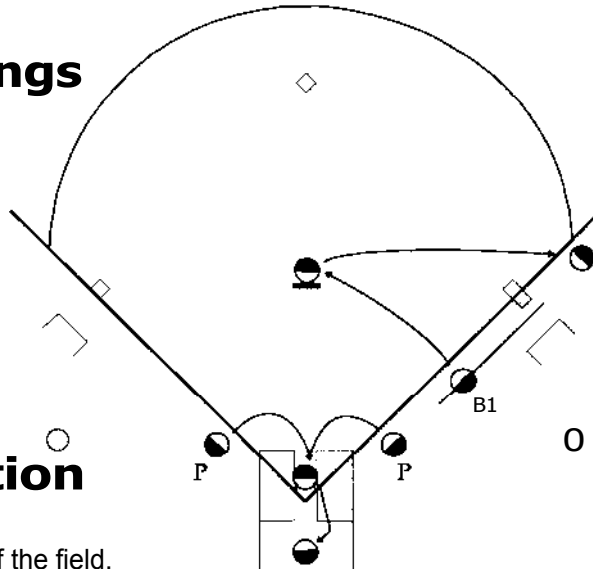


SECTION 13

TWO UMPIRE SYSTEM: SLO PITCH

Between Innings



Starting Position

Plate Umpire

- Hustle the teams on and off the field.
- Move to a position on the side of the team coming off the field.
- Take a position 15-18 feet down the line about 1 foot off the line in foul territory.
- Face the diamond with your hands relaxed at your sides.
- After the second warm up pitch has been thrown, say, "One more, catcher!"
- Replenish ball supply (if balls have gone out of play).
- Three warm-up pitches to start game and three at the start of each succeeding inning (five in cold weather).

Base Umpire

- Hustle to a position on the 1st base side of the diamond about 15 feet from 1st base.
- Hustle the teams on and off the field.
- Take a position between the 1st base foul line and the 3 foot line.

Plate Umpire

- Sweep the plate and then assume a position behind the catcher after the warm up pitches.
- During the first half inning and when there is a change of pitchers, you may wish to observe the warm ups after making the line-up changes and announcing them to the official scorer.

Base Umpire

- After the warm up pitches, hustle in to sweep the pitcher's plate and then hustle to your position 15-18 feet beyond 1st base and 3 feet in foul territory.
- Take a position facing home plate with your hands relaxed at your sides.

Note - When referring to the base umpire's position it is looking out from home plate - i.e., when we say to the right of the 2nd baseman we mean between the 2nd baseman and 1st base.

No Runners on base.

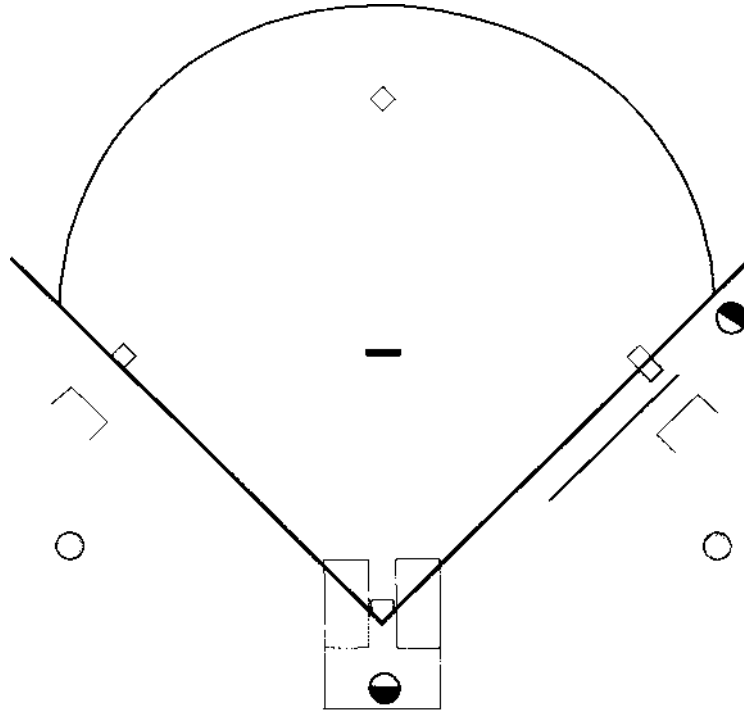


Plate Umpire

- Hustle out in front of home plate from the left side. Call fair/foul balls. If the ball is hit near the foul line, stay close to the line to call fair/foul. Call all fly ball outs.
- On an infield ground ball, move slowly towards 1st base and observe the batter down the 'chute'.
- Watch the play and be ready to make a call if your partner is unable to take the runner into 3rd base.
- On an overthrow, watch for a blocked ball and make the appropriate call and signal.

