

THREE UMPIRE SYSTEM

SET POSITION

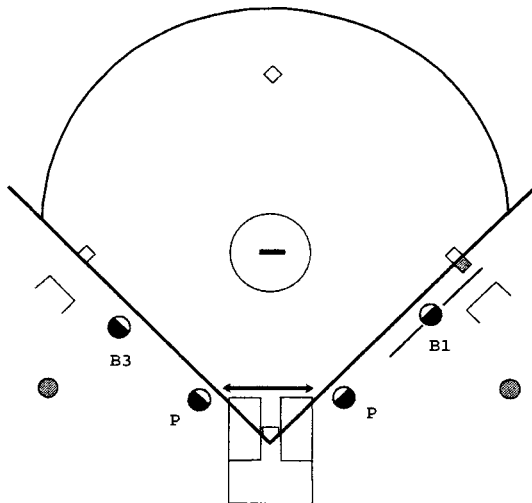
- The set position should be assumed once the pitch becomes legal, as indicated by the plate umpire.
- However, with no runners on base it is not necessary for the base umpires to assume a set position with the plate umpire.
- With runners on base, the base umpires should assume the set position with the plate umpire when the plate umpire declares the pitch to be legal. The plate umpire declares the pitch to be legal when he goes into his set position.
- When a pitch is declared illegal, all umpires should mirror the illegal pitch signal (left arm extended outwards with fist clenched) and NO set position will be taken.

1. Between Innings

A. STARTING POSITION

Plate Umpire (P)

- 1 foot off the line and 15 feet up the line from home plate.
- Alternate sides between innings.
- Follow the catcher.
- Sweep the plate after warm-up pitches.
- Hustle to your plate position.



Base Umpires (B1, B3)

- Umpire nearest the rubber sweeps the pitcher's rubber at the end of each inning and before the pitcher takes his or her warm-up pitches.
- B1 and B3 are 1 foot off their respective foul lines and 15' from their respective bases towards home plate.
- When the inning is ready to start they take their positions 15-18 feet beyond 1st and 3rd bases and 3 feet into foul territory.

2. No Runner

A. STARTING POSITION

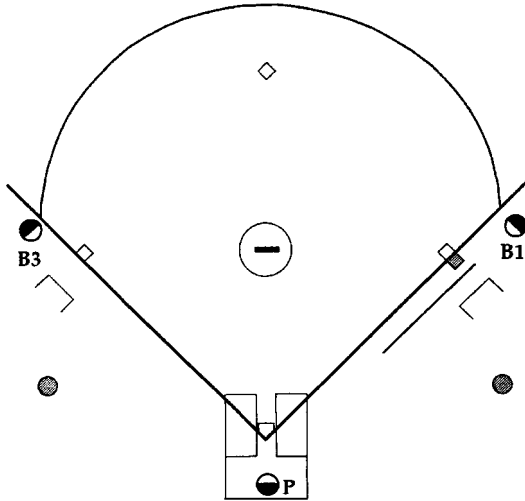


Plate Umpire

Position is as explained in Level I fast pitch plate umpire mechanics.

Watch for: 'illegal pitches,
'fair and foul ball,
•batting infractions.

1st Base Umpire (B1)

- Take a position 15-18 feet beyond first base in foul territory and 3 feet back from the foul line.
- Keep the ball and the runner in front of you.

3rd Base Umpire (B3)

- Take a position 15-18 feet beyond third base in foul territory and 3 feet back from the foul line.

B. BALL HIT IN THE INFIELD

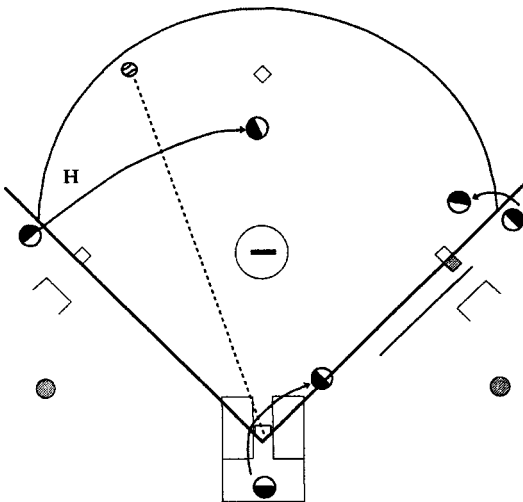


Plate Umpire

Hustle out in front of the plate and move toward 1st base and watch for: •3 foot line interference,

'spiking,
•obstruction,
•overthrows at 1st base.

- Drift toward 3rd base for a possible play.

1st Base Umpire (B1)

Move into fair territory about 15 feet from first base.

