to line-up R3's tag-up at 3B and then returns aggressively to PoP for all touches and plays at HP.</p> <p>Responsible for: R3's retouch and all touches and plays at HP.</p>	<p>Pivots into the infield between 1B and 2B so as to see the BR's touch at 1B. Slides with the BR to 2B.</p> <p>Responsible for: the BR at 1B and 2B.</p>	<p>Drops toward the mound between 2B and 3B and remains CtB to allow the ball to take him/her to the play. Slides with R2. Once R2 commits to 3B, U2 will remain at 3B for the duration of the play.</p> <p>Responsible for: R2's retouch, R3 back into 3B, R2 back into 2B, R2 at 3B, and the BR at 3B.</p>	<p>Goes out to cover C/NC and stays out for the duration of the play.</p> <p>Responsible for: F/F and C/NC.</p>

SITUATION: BASES FULL, U1 GOES OUT | **TYPE OF ROTATION:** U2 DRIFT



BASES FULL			
PU	U1	U2	U3
PU clears the catcher and remains at PoP for all touches and plays at HP.	Goes out to cover C/NC and stays out for the duration of the play.	Drifts into the infield between 1B and 2B and remains CtB to allow the ball to take him/her to the play.	Moves to Po3, remaining CtB for any possible play at 3B.
Responsible for: all touches and plays at HP.	Responsible for: F/F and C/NC.	Responsible for: Re-touches by R1 at 1B and R2 at 2B as well as all touches and plays on all runners at 1B and 2B.	Responsible for: R3's re-touch and all touches and plays at 3B.

SITUATION: BASES FULL, U3 GOES OUT **TYPE OF ROTATION: REVERSE**



Bases Full			
PU	U1	U2	U3
PU clears the catcher to line-up R3's tag-up at 3B and then returns aggressively to PoP for all touches and plays at HP.	Pivots into the infield between 1B and 2B so as to see the BR's touch at 1B. Slides with the BR to 2B.	Drops toward the mound between 2B and 3B and remains CtB to allow the ball to take him/her to the play. Slides with R1. Once R1 commits to 3B, U2 will remain at 3B for the duration of the play.	Goes out to cover C/NC and stays out for the duration of the play.
Responsible for: R3's re-touch at 3B and all touches and plays at HP.	Responsible for: R1's re-touch, R1 back into 1B, and the BR at 1B and 2B.	Responsible for: R2's re-touch at 2B, R3 back into 3B, R2 back into 2B, R1 into 2B, R2 at 3B, R1 at 3B, and the BR at 3B.	Responsible for: F/F and C/NC.

ROTATION IDENTIFICATION MATRIX:

SITUATION	MOVEMENT	TYPE OF ROTATION
NRO	U1 Leaves	PU Trail
	U2 Leaves	Full
	U3 Leaves	Full
R1 Only	U1 Leaves	U2 Drift
	U3 Leaves	Full
R2 Only	U1 Leaves	U2 Drift
	U3 Leaves	Reverse
R3 Only	U1 Leaves	U2 Drift
	U2 Leaves	Reverse <i>U1 takes BR at 1B and 2B</i>
	U3 Leaves	Reverse <i>U1 takes BR at 1B and 2B. U2 pivots to WA to cover 3B.</i>
R1+R2	U1 Leaves	U2 Drift
	U3 Leaves	Reverse or Full if R2 Tags
R1+R3	U1 Leaves	U2 Drift
	U3 Leaves	Reverse
R2+R3	U1 Leaves	U2 Drift
	U3 Leaves	Reverse
Bases Full	U1 Leaves	U2 Drift
	U3 Leaves	Reverse

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.

SECTION 8: WEDGE THEORY FOR TAG PLAYS

Defining “The Wedge” in the Wedge Theory

The wedge is the area between the fielder's base-side hip and the base-side hip of the incoming runner. To find this area, umpires are required to position closer to the play (5-7 feet) and move with and alongside the fielder as he receives the ball to a target distance of 2-3 feet as the fielder attempts to tag the runner. As the fielder receives the ball and seeks the runner to create a tag attempt to put out the runner, the umpire must move to get their eyes in “the wedge” – between the tag and the runner as both the fielder and the runner come together.

Important to note in using this mechanic is that the base will not take us to the out. The base merely provides umpires with a point of reference; and while the runner is attempting to get to the base safely, we must be more focused on following the fielder and adjusting to the runner to end up in the best position to view the play.

Rationale of the Wedge Theory

One rationale as to why we use the wedge theory is to see all that is required in the play to give us an out or safe declaration – the ball, a fielder, and a runner. Note that our definition of a “play” does not include a mentioning of the base; the base will not take us to the play. Only the ball, fielder, and runner will be able to take the umpire to the play. Therefore, wedge theory dictates umpires move with each of those three variables so that when the three come together, we are in the best possible position to achieve the angle and get the call right.

A second rationale is that using wedge theory is a strategy that aims to reduce the probability of being straight-lined when observing a tag attempt by a fielder on an incoming runner. That is, heading to a pre-determined “spot” (or the base) does not allow for readjustment as the variables involved in the play (ball, fielder, and runner) will change directions as the play develops. And while the play will frequently “end” at the base, moving with the variables (ball, fielder, and runner) in the play and adjusting our viewing angle based upon the movements of these three factors is necessary to avoid an obstructed view of the developing play.

Third, swipe-tags as put-out attempts are increasing in frequency due to the focus on collision rules, concussion prevention, and injury prevention of players in tag-plays. Therefore, to observe the swipe tag, without being potentially obstructed, umpires must readjust and constantly reposition for the developing play to achieve the best possible, least obstructed angle to rule on the play.

WEDGE THEORY FOR PLAYS AT THE PLATE

Plate Umpires are instructed to position at Point of Plate, 5-7 feet *behind the fielder* receiving the throw as the starting position when finding the wedge for tag plays. This evolving mechanic affords for greater vision, quicker and more relative adjustments with the fielder, and fewer steps when maintaining the wedge. Umpires should still follow the basic three fundamental mechanics in finding the wedge on tag plays:

1. **Start Closer at Point of Plate! – Be Patient from Point of Plate:** 5-7 feet behind the fielder receiving the throw, but not so as to impede the fielder's lateral movement (right or left) to receive or adjust with the throw. Umpires will thereby be on a parallel track with the fielder and replicate the fielder's movements as the throw arrives. In assuming this starting position, umpires must stay clear of both the fielder's lateral track to receive the throw as well as refraining from crossing the runner's track into the base.
2. **Follow the Fielder – But Be Patient from Point of Plate:** Understand that the fielder will take us to the developing play, but that the fielder must bring the tag to the runner. Umpires must **be patient** to leave point of plate, always **get the runner sliding towards them**, and **adjust with the runner** more so than the fielder, as the tag is being applied, to avoid getting straight-lined, or blocked out, on a tag attempt. This will result in constant adjusting using controlled movements, or quiet steps, and the umpire must always avoid crossing or standing on the runner's track into the base.
3. **Find the Window with Quiet Steps:** The window is the space between the runner and the fielder at the point of the tag attempt, and quiet steps are what we utilize to make our final, controlled movements to be in the window at the point of the tag attempt. Remember this window requires umpires to **be patient at point of plate** and not default to one side or the other too soon. The window is best found when the umpire gets the runner sliding towards them, adjusting with the runner (rather than the fielder) as the tag attempt is made, to avoid being straight-lined or blocked out.

