

SECTION 10

ONE UMPIRE SYSTEM

In the One Umpire System, you are responsible for every call during the game. It is obvious that not everything that happens will be seen. The single umpire must hustle around the diamond and anticipate where to make the best possible call.

With runners on base, give the lead runner priority in your positioning. On every hit ball, the umpire must quickly move out from behind the plate and into the infield for the best view of the play that develops. It is important to always try to keep the ball in view. Take a quick look at the runners as they touch bases, especially when scoring at home. Watch as the play progresses, anticipate and move towards the base where the first play will occur, be prepared to quickly reset and move towards the next play.

If the first play is potentially a routine call, shift towards where the next play may occur especially if it is a possible tag play. Try to get into the best position to see the ball, the fielder, and the runner to give yourself the best possible view to make the correct call. Make sure your position for one play does not put you in the way of a player or a thrown ball. You must watch for:

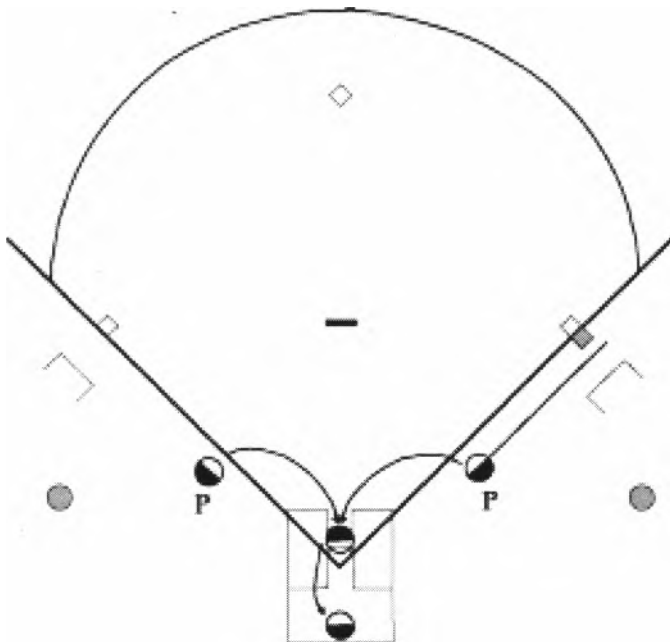
- tags, • obstruction, • interference, • touched bases, • runners passing each other, • blocked balls, etc.

Any time the ball is thrown, you must know where the runners are in case the ball is thrown out of play. It is important to always hustle. You don't have a partner to assist you. You should never make a call without moving out from behind the plate. When the ball is in the infield and no further play is evident, call and signal "Time", and quickly return to your position behind the plate.

Starting Position

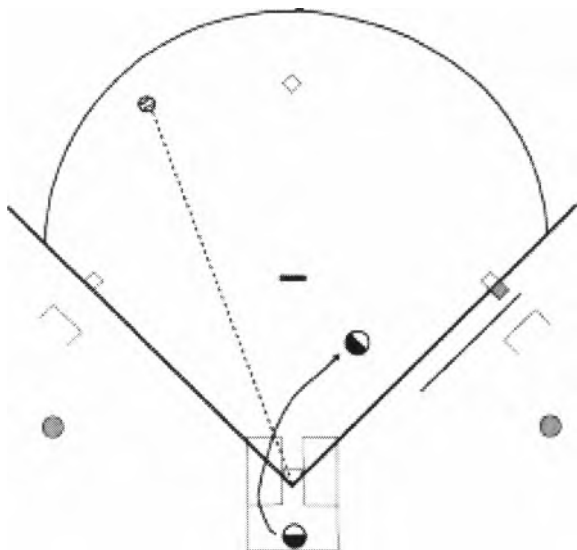
Plate Umpire

- **moves** to a position on the side of the team coming off the field.
- hustles the teams off and on the field.
- stands 15 feet down the line toward 1st base in one half inning and 15 feet down the 3rd base line in the other half inning.
- stands about 1 foot in foul territory off the line.
- stands solidly on both feet facing the diamond with his/her hands relaxed at the sides.
- Mask placed under left arm (mandatory in FP / optional in SP)
- observes the warm-up pitches.
- lets the catcher know on the second last pitch, "One more catcher!" (FP — 5 / SP - 3)
- replenishes ball supply
- sweeps the plate and then assumes his position behind the catcher after the warm-up pitches.