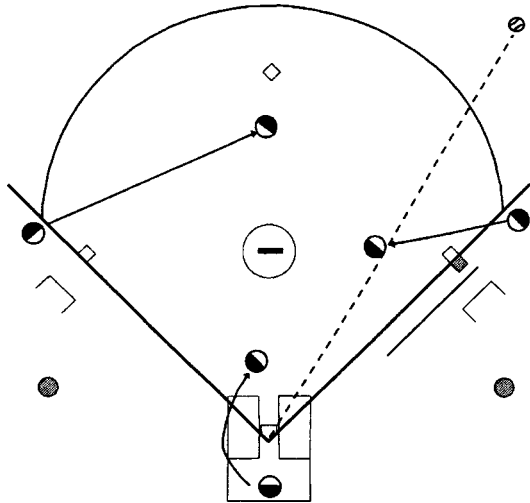
- Stand slightly outside the first to second base path.
- Keep the ball and the runner in front of you.
- Stop! Set position! Wait.
- Call and signal.

3rd Base Umpire (B3)

H-Hesitate if necessary.

- Move toward 2nd base inside the diamond 15 feet from the base.
- Keep the ball and the runner in front of you.

2. No Runner (continued)



C. BALL HIT TO THE OUTFIELD

Plate Umpire

- Hustle out in front of the plate.
- Move toward 3rd base.

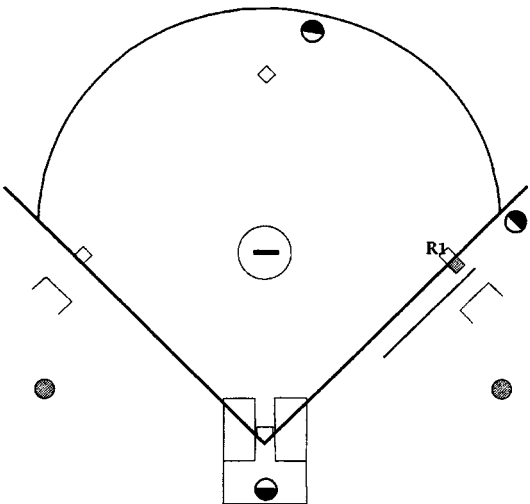
1st Base Umpire (B1)

- On clean hits to the outfield, cut into the infield.
- Keep the ball and the runner in front of you.
- Watch the runner touch 1st base.
- May have to go to the plate but wait until the runner reaches 2nd base.

3rd Base Umpire (B3)

- On clean hits to the outfield, hustle in to the infield.
- Keep the ball and runner in front of you.
- Take the runner into 2nd base.
- On extra base hits, release B 1 to the plate for a possible play.

3. Runner on 1st



A. STARTING POSITION

Plate Umpire

- Position is as explained in the Level I fast pitch plate umpire mechanics.
- Watch for:
 - illegal pitches,
 - fair and foul ball,
 - batting infractions.

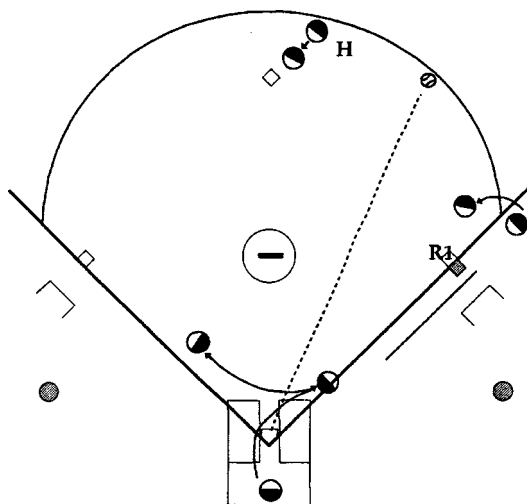
1st Base Umpire (B1)

- Take a position 10-12 feet beyond first base in foul territory and 3 feet from the foul line.
- Line up the runner with the pitcher; watch for leadoff.
- Go to the set position when the pitcher starts his motion.

3rd Base Umpire (B3)

- Take a position 10-12 feet from 2nd base on a line extended from 3rd to 2nd base.
- Go to the set position when the pitcher starts his motion.
- If ball goes out; come into the infield.
- On an extra base hit, prepare to release B1 to the plate for a possible play.

3. Runner on 1st (continued)



B. BALL HIT TO THE INFIELD

Plate Umpire

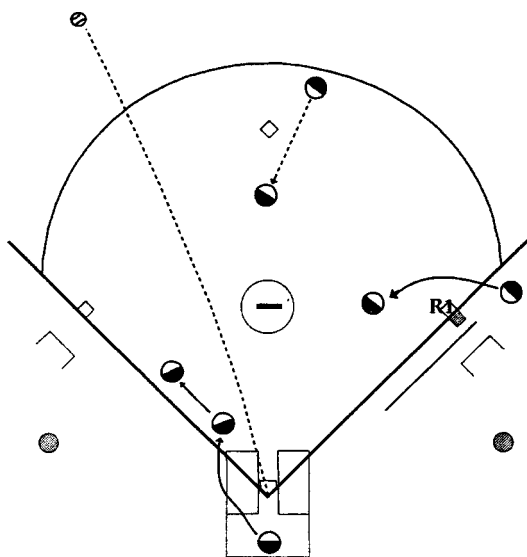
- Hustle out in front of the plate; move toward 1st base and watch for:
 - 3 foot line interference,
 - spiking,
 - obstruction,
 - overthrows at 1st base.
- drift toward 3rd base for a possible play.