While the fielder will take us to the ball, the fielder must bring the ball (tag) to the runner. As such, it is important that we follow the fielder and adjust with the runner, requiring Plate Umpires to be patient from Point of Plate. Following the fielder and adjusting with the runner will allow the umpire to find and stay in the window for the best look at a developing tag play at the plate.

Video Examples – Plays at the Plate:

For a visual, video reference, please navigate to the Umpire Registry, login, and then use the link below regarding wedge theory and its evolution and application in Little League Baseball and Softball:
<https://www.littleleagueumpire.org/Videos/Watch/20>.

WEDGE THEORY IN THE 3 & 4-UMPIRE SYSTEM

When not in rotation, umpires in the 4-Umpire System are expected to apply the wedge theory to observe all plays at each base. Previous instruction has used the “point of bag” philosophy to help identify acceptable starting positions when finding the wedge. Additionally, the distance range of 5-7 feet from the base has also been used for guidance relative to starting positions. As the wedge concept continues to evolve, guiding philosophies also change as a result of more experience and film analysis to support evolving theories.

Update – Mechanics of the Wedge Theory

Umpires are now instructed to position 5-7 feet *behind the fielder* receiving the throw as the starting position when finding the wedge for tag plays. This evolving mechanic affords for greater vision, quicker and more relative adjustments with the fielder, and fewer steps when maintaining the wedge. Umpires should still follow the basic three fundamental mechanics in finding the wedge on tag plays:

1. **Start Closer! Initial Starting Position:** 5-7 feet directly behind the fielder receiving the throw, but not so as to impede the fielder's lateral movement (right or left) to receive or adjust with the throw. Umpires will thereby be on a parallel track with the fielder and replicate the fielder's movements as the throw arrives. In assuming this starting position, umpires must stay clear of both the fielder's lateral track to receive the throw as well as refraining from crossing the runner's track into the base.
2. **Follow the Fielder & Adjust with the Runner:** Understand that the fielder will take us to the developing play, but that the fielder must bring the tag to the runner. Umpires must **be patient** to leave point of plate, always **get the runner sliding towards them**, and **adjust with the runner** more so than the fielder, as the tag is being applied, to avoid getting straight-lined, or blocked out, on a tag attempt. This will result in constant adjusting using controlled movements, or quiet steps, and the umpire must always avoid crossing or standing on the runner's track into the base.
3. **Find the Window with Quiet Steps:** The window is the space between the runner and the fielder at the point of the tag attempt, and quiet steps are what we utilize to make our final, controlled movements to be in the window at the point of the tag attempt. Remember this window requires umpires to **be patient** and not default to one side or the other too soon. The window is best found when the umpire gets the runner sliding towards them, adjusting with the runner (rather than the fielder) as the tag attempt is made, to avoid being straight-lined or blocked out.

The central tenet of wedge theory is that the fielders take us to the out rather than the base or the runner. Therefore, umpires shall move more closely to and along with the fielders, allowing the fielder to take us to the out. The following aims to outline and explain the guiding principles and philosophies of wedge theory in application of the 4-Umpire System:

Video Examples – Plays on the Bases

For a visual, video reference, please navigate to the Umpire Registry, login, and then use the links below regarding wedge theory and their evolution and application in Little League Baseball and Softball for Wedge Theory for Plays on the Bases: <https://www.littleleagueumpire.org/Videos/Watch/25>.

SECTION 9: LEADING UMPIRES AT THE LOCAL LEVELS

Simplifying Umpire Instruction at the Local Levels:

What are the core **skills and competencies** all umpires must have?

How can league and District Umpires in Chief develop these cores skills and competencies in their umpires?

CONTEXT:

Umpiring can feel intimidating, especially for those new to the role or tasked with teaching fellow umpires. Both umpires and umpire instructors often face the challenge of mastering and conveying a wide range of rules, mechanics, and skills. The phrase “*drinking from a fire hose*” is frequently used to describe the overwhelming experience of trying to learn or deliver all the necessary information at once. This can lead to frustration, uncertainty, or a lack of desire to give things a try for many prospective umpires and umpire leaders alike.

PURPOSE:

The goal of this clinic is to simplify and strengthen the training process by focusing on the **foundational skills and core competencies** essential for success. By identifying what matters most, and how to effectively develop these fundamentals, local umpire leaders will gain practical strategies to provide clear, targeted instruction. This approach reduces the sense of being overwhelmed and equips umpire leaders to better support, encourage, and develop confident umpires at the grassroots level.

SCOPE:

The following pages identify the core skills and competencies all umpires must have and direct umpire leadership how to develop those skills and competencies. This focuses on four major areas:

1. Plate Work – Page 162
2. Base Work – Page 163
3. Rules Instruction – Page 164
4. Recruiting & Retaining Junior Umpires & Building a Junior Umpire Mentorship Program (JUMP) – Page 165
5. Sample Clinic Agendas:
 - a. 1-Day JUMP Mechanics Clinic – Sample Skeleton Agenda (166-167)
 - b. 1-Day Umpire Mechanics Clinic – Sample Skeleton Agenda (168-170)
 - c. Extended Umpire Mechanics Clinic – Sample Skeleton Agenda (171-173)
 - d. Rules Clinic: Little League Rules to Know – Common Rules Myths & Misconceptions (174-175)

The content of each section is to be used by leaders at the local levels to guide their instruction and development of umpires at the grassroots level and is a derivative of the curricular priorities, standards, and objectives used at all training events led by the National Instructor Team across the program.