Base Umpire

- Take a position 15-18 feet beyond 1st base in foul territory and 1 foot to 3 feet back from the foul line.
- On balls hit to the infield, move 1-2 steps into fair territory, stop, watch the ball and let it turn you into the play and bring you into the set position. On a bad throw, be prepared to take the batter-runner to 2nd base. (Stay outside the base line.)
- On a hit to the outfield, cut into the infield by 1st base and button hook to the ball while glancing at the runner. Watch the runner touch 1st base. On a base hit, take the batter-runner all the way to 3rd base.

Runner on 1st base

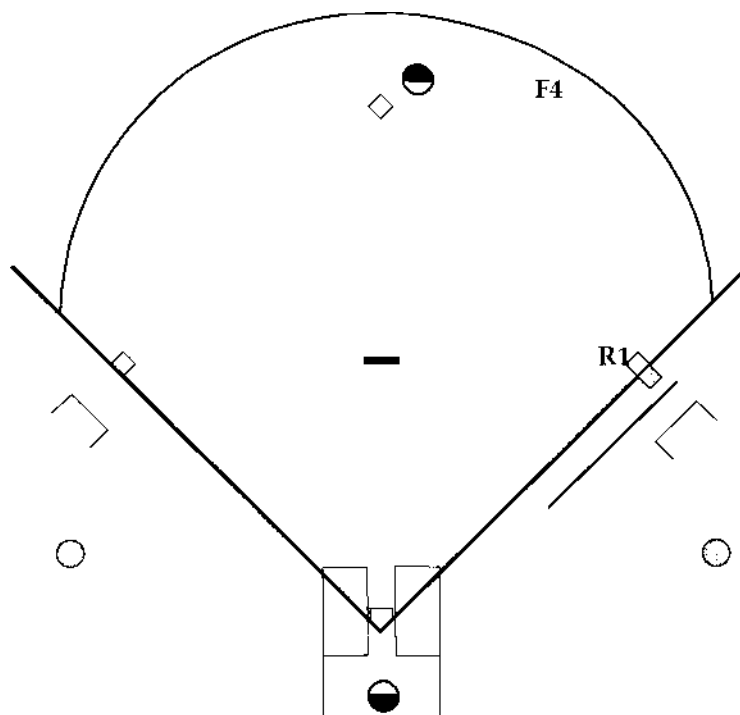


Plate Umpire

- Hustle out in front of home plate from the left side. Call fair/foul balls. If the ball is hit near the foul line, stay close to the line to call fair/foul. Call all fly ball outs.
- On an infield ground ball, move slowly towards 1st base and observe the batter down the 'chute'. Watch the play and be ready to make a call at 3rd base.
- On an overthrow, watch for a blocked ball and make the appropriate call and signal.
- On hits, take RI into 3rd base and home plate.

Base Umpire

- Take a position 4-6 feet from 2nd base on a line extended from 3rd to 2nd base.
- On balls hit to the infield, move back and towards 1st base. Be sure to avoid the infielders.
- Stop, watch the ball and let it turn you into the play and bring you into the set position. Responsible for the calls at 2nd and 1st base.
- On a hit to the outfield, cut into the infield by 2nd base and button hook to the ball.
- On a fly ball, move towards 1st base and line up the runner to watch the tag up.
- On a base hit, watch the runners touch 1st and 2nd. On a base hit, take the batter-runner all the way to 3rd base.