1st Base Umpire (B1)

- Move into fair territory about 15 feet from first base.
- Let the ball turn you into the play.
- Stop! Set position! Wait.
- Call and signal.

3rd Base Umpire (B3)

- Watch the ball.
- H-Hesitate then move toward 2nd base.
- Let the ball turn you into the play.



C. BALL HIT TO THE OUTFIELD

Plate Umpire

- Hustle out in front of the plate.
- Move toward 3rd base or home if a play is made.

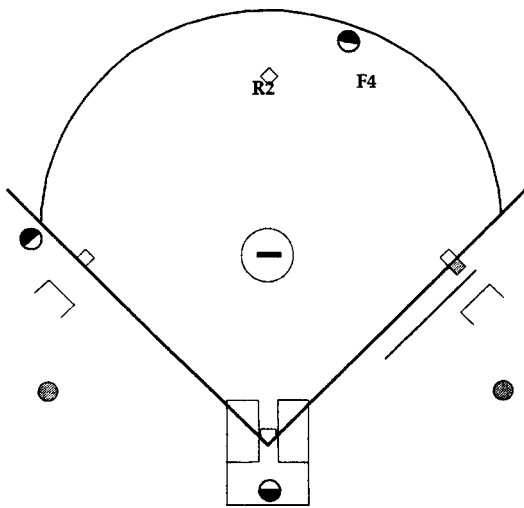
1st Base Umpire (B1)

- On clean hits to the outfield, cut into the infield.
- Keep the ball and the runner in front of you.
- Watch the batter-runner touch 1st base.
- Be prepared to rotate to the plate but wait until the runner reaches 2nd base or B3 releases you.

3rd Base Umpire (B3)

- On clean hits to the outfield, hustle in to the infield.
- Keep the ball and runner in front of you.
- Watch R1 touch 2nd base.
- On extra base hits, release B1 to the plate.
- Be alert to take 1st base and 2nd base.

4. Runner on 2nd



A. STARTING POSITION

Plate Umpire

- Position is as explained in Level I fast pitch plate umpire mechanics.
- Watch for :
 - illegal pitches
 - fair and foul ball
 - batting infractions.

1st Base Umpire (B1)

- Take a position two or three steps behind the second baseman and slightly to his right.
- Watch for leadoff.

3rd Base Umpire (B3)

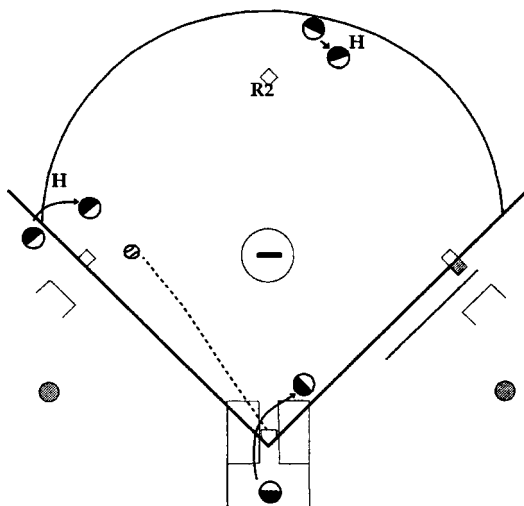
- Take a position 15-18 feet beyond 3rd base and 3 feet in foul territory.

B. BALL HIT IN THE INFIELD

Plate Umpire

Hustle out in front of the plate; move toward 1st base and watch for:

- 3 foot line interference,
- spiking,
- obstruction,
- overthrows at 1st base.
- Position yourself for a play at home.



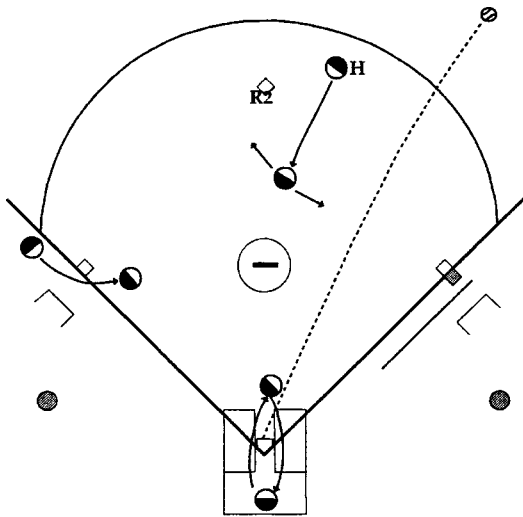
1st Base Umpire (B1)

- Watch the ball.
- H-Hesitate then go.
- Let the ball turn you into the play.
- Stop! Set position! Wait.
- Call and signal.