FUNDAMENTALS OF WORKING THE PLATE

MODULE 1: 3 STEPS TO CALLING BALLS & STRIKES		
Step #1 – Set your head.	Step #2 – Get set & locked.	Step #3 – Track the ball.
Nose aligned with inside corner. Shoulders square to the pitcher. Heel/toe distance with catcher. Head no lower than F2's helmet.	Get set prior to the delivery of the pitch. Lock-in to avoid sinking or drifting with the pitch in-flight.	Use your eyes to track the ball from the pitcher's hand to the catcher's glove. Proper use of eyes gives us judgment and timing.

MODULE 2: STRIKE ZONE STRATEGY	MODULE 3: STYLE & FORM OF CALLS
<p><u>Goal:</u> call ALL pitches <u>inside</u> your established zone <u>strikes</u> and ALL pitches <u>outside</u> your zone <u>balls</u>.</p> <p>What is our strike zone strategy?</p> <ul style="list-style-type: none"> ○ Execute the 3 steps to calling pitches. ○ Know the strike zone & new demands. ○ Win the game within – positive self-talk! 	<p>Respond rather than react. Sharp & crisp – but not robotic or mechanical. “Relaxed and ready” demeanor.</p> <p><u>Know the Signals:</u> give the count, play, ball, called strike, swinging strike, foul, foul tip, check-swing (batter offered), check-swing (ask for help), called strike three, time, balk, illegal pitch, & uncaught third strike (4 variations: obvious, no-catch, no tag, & tag).</p>

MODULE 4: EFFICIENT MOVEMENT FROM BEHIND THE PLATE	
<p>5 Situations requiring PU to move from PoP:</p> <p>On the line for fair / foul. Busting out in the direction of the ball for catch/no-catch in PU's Area of Responsibility. Trailing the Batter-Runner with no runners on base. Rotating up to 3B with R1 Only and R1+R3. Moving to the dirt circle to line-up R3's re-touch and returning aggressively to Point of Plate.</p>	<p>KEY POINTS TO REMEMBER:</p> <p>If PU does not have a responsibility taking him/her somewhere, PU will remain at Point of Plate. If PU does have responsibilities taking him/her somewhere, PU should handle those responsibilities in order of priority, and then return aggressively to Point of Plate. PRIORITIES: fair/foul, then catch/no-catch, then everything else.</p>

MODULE 5: PLAY POSITIONING FOR PLAYS AT THE PLATE:	
<p>TAG PLAYS: 3 STEPS FOR WEDGE POSITIONING:</p> <p><i>Start at Point of Plate</i> – Don't back up! Stay 5-7 feet from the fielder receiving the throw. <i>Follow the Fielder</i> – Mimic the fielder's movements right, left, forward, or backward to find the window. <i>Stay in the window</i> – Use quiet steps to stay in window, or the space between the runner and fielder at the point of the tag attempt.</p>	<p>FORCE PLAYS:</p> <p>Start at Point of Plate to handle all responsibilities in order of priority. Take 1-step towards the origin of the throw to see ball in glove and foot on the plate. Get set for the force play and then drift to 1BLXT on the transfer to see the transfer and any other ensuing infractions (such as interference or RLV).</p>

OUR PRIORITIES: *What matters most as plate umpires:*

1. Getting pitches right by accurately identifying the precise location of pitches.
2. Build fundamentals and habits – handle priorities in order, stay chest to ball, proper use of eyes, & positioning.
3. Less “robotic” or “mechanical” – respond rather than react to exude relaxed & ready demeanor.

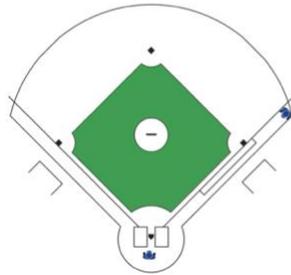
WORKING THE BASES

What do umpires need to know when working the bases?

1. **When** do I stand in the A, B, and C position?
2. **Where** do I stand in the A, B, and C position?
3. **How** do I stand in the A, B, and C position?
4. **What** are my basic responsibilities in each position?

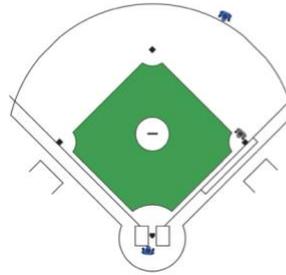


The "A" Position



- **When?** – No Runners On
- **Where?**
 - Foul Territory.
 - Never closer than 10-12 feet from 1B.
 - Never parallel with or in front of F3.
- **How?** – Square to the plate
- **Basic Responsibilities:**
 - Fair / Foul
 - Catch / No-Catch
 - Base Coverage – Touches & Tag-Ups

The "B" Position



- **When?** – R1 Only
- **Where?**
 - Outside of the diamond.
 - About 25 feet from 1B but not more than half-way between 1B and 2B
- **How?**
 - Not too deep
 - Square to the plate.
- **Basic Responsibilities:**
 - Fair / Foul
 - Catch / No-Catch
 - Base Coverage – Touches & Tag-Ups



The "C" Position



- **When?** – Runner(s) in Scoring Position
- **Where?**
 - Outside of the diamond.
 - Behind F6, off their left shoulder.
 - Never further than half-way between 1B & 3B.
- **How?**
 - Not too deep
 - Square to the plate.
- **Basic Responsibilities:**
 - Fair / Foul
 - Catch / No-Catch
 - Base Coverage – Touches & Tag-Ups

Drills for Base Work & Critical Fundamentals

A Position Drills

- Batted Ball on the Infield (Plays at 1B)
- Read Step Drill
- Batted Ball to the Outfield – Pivot for Single, Double, Triple

B Position Drills

- Steals at 2B
- Double Play Footwork
- The Pivot (Chest to Ball)
- First-to-Third Rotation

C Position Drills

- Steals at 3B
- Plays at 1B from C
- The Pivot (Chest to Ball)

THE CRITICAL FUNDAMENTALS

- **Proper Use of Eyes** – giving **time** to visually track, observe, and gather all information from the entire play **before** making the call. This gives umpires their **timing** and **judgement**.
- **Chest to Ball & The Pivot** – chest remains **open** to the ball, allowing the **ball to take the umpire to the play** rather than anticipating where the play may be. Keep chest to ball and glance over the shoulders for touches, obstruction, interference, etc.
- **Order of Operations** – knowing your **priorities** in order and handling them in order: (1) fair / foul, (2) catch/no-catch, and (3) other responsibilities / everything else.