Runner on 2nd base

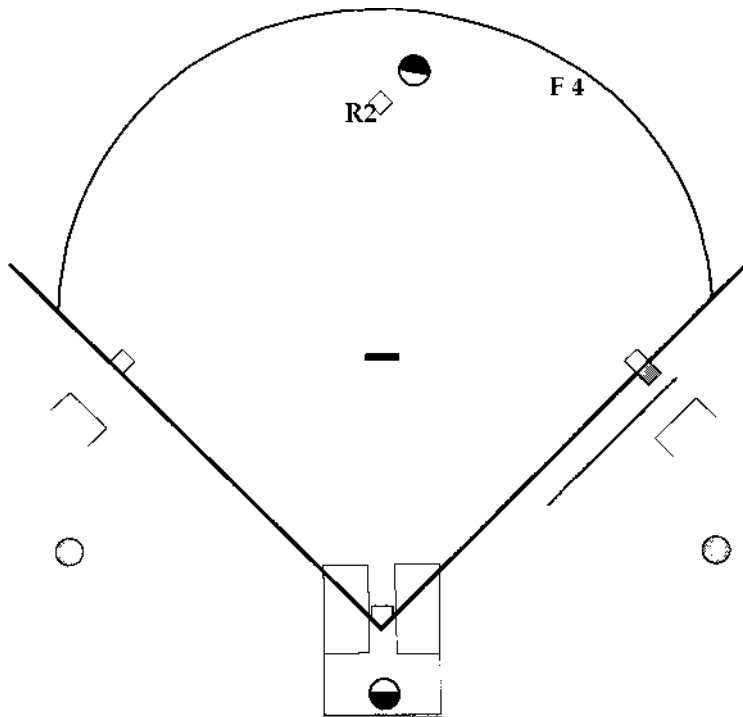


Plate Umpire

- Hustle out in front of home plate from the left side. Call fair/foul balls. If the ball is hit near the foul line, stay close to the line to call fair/foul. Call all fly ball outs.
- On an infield ground ball move towards 3rd base ready to make a call
- Observe the batter down the 'chute' if a play is made on him.
- On an overthrown, watch for a blocked ball and make the appropriate call and signal
- On hits, take R2 into 3rd base and home.

Base Umpire

- Take a position 4-6 feet from 2nd base on a line extended from 3rd to 2nd base.
- On balls hit to the infield, move back and towards 1st base. Be sure to avoid the infielders. Stop, watch the ball, let it turn you into the play and bring you into the set position. Be ready for a call at 1st base. Responsible for the calls at 2nd and 1st base.
- On a hit to the outfield, cut into the infield by 2nd base and button hook to the ball. On a fly ball, line up the runner to watch the tag up.
- Watch the batter-runner touch 1st and 2nd base. On a base hit, take the batter-runner all the way to 3rd base.