3rd Base Umpire (B3)

- Watch the ball.
- Move into fair territory about 15 feet from third base and slightly outside the 2nd and 3rd basepath.
- Take the plays at 3rd base.

4. Runner on 2nd (continued)



C. BALL HIT TO THE OUTFIELD

Plate Umpire

- Move a few steps toward 3rd to observe the action.
- Watch for missed bases.
- Be ready to help your partner.
- Position yourself for a play at home.

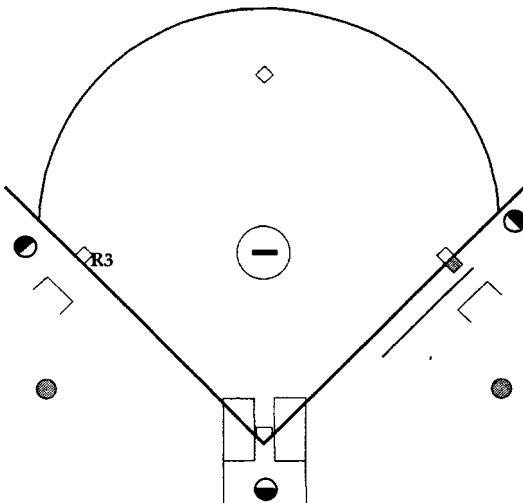
1st Base Umpire (B1)

- On clean hits to the outfield, cut into the infield.
- Watch the batter-runner touch 1st base and take him into 2nd base.
- Make all calls at 1st base and 2nd base.
- Keep the ball and the runner in front of you.

3rd Base Umpire (B3)

- On clean hits to the outfield hustle in to the infield.
- Keep the ball and runners in front of you.
- Watch R2 touch 3rd base.
- Prepare for a play at 3rd base.

5. Runner on 3rd



A. STARTING POSITION

Plate Umpire

- Position is as explained in Level I fast pitch plate umpire mechanics.
- Watch for: 'illegal pitches,
- 'fair and foul ball,
- batting infractions.

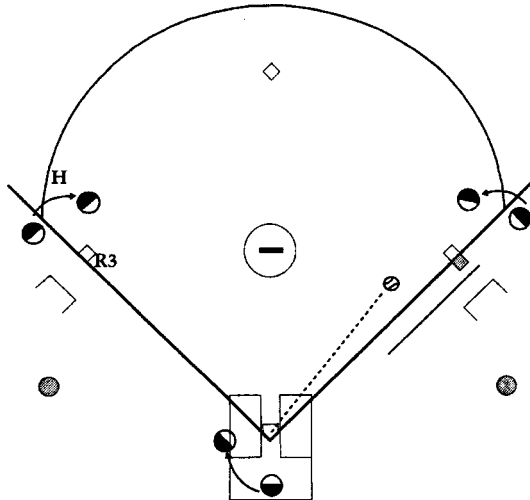
1st Base Umpire (B1)

- Take a position 15-18 feet beyond first base in foul territory and 3 feet back from the foul line.
- Keep the ball and the runner in front of you.

3rd Base Umpire (B3)

- Take a position 15-18 feet beyond third base in foul territory and 3 feet from the foul line.
- Watch for leadoff.

5. Runner on 3rd (continued)



B. BALL HIT IN THE INFIELD

Plate Umpire

- Move out from behind the catcher down the 3rd base line and watch for:
 - 3 foot line interference,
 - spiking,
 - obstruction,
 - overthrows at 1st base.
- Position yourself for a play at home.

1st Base Umpire (B1)

- Move into fair territory about 15 feet from first base. Stop! Set position! Wait.
- Call and signal.
- On a wild throw, cut inside the diamond and take the runner up to 2nd base.

3rd Base Umpire (B3)

- Watch the ball.
- Move into foul territory about 15 feet from third base and slightly outside the 3rd to home basepath. H-Hesitate then go.
- Take the plays at 3rd base.

C. BALL HIT TO THE OUTFIELD

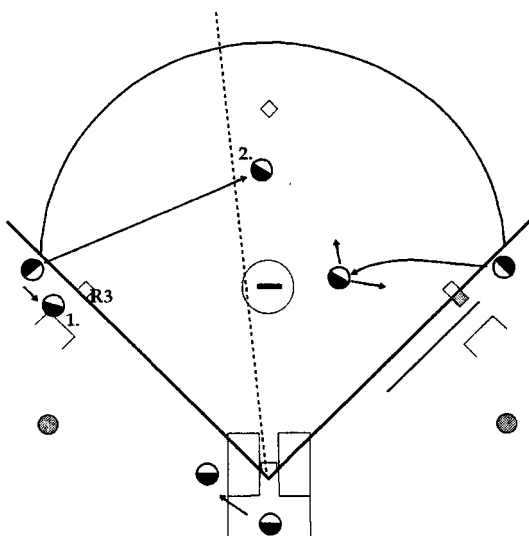


Plate Umpire

- Move a few steps toward 3rd to observe the action.
- Watch for missed bases.
- Be ready to help your partner.