RULES KNOWLEDGE
Amplifying Rules Instruction & Application

LITTLE LEAGUE® RULES TO KNOW		
BATTING	BASE RUNNING	PITCHING
Are the hands part of the bat? Does the batter have to avoid being hit by a pitch? How many times per game can a player be intentionally walked without throwing pitches? What happens to the pitch count? Is the ball dead on a foul tip? Is the batter entitled to the batter's box? What happens if a player uses an illegal bat? What happens when a player cannot bat or run with CBO?	When can runners leave the base? Can a runner slide headfirst while advancing? Does Little League have a "must slide" rule? Does the runner always have the right to the basepath? When is a runner out of the basepath? When and how can a team make an appeal? When can the offense use a Courtesy Runner?	What are the pitch restrictions for baseball and softball? Does a pitcher have to be removed for hitting too many batters? How many visits can a coach make to the mound before having to remove the pitcher? Are their balks in Little League? What about softball? Can pitchers wear sleeves? A batting glove? Play-call band? Sunglasses?

MORE COMPLEX & COMMONLY MISSED / MISAPPLIED RULES
<i>Which rules do many umpires struggle with most?</i>
<ul style="list-style-type: none"> • Appeals – knowing what can be appealed, when, and how to make an appeal (live ball appeals only) • Awards – the difference between 1, 2, 3, and 4 base awards and time of pitch vs. time of throw/deflection • Batting out of Turn – key terms (proper batter, improper batter, and legalized) and simplifying it to one of three situations: <ul style="list-style-type: none"> ○ Discovered while the improper batter is in the batter's box ○ Discovered before the next pitch or attempted play ○ Discovered after the next pitch or attempted play • Batter's Position in the Batter's Box – where the batter can stand in the box, avoiding being hit by a touched ball, keeping one foot in the box, and when the batter must vacate the batter's box • Double First Base – Fair / Foul and knowing when the defense must use the white part of the base, when the offense must use the orange/green part of the base, and when the offense/defense can use either (7.15) • Interference – definition of interference, categories of interference, when intent matters, and how to enforce • Obstruction – understanding that obstruction must always be called/signaled when it occurs, the difference between Type A and Type B, and proper enforcement for Type A and Type B (Rule 2.00 and 7.06) • Pitching – legal pitching delivery, illegal pitches, balks, and visits • When a Run Scores – Rule 4.09

JUNIOR UMPIRE MENTORSHIP PROGRAM (JUMP)

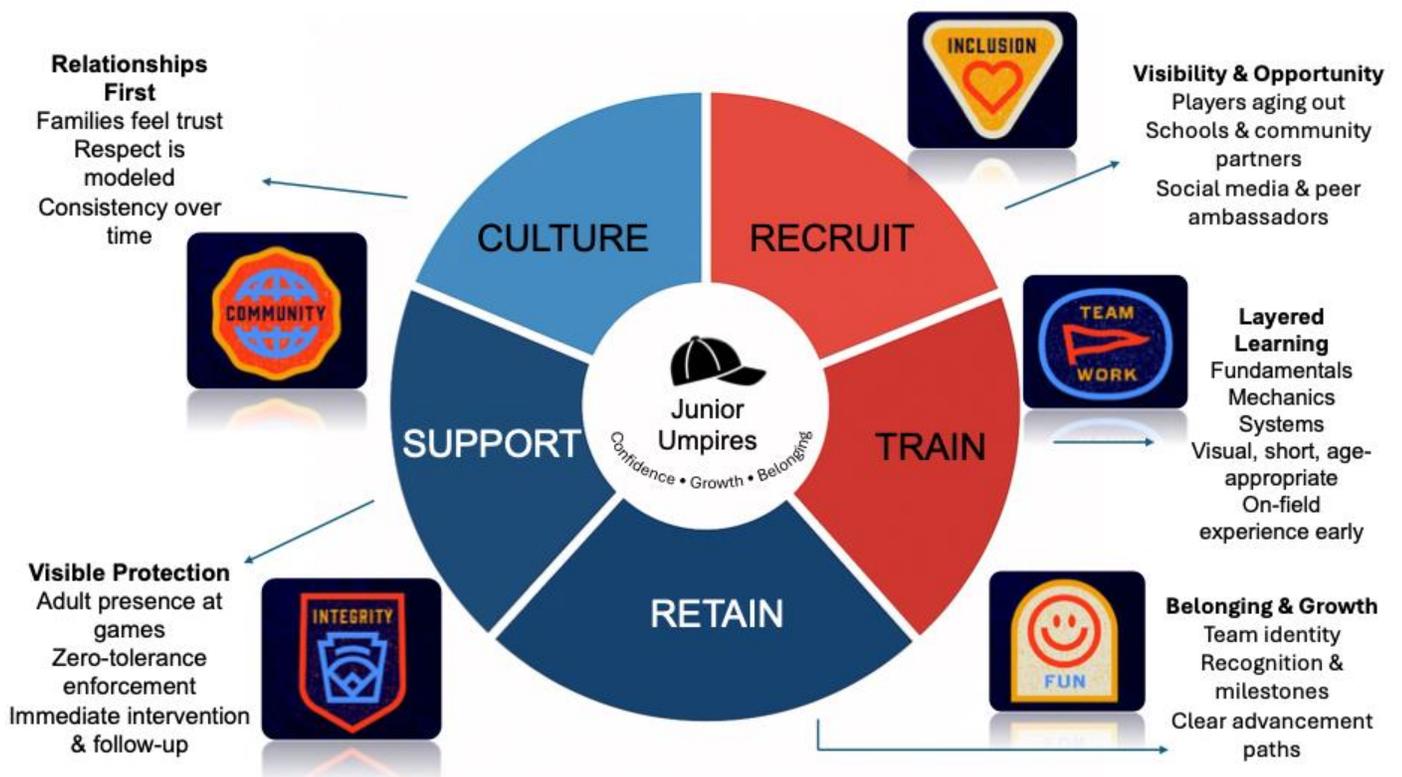
Best Practices for Recruiting & Retaining

KEY POINTS: JUMP is not one program but is a **framework** to share best practices:

- Teaches the concepts of *service, responsibility, leadership, and other skills* that prepare young people for adulthood while facilitating **confidence, growth, and belonging**.
- MINDSET: Junior Umpires are the **pipeline** to combat the current officiating shortage.

RECRUITING		
<i>How are leagues finding Junior Umpires?</i>		
Recruiting Reality:	Who do we recruit?	What is working?
Money sparks interest <i>A sense of belonging</i> sustains interest	Players aging out High School Students Community Service Pathways Peer-to-Peer recruitment works best!	Visibility & Opportunity Schools & Community Partners Social Media Peer Ambassadors: Kids Follow Kids

RETAINING		
<i>What makes Junior Umpires stay?</i>		
Sense of Belonging	“Protection is Retention”	What is working?
They do not feel alone	Adult presence at games and zero tolerance policies	Culture Wins and is Built on Relationships



STRATEGIES FOR BUILDING A JUNIOR UMPIRE PROGRAM:

Start small and build layers.
Retain through culture, sense of belonging, & protection.