Runner on 3rd base

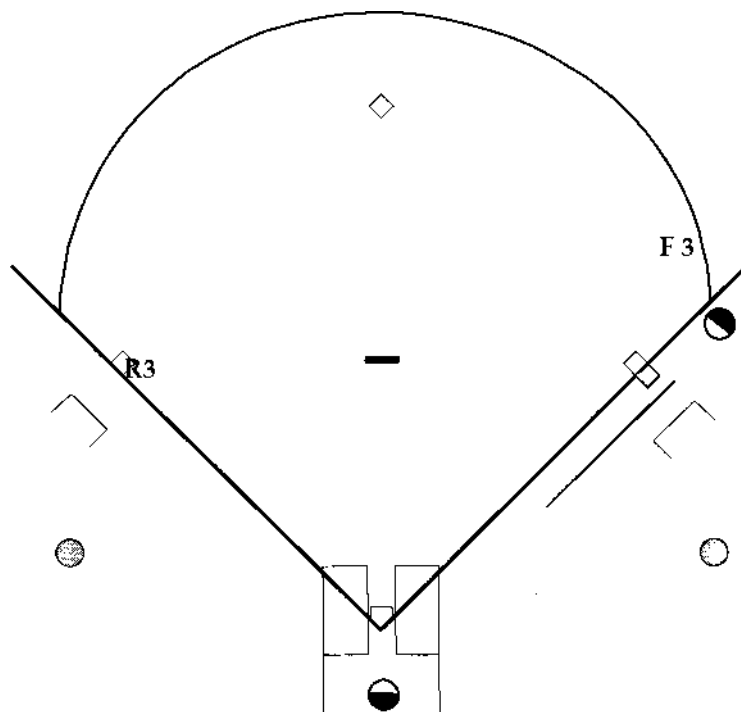


Plate Umpire

- Hustle out towards 3rd base in foul territory. Call fair/foul balls. If the ball is hit near the foul line, stay close to the line to call fair/foul.
- Call all fly ball outs.
- On an infield ground ball, stop, watch the ball and let it turn you into the play and bring you into the set position ready to make a call.
- Observe the batter down the 'chute' if a play is made on him.
- On an overthrow, watch for a blocked ball and make the appropriate call and signal.
- On a fly ball, hustle down towards 3rd base, 15 to 20 feet back from the line to line up R3 for the tag up.

Base Umpire

- Take a position 15-18 feet beyond 1st base in foul territory and 1 foot to 3 feet back from the foul line.
- On balls hit to the infield, move 1-2 steps into fair territory, stop, watch the ball and let it turn you into the play and bring you into the set position. On a bad throw, be prepared to take the batter-runner to 2nd base. (Stay outside the base line.)
- On a hit to the outfield, cut into the infield by 1st base and button hook to the ball while glancing at the runner. Watch the runner touch 1st base. On a base hit, take the batter-runner all the way to 3rd base.

Runners on 1st and 2nd base

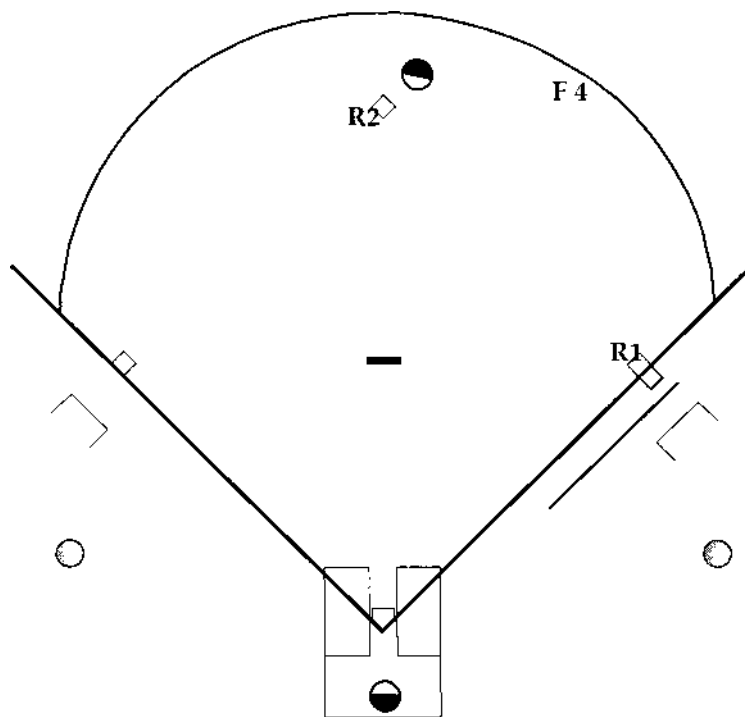


Plate Umpire

- Hustle out toward 3rd base in foul territory. Call fair/foul balls. If the ball is hit near the foul line, stay close to the line to call fair/foul.
- Call all fly ball outs.
- On an infield ground ball, stop, watch the ball and let it turn you into the play and bring you into the set position ready to make a call.
- On hits to the outfield, move towards 3rd base and watch the runner(s) touch home plate. Be prepared to move in and make calls at third base and home plate.
- Observe the batter down the 'chute' if a play is made on him.
- On an overthrow, watch for a blocked ball and make the appropriate call and signal.

Base Umpire

- Take a position 4-6 feet from 2nd base on a line extended from 3rd to 2nd base.
- On balls hit to the infield, move back and towards 1st base. Be sure to avoid the infielders. Stop, watch the ball and let it turn you into the play and bring you into the set position. Responsible for the calls at 2nd and 1st.
- On a hit to the outfield, cut into the infield by 2nd base and button hook to the ball.
- On a fly ball line up the runners to watch the tag ups.