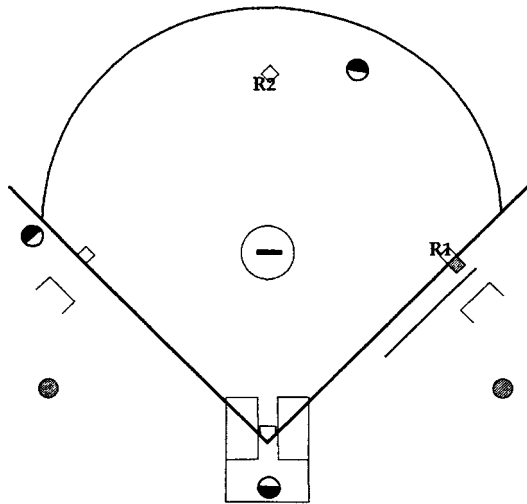
1st Base Umpire (B1)

- On clean hits to the outfield hustle in to the infield.
- Keep the ball and runner in front of you.
- On extra base hits, release B1 to the plate.

3rd Base Umpire (B3)

- On clean hits to the outfield, hustle in to the infield.
- Keep the ball and runner in front of you.
 1. on a fly ball with less than two out watch R3 tag up.
 2. with two out, take the runner into 2nd base.
- On extra base hits, release B1 to the plate.

6. Runner on 1st and 2nd



A. STARTING POSITION

Plate Umpire

- Position is as explained in Level I fast pitch plate umpire mechanics.
- Watch for:
 - illegal pitches,
 - fair and foul ball,
 - batting infractions.

1st Base Umpire (B1)

- Take a position two or three steps behind the second baseman and slightly to his right.
- Watch for leadoffs.

3rd Base Umpire (B3)

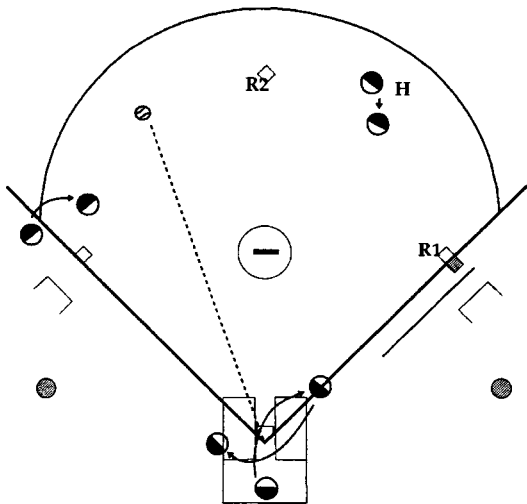
- Take a position 15-18 feet beyond 3rd base in foul territory and 3 feet off the line.

B. BALL HIT IN THE INFIELD

Plate Umpire

Move out from behind the catcher down the 1st base line and watch for:

- 3 foot line interference,
- spiking,
- obstruction,
- overthrows at 1st base.
- Position yourself for a play at home.



1st Base Umpire (B1)

Watch the ball.

Move toward 1st base; H-Hesitate.

Stop! Set position! Wait.

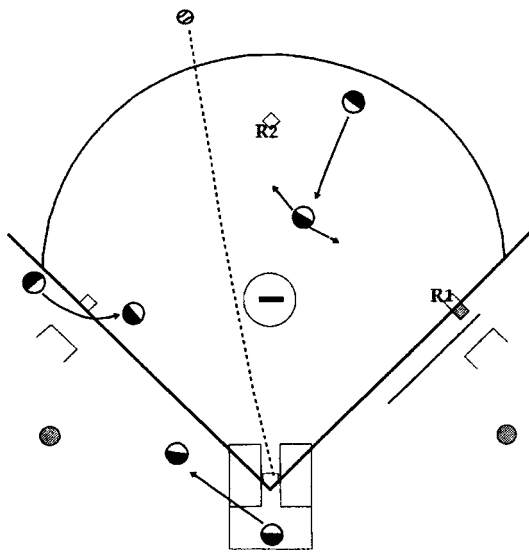
- Let the ball turn you into the play.
- Call and signal.
- Take all plays at 1st base and 2nd base.

3rd Base Umpire (B3)

Watch the ball.

- Move into fair territory about 15 feet from third base and slightly outside the 2nd to 3rd baseline.
- Take the plays at 3rd base.

6. Runners on 1st and 2nd (continued)



C. BALL HIT TO THE OUTFIELD

Plate Umpire

- Move a few steps toward 3rd base in foul territory to observe the action.
- Watch for missed bases.
- Be ready to help your partner.

1st Base Umpire (B1)

On clean hits to the outfield, cut into the infield.