Recruit visibly and intentionally.
Train in short, visual, and age-appropriate methods.

1-DAY JUNIOR UMPIRE (JUMP) MECHANICS CLINIC AGENDA & SYLLABUS

Little League Umpire Development

Overview:

- Duration: 4 Hours
- Timing:
 - 7:30AM-8AM – Registration
 - 8AM-8:15AM – Clinic Overview and Organization
 - 8:15AM-9:30AM – Session #1 - Plate Mechanics Instruction & Formation
 - 9:30AM-11:45AM – Session #2 – Stations for Drill Work (3, 45 Minute Stations) – Cage-Work and Base-Mechanics / Working the 2-Umpire System
 - 11:45AM-12PM – Camp Wrap-Up & Dismissal.
- Curriculum: The Little League 1-Day Youth Umpire Clinic will be divided into three modules (or lessons) with the option of corresponding drills / activities to reinforce the concepts presented:
 - Lesson 1 – The Role & Identity of the Little League Umpire
 - Lesson 2 – Basics of Working the Plate
 - Lesson 3 – Base Mechanics & The 2-Umpire System
- Course Description: This clinic aims to equip youth umpires with the training necessary to become familiar with the basics of umpiring the plate and the bases, empower them to be successful, and encourage them to experience the sport from a new, unique perspective. Instruction will focus on the fundamentals of working the plate and the bases and incorporates hands-on drills and activities to teach, reinforce, and practice the concepts presented.

Standard I: Professionalism and Game Management: By the end of this Clinic, the umpire will be able to:

1. Understand volunteerism and the role of the Volunteer Umpire as well as demonstrate the focus, hustle, and mobility to successfully officiate Little League games.
2. Identify and demonstrate proper use of the umpire equipment and uniform.

Standard III: Plate Mechanics: By the end of this Clinic the umpire will be able to:

1. Identify the proper umpire equipment and how to don and doff it.
2. Demonstrate and explain proper positioning in the plate mechanics ensuring the following: where the umpire sets his/her head, proper set and locked at the proper time.
3. Demonstrate the fundamental plate calls as approved by Little League (ball, strike, check swings, time, illegal pitch/balk, foul, uncaught third strike) by using proper signaling and use of voice where appropriate
4. Demonstrate EYE Tracking: proper tracking with eyes for a fair, accurate, and consistent strike zone with proper judgement and proper timing.

Standard IV: Base/ Field Mechanics: By the end of this Clinic, the umpire will be able to:

1. Demonstrate appropriate use of “Basic Six” field mechanic maneuvers (safe, out, safe off the bag, safe ball on the ground, on the tag out, foul)
2. Demonstrate base mechanics procedures including “on the tag”, pivots, 2-man mechanics and wedge theory, and proper positioning.
3. Demonstrate Position A Mechanics: Ball remains in the infield: Read Step, Angle/Distance, (understanding orders of priority, ensuing action preparation and next responsibility)
4. Demonstrate from Position A Mechanics: Chest Ball: Use of Eyes for Field Mechanics Ball goes out: Umpire pivot, watch BR touch, picking up the ball, chest to ball, take runner into second or third by getting into the working area and getting to “wedge” for calls on the bases.
5. Demonstrate Position B and C Mechanics with the ball remaining in the infield
6. Demonstrate Position B and C Mechanics: with the ball going into the outfield

1-DAY JUNIOR UMPIRE (JUMP) MECHANICS CLINIC

Sample Skeleton Agenda

- 7:30-8AM – Registration
- 8-8:15AM – Welcome, Introductions, and Overview
 - Welcome Remarks & Instructor Introductions
 - Module One: The Identity and Role of Little League Umpire
 - Clinic Overview & Organization
- 8:15-8:45AM – Module Three: Plate Mechanics Introduction & Demonstration
 - Instruction: Focus on (1) Where we set our head; (2) Getting set & locked-in at the proper time; (3) Proper Use of Eyes (Tracking)
 - Demonstration of Stance Fundamentals, Stepping into and out of stance, and Basic Signals of working the plate: Put the Ball in Play, Called Strike, Swinging Strike, Foul Tip, Ball, Guidelines for Called Strike 3, Calling Time, and Giving the Count
- 8:45-9:15AM – Module Three and Four: Formation & Basic 6
 - Plate Mechanics Formation: Strike, Swinging Strike, Foul Tip, Ball, Called Strike 3, and Give the Count
 - Base Mechanics Basic 6: Out, Safe, Off the Bag, Ball on the Ground, On the Tag, Fair/Foul
- 9:15-9:30AM – Station Organization
- 9:30-11:45AM – Stations (45 Minutes per Station)
 - Station #1 – Module Three: Cage-Work
 - Instruction: Emphasize Most Important Factors (Slot Positioning, Set/Locked at Proper Time, and Proper Use of Eyes), Stepping in/out, and Calling Pitches (Style & Form of Calls)
 - Drills: Cage-Work (Soft-Toss / Live Pitching)
 - Station #2 – Module Four: A Position
 - Instruction: Knowing When/Where to Stand, Basic Responsibilities, Initial Starting Position, Force-Plays at 1B (A/D) + Clear & Trail the Batter-Runner, and the Umpire's Pivot / Working Area
 - Drills: Angle/Distance + Clear & Trail the Batter-Runner; Conga-Line / Pivot / Use of the Working Area for a Single, Double, and Triple
 - Emphasize Chest to Ball & Proper Use of Eyes in all that we do.
 - Station #3 – Module Four: B and C Positions
 - Instruction: Knowing When/Where to Stand, Basic Responsibilities, Initial Starting Position, Steal Plays, Double Plays / Balls Hit to the Infield, Pivot / Use of the Working Area
 - Drills: Steal Plays & Double Plays Footwork (Balls hit in the Infield), Pivot into the Working Area, First to Third Rotation from the B Position (with PU and BU)
 - Emphasize Chest to Ball & Proper Use of Eyes in all that we do.
- 11:45-12PM – Clinic Wrap Up & Dismissal
 - Topics to cover in Pre-Game Conference with Crew
 - Tips for Plate Meeting with Coaches (LEGS)
 - Final Q&A
 - Closing & Dismissal