Runners on 1st and 3rd base

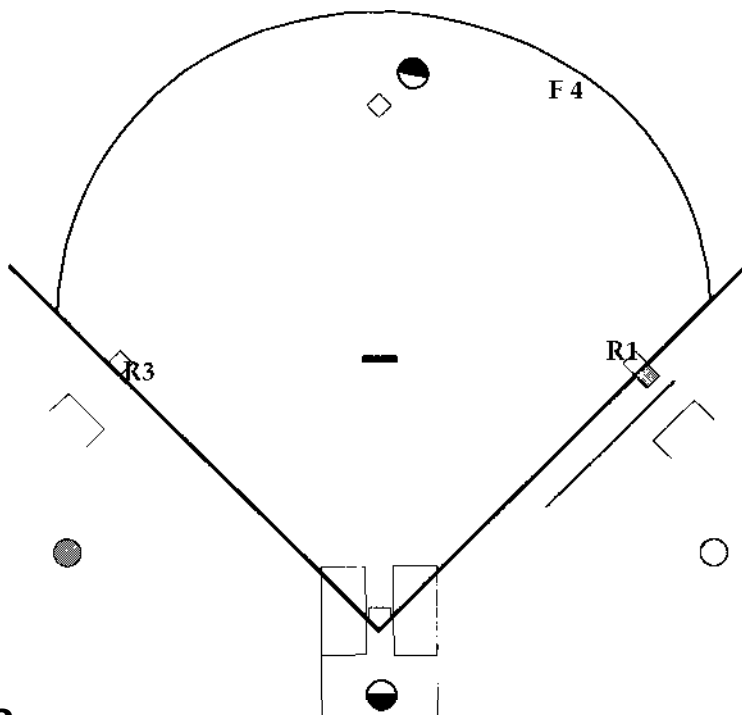


Plate Umpire

- Hustle out towards 3rd base in foul territory. Call fair/foul balls. If the ball is hit near the foul line, stay close to the line to call fair/foul.
- Call all fly ball outs.
- On an infield ground ball, stop, watch the ball and let it turn you into the play and bring you into the set position ready to make a call.
- On hits to the outfield, move towards 3rd base and watch the runner(s) touch home plate. Be prepared to move in and make calls at third base and home plate.
- Observe the batter down the 'chute' if a play is made on him.
- On an overthrow, watch for a blocked ball and make the appropriate call and signal.
- On a fly ball, hustle down towards 3rd base, 15 to 20 feet back from the line to line up R3 for the tag up.

Base Umpire

- Take a position 4-6 feet from 2nd base on a line extended from 3rd to 2nd base.
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- On a hit to the outfield, cut into the infield by 2nd base and button hook to the ball.
- On a fly ball, cut into infield, move towards 1st base and line up the runner to watch the tag up.
- On a base hit, watch the runners touch 1st and 2nd base. Take the batter-runner all the way to 3rd base.

