



What Makes a Good Umpire?

- Umpiring is as important to the success of a local little league program as is managing and coaching.
- Maturity, good judgement, ability to get along with adults & youngsters and the desire to do the job well are the attributes of a good umpire.
- A competent umpire is one who commands respect, knows the rules of the game and reacts intuitively to situations.

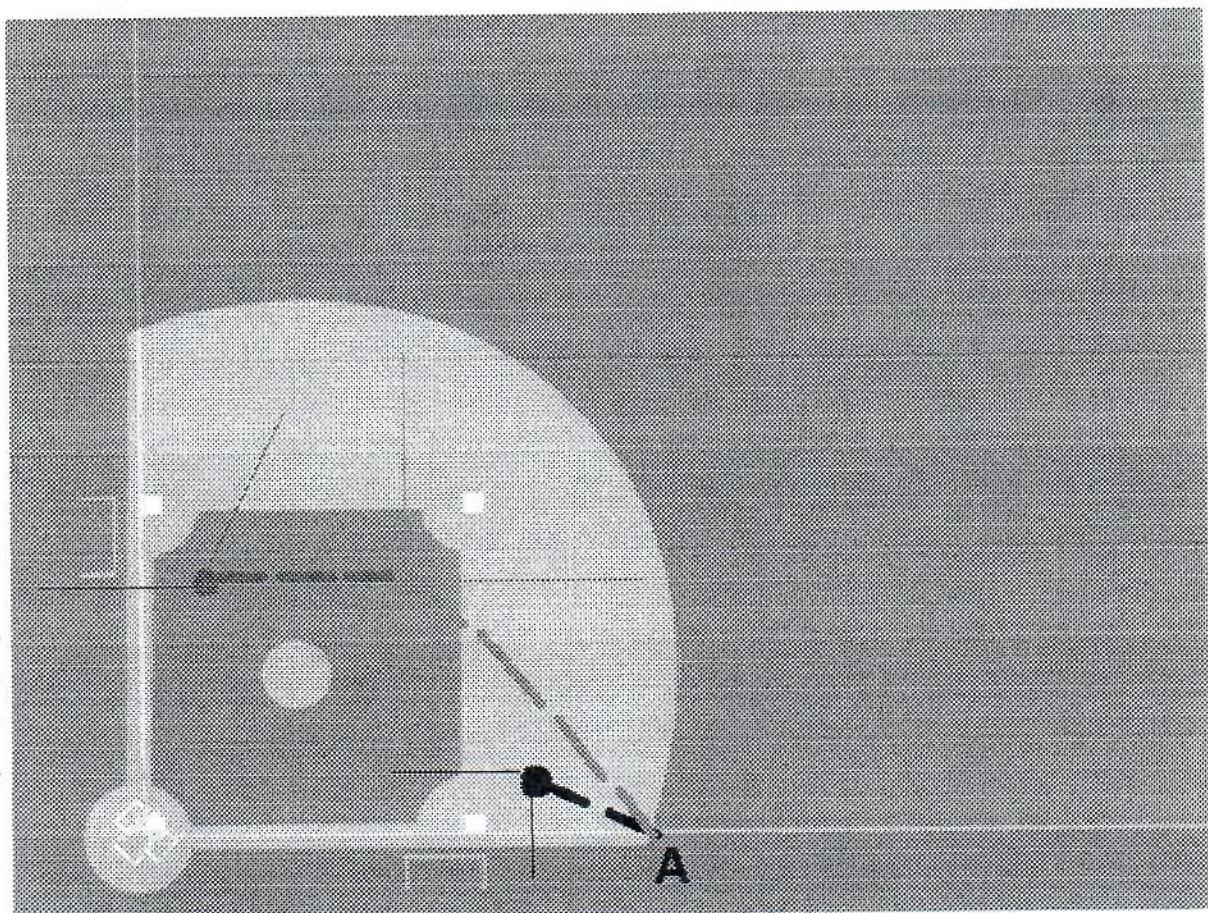


STANDARD PROCEDURE REMINDERS

1. Plate Umpire has all Fair or Foul Ball calls from home plate to 1st or 3rd bases.
2. When in the "A" position, the base umpire has Fair or Foul Ball calls from 1st base to the outfield fence.
3. When the base umpire is in "B" or "C" positions, the plate umpire has all Fair or Foul Ball calls from home plate down the 1st and 3rd baselines to the outfield fence.
4. On a two-man rotation, the home plate umpire is considered the "Chief Umpire".
5. Base umpire is labeled as A, B, or C in the diagrams shown below. The plate umpire is labeled a P.