1-DAY UMPIRE MECHANICS CLINIC AGENDA & SYLLABUS

Little League Umpire Development

Overview:

- Duration: 1 Day
- Timing:
 - 8:30AM-9AM – Registration
 - 9AM – 12PM – Session #1
 - 12PM – 1PM – LUNCH
 - 1PM – 4:30PM – Session #2
 - 4:30PM – 5PM– Camp Closing & Dismissal
- Curricular Priorities: The clinic will be divided into four modules (or lessons) with the option of corresponding drills / activities to reinforce the concepts presented:
 - Lesson 1 – The Role & Identity of the Little League Umpire
 - Topics that Must Be Covered (At Minimum):
 - Role of the Little League Umpire
 - Cultural Blueprint
 - Identify of the Little League Umpire
 - Lesson 2 – Basics of Working the Plate
 - Topics that Must Be Covered (At Minimum):
 - Fundamentals Affecting Accurate Perception of the Strike Zone:
 - Slot Location – nose on the inside corner, square to the release point of the pitcher, head height = umpire's chin no lower than the crown of the catcher's helmet, distance from the catcher = heel-toe.
 - Set and Locked at the Proper Time
 - Proper Use of Eyes = Tracking – gives us our judgment and our timing.
 - Defining the Strike Zone
 - Style and Form of Calls (see call-out card)
 - Lesson 3 – Base Mechanics
 - Topics that must be covered (At Minimum):
 - Knowing when and where to stand (A, B, C)
 - Play Positioning, the Pivot, & the Working Area
 - Style and Form of Calls (see Basic 6)
 - Lesson 4 – Working the 2-Umpire System
 - General Responsibilities – F/F, AOR for C/NC, Touches, and Retouches, & Coverage of 3B
 - Crew Communication (pre-game and signals)
 - Efficient Movement from behind the Plate (F/F, C/NC, Trail the BR, Cover 3B, and Line-Up R3's retouch)
 - 1st to 3rd Rotation
- Course Description: This clinic seeks to help umpires of all experience levels learn the fundamentals of umpiring Little League Baseball and Softball. Instruction will focus on The Role of the Little League Umpire, the Basics of Working the Plate, Field Mechanics, and Working the 2-Umpire System and leverage on-field drills and simulations to introduce, apply, and reinforce the concepts presented.

Standard I: Professionalism and Game Management: By the end of this Clinic, the umpire will be able to:

1. Illustrate the critical components of the “game management persona: proper attitude, effort, and enthusiasm, approachability, confidence, appearance, and situational handling.
2. Understand volunteerism and the role of the Volunteer Umpire as well as demonstrate the focus, hustle, and mobility to successfully officiate Little League games.
3. Identify and demonstrate proper use of the umpire equipment and uniform.

Standard III: Plate Mechanics: By the end of this Clinic, the umpire will be able to:

1. Identify the proper umpire equipment and how to don and doff it.
2. Demonstrate and explain proper positioning in the plate mechanics ensuring the following: where the umpire sets his/her head, proper set and locked at the proper time.

3. Demonstrate a consistent pre-pitch cadence to get into position to see and call an accurate and consistent strike zone
4. Demonstrate the fundamental plate calls as approved by Little League (ball, strike, check swings, time, illegal pitch/balk, foul, uncaught third strike) by using proper signaling and use of voice where appropriate
5. Demonstrate EYE Tracking: proper tracking with eyes for a fair, accurate, and consistent strike zone with proper judgement and proper timing.
6. Demonstrate 2-umpire mechanics from behind home plate including fair/foul coverage, fly ball coverage, covering third, and positional rotations as needed.

Standard IV: Base/ Field Mechanics: By the end of this Clinic, the umpire will be able to:

1. Demonstrate appropriate use of "Basic Six" field mechanic maneuvers (safe, out, safe off the bag, safe ball on the ground, on the tag out, foul)
2. Demonstrate base mechanics procedures including "on the tag", pivots, 2-man mechanics and wedge theory, and proper positioning.
3. Demonstrate Position A Mechanics: Ball remains in the infield: Read Step, Angle/Distance, (understanding orders of priority, ensuing action preparation and next responsibility)
4. Demonstrate from Position A Mechanics: Chest Ball: Use of Eyes for Field Mechanics Ball goes out: Umpire pivot, watch BR touch, picking up the ball, chest to ball, take runner into second or third by getting into the working area and getting to "wedge" for calls on the bases.
5. Demonstrate Position B and C Mechanics with the ball remaining in the infield
6. Demonstrate Position B and C Mechanics: with the ball going into the outfield

1-DAY UMPIRE MECHANICS CLINIC

Sample Skeleton Agenda

Agenda:

- Registration up to designated start time.
- 45 – Welcome, Introductions, and Overview + Module One – The Role & Identity of a Little League Umpire
- 30 – Module 3 – Basics of Working the Plate: Demonstration (Instruction)
- 15 – Module 3- Organization of Plate Mechanics Stations
- 90 – Module Three: Plate-Work Drills
- 45 – LUNCH
- 15 – Discussion / Reflection – What went well? What did you learn?
- 30 – Module 4 – Base Mechanics (Instruction)
 - Positioning – where and when to be in A, B, and C.
 - Using the Umpire's Pivot & The Working Area (Proper Use of Eyes & Chest to Ball)
- 30 – Basic 6 / Formation
- 60 – Module Four: On-Field Drills – Base Mechanics:
 - Play Positioning – A, B, and C Position
 - The Umpire's Pivot
- 30 – Module Four – Working the 2-Umpire System (Instruction)
- 60 – Modules Three and Four: On-Field Drills – 2-Umpire System
- 30 – Clinic Wrap-Up:
 - Plate Meeting Tips (LEGS)
 - Rules Myths Handout – Little League Rules to Know Document
 - Final Discussion – What went well? What next?
 - End of Clinic Survey + Dismissal

LITTLE LEAGUE® EXTENDED UMPIRE MECHANICS CLINIC

NOTE: This event can be either a 2-Day or 3-Day clinic provided the priorities are covered

Overview:

