

Umpire Mechanics

4-Man 60' Mechanics

(1st Base Pinned)



Situation	U1 Out	U2 Out	U3 Out
No Runners	U2 covers and has calls at 1st and 2nd base. PU does trail batter-runner to look for off the bag, touch, no touch, tags, etc.	PU to Library and then 3B if BR comes to third. U1 has home after BR reaches 2B. U3 to 2B.	PU to Library and then 3B if BR comes to third. U1 home after BR reaches 2B. U2 to 2B.
R1 Only	PU stays home. U2 has 1B and 2B. U3 has 3B.	PU to Library and then 3B if BR comes to third. U1 tag-up at 1 st and has home after BR reaches 2B. U3 to 2B.	PU to Library and then 3B if BR comes to third. U1 has tag-up at 1B and home after BR reaches 2B. U2 to 2B.
R2 Only	PU stays home. U2 to 1B and 2B and has tag-up at 2B. U3 to 3B.	PU stays home. U1 to 1B. U3 has 2B and 3B has tag-up at 2B.	PU stays home. U1 to 1B. U2 to 2B and 3B and has tag-up at 2B.
R3 Only	PU stays home. U2 to 1B and 2B. U3 to 3B and has tag-up at 3B.	PU stays home. U1 to 1B. U3 has 2B and 3B. PU has tag-up at 3B.	PU stays home. U1 to 1B. U2 to 2B and 3B. PU has tag-up at 3B.
R1 and R2	PU stays home. U2 to 1B and 2B and has tag-ups at 1B and 2B. U3 to 3B.	PU stays home. U1 to 1B has tag-up at 1B. U3 has 2B and 3B has tag-up at 2B.	PU stays home. U1 to 1B and has tag-up at 1B. U2 to 2B and 3B and has tag-up at 2B.
R1 and R3	PU stays home. U2 to 1B and 2B and has tag-up at 1B. U3 to 3B and has tag-up at 3B.	PU stays home has tag-up at 3B. U1 to 1B has tag-up at 1B. U3 has 2B and 3B.	PU stays home and has tag-up at 3B. U1 to 1B and has tag-up at 1B. U2 to 2B and 3B.
R2 and R3	PU stays home. U2 to 1B and 2B and has tag-up at 2B. U3 to 3B and has tag-up at 3B.	PU stays home. has tag-up at 3B. U1 to 1B. U3 has 2B and 3B has tag-up at 2B.	PU stays home and has tag-up at 3B. U1 to 1B. U2 to 2B and 3B and has tag-up at 2B.
Bases Loaded	PU stays home. U2 to 1B and 2B and has tag-ups at 1B and 2B. U3 to 3B and has tag-up at 3B.	PU stays home has tag-up at 3B.. U1 to 1B has tag-up at 1B. U3 has 2B and 3B has tag-up at 2B.	PU stays home and has tag-up at 3B. U1 to 1B and has tag-up at 1B. U2 to 2B and 3B and has tag-up at 2B.

NOTES:

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

Umpire Mechanics

3-Man 60' Mechanics

(1st Base Pinned)



Situation	U1 Out	U2 Out	Position	
			U1	U2
No Runners	PU to 1B. Return home when BR reaches 2B. U2 has 2B. U3 has 3B.	PU to Library and then 3B if BR comes to third. Has BR at 3B and home. U1 has responsibility at 1B and 2B.	A	D
R1 Only	PU to Library and then 3B if BR comes to third. Has R1 at 3B and home. U2 into working area. Has R1 to 2B and BR at all bases.	N/A	A	C
R2 Only	N/A	PU stays home. U1 into working area and has all bases.	B	D
R3 Only	PU stays home and has tag-up at 3B. U2 into working area and has all bases.	PU stays home and has tag-up at 3B. U1 into working area and has all bases.	A	D
R1 and R2	PU stays home. U2 into working area and has tag-ups and all bases.	N/A	A	C
R1 and R3	PU stays home and has tag-up and 3B. U2 into working area and has tag-up at 1B and all bases.	N/A	A	C
R2 and R3	N/A	PU stays home and has tag-up at 3B. U1 into working area and has tag-up at 2B and all bases.	B	D
Bases Loaded	PU stays home and has tag-up at 3B. U2 into working area and has tag-ups of R1 and R2 and all bases.	N/A	A	C

NOTES:

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

General Principles (1st base pinned)

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

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

Terms & Definitions

PU: Plate Umpire U1, U2, U3: Base Umpire designations

BR: Batter/Runner R1, R2, R3: Base Runners at Time of Pitch

HP: Home Plate 1B: First Base 2B: Second Base 3B: Third Base

NRiSP: No Runners in Scoring Position

RiSP: Runners in Scoring Position

Fundamentals

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

Summary, Umpire Responsibilities by Position (*1st Base pinned*)

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

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

Guidelines for using the double first base, which are outlined in full in the [Little League Official Regulations, Playing Rules, and Operating Policies](#), includes:

- A batted ball that hits the white section of the double base shall be declared fair. A batted ball that hits the colored section without first touching or bounding over the white section shall be declared foul.
- Whenever a play is being made on the batter-runner, the defense must use the white section of the double first base, and the batter-runner must use the colored section of the base, except in the case of an uncaught third strike in the Majors, Intermediate (50/70) Division, Junior, and Senior League Divisions. On an uncaught third strike, both the defense and the batter-runner runner may use either part of the base.
- If there is a play on the batter-runner, and the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base, it is treated the same as missing the base. (PENALTY: Batter-runner is out.)
- 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 colored section of the base. Should, however, the batter-runner reach and go beyond first base, he/she may only return to the white section of the base.
- Once the batter-runner reaches first base, they shall only use the white part of the base. This includes returning to the base at any time, such as a pick-off attempt, when tagging up on a fly-ball, and remaining in contact with the base on a pitched ball.
- Use of the double first base does not change any other rule concerning interference or obstruction at first base.