

Two Umpire System Positioning Fast Pitch

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April 2004

SECTION 11

TWO UMPIRE SYSTEM

BETWEEN INNING MECHANICS

STARTING POSITION

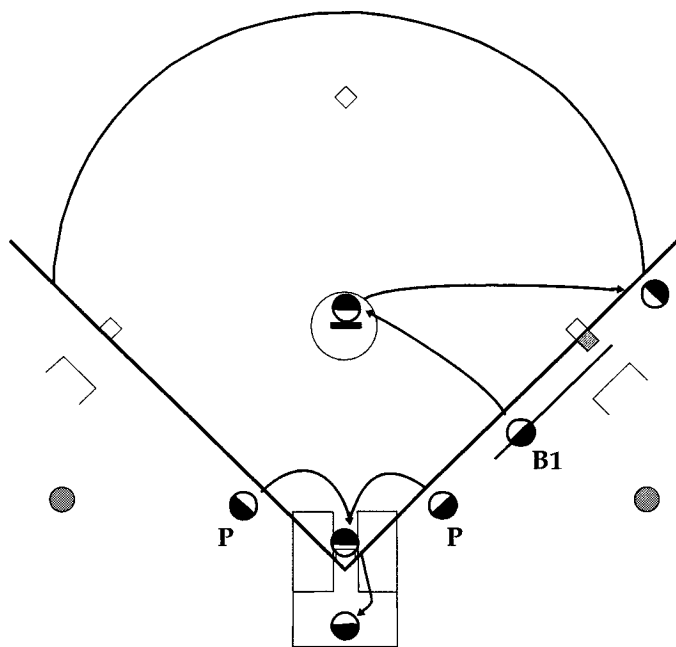


Plate Umpire

- Move to a position on the side of the team coming off the field.
- Hustle the team off the field and the team which has just batted onto the field.
- Stand 15 feet down the line toward first base in one half inning and 15 feet down the third base line the other half inning.
- Stand about 1 foot in foul territory off the line.
- Stand facing the diamond with your hands relaxed at your sides.
- Place the mask under your left arm.
- Let the catcher know when the 4th warm up pitch has been thrown, then say, "one more catcher!"
- Replenish extra ball supply.
- 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 put on the mask and observe the warm ups after making the lineup changes and announcing them to the official scorer.

Base Umpire

- Hustle to a position on the first base side of the diamond about 15 feet from first base toward home plate.
- Hustle the teams on and off the field.
- Stand between the first base foul line and the 3 foot line.
- After the warm-up pitches, hustle in to sweep the pitcher's plate and then hustle to your position 15-18 feet beyond first base and 3 feet in foul territory.
- Stand facing the diamond with your hands relaxed at your sides.

No Runners

STARTING POSITION

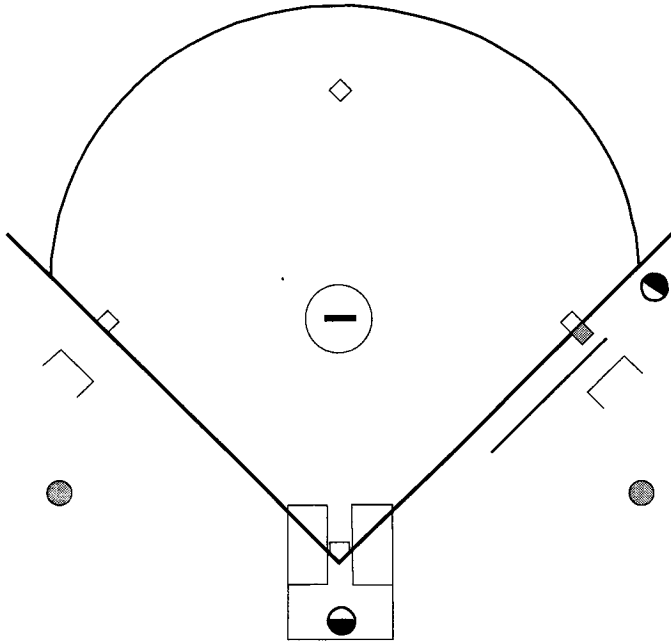


Plate Umpire

- Take a position behind the catcher as explained in the plate umpire mechanics.
- Responsible for:
 - illegal pitches
 - fair/foul balls
 - batting infractions
- On every hit ball, move out in front of the plate.

Base Umpire

- Share responsibility for calling illegal pitches.
- Face in the direction of home plate.
- Begin moving forward when the pitcher starts his motion.
- Take a position 15 - 18 feet behind first base in foul territory, and 3 feet off the line.

BALL HIT IN THE INFIELD

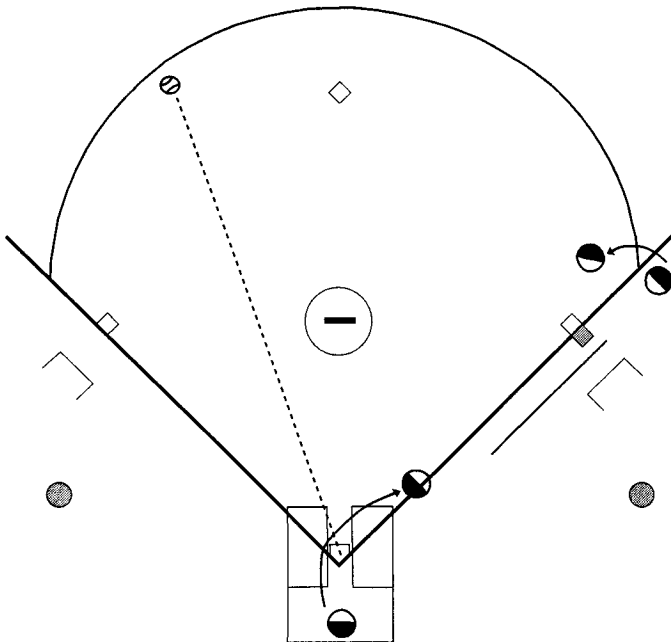


Plate Umpire

- Hustle out in front of the plate and trail the batter-runner.
- Keep your eyes on the ball.
- Stop...let the ball turn you into the play.
- Responsible for:
 - spiking
 - 3 foot line interference
 - an overthrow out of play.
 - call and signal "Time"
 - place the runner.
- Be prepared to assist your partner.
- Watch the runner(s) touch the base(s).

Base Umpire

- Watch the ball.
- Take two or three steps into fair territory.
- Let the ball turn you into the play.
- Stop... set ... wait
- Call and signal.
- In case of overthrow, cut into the infield and prepare to go to 2nd and 3rd base.
- Makes all calls on the first throw on all base plays.