- Duration: 3 Days (Friday-Sunday) – NOTE: this can be shortened to a 2-Day option as well.
- Timing:
 - Day 1:
 - 5:30-6PM – Registration
 - 6PM-9:00PM – Classroom Instruction
 - Day 2:
 - 8AM-9AM – Breakfast
 - 9AM-Noon – Instruction
 - Noon-1PM – LUNCH
 - 1PM-5PM – Instruction
 - 5PM-6PM – DINNER
 - 6PM-7:30PM – Instruction
 - Day 3:
 - 8AM-9AM – Breakfast
 - 9AM – 1PM – Instruction
 - 1PM – Dismissal
- Curricular Priorities: The 3-Day Mechanics curriculum will cover the topics of Plate Mechanics and Base Mechanics for the 2-Umpire System and will heavily focus on proper Plate Mechanics.
 - Module One – The Role & Identity of a Little League Umpire:
 - Role of the Little League Umpire
 - Cultural Blueprint
 - Identity of the Little League Umpire
 - Module Two– Basics of Working the Plate
 - Fundamentals Affecting Accurate Perception of the Strike Zone (Slot Location, Set & Locked at the Proper Time, and Proper Use of Eyes = Tracking)
 - Module Three – Defining the Strike Zone and Style & Form of Calls
 - Define the Strike Zone / Strike Zone Accuracy
 - Style & Form of Calls – see call-out card
 - Module Four – Base Mechanics:
 - Knowing when and where to stand (A, B, and C)
 - Play Positioning, The Pivot, & the Working Area
 - Style & Form of Calls (see Basic 6)
 - Module Five – Working the 2-Umpire System
 - General Responsibilities – F/F, AOR for C/NC, Touches, Retouches, & Coverage of 3B
 - Crew Communication
 - Efficient Movement from behind the Plate – 4 factors dictating PU leaves PoP.
 - 1st to 3rd Rotation
 - Module Six – Play Positioning for Plays at the Plate
 - Review of Efficient Movement from behind the Plate (Importance of PoP)
 - Opening the Gate
 - Force Plays at the Plate
 - Tag Plays at the Plate – From the Field & Steal Plays at the Plate

Standard I: Professionalism and Game Management: By the end of this Clinic, the umpire will be able to:

1. Illustrate the critical components of the “game management persona: proper attitude, effort, and enthusiasm, approachability, confidence, appearance, and situational handling.
2. Understand volunteerism and the role of the Volunteer Umpire as well as demonstrate the focus, hustle, and mobility to successfully officiate Little League games.
3. Identify and demonstrate proper use of the umpire equipment and uniform.

Standard III: Plate Mechanics: By the end of this Clinic, the umpire will be able to:

1. Identify the proper umpire equipment and how to don and doff it.
2. Demonstrate and explain proper positioning in the plate mechanics ensuring the following: where the umpire sets his/her head, proper set and locked at the proper time.
3. Demonstrate a consistent pre-pitch cadence to get into position to see and call an accurate and consistent strike zone
4. Demonstrate the fundamental plate calls as approved by Little League (ball, strike, check swings, time, illegal pitch/balk, foul, uncaught third strike) by using proper signaling and use of voice where appropriate
5. Demonstrate EYE Tracking: proper tracking with eyes for a fair, accurate, and consistent strike zone with proper judgement and proper timing.
6. Identify and demonstrate standard movement around the plate, including clearing the catcher, opening the gate, trailing the BR, monitoring ball to screen, check swings, tags at home, and wedge theory/point of plate application.
7. Demonstrate 2-umpire mechanics from behind home plate including fair/foul coverage, fly ball coverage, covering third, and positional rotations as needed.

Standard IV: Base/ Field Mechanics: By the end of this Clinic, the umpire will be able to:

1. Demonstrate appropriate use of "Basic Six" field mechanic maneuvers (safe, out, safe off the bag, safe ball on the ground, on the tag out, foul)
2. Demonstrate base mechanics procedures including "on the tag", pivots, 2-man mechanics and wedge theory, and proper positioning.
3. Demonstrate Position A Mechanics: Ball remains in the infield: Read Step, Angle/Distance, (understanding orders of priority, ensuing action preparation and next responsibility)
4. Demonstrate from Position A Mechanics: Chest Ball: Use of Eyes for Field Mechanics Ball goes out: Umpire pivot, watch BR touch, picking up the ball, chest to ball, take runner into second or third by getting into the working area and getting to "wedge" for calls on the bases.
5. Demonstrate Position B and C Mechanics with the ball remaining in the infield
6. Demonstrate Position B and C Mechanics: with the ball going into the outfield

LITTLE LEAGUE® EXTENDED UMPIRE MECHANICS CLINIC
Sample Skeleton Agenda

Day 1:

Start	Registration
15	Welcome, Introductions, & Overview
30	Module One: Role & Identity of a Little League Umpire
60	Module Three: Basics of Working the Plate (Instruction / Demonstration)
60	Module Three: Plate-Work Drills – Soft-Toss
15	Reflection Discussion: What did you find most interesting? What are you unsure about?

Day 2

30	Welcome & Overview of the Day + Basic 6 / Formation
30	Module Three: Defining the Strike Zone and Style & Form of Calls (Instruction)
120	Module Three: Plate-Work – Drills & Cage-Work <ul style="list-style-type: none"> • Soft-Toss • Pitching Machine – Colored Plate Drill • Pitching Machine – Call-Out Card
45	Lunch
15	Reflection / Discussion: What went well? What did we learn?
30	Module Four: Base Mechanics (Instruction) <ul style="list-style-type: none"> • Positioning – where and when to be in A, B, and C. • Using the Umpire's Pivot & The Working Area (Proper Use of Eyes & Chest to Ball)
90	Module Four: On-Field Drills – Base Mechanics <ul style="list-style-type: none"> • Play Positioning – A, B, and C Position • The Umpire's Pivot
60	Modules Three and Four: Working the 2-Umpire System (Instruction)
90	Modules Three and Four: On-Field Drills – 2-Umpire System
30	Reflection / Discussion + Dismissal

Day 3:

30	Welcome & Overview of the Day + Basic 6 / Formation
60	Module Three – Positioning for Plays at the Plate
90	Module Three: On-Field Drills: Efficient Movement & Plays at the Plate
30	Clinic Wrap-Up <ul style="list-style-type: none"> • Plate Meeting Tips • Rules Myths Handout – Little League Rules to Know Document • Final Discussion / Reflection – What went well? What next? • End of Clinic Survey + Dismissal

LITTLE LEAGUE RULES TO KNOW

Rules Myths as Common Rules Questions

BATTING (Rule 6.00)