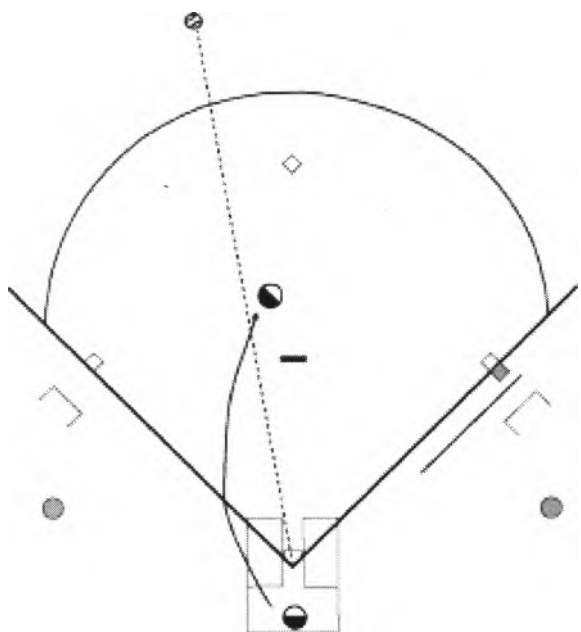
No Runners on Base Starting Position

- Position behind the catcher as described in the plate umpire mechanics.



Ball hit to the Infield

- hustle out in front of the plate towards the pitcher.
- if the ball is hit near the foul line, stay close to the line to call fair/foul.
- keep your eyes on the ball.
- let the ball turn you into the play.
- observe the batter down the 'chute'.
- stop - set position - wait - call and signal.
- with the ball in the infield, call "TIME" when all play has ceased in SP or MAY call time in FP.



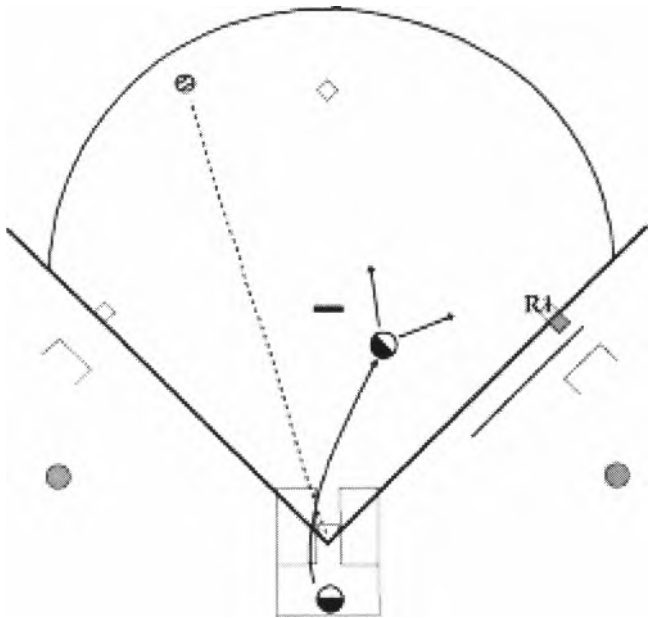
Ball hit to the Outfield

- hustle out in front of the plate and move towards the pitcher's area.
- if the ball is hit near the foul line, stay close to the line to call fair/foul.
- keep your eyes on the ball.
- judge catch/no catch.
- move quickly towards the base where the play will be made on the batter-runner.
- call "TIME" when the ball returns to the infield and all play has ceased in SP or MAY call time in FP