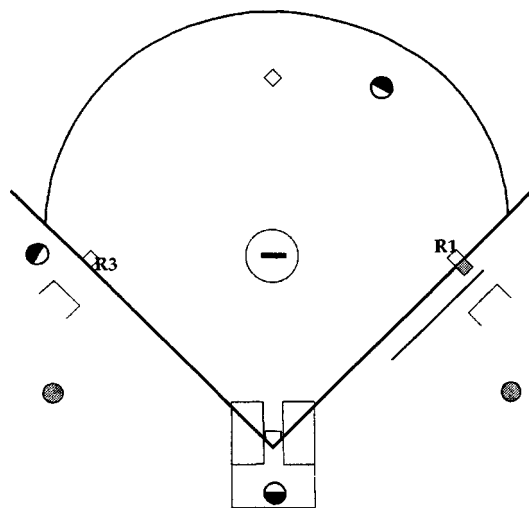
Watch the BR touch 1st base and take him into 2nd base.

- Watch R1 touch 2nd base.
- Make all calls at 1st base and 2nd base.
- Keep the ball and the runner in front of you.
- On a fly ball watch for tag ups by R1 and R2.

3rd Base Umpire (B3)

- On clean hits to the outfield, hustle in to the infield. Keep the ball and runners in front of you.
- Watch the runner touch 3rd base.
- Prepare for a play at 3rd base.
- On a fly ball watch for tag ups by R2 in order to assist B1.

7. Runners on 1st and 3rd



A. STARTING POSITION

Plate Umpire

- Position is as explained in Level I fast pitch plate umpire mechanics.
- Watch for: 'illegal pitches,
 - fair and foul ball,
 - 'batting infractions.

1st Base Umpire (B1)

- Take a position approximately half way between the first and second base.
- Watch for leadoffs at 1st base.

3rd Base Umpire (B3)

- Take a position 10-12 feet beyond 3rd base and 3 feet in foul territory.
- Watch for leadoff at 3rd base.

7. Runners on 1st and 3rd (continued)

B. BALL HIT IN THE INFIELD

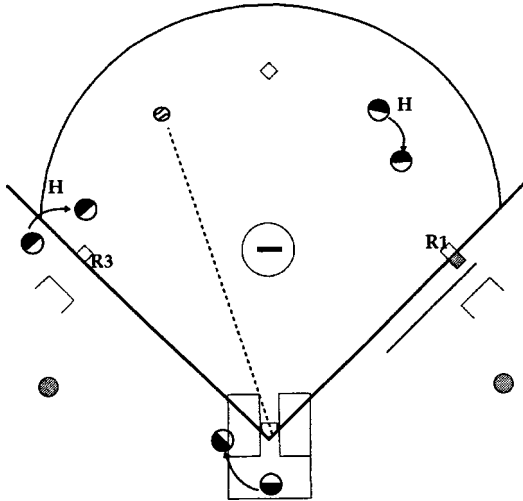


Plate Umpire

- Move a few steps down the 3rd base line and watch for:
 - 3 foot line interference,
 - spiking,
 - obstruction,
 - overthrows at 1st base.
- Position yourself for a play at home.

1st Base Umpire (B1)

- Watch the ball.
- H-Hesitate and then move toward the play.
- **Be** alert and avoid getting involved with the play. Stop! Set position! Wait.
- Let the ball turn you into the play. Call and signal. Take all plays at 1st and 2nd base.

3rd Base Umpire (B3)

- Watch the ball. Move into fair territory about 10 feet from third base; slightly outside the home to 3rd basepath extended. H-Hesitate then go. Take all plays at 3rd base.

C. BALL HIT TO THE OUTFIELD

Plate Umpire

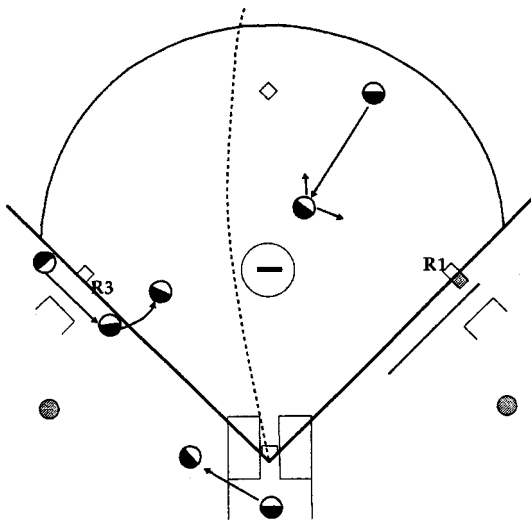
- Move a few steps toward 3rd to observe the action.
- Watch for missed bases.
- Be ready to help your partner.