6. Any diagram where plate umpire is not labeled P, should be assumed plate umpire will reposition to in front of home plate to oversee any action.
7. Plate Umpire has all fly ball "catch" calls, in the situation where a trouble ball could occur base umpire should turn around and make the "catch" call. When the base umpire turns around, the plate umpire is responsible for calls at any base, as well as tag-ups.
8. Plate and Base umpires should always watch for tag-ups.

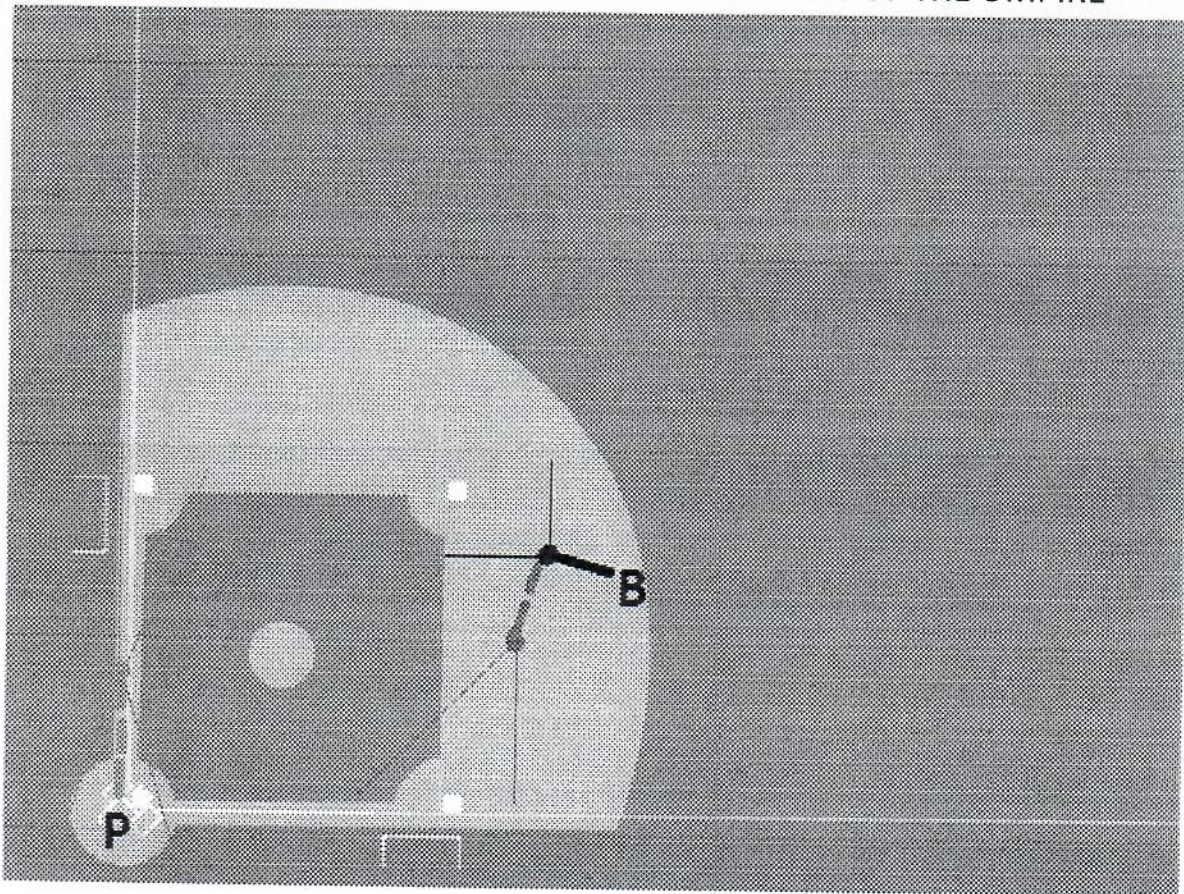
With no runners on base the bases umpire should be in the A position shown below. On a ball hit into the infield the umpire should come into fair territory so he is at a 90° angle with 1st base to make the call at 1st (shown in Black). If, with no runners on, the ball is hit into the outfield, the umpire should cut in behind the pitcher's mound so that he has a clear view of 2nd base and the outfield to make the call at second (shown in Red). This also enables him to run sideways to cover 3rd base (Shown in Blue).