Runner at 1st Base

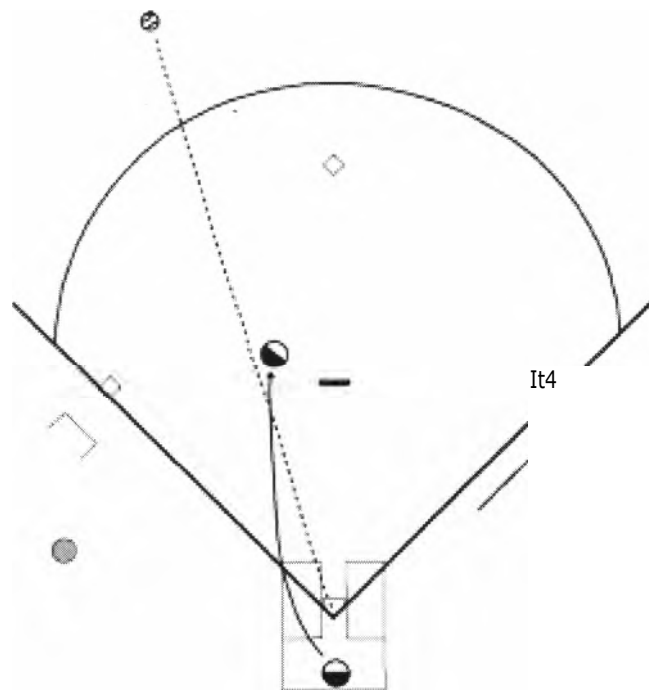
Starting Position

- Position behind the catcher as described in the plate umpire mechanics.
- On every hit, move out in front of home plate.



Ball hit to the Infield

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Ball hit to the Outfield

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- judge catch/no catch.
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Runner at 2nd Base

Starting Position

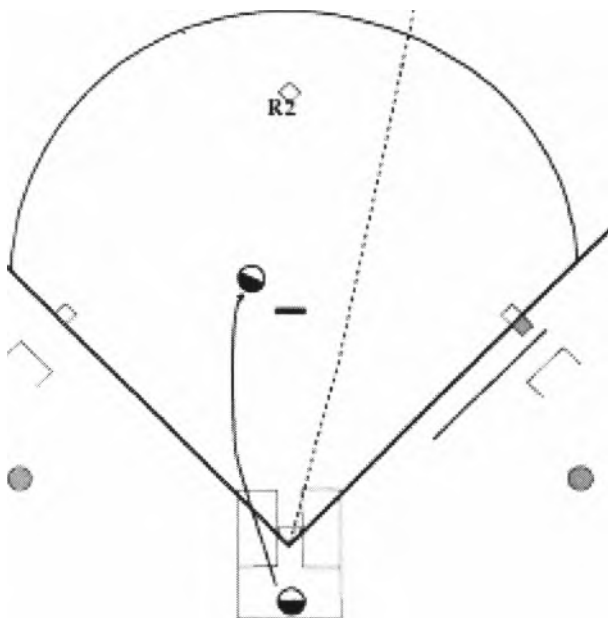
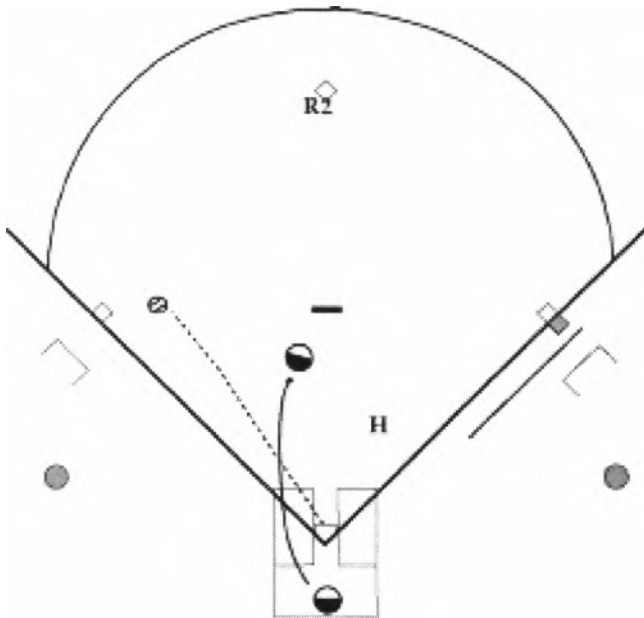
- Position behind the catcher as described in the plate umpire mechanics.
- On every hit, move out in front of home plate.