Runners on 2nd and 3rd base

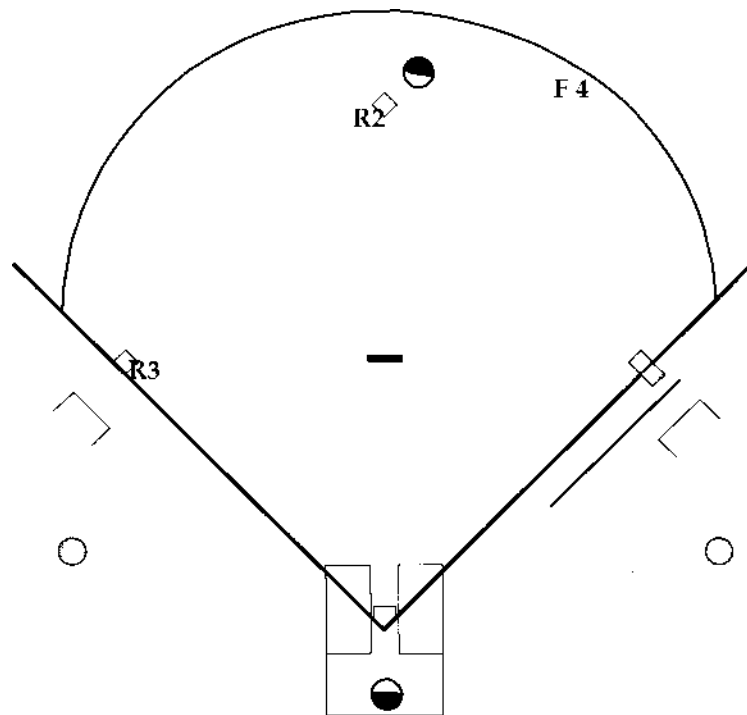


Plate Umpire

- Hustle out towards 3rd base in foul territory. Call fair/foul balls. If the ball is hit near the foul line, stay close to the line to call fair/foul.
- Call all fly ball outs.
- On an infield ground ball, stop, watch the ball and let it turn you into the play and bring you into the set position ready to make a call.
- On hits to the outfield, move towards 3rd base and watch the runner(s) touch home plate. Be prepared to move in and make calls at third base and home plate.
- Observe the batter down the 'chute' if a play is made on him.
- On an overthrown watch for a blocked ball and make the appropriate call and signal.
- On a fly ball, hustle down towards 3rd base, 15 to 20 feet back from the line to line up R3 for the tag up.

Base Umpire

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- On a hit to the outfield, cut into the infield by 2nd base and button hook to the ball.
- On a fly ball, cut into infield and line up the runner to watch the tag up.
- On a base hit, watch the runners touch 1st and 2nd base. Take the batter-runner all the way to 3rd base.

Runners on 1st, 2nd, and 3rd base

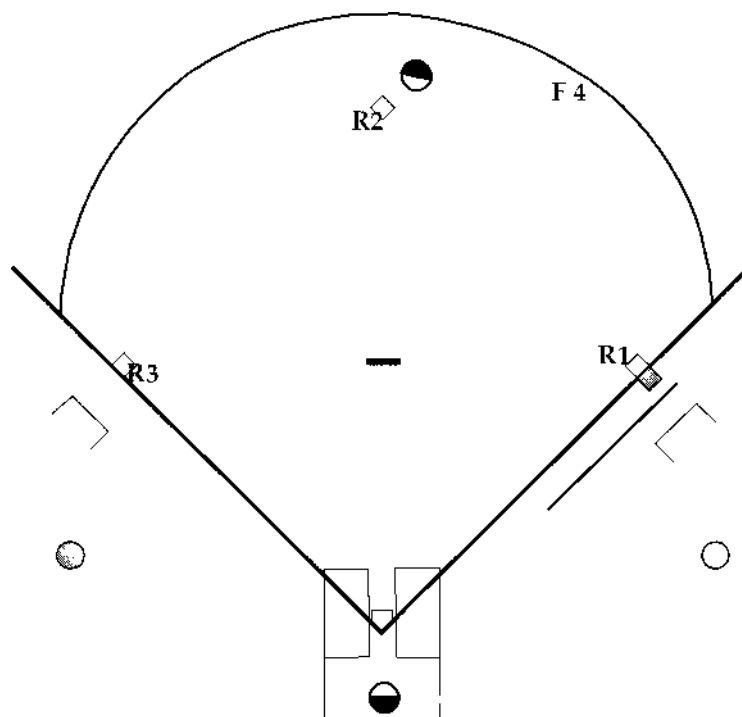


Plate Umpire

- Hustle out towards 3rd base in foul territory. Call fair/foul balls. If the ball is hit near the foul line, stay close to the line to call fair/foul.
- Call all fly ball outs.
- On an infield ground ball, stop, watch the ball and let it turn you into the play and bring you into the set position ready to make a call.
- On hits to the outfield, move towards 3rd base and watch the runner(s) touch home plate. Be prepared to move in and make calls at third base and home plate.
- Observe the batter down the 'chute' if a play is made on him.
- On an overthrow, watch for a blocked ball and make the appropriate call and signal
- On a fly ball, hustle down towards 3rd base, 15 to 20 feet back from the line to line up R3 for the tag up.

Base Umpire

- Take a position 4-6 feet from 2nd base on a line extended from 3rd to 2nd base.
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- On a hit to the outfield, cut into the infield by 2nd base and button hook to the ball.
- On a fly ball, cut into infield and line up the runners to watch the tag ups.
- On a base hit, watch the runners touch 1st and 2nd base. Take the batter-runner all the way to 3rd base.