SOLID LINES SHOW EXPECTED ANGLE FROM VIEW OF THE UMPIRE

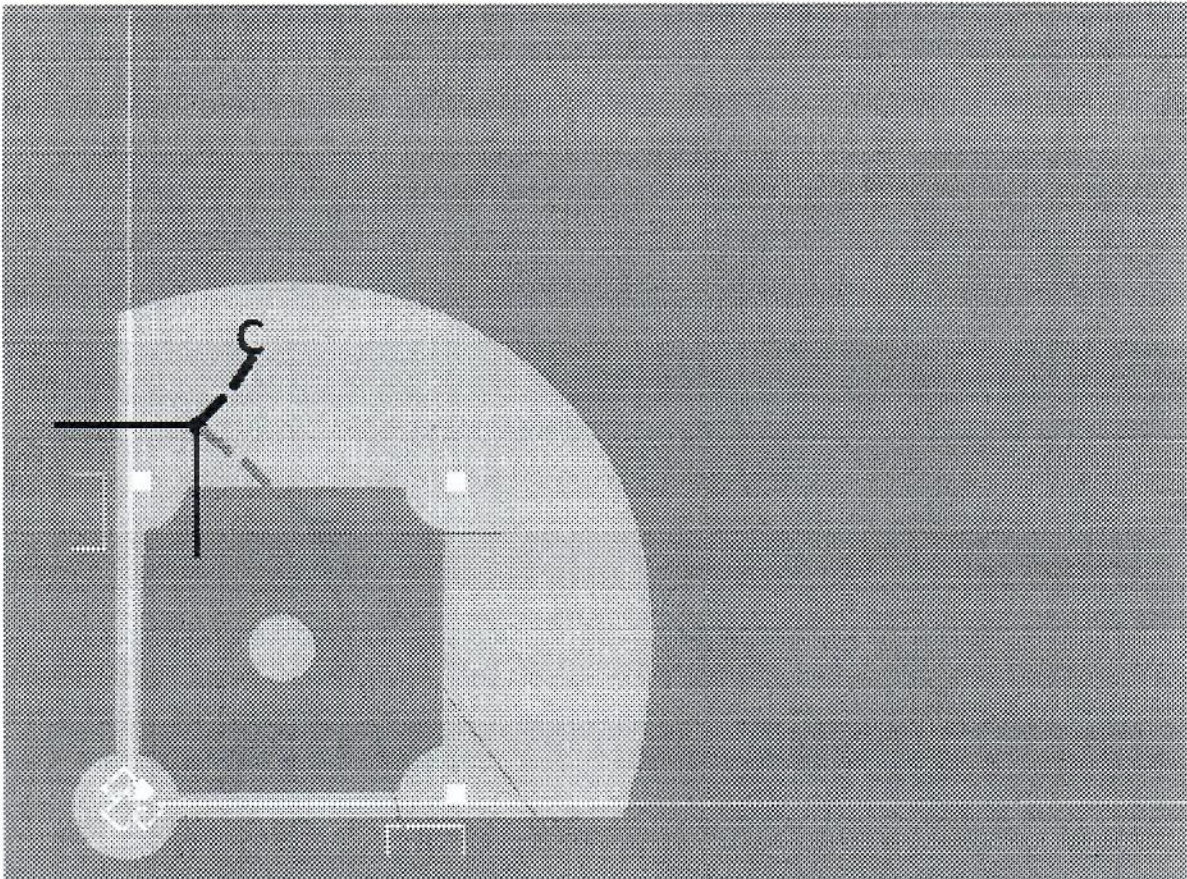


With a runner on first the base umpire should be in the B position shown below. With a runner on first the base umpire covers 2nd and 1st bases (shown in Black). If a double play is being made, the base umpire should make the call at second, take four steps towards 1st, freeze, and make the call at 1st base (shown in Blue). While the home plate umpire is responsible for 3rd and Home. The home plate umpire should come up halfway the 3rd baseline staying in foul territory and make any call necessary at 3rd (shown in Brown, with the ability to turn and see a call at home (shown in Red).

SOLID LINES SHOW EXPECTED ANGLE FROM VIEW OF THE UMPIRE