Ball hit to the Infield

- hustle out in front of the plate towards the pitcher.
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- keep your eyes on the ball.
- let the ball turn you into the play.
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Ball hit to the Outfield

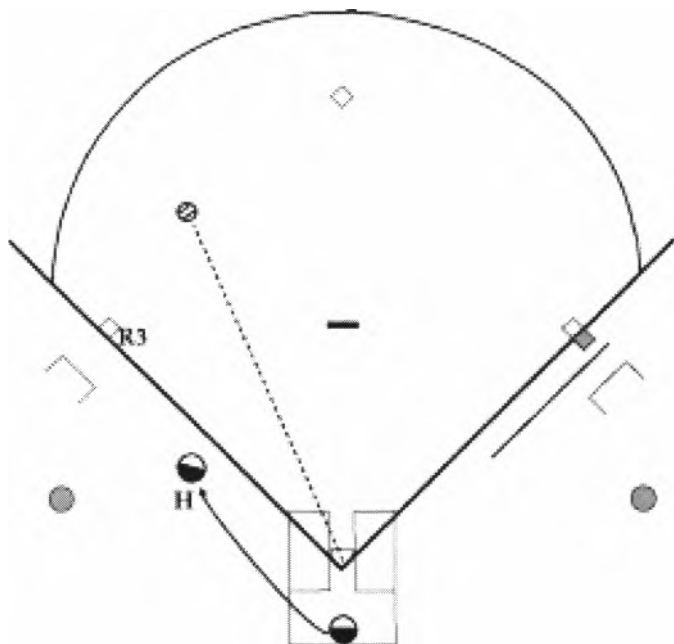
- hustle out in front of the plate and move towards the pitcher's area.
- if the ball is hit near the foul line, stay close to the line to call fair/foul.
- keep your eyes on the ball.
- judge catch/no catch.
- move Quickly towards the base where the play will be made on the batter-runner.
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Runner at 3rd Base

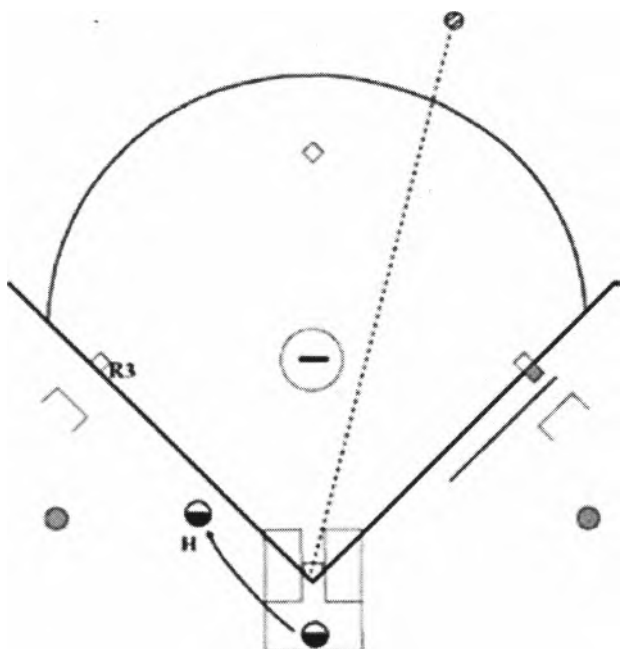
Starting Position

- Position behind the catcher as described in the plate umpire mechanics.
- On every hit ball move out from behind home plate.