1. "Are the hands part of the bat?"
 - a. The hands are part of the batter's body. Therefore, an umpire must judge if the ball hit the bat or the batter first. This scenario is covered by Rule 6.08(b).
 - b. If the ball hits the batter's hands while swinging or making an attempt to hit or tap at the ball, the batter is not awarded first base. Since the batter swung, the ball is dead, and a strike is recorded. If it was the third strike, the batter is out.
2. "Can the batter be called out for interference if he/she is in the batter's box?" (Is the batter entitled to the box?)
 - a. Offensive/Batter Interference is defined in Rule 2.00, and there is no specific exception for the batter's box. The batter's actions are what causes interference and not necessarily where he/she is, as defined in Rule 6.06(c)(1), (2), and (3).
3. "Is the ball is dead on a foul tip?"
 - a. As defined in Rule 2.00, the ball is always live on a foul tip. Therefore, runners may be put out or advance at their own risk.
4. "Does a batter have to avoid being hit by a pitch?"
 - a. A player must make some type of attempt to avoid a pitched ball. Determining if an attempt was made is judged by the plate umpire.
5. "Can a batter be intentionally walked without the pitcher throwing pitches to the batter?"
 - a. Yes, the defense may intentionally walk the batter without throwing pitches to the batter by announcing such decision to the plate umpire and can be done prior to or during the at bat. The appropriate number of "balls" needed based on the count will be added to the pitcher's pitch count. A batter may only be intentionally walked this way once per game, but the defense can still throw four pitches outside the strike zone at any time to this hitter later in the game. See Rule 6.08(a)(2).
6. "How do I know if a bat is illegal?"
 - a. Rule 1.10 outlines the bat requirements for each division of play. The penalty for using an illegal bat can be found in Rule 6.06(d) for Regular Season Play and Tournament Rule 3-b for Tournament Play.

BASE RUNNING (Rule 7.00)

1. "When can runners leave the base?"
 - a. In the Minor Division and Majors (Little League) Division of Baseball, runners may not leave the base until the pitched ball reaches the batter. This is outlined further in Rule 7.14, including the penalty for leaving the base too soon.
 - b. In the Minor Division of Softball, runners may not leave the base until the pitched ball reaches the batter. (Rule 7.08(a)(5)(a))
 - c. In the Majors (Little League) Division and above, runners may leave when the ball leaves the pitcher's hand. The penalty for leaving the base too soon in softball is an out. The ball is dead, no pitch is declared, and the runner is out. This is further outlined in Rule 7.08(a)(5)(a).
2. "Can a runner slide headfirst in Little League?"
 - a. No. In the Little League Divisions and below of baseball and softball, a runner who slides headfirst while advancing is out (Rule 7.08(a)(4)).
3. "Does Little League have a 'must slide' rule?"
 - a. Little league does not have a "must slide rule" for a runner sliding into home or any other base. However, a runner is out when not making a physical attempt to slide or avoid contact with a fielder who has the ball and is waiting to make the tag. (Rule 7.08(a)(3)).
4. "Does the runner always have the right to the basepath?"
 - a. Not always. Right of way belongs to the runner on thrown balls. However, the right of way on batted balls belongs to the fielder attempting to field the batted ball. (See Interference and Obstruction in Rule 2.00, Definition of Terms.)
5. "When is a runner out of the basepath?"
 - a. Any runner is to be called out when he/she runs more than three feet away from the basepath to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball.
 - b. A runner's basepath is established when the tag attempt occurs and is a straight line from the runner to the base in which he/she is attempting to reach.
 - c. In order to enforce this rule, the defense must attempt to tag the runner. See Rule 7.08(a)(1).

6. "When must a coach make an appeal?"
 - a. A coach may make an appeal when a runner missed a base or may have left early when attempting to tag-up. Any such appeal, or that of a possible playing rule violation must be made before the next pitch, play, or attempted play.
 - b. An appeal is not considered a play, and the ball must be live and in-play. See Rule 7.08.
 - c. Batting out of Turn infractions must be appealed before a pitch is delivered to the next batter of either team, or a play or attempted play. For more on Batting out of Order, see Rule 6.07.

PITCHING (Rule 8.00)

1. "What are the pitch count pitching regulations for baseball and softball?"
 - a. Pitching regulations for both baseball and softball can be viewed here: [Regular Season Pitching Rules - Little League](#) and are outlined in the Rulebook in Regulation VI.
2. "When does a pitcher have to be removed for hitting too many batters?"
 - a. There is no rule in Little League Baseball® or Little League Softball® that specifies the number of batters a pitcher hits before they are to be removed. Also, there is no specific rule that mandates a warning be given by the umpire.
3. "How many visits can a coach make to the mound before having to remove the pitcher?"
 - a. The coach may make one visit in one inning (Minors: twice) to visit the pitcher, but the second time out (Minors: third), the pitcher must be removed. A coach may come out twice (Minors: three times) in the game to visit the pitcher, but the third (Minors: fourth) time out, the pitcher must be removed. (8.06).
4. "Are there balks in the Minors or Little League (Majors) division of baseball? What about softball?"
 - a. In the Minors Division and Little League (Majors) Division of baseball, there are no balks. NOTE: In the Intermediate (50/70) Division, Junior League Division, and Senior League Division of baseball, balks are to be called when a violation as outlined in Rule 8.05 occurs.
 - b. In all divisions of softball, there are no balks, but an illegal pitch may apply, as outlined in Rule 8.05.
5. "Can pitchers wear long sleeve shirts and/or sleeves under the uniform? A batting glove? Play-Call bands? Sunglasses?"
 - a. For both baseball and softball, any part of the pitcher's undershirt or t-shirt exposed to view must be of a solid color (Rule 1.11(a)(3)):
 - i. For baseball, the pitcher's undershirt sleeves, if exposed, cannot be white or gray. Sleeves may be worn by the pitcher and do not need to be covered by an undershirt, provided it is one solid color and is not white or grey.
 - ii. For softball, sleeves are approved for play unless the umpire determines them to be distracting and must be of a solid color.
 - b. Pitchers may wear a batting glove on the non-pitching hand under the pitcher's glove provided the batting glove is not white, gray, or optic yellow (Rule 1.15(b)).
 - c. Play calling bands by defensive players, including the pitcher, is permitted under the following conditions (Rule 1.11(a)(3)):
 - i. The equipment must be worn as the manufacturer intended (i.e. on either the wrist or forearm).
 - ii. The play-call band may not be attached to the belt or any other location on the player's person.
 - iii. Baseball and softball pitchers are permitted to wear a play calling band on their non-pitching (glove) arm, provided it is a solid color and not white, gray, or optic yellow. If the umpire considers it distracting to the batter, he/she may have it removed.
 - d. Sunglasses.
 - i. There is no Little League® rule prohibiting pitchers from wearing sunglasses.
 - ii. There is also no Little League® rule prohibiting players from wearing sunglasses on top of the pitcher's hat.