With runners on 1st and 2nd, the base umpire should be in the C position shown below. From the C position he can come in to make a call at 3rd base, positioning himself at a 90° angle from 3rd base (shown in Black). Or to cut in behind the pitcher's mound to make a call at 2nd or 1st base (shown in Red). From the C position the base umpire is responsible for calls at all bases.



One Base Umpire

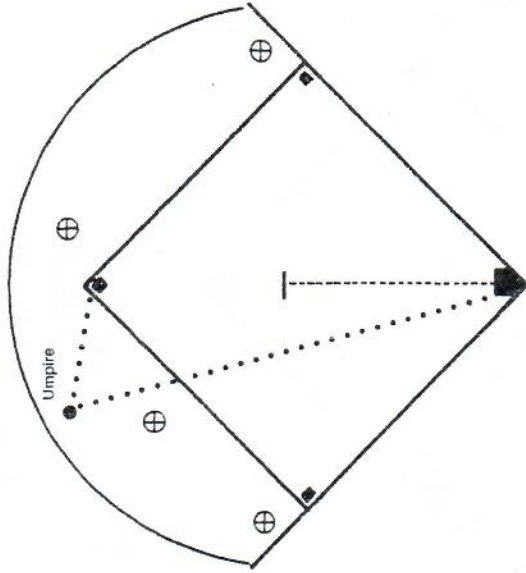


Diagram 3

RUNNER ON SECOND BASE

Take a position two or three steps behind and to the left of the shortstop. Again, line of vision is to the plate and to second base.

One Base Umpire

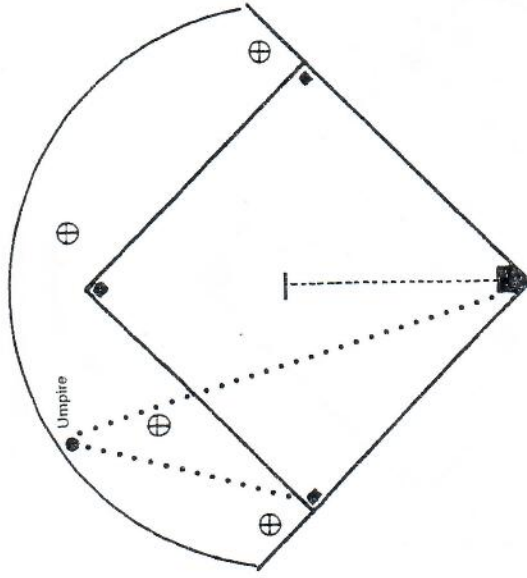


Diagram 4

RUNNER ON THIRD BASE

Take a position two or three steps behind and to the left of the shortstop. Line of vision is represented by dotted line.