Ball hit to the infield

- hustle out in front of the plate towards the pitcher.
- if the ball is hit near the foul line, stay close to the line to call fair/foul.
- keep your eyes on the ball.
- let the ball turn you into the play.
- observe the batter down the 'chute'.
- stop - set position - wait - call and signal.
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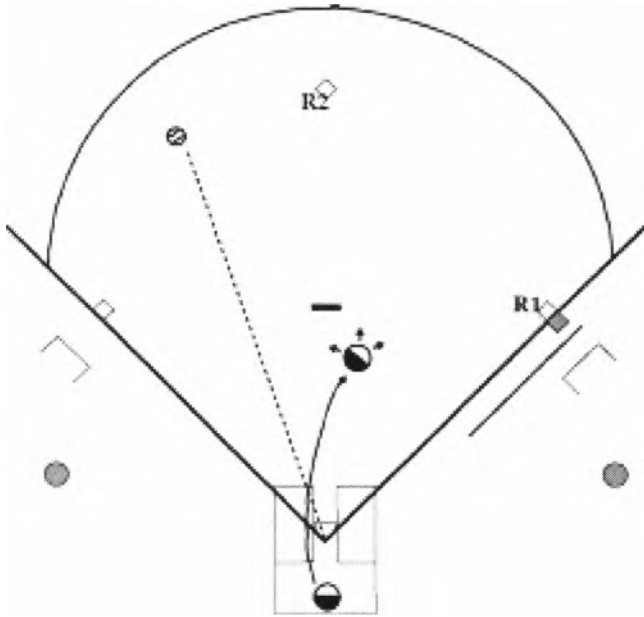
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Runners at 1st and 2nd Base

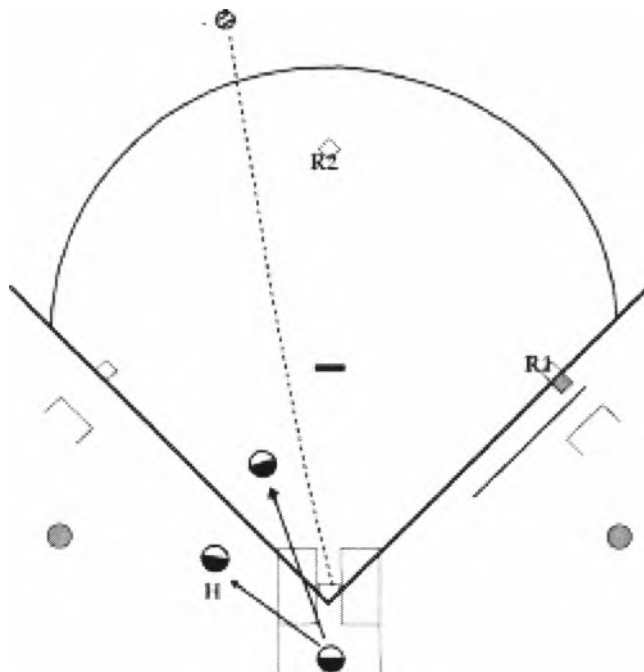
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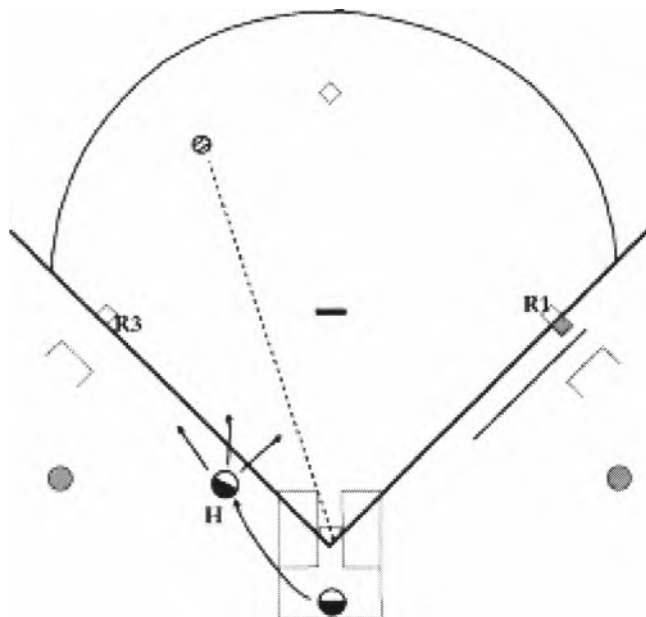
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Runners at 1st and 3rd Base