Section 11-Two Umpire System
BALL HIT TO THE OUTFIELD

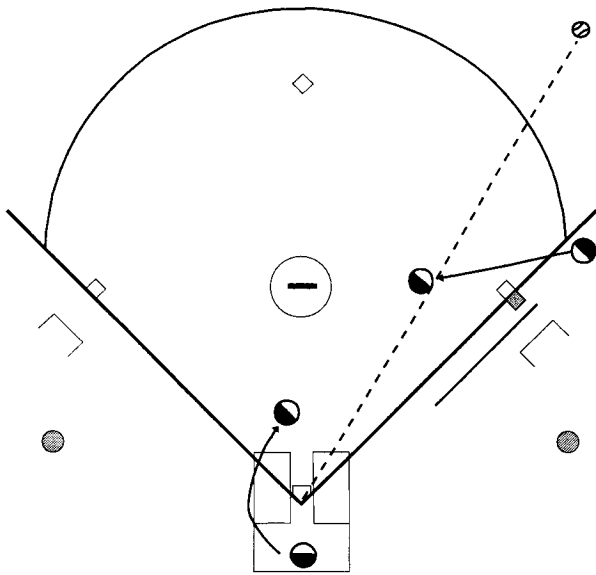


Plate Umpire

- Hustle out in front of the plate.
- Keep your eyes on the ball.
- Straddle line on hits near foul line.
- Judge catch or no catch.
- Move into foul territory and be prepared to take R1 into 3rd and home plate.
- Watch the runner(s) touch base(s)
- On an overthrow out of play.
 - call "Time".
 - place the runner.

Base Umpire

- Run into the infield and keep the play in front of you.
- Take the batter-runner into 1st, 2nd and 3rd base.
- Watch for bases touched.

Runner on 1st base

STARTING POSITION

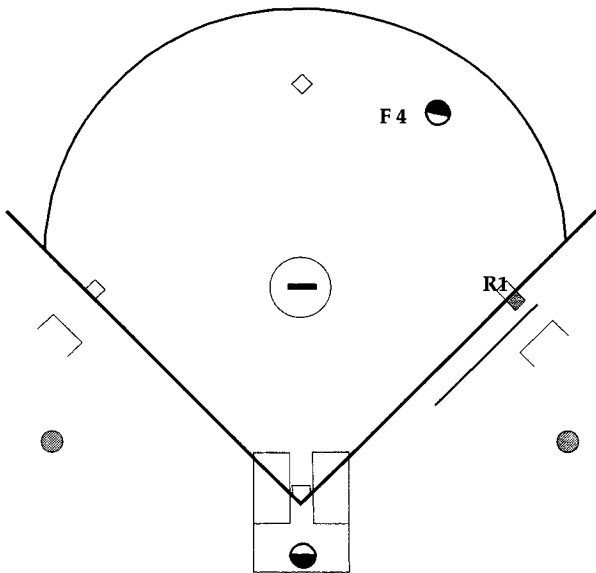


Plate Umpire

- Take a position behind the catcher as explained in the plate umpire mechanics.
- Responsible for:
 - illegal pitches
 - fair/foul balls
 - batting infractions
- On every hit ball, move out in front of home plate.
- If the ball is hit down the foul line, move out and straddle the line.

Base Umpire

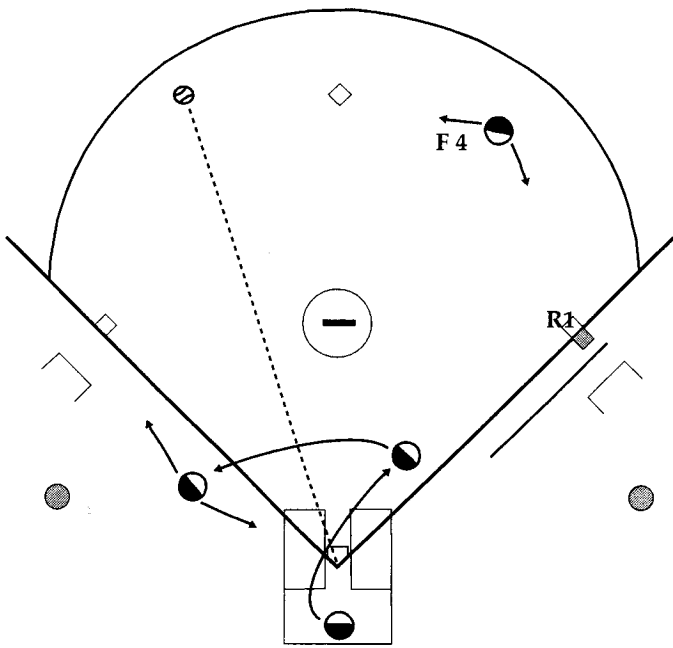
- Take a position half way between 1st and 2nd base and outside the base line.
- Face in the direction of home plate.
- Go into the set position when the pitcher starts his motion.
- Share responsibility for calling illegal pitches.
- Responsible for lead-off calls.

Section 11-Two Umpire System

BALL HIT IN THE INFIELD

Plate Umpire

- Hustle out in front of the plate and down the 1st base line.
- Keep your eyes on the ball.
- Let the ball turn you into the play.
- Responsible for:
 - spiking
 - overthrows
 - 3-foot line interference
- Call and signal line drive.
- Move into foul territory and be prepared to take R1 into 3rd base and home.
- Move quickly toward the base where the play is made.
- Let the ball turn you into the play.
- Stop... set... wait.
- Call and signal.
- Watch the runner(s) touch base(s).



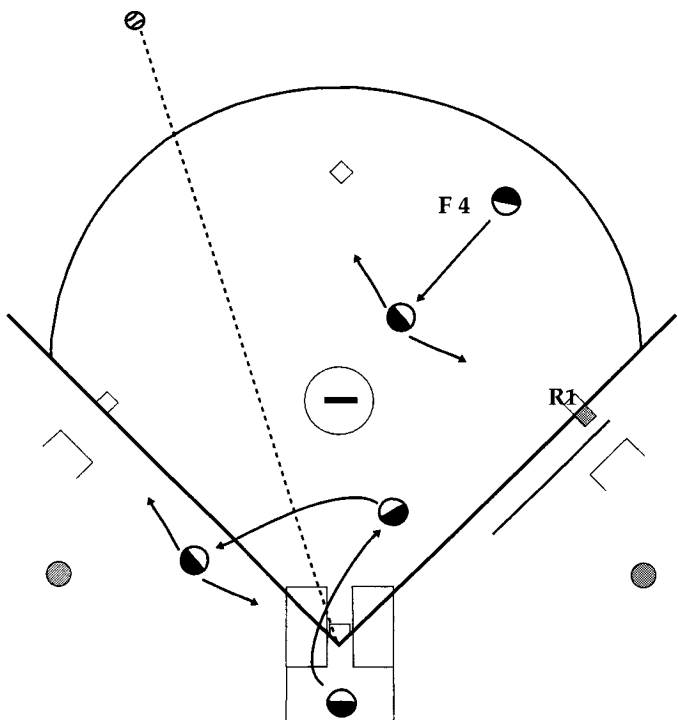
Base Umpire

- Watch the ball.
- Anticipate a double play.
- Move quickly toward the base where the play is made.
- Let the ball turn you into the play.
- Stop... set... wait.
- Call and signal.
- Call most plays made on the first throw.

BALL HIT TO THE OUTFIELD

Plate Umpire

- Hustle out in front of the plate.
- Keep your eyes on the ball.
- Judge catch or no catch.
- Responsible for:
 - overthrow out of play
 - fair/foul
- Move into foul territory and be prepared to take R1 into 3rd base and home.
- Watch the runner(s) touch base(s).



Base Umpire

- Watch the ball.
- Run into the infield and keep the play in front of you
- Take the tag-up at 1st base.
- Take R1 into 2nd base and the BR into 1st base.
- Watch the runner(s) touch base(s)
- Make the calls on all 3 bases if the plate umpire is making a call at home plate.

Runner on 2nd base

STARTING POSITION

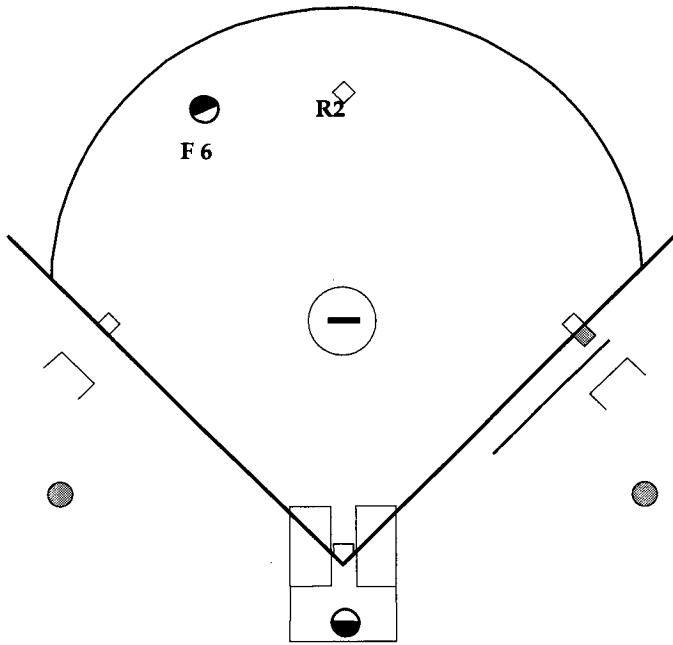


Plate Umpire

- Take a position behind the catcher as explained in the plate umpire mechanics.
- Responsible for: - illegal pitches
- fair/foul
- batting infractions

Base Umpire

- Face in the direction of home plate.
- Take a position behind the shortstop on the right side (second base side).
- Go into the set position when the pitcher starts his motion.
- Share responsibility for calling illegal pitches.
- Responsible for all lead off calls.

BALL HIT IN THE INFIELD

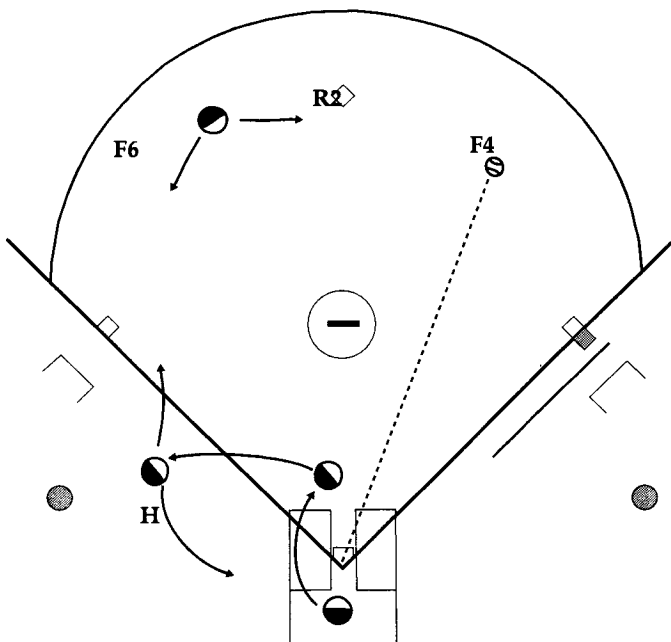


Plate Umpire

- Hustle out in front of home plate.
- Hesitate to watch possible action at 1st base (i.e. obstruction, spiking, 3 foot line interference, etc.)
- Move toward 3rd base.
- Move into foul territory and prepare for a play at 3rd base or home plate.
- On overthrows out of play:
 - call and signal "TIME".
 - place the runner.

Base Umpire

- Watch the ball.
- Hesitate to see where the play will be made.
- Move quickly to the base where the play is made.
- Let the ball turn you into the play.
- Stop... set... wait.
- Call and signal.
- Call most plays made on the first throw.
- Watch the runner(s) touch the base(s).

Section 11-Two Umpire System
BALL HIT TO THE OUTFIELD

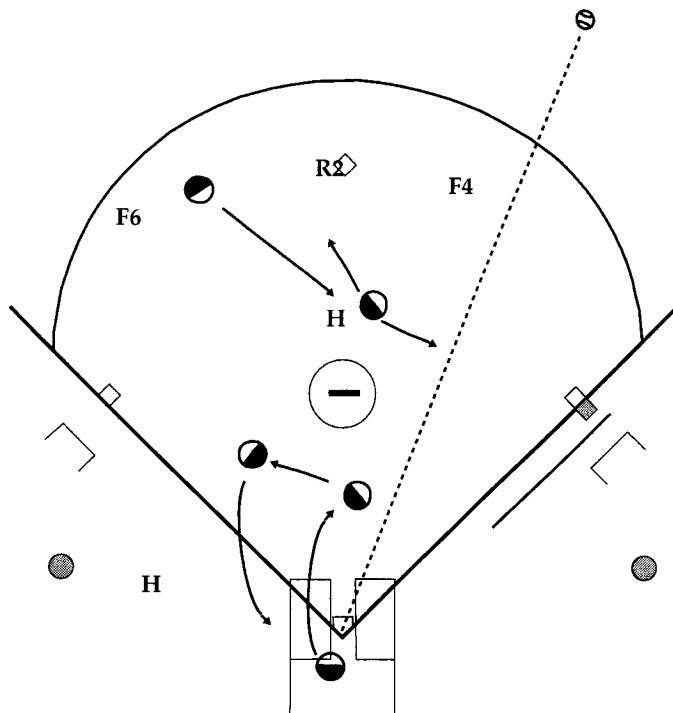


Plate Umpire

- Hustle out in front of the plate.
- Keep your eyes on the ball.
- Hesitate... Judge catch or no catch.
- Move into foul territory and prepare for a play at home or move toward 3rd base and prepare for a play at 3rd base.
- Move quickly to the base where the play is made.
- Let the ball turn you into the play.
- Stop... Set... Wait.
- Call and signal.
- Watch the runner(s) touch base(s).

Base Umpire

- Keep your eyes on the ball.
- Run into the infield and keep the play in front of you.
- Hesitate... Watch the tag up of R2.
- Watch the runner(s) touch base(s).
- Take the batter-runner into first base.
- Make the calls on all three bases if the plate umpire is making a call at home plate.
- Move quickly to the base where the play is made.
- Let the ball turn you into the play.
- Stop... Set... Wait.
- Call and signal.

Runner on 3rd base

STARTING POSITION

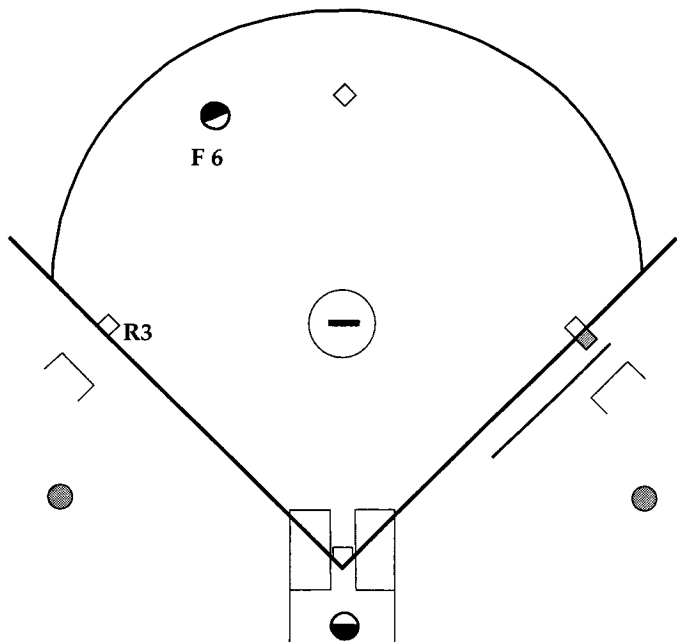


Plate Umpire

- Take a position behind the catcher as explained in the plate umpire mechanics.
- Responsible for:
 - illegal pitches
 - fair/foul balls
 - batting infractions

Base Umpire

- Face in the direction of home plate.
- Go into the set position when the pitcher starts his motion.
- Take a position between 2nd and 3rd base, behind and to the right side of the shortstop (looking out from home plate).
- Share responsibility for calling illegal pitches
- Responsible for all lead-off calls.

Section 11-Two Umpire System
Runner on 3rd base

BALL HIT IN THE INFIELD

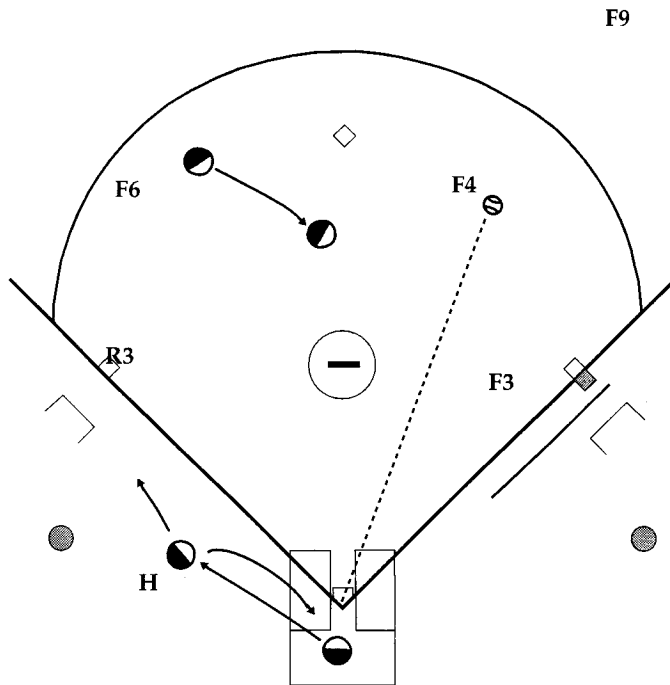


Plate Umpire

- Move into foul territory toward 3rd base.
- Keep your eyes on the ball.
- Hesitate to see where the play occurs.
- Responsible for:
 - spiking
 - overthrow out of play
- Anticipate a play at 3rd base or home plate.

Base Umpire

- Hustle into the infield and keep the play in front of you.
- Watch the ball.
- Hesitate to see where the play will be made.
- Avoid a thrown ball.
- Move quickly to the base where the play is made.
- Let the ball turn you into the play.
- Stop... set ... wait. Call and signal.
- Call most plays made on the first throw of the ball on the bases.

BALL HIT TO THE OUTFIELD

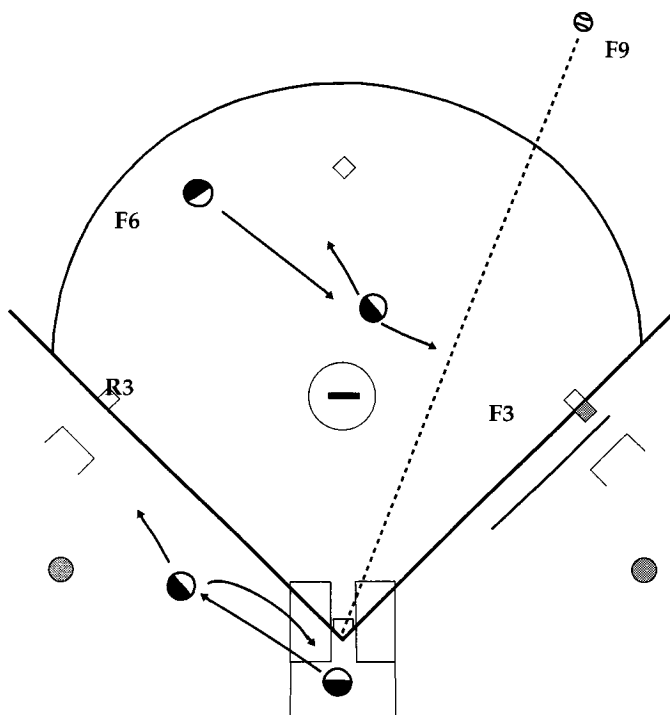


Plate Umpire

- Move into foul territory toward 3rd base.
- Keep your eyes on the ball.
- Hesitate to judge fair/foul; catch/no catch.
- Take the tag-up at 3rd base.
- Move quickly toward the base where the play is made. (3rd base or home.)
- Let the ball turn you into the play.
- Stop - set - wait. Call and signal.
- Watch the runner(s) touch base(s).

Base Umpire

- Watch the ball.
- Run into the infield and keep the play in front of you.
- Take the batter-runner into 3rd base.
- Watch the runner(s) touch base(s).

Section 11-Two Umpire System
Runners on 1st and 2nd base

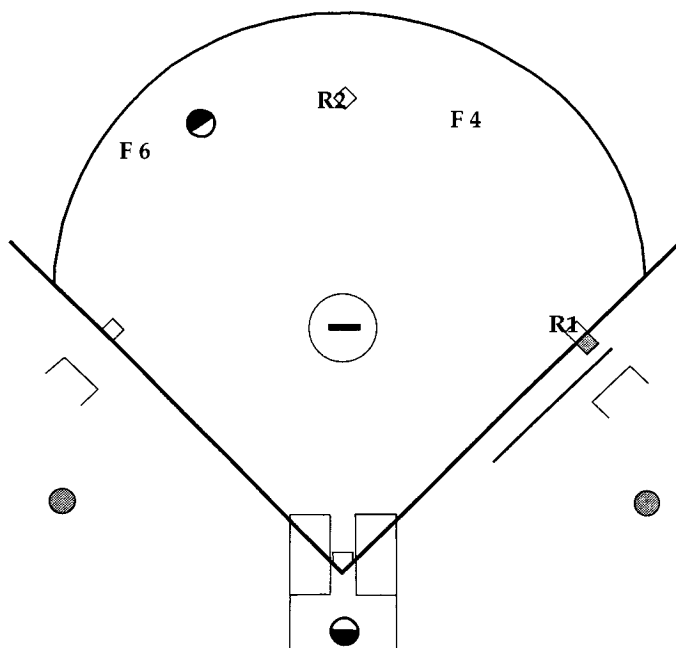
STARTING POSITION

Plate Umpire

- Take a position behind the catcher as explained in the plate umpire mechanics.
- Responsible for:
 - illegal pitches
 - fair / foul ball
 - batting infractions
 - infield fly

Base Umpire

- Face home plate.
- Take a position behind the shortstop on the right side (second base side).
- Go into the set position when the pitcher starts his motion.
- Share responsibility for calling illegal pitches.
- Responsible for lead off calls.



BALL HIT IN THE INFIELD

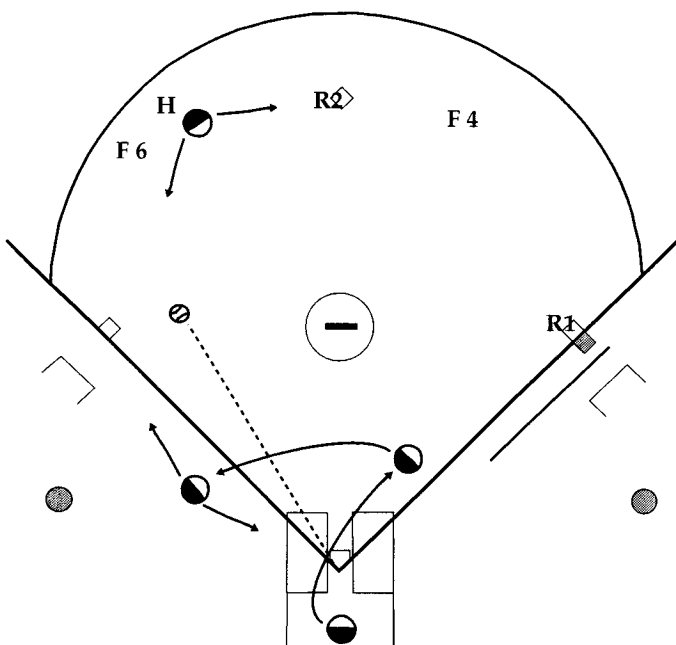
Plate Umpire

- Move in front of the plate.
- Keep your eyes on the ball.
- Responsibility to judge fair or foul.
- Hesitate to see where play develops.
- Responsible for:
 - spiking
 - overthrow out of play
 - 3-foot line interference

- Move toward 3rd base.
- After the first play on the infield, responsible for succeeding plays at 3rd base or home.

Base Umpire

- Watch the ball.
- Hesitate at H to see if F6 will make a play at 1st, 2nd or 3rd base.
- Move quickly toward the base where the play is made.
- Call all plays made on the first throw of the ball on the bases.
- Let the ball turn you into the play.
- Stop - set - wait.
- Call and signal.
- Watch the runner(s) touch base(s).



Section 11-Two Umpire System
Runners at 1st and 2nd base

BALL HIT TO THE OUTFIELD

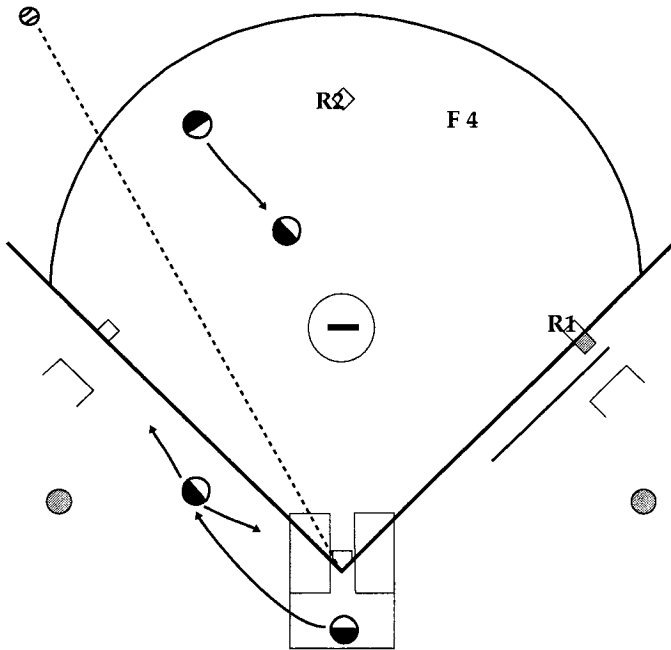


Plate Umpire

- Hustle out in front of the plate.
- Keep your eyes on the ball.
- Hesitate to judge fair/foul; catch/no catch.
- Move into foul territory.
- Anticipate a play at 3rd or home plate.
- Move quickly toward the base where the play is made.
- Let the ball turn you into the play.
- Stop - set - wait.
- Call and signal.
- Watch the runner(s) touch base(s).
- Assist your partner.

Base Umpire

- Watch the ball.
- Run into the infield and keep the play in front of you.
- Take the tag-ups at 1st and 2nd base.
- Take R1 into 2nd and the batter-runner into 1st and 2nd base.
- Make the calls on all 3 bases if the plate umpire is making a call at home plate.
- Move quickly toward the base where the play is made.
- Let the ball turn you into the play.
- Stop - set - wait.
- Call and signal.
- Watch the runner(s) touch base(s).

Section 11-Two Umpire System
Runners on 1st and 3rd base

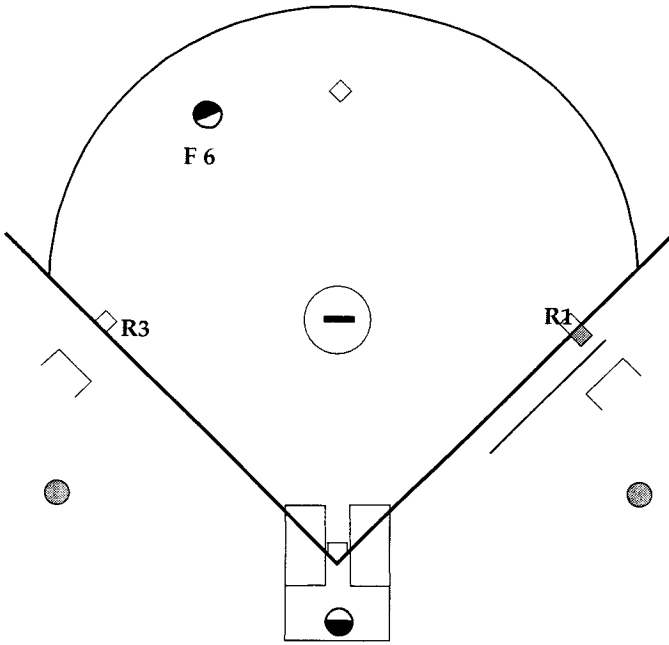
STARTING POSITION

Plate Umpire

- Take a position behind the catcher as explained in the plate umpire mechanics.
- Responsible for:
 - illegal pitches
 - fair / foul ball
 - batting infractions

Base Umpire

- Face home plate.
- Take a position behind the shortstop on the right side (second base side).
- Go into the set position when the pitcher starts his motion.
- Share responsibility for calling illegal pitches.
- Responsible for lead off calls.



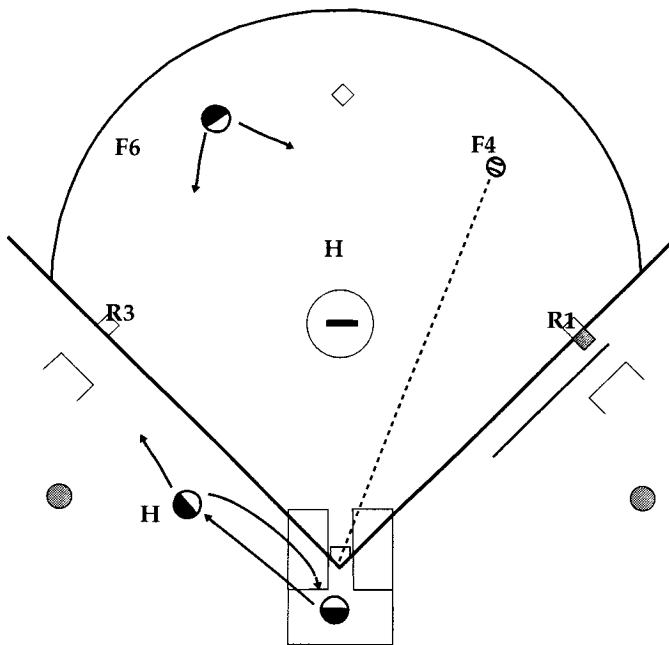
BALL HIT IN THE INFIELD

Plate Umpire

- Move into foul territory toward 3rd base.
- Keep your eyes on the ball.
- Responsible for:
 - spiking
 - overthrow out of play
 - 3-foot line interference
- Hesitate to let play develop.
- After the first play on the infield, responsible for succeeding plays at 3rd base or home.
- Watch the runner(s) touch base(s).

Base Umpire

- Watch the ball.
- Hesitate to see where the play will be made.
- Move quickly toward the base where the play is made.
- Call most plays made on the first throw.
- Let the ball turn you into the play.
- Stop - set - wait.
- Call and signal.
- Watch the runner(s) touch base(s).



Section 11-Two Umpire System
Runners on 1st and 3rd base

BALL HIT TO THE OUTFIELD

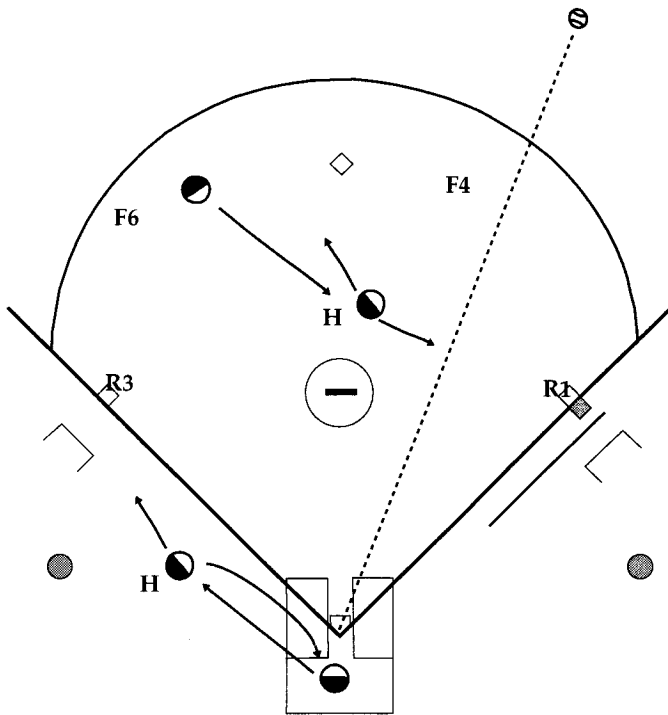


Plate Umpire

- Move into foul territory.
- Keep your eyes on the ball.
- Judge catch or no catch.
- Hesitate to watch the tag-up at 3rd base.
- Anticipate a play at 3rd or home plate.
- Move quickly toward the base where the play is made.
- Let the ball turn you into the play.
- Stop - set - wait.
- Call and signal.
- Watch the runner(s) touch base(s).

Base Umpire

- Watch the ball.
- Run into the infield and keep the play in front of you.
- Watch the touches and tag-ups at 1st and 2nd base.
- Take R1 into 2nd and batter-runner into 1st and 2nd base.
- Make the calls on all three bases if the plate umpire is making a call at home plate.
- Move quickly toward the base where the play is made.
- Let the ball turn you into the play.
- Stop - set - wait.
- Call and signal.
- Watch the runner(s) touch base(s).

Section 11-Two Umpire System
Runners on 2nd and 3rd base

STARTING POSITION

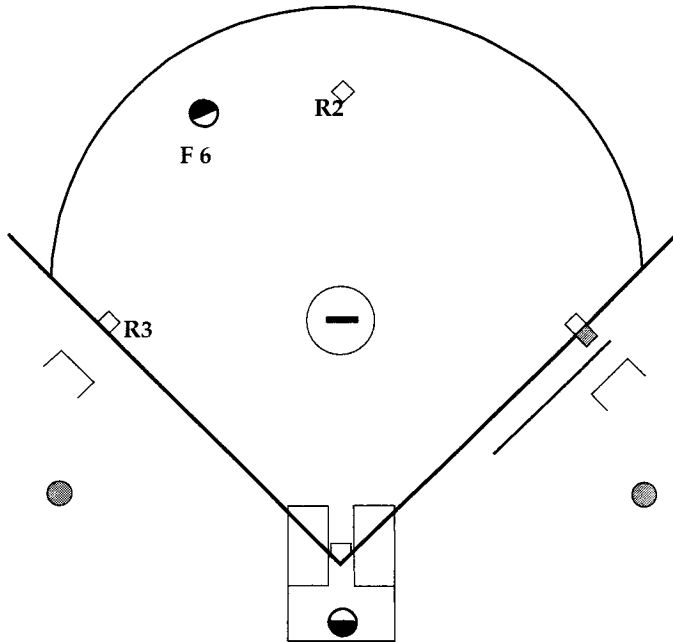


Plate Umpire

- Take a position behind the catcher as explained in the plate umpire mechanics.
- Responsible for:
 - illegal pitches
 - fair / foul ball
 - batting infractions

Base Umpire

- Face the plate.
- Take a position behind the shortstop on the right side (second base side).
- Go into the set position when the pitcher starts his motion.
- Share responsibility for calling illegal pitches.
- Responsible for lead off calls.

BALL HIT IN THE INFIELD

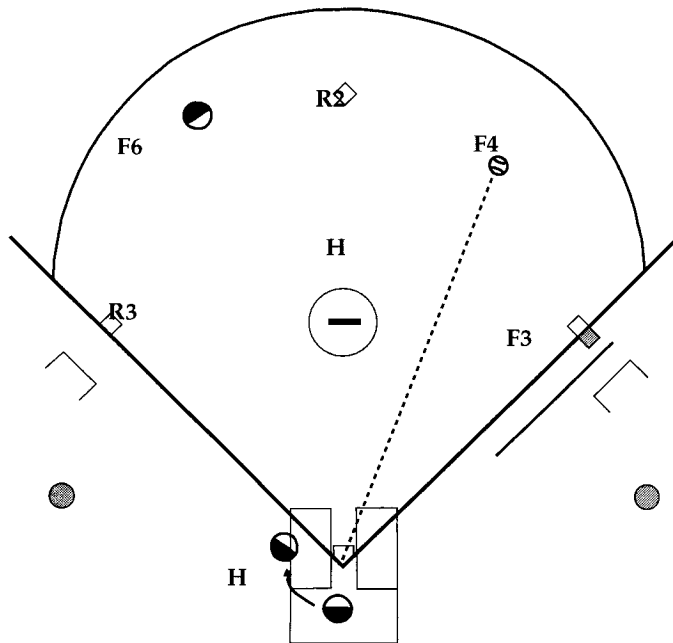


Plate Umpire

- Move into foul territory toward 3rd base.
- Keep your eyes on the ball.
- Hesitate, then responsibilities include:
 - judge fair or foul.
 - call spiking.
 - call overthrow out of play.
 - 3-foot line interference.
- Move quickly toward the base where the play is made.
- Let the ball turn you into the play.
- Stop - set - wait.
- Call and signal.
- **Note:** Be alert for a relay throw from F3 to home plate — be alert for possible run down between 3rd and home plate.

Section 11-Two Umpire System
Runners at 2nd and 3rd base

Base Umpire

- Watch the ball.
- Hesitate to see where play develops.
- **Note:** - If R3 comes home and R2 goes to 3rd, hustle toward the center of the diamond and avoid R2.
- Avoid a thrown ball.
- Move quickly toward the base where the play is made.
- Let the ball turn you into the play.
- Stop - set - wait.
- Call and signal.

BALL HIT TO THE OUTFIELD

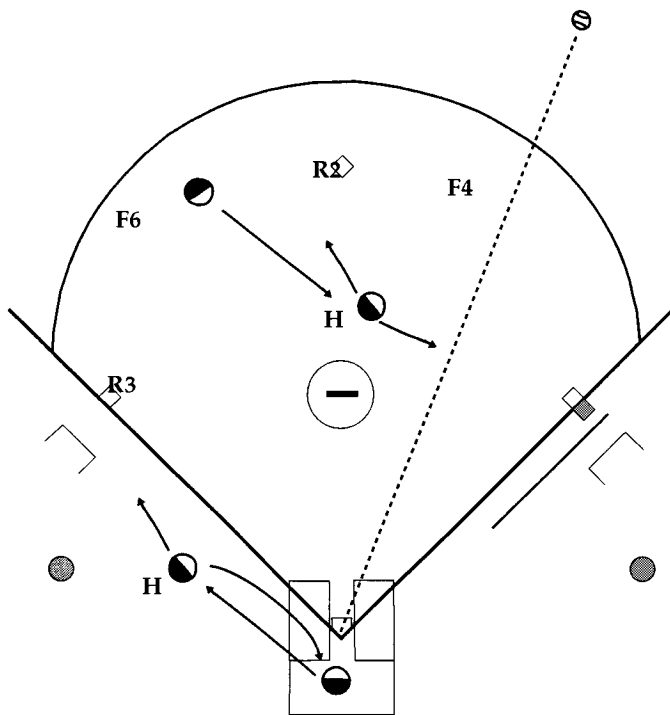


Plate Umpire

- Move into foul territory.
- Keep your eyes on the ball.
- Judge catch or no catch.
- Hesitate to watch tag-up at 3rd base.
- Anticipate a play at 3rd or home plate.
- Move quickly toward the base where the play is made.
- Let the ball turn you into the play.
- Stop - set - wait.
- Call and signal.
- Watch the runner(s) touch base(s).

Base Umpire

- Watch the ball.
- Run into the infield and keep the play in front of you.
- Watch the touches and tag-ups at 1st and 2nd base.
- Take batter-runner into 1st and 2nd base.
- Make the calls on all three bases if the plate umpire is making a call at home plate.
- Move quickly toward the base where the play is made.
- Let the ball turn you into the play.
- Stop - set - wait.
- Call and signal.
- Watch the runner(s) touch base(s).

Section 11-Two Umpire System
Bases Loaded

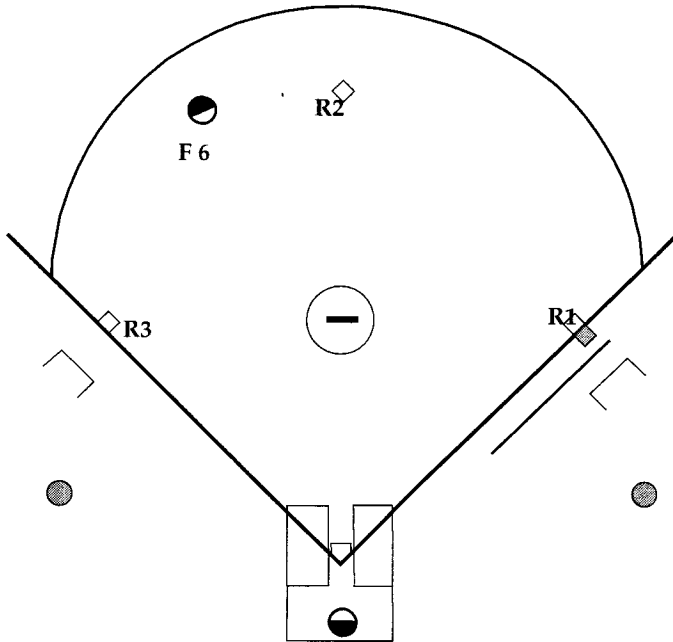
STARTING POSITION

Plate Umpire

- Take a position behind the catcher as explained in the plate umpire mechanics.
- Responsible for:
 - illegal pitches
 - fair / foul ball
 - batting infractions
 - infield fly, if less than 2 out

Base Umpire

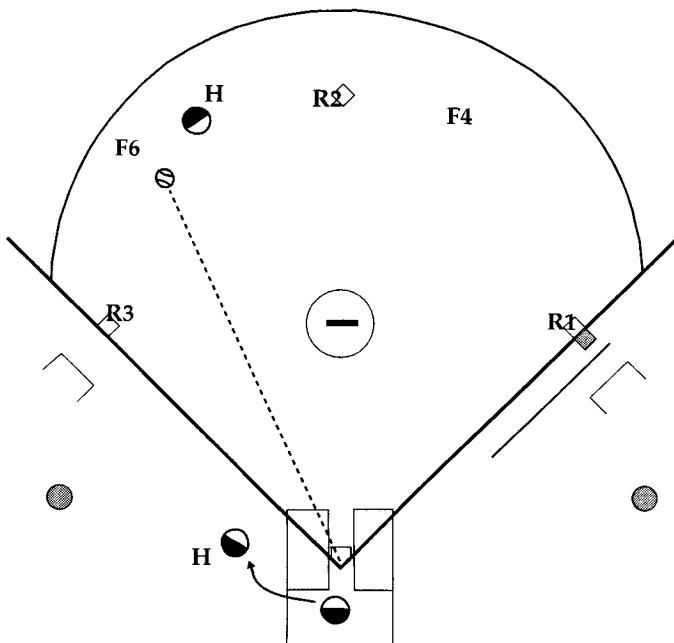
- Face home plate.
- Take position behind the shortstop on the right side (second base side).
- Go into the set position when the pitcher starts his motion.
- Share responsibility for calling illegal pitches.
- Responsible for lead off calls.



BALL HIT IN THE INFIELD

Plate Umpire

- Move into foul territory.
- Keep your eyes on the ball.
- Hesitate, then responsible for:
 - spiking
 - overthrow out of play
 - 3-foot line interference
- Anticipate a play at the plate.
- Move quickly toward the base where the play is made.
- Let the ball turn you into the play.
- Stop - set - wait.
- Call and signal.
- **Note:** A play at the plate is a force play.



Section 11-Two Umpire System
Bases Loaded

Base Umpire

- Watch the ball.
- Hesitate to allow the play to develop.
- Move quickly a few steps toward the base where the play is made.
- Let the ball turn you into the play.
- Stop - set - wait.
- Call and signal.
- Call all plays made on the first throw of the ball on the bases.
- Avoid a thrown ball and runners.

BALL HIT TO THE OUTFIELD

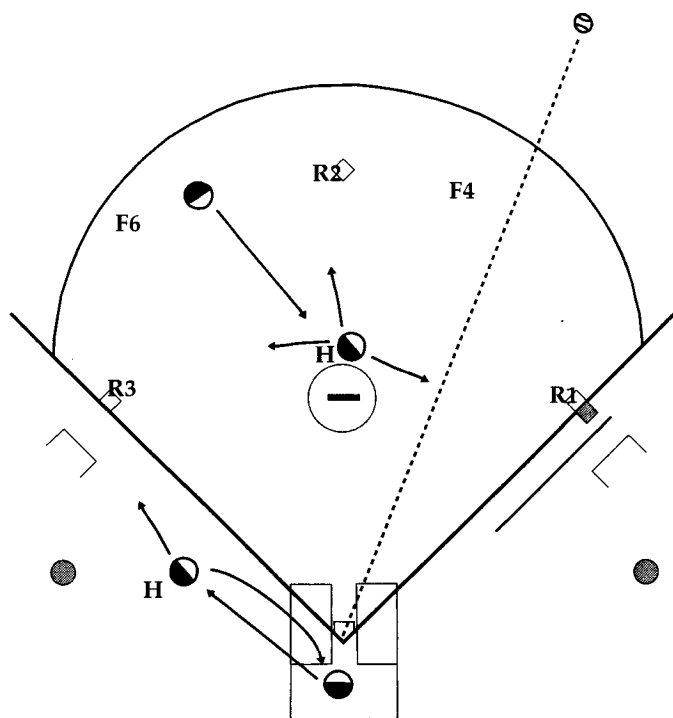


Plate Umpire

- Move into foul territory.
- Keep your eyes on the ball.
- Judge catch or no catch.
- Hesitate to watch tag-up at 3rd base.
- Anticipate a play at 3rd or home plate.
- Move quickly toward the base where the play is made.
- Let the ball turn you into the play.
- Stop - set - wait.
- Call and signal.
- Watch the runner(s) touch base(s).

Base Umpire

- Watch the ball.
- Run into the infield and keep the play in front of you.
- Watch the touches and tag-ups at 1st and 2nd base.
- Take R1 into 2nd and batter-runner into 1st and 2nd base.
- Make the calls on all 3 bases if the plate umpire is making a call at home plate.
- Move quickly toward the base where the play is made.
- Let the ball turn you into the play.
- Stop - set - wait.
- Call and signal.
- Watch the runner(s) touch base(s).