1st Base Umpire (B1)

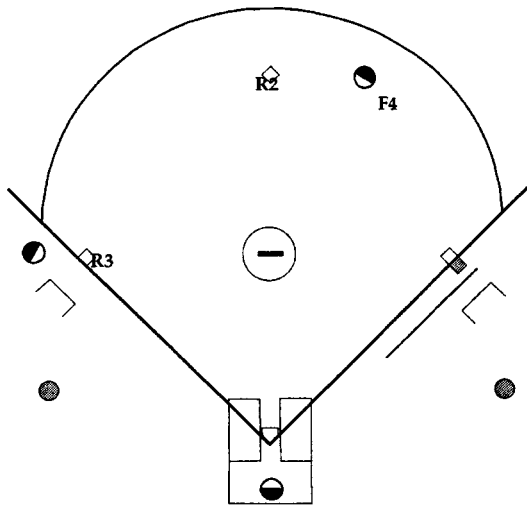
- On clean hits to the outfield, cut into the infield.
- Watch the BR touch 1st base and take him into 2nd base.
- Makes all calls at 1st and 2nd base.
- Keep the ball and the runner in front of you. On a fly ball watch R1 for tag up.

3rd Base Umpire (B3)

- On clean hits to the outfield hustle in to the infield.
- Keep the ball and runners in front of you.
- Watch runners touch 3rd base. Prepare for a play at 3rd base.
- On a fly ball check R3 for tag up by moving down the line in foul territory, let R3 go, then move into fair territory.



8. Runners on 2nd and 3rd



A. STARTING POSITION

Plate Umpire

- Position is as explained in Level I fast pitch plate umpire mechanics.
- Watch for:
 - illegal pitches,
 - fair and foul ball,
 - batting infractions.

1st Base Umpire (B1)

- Take a position two or three steps behind the second baseman and slightly to his right.
- Watch for leadoffs at 2nd base.

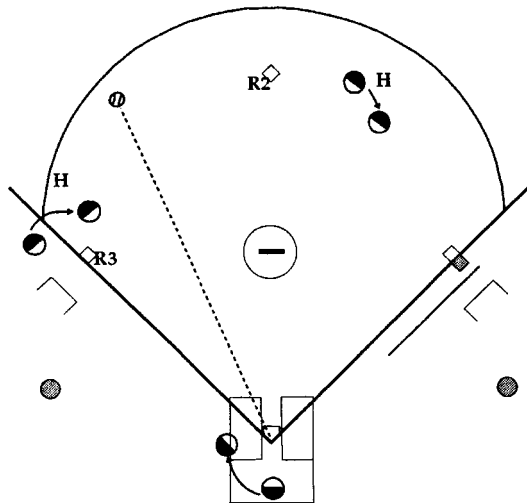
3rd Base Umpire (B3)

- Take a position 10-12 feet beyond 3rd base and 3 feet in foul territory.
- Watch for leadoff at 3rd base.

B. BALL HIT IN THE INFIELD

Plate Umpire

- Move a few steps down the 3rd base line and watch for:
- 3 foot line interference,
 - spiking,
 - obstruction,
 - overthrows at 1st base.
- position yourself for a play at home.



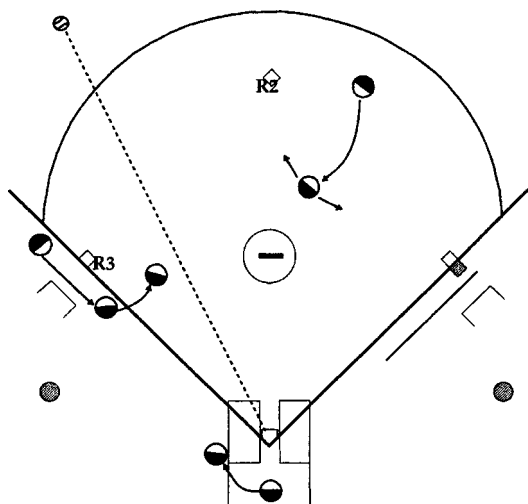
1st Base Umpire (B1)

- Watch the ball.
H-Hesitate and then move toward the play.
Be alert and avoid getting involved with the play.
Stop ! Set position ! Wait.
Let the ball turn you into the play.
- Call and signal.
 - Take all plays at 1st and 2nd base.

3rd Base Umpire (B3)

- Watch the ball.
- Move into foul territory about 10 feet from third base; slightly outside the home to 3rd basepath extended.
- H-Hesitate then go.
- Take all plays at 3rd base.

8. Runners on 2nd and 3rd (continued)



C. BALL HIT TO THE OUTFIELD

Plate Umpire

- Move a few steps toward 3rd base to observe the action.
- Position yourself for a play at the plate.

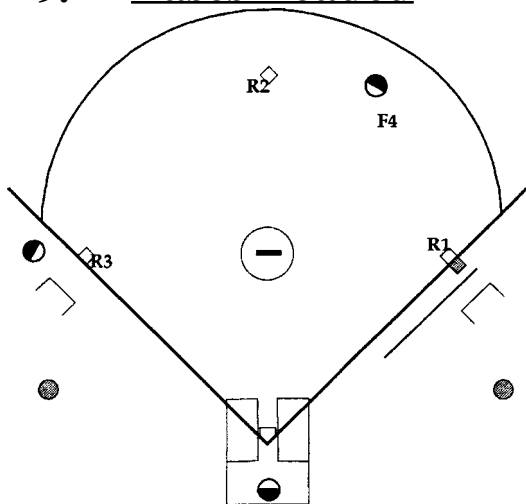
1st Base Umpire (B1)

- On clean hits to the outfield, cut into the infield.
- Watch the batter-runner touch 1st base and take him into 2nd base.
- Make all calls at 1st base and 2nd base.
- Keep the ball and the runner in front of you.
- On a fly ball watch for tag up by R2.