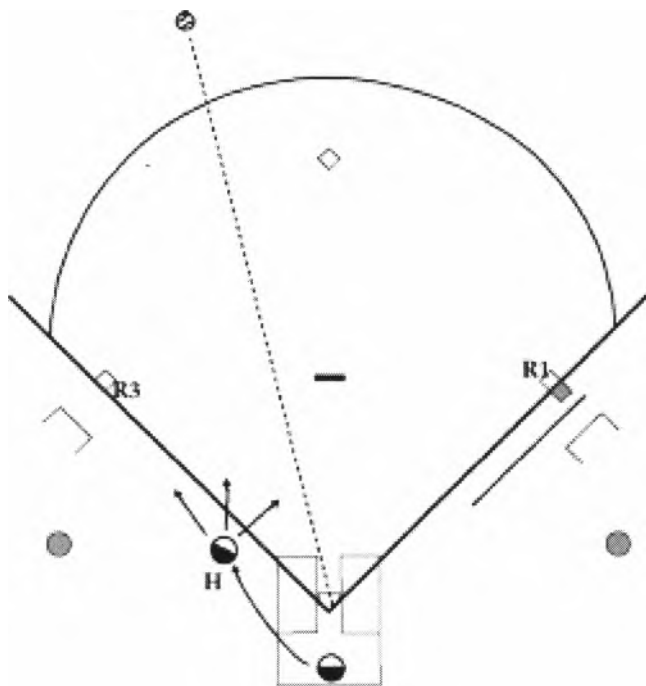
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- On every hit ball move out from behind home plate.



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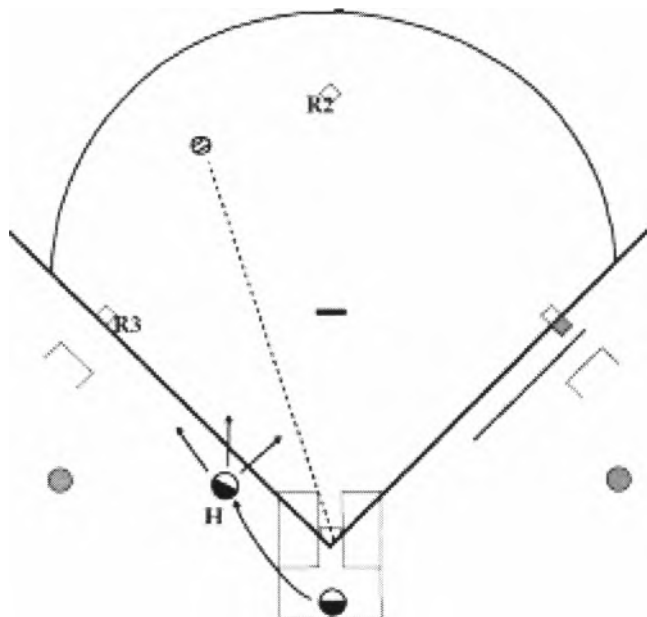
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Runners at 2nd and 3rd Base