One Base Umpire

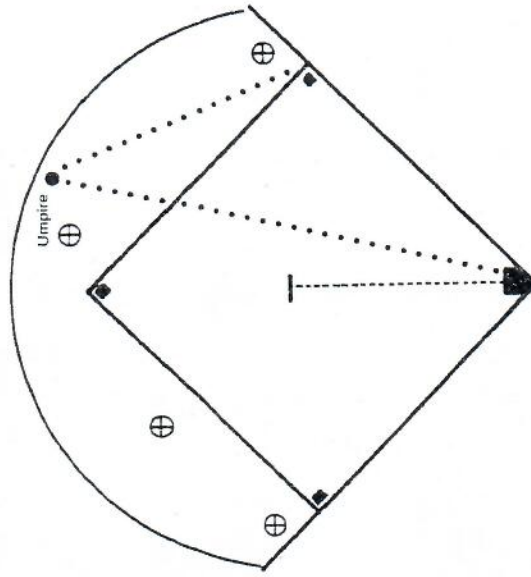


Diagram 2

RUNNER ON FIRST BASE

Take a position about halfway between first and second base and outside the base line. Dotted line indicates line of vision for the umpire who can see pitched ball reaching plate and also keep an eye on runner at first.

One Base Umpire

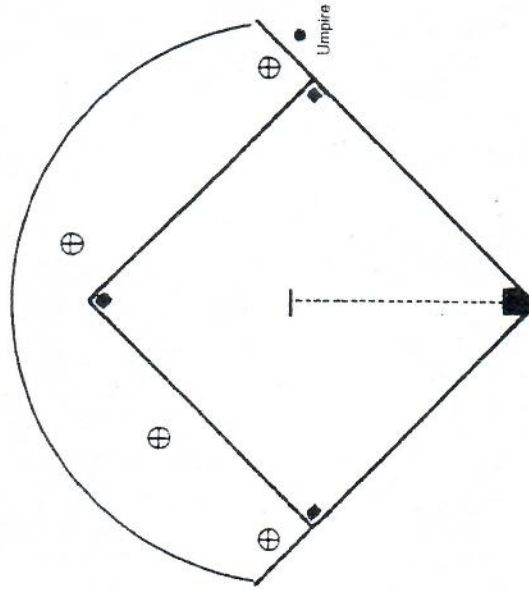


Diagram 1

BASES EMPTY

Take position along foul line in foul territory just back of first baseman.

One Base Umpire

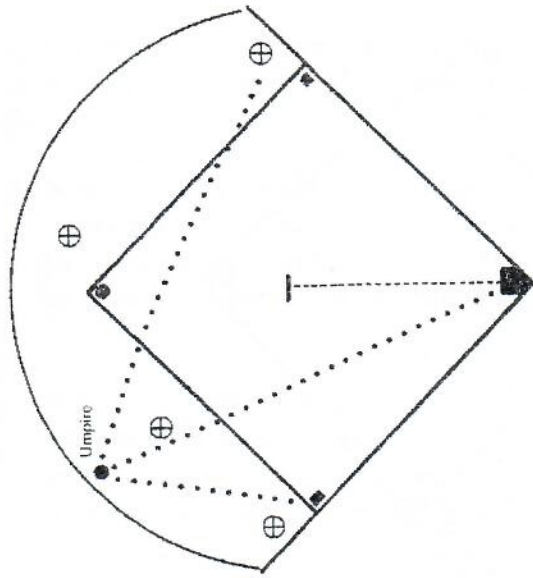


Diagram 8
BASES FULL

Take a position two or three steps behind and to the left of the shortstop. It is necessary in this situation to maintain line of vision to plate, first, second and third base areas.