3rd Base Umpire (B3)

- On clean hits to the outfield hustle into the infield.
- Keep the ball and runners in front of you.
- Watch runners touch 3rd base.
- Prepare for a play at 3rd base.
- With a fly ball move down 3rd base line to watch R3 for tag up, then move into fair territory.

9. Bases Loaded



A. STARTING POSITION

Plate Umpire

- Position is as explained in level I fast pitch plate umpire mechanics.
- Watch for:
 - illegal pitches,
 - fair and foul ball,
 - batting infractions.

1st Base Umpire (B1)

- Take a position two or three steps behind the 2nd baseman and slightly to his right.
- Watch for leadoffs at 1st and 2nd base.

3rd Base Umpire (B3)

- Take a position 10-12 feet beyond 3rd base and 3 feet in foul territory.
- Watch for leadoff at 3rd base.

9. Bases Loaded(continued)

B. BALL HIT IN THE INFIELD

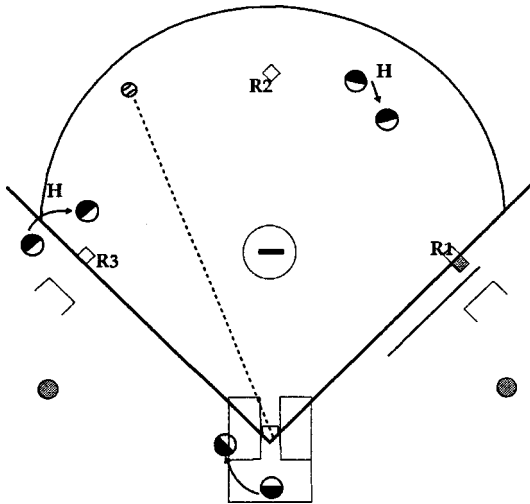


Plate Umpire

Move a few steps down the 3rd base line and watch for:

- 3 foot line interference,
 - spiking,
 - obstruction,
 - overthrows at 1st base.
- Position yourself for a play at home.

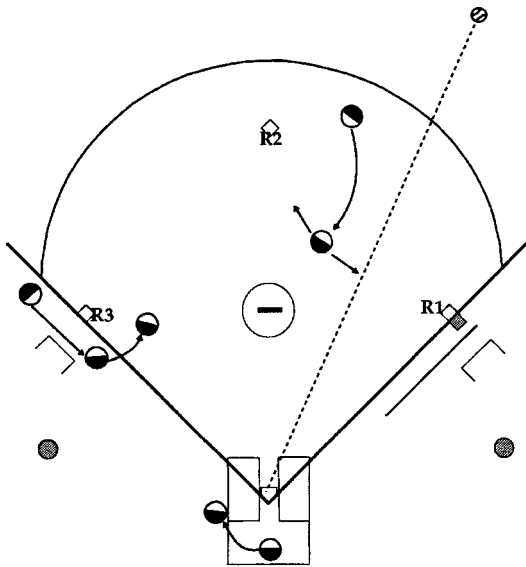
1st Base Umpire (B1)

- Watch the ball.
- H-Hesitate and then move toward the play.
- Be alert and avoid getting involved with the play.
- Stop ! Set position ! Wait.
- Let the ball turn you into the play.
- Call and signal.
- Take all plays at 1st base and 2nd base.

3rd Base Umpire (B3)

- Watch the ball.
- Move into foul territory about 10 feet from third base; slightly outside the home to 3rd basepath extended.
- H-Hesitate then go.
- Be aware of possible play on R3 returning to 3rd base.
- Take all plays at 3rd base.

9. Bases Loaded (continued)



C. BALL HIT TO THE OUTFIELD

Plate Umpire

- Move a few steps toward 3rd to observe the action.
- Position yourself for a play at the plate.

1st Base Umpire (B1)

- Watch R1 touch 2nd base.
On clean hits to the outfield, cut into the infield.
- Watch the BR touch 1st base and take him into 2nd base.
- Make all calls at 1st base and 2nd base.
Keep the ball and the runner in front of you.
With a fly ball, watch for tag ups at 1st and 2nd bases.

3rd Base Umpire (B3)

- On clean hits to the outfield, hustle in to the infield.
- Keep the ball and runners in front of you.
Watch runners touch 3rd base.
- Prepare for a play at 3rd base.
With a fly ball, watch R3 for tag up then move inside the diamond.