

TASO – Baseball

Pre-Game Outline

for

3-Umpire Mechanics

Umpire's Pre-Game Conference

General Outline

- I. Notify home institution** that the crew has arrived
- A. Ensure that coaches are also notified of the crews arrival

- II. Confirm start time for game and determine pre-game ceremonies, if any**

- III. Locate and identify school administrator(s)**

- IV. Discussion topics**

- A. Uniforms

- V. On-Field Pre-Game Conference procedure**

- A. Positioning of umpires
- B. Ground rules by home coach or home institution
- C. PL does all the talking unless otherwise directed
- D. Positions for National Anthem and pre-game ceremonies
- E. Run to positions

- VI. Check swing responsibilities and mechanics**

- VII. Swipe tag and pulled foot mechanics**

- VIII. Fair/Foul responsibilities**

- IX. Outfield Coverage**

- X. Non-Verbal Communication**

- A. Infield fly
- B. Standard rotation
- C. Reverse rotation
- D. Umpire going out
- E. Appeal
- F. Timing Play
- G. Trap/Catch by catcher on third strike
- H. Outs and count
- I. Eye contact

- XI. Verbal Communication**

- A. On rotation
- B. Umpire going out

- XII. Crew conferences during game**

- A. Unusual plays/situations – make sure everyone knows what happened and what the result is
- B. Questions concerning rules/interpretations

- XIII. Review play/rotation situations**

- A. 2, 3 or 4 Umpire mechanics

- XIV. Appeals (know WHO is going to make the call)**

- A. Missed bases
- B. Tag-ups

- XV. Arguments (coaches)**

- A. One on One (Head coach ONLY)
- B. When to step in and when to leave alone
- C. Ejections/Restrictions to Bench
 - 1. Hopefully, there will not be any, but if there are.....
 - 2. After ejection or benching, you should turn and walk away
 - 3. Who is going to help who once the ejection/restriction is made
 - a) If PL (may depend on which coach/bench it is), but generally,
 - (1) First base umpire if on first base side of the field
 - (2) Third base umpire if on the third base side
 - b) If at 1st or 3rd base
 - (1) PL is the most preferable
 - c) If in the infield
 - (1) First or Third base umpire (or PL if 3-man crew) depending on which coach/bench it is

- XVI. Fights**

- A. Try to stop players BEFORE fight starts
- B. If you can't stop them, step back and let the coaches handle the players. Check the field and dugouts and see who did NOT leave their positions or the dugout. Everyone else is ejected!!

- XVII. Weather related issues**

- A. Lightning/Rain
 - 1. Know the lighting policy and procedures (30/30 Rule)
- B. NFHS/UIL rules for delayed/suspended game

- XVIII. Closing**

- A. Rules or mechanics questions
- B. Hustle at all times
- C. Communicate with each other --- we are a TEAM
- D. Good eye contact
- E. Good timing
- F. Get the play RIGHT
- G. Have fun and enjoy what you are doing

Umpire's Pre-Game Checklist

3-Umpire Mechanics

I. Positioning

- A. No Runners or Runner on 3rd only
 - 1. U1 in A -- U3 in D
- B. Runner on 1st (anytime) {U3 is IN}
 - 1. U1 in A – U3 in B or C
- C. Runner on 2nd or 2nd & 3rd (U1 is IN)
 - 1. U1 in B – U3 in D

II. Fair/Foul Coverage

- A. When “on the corners”
 - 1. PL – to front of 1st/3rd base only
 - 2. U1/U3 from base to outfield fence
- B. When U1 or U3 is IN
 - 1. PL takes fair/foul all the way for the “open” side

III. Outfield Coverage

- A. When “on the corners”
 - 1. PL has NO responsibility
 - 2. U1 has center fielder moving straight in or out or toward right field and the right fielder
 - 3. U3 has left field and the center fielder moving to left field
 - 4. U1 is the KEY for rotation
- B. When U1 or U3 is IN
 - 1. The IN umpire (U1 or U3) has the “wedge” and does NOT go out
 - 2. The OUT umpire has from the fielder (Right/Left) to the foul line
 - 3. PL has the “open” side from the fielder (Right/Left) to the foul line

C. If you GO OUT.....You STAY OUT

IV. Infield Coverage (Fly Ball / Line Drive)

- A. Per NFHS
 - 1. PL has catcher and pitcher
 - 2. U1 has 1st and 2nd basemen for ALL calls
 - 3. U3 has Shortstop and 3rd baseman for ALL calls
- B. More practical
 - 1. If the play is going AWAY from you, especially on a low line drive, let the other umpire have it....the one who can actually SEE IT
 - a) Example: Shortstop makes a diving catch toward second base....U3 is likely to be blocked out.....let U1 make the call since he has the best angle

V. Check Swing

- A. Go the “open” umpire for help
 - 1. U1 for RIGHT handed batters
 - 2. U3 for LEFT handed batters

VI. Rotation

- A. NOTE: Batted balls that go through the infield due to an error should be treated like a base hit to the outfield with the appropriate rotation
- B. NOTE: Throwing errors (overthrow, etc.) are NOT treated like a base hit and do not change the current rotation or cause the start of a new rotation
- C. The *SLIDE* – U1 moves into the infield and pivots to see BR touch 1st. Then “slides” toward 2nd for a second play there or for the BR touching 2nd. Communicate to U3 that you are behind him and have 2nd. U3 moves to either 2nd or 3rd for the first play, then “slides” to 3rd when U1 communicates that he has 2nd base