One Base Umpire

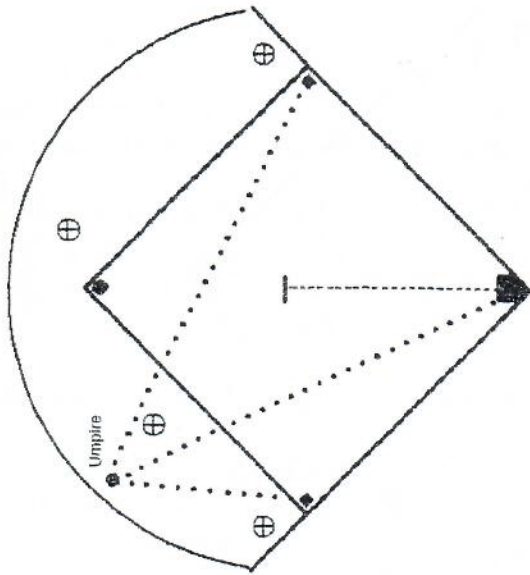
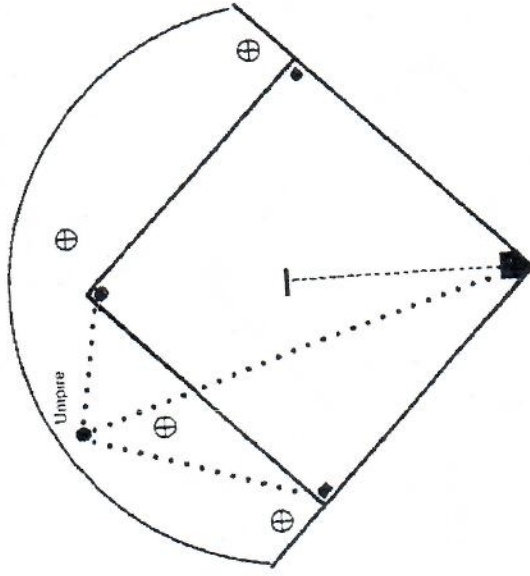


Diagram 7

RUNNERS ON FIRST AND THIRD

Take a position two or three steps behind and to the left of the shortstop. It is necessary in this situation to maintain line of vision to plate, first and third base areas.

One Base Umpire



One Base Umpire

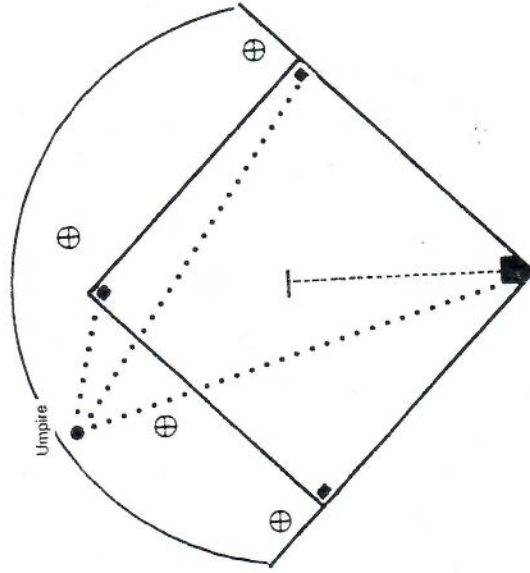


Diagram 5

RUNNERS ON FIRST AND SECOND

Take a position two or three steps behind and to the left of the shortstop. It is necessary in this situation to maintain line of vision to plate, first and second base runners.

Diagram 6

RUNNERS ON SECOND AND THIRD

Take a position two or three steps behind and to the left of the shortstop. It is necessary in this situation to maintain line of vision to plate, second and third base runners.

3 Umpire Mechanics – 60' Diamond

➤ Normal Mechanics – Clockwise Rotation

NOTE: When the PU goes to 3rd base, the PU will stay in foul territory then drift left or right depending on the play development @ 3rd base. The PU will not cut into the cutout, like 2 umpire mechanics.

1. No one on base; Hit to the outfield or Homerun (U1 @ A; U3 @ D)
 - U3 to the working area (BR @ 2nd base)
 - PU drifts towards 3rd base (BR @ 3rd base)
 - U1 to home plate when BR commits to 3rd base (BR @ home after BR commits to 3rd base)
2. R1 Only; Hit to the outfield (U1 @ A; U3 @ B)
 - U3 goes into the working area (BR @ 2nd base)
 - PU covers 3rd base (R1 @ 3rd base)
 - U1 to home plate when R1 commits to 3rd base (R1 @ home when R1 commits to 3rd base, otherwise BR back to 1st base)
3. R1 & R2; Fly ball (catch) to the outfield = tag situation (U1 @ B; U3 @ D)
 - U3 covers 2nd base and 1st base (R1 @ 2nd base & BR @ 1st base)
 - PU covers 3rd base (R2 @ 3rd base)
 - U1 drifts towards home plate (R2 @ home)
4. R1 & R3; Hit to the outfield (U1 @ B; U3 @ D)
 - U3 covers 2nd base and 1st base (R1 @ 2nd base & BR @ 1st base)
 - PU covers 3rd base (R3 touch @ home, then R1 @ 3rd base)
 - U1 drifts toward home plate when BR commits to 2nd base (R1 @ home)
5. R3 Only; Hit to the outfield (U1 @ A; U3 @ D)
 - U3 to the working area (BR @ 2nd base)
 - PU drifts towards 3rd base (R3 touch @ home, then BR @ 3rd base)
 - U1 to home plate when BR commits to 3rd base (BR @ home)