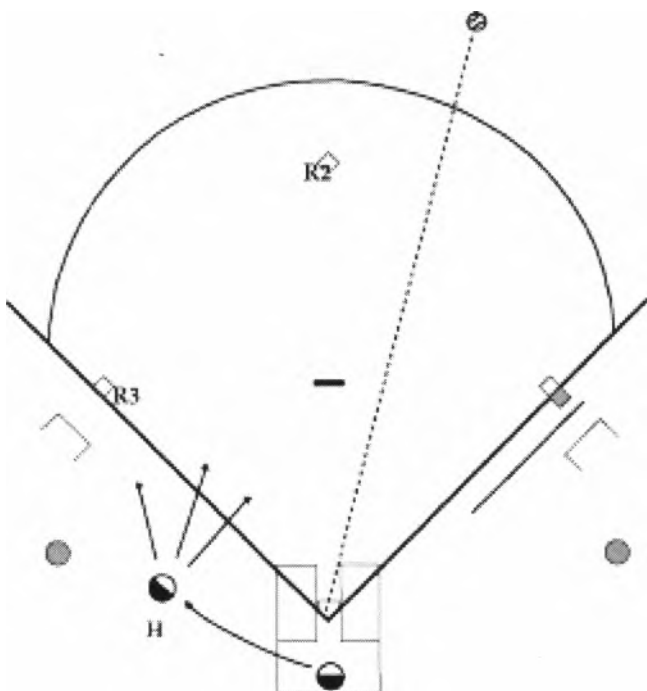
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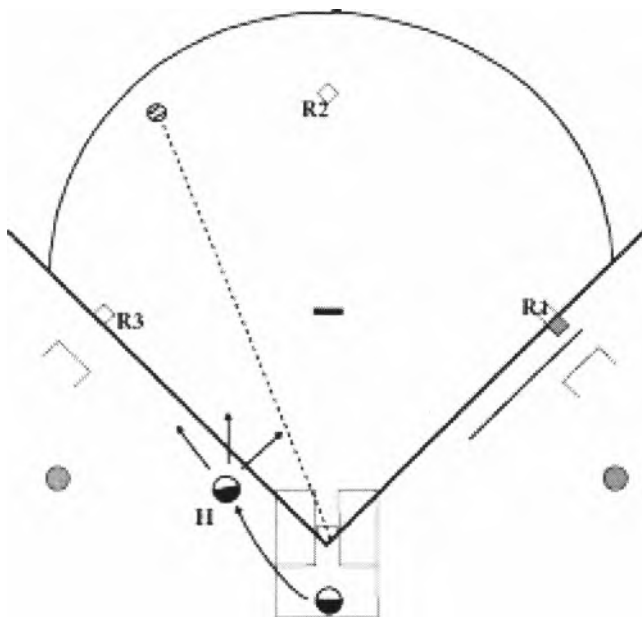
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Bases Loaded

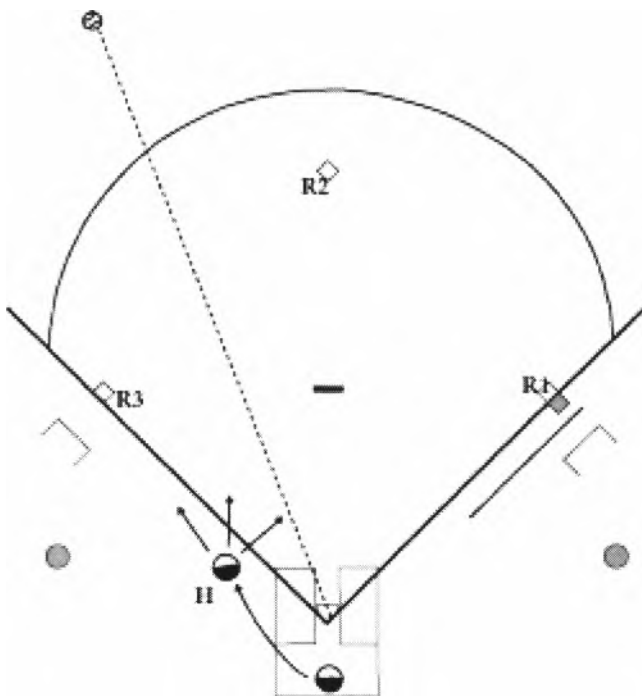
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