D. U1 and U3 are “on the corners”

- 1. U3 goes out – revert to 2-umpire mechanics
- 2. U1 goes out – PL follows batter-runner to observe the touch at first, U3 moves in to cover 2nd

E. U3 is IN

- 1. U1 goes out – revert to 2-umpire mechanics
- 2. Runner on 1st only
 - a) Base hit to outfield
 - (1) U1 covers 1st base and rotate home if R1 commits to 3rd
 - (2) U3 covers 2nd base (must also 1st if U1 rotates home)
 - (3) PL rotates to 3rd base
- 3. Runners on 1st and 2nd
 - a) Double Steal – U3 covers the throw(s) to 3rd and/or 2nd
 - b) Base hit to outfield
 - (1) U1 and U3 *SLIDE* (as is 3-umpire mechanics)-- PL stays home
 - c) Hit to infield
 - (1) U1 covers 1st
 - (2) U3 covers 2nd and 3rd (first play)
 - (3) PL stays home
- 4. Runner on 1st & 3rd
 - a) Base hit to outfield
 - (1) PL moves up third base line and watches runner touch the plate, then moves to 3rd for any play there
 - (2) U1 watches BR touch 1st, then rotates to home if R1 commits to 3rd
 - (3) U3 covers 2nd and any play at 1st after U1 rotates home
 - b) Hit to infield
 - (1) PL Stays home for a possible play at the plate
 - (2) U1 covers the play at 1st and rotates home if U1 rotates to 3rd
 - (3) U3 covers 2nd, any subsequent plays at 1st if U1 rotates home
- 5. 1st, 2nd & 3rd (in scoring position)
 - a) Base hit to outfield
 - (1) PL stays home
 - (2) U1 and U3 *SLIDE*
 - b) Hit to infield
 - (1) PL stays home
 - (2) U1 covers 1st
 - (3) U3 covers 2nd and 3rd

- F. U1 is IN
1. Runner on 2nd or 2nd & 3rd
 - a) No rotation
 - b) U1 covers 1st and 2nd
 - c) U3 covers 3rd
 - d) PL covers Home
 2. U3 goes OUT
 - a) Revert to 2-umpire mechanics
- G. Problem rotations
1. Runner on 3rd only, Fly ball to right, U1 goes OUT
 - a) U3 **MUST** come in to be ready to make the call at 2nd. The tagup at 3rd belongs to PL
 2. Two outs with a runner on 1st or 1st & 2nd or 1st, 2nd, & 3rd
 - a) U1 and U3 must SLIDE.....PL stays home for the possible timing play at the plate
- H. REGARDLESS OF WHAT HAPPENS-----**Fill The Hole** (we can talk about dropped coverage/mistakes AFTER the game)

VII. Routine / Miscellaneous

- A. Communication is CRITICAL
1. Flash outs and coverage to your partners
 2. VERBALLY communicate is crucial when the ball is hit
 - a) Unless the ball is bouncing, *SOMEONE has to take responsibility for the catch*
 3. If you are going OUT (U3 or U1) announce the fact both verbally and visually ("I'm going out" and raise your right hand pointing to the outfield)
- B. Tag-ups
1. Cover the base where you are at
 2. If an umpire goes OUT, other umpires are responsible for the next base CLOCKWISE from their current base
 - a) Example: If U1 goes OUT.....PL has the tag-up of any runner at 3rd
- C. Crew errors will likely occur.....the success of the crew depends on limiting those errors and reacting immediately to any that DO occur to **FILL THE HOLE** and provide coverage.....we can talk about it later

VIII. Checking with your partner/Conferences/Unusual Plays or Situations

- A. If you have an unusual play/call, make sure your partners know what happened, particularly if there was a lot going on at the time.....keep the crew informed—get everyone together and tell them what you have/did and make sure everyone has the count/outs/runs scored/runner placement/etc correct
1. Example.....runner called out for passing a preceding runner between 3rd and Home. (which runs score, number of outs, etc.)
 2. Don't be afraid to confer with your partners.....Get the play RIGHT
 - a) Don't overdo it.....but check when you need to
 - b) If you are going to check, know who you need to check with (one or all). Except on obvious things (pulled foot, check swing, etc.) it is usually best to get everyone

together to discuss the situation---
NO COACHES or PLAYERS

IX. Rules that you may only see at playoffs and seldom seen/trouble rules

- A. Pitching regulations
1. Substitution
 2. Re-entry as pitcher (allowed)
 3. Once per inning
 4. Gorilla stance
 5. Multi-colored glove on pitcher
- B. Ball lodged in glove (See Case Plays 5..... for clarification)
- C. Hurdling (arm vs. torso)
- D. Batter interference
1. at plate
 2. with catcher on steal of 2nd/3rd
- E. Courtesy Runner
- F. Designated Hitter
- G. Batting out of order
- H. Illegal substitute
1. On offense (batting/running)
 2. On defense
- I. Appeals of missed base
1. If a proper appeal is made, the umpire who had responsibility for the touch of that base is the only one who should respond to the appeal
 2. COMMUNICATE with your partner
 - a) Make eye contact then signal or verbally announce who has the appeal
 - b) The other umpires MUST watch the runners is it a "live ball" appeal as they can advance at their own risk