➤ Reverse Rotation – Semi-Counter-Clockwise

1. R1 & R2; Clean hit to the outfield (U1 @ B; U3 @ D)
 - U3 slides toward 3rd base (R1 @ 3rd base and back to 2nd base)
 - PU stays at home (R2 @ home)
 - U1 pivots inside and takes BR to 2nd base (BR @ 2nd base and back to 1st base)
2. Bases Loaded; Clean hit to the outfield (U1 @ B; U3 @ D)
 - U3 slides toward 3rd base (R1 @ 3rd base & back to 2nd base; R2 back to 3rd base)
 - PU stays at home (R3 & R2 @ home)
 - U1 pivots inside and takes BR to 2nd base (BR @ 2nd base and back to 1st base)

Two Base Umpires

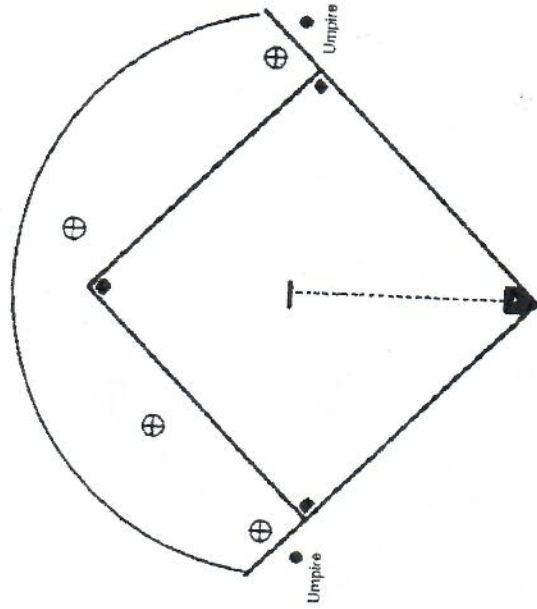


Diagram 9
BASES EMPTY

First base umpire in foul territory just back of first base. Umpire at third base in foul territory just back of third base.

Two Base Umpires

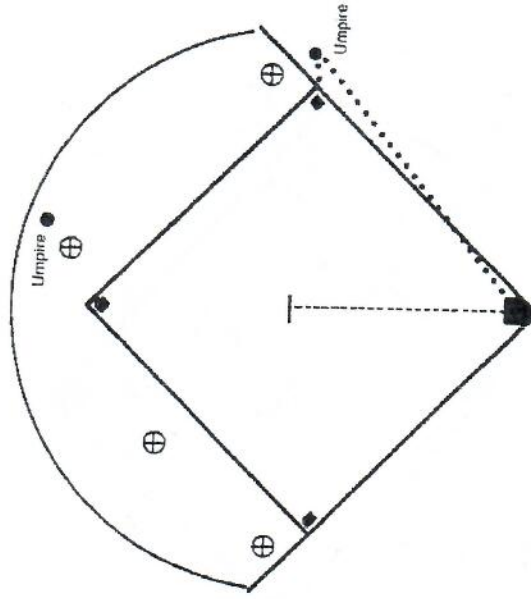


Diagram 10

RUNNER ON FIRST BASE

Umpire at third base moves out to position between second base and first to take care of play that might come into second base. Umpire at first base remains in foul territory getting in position to watch pitched ball reach batter and watch runner on first base.

Two Base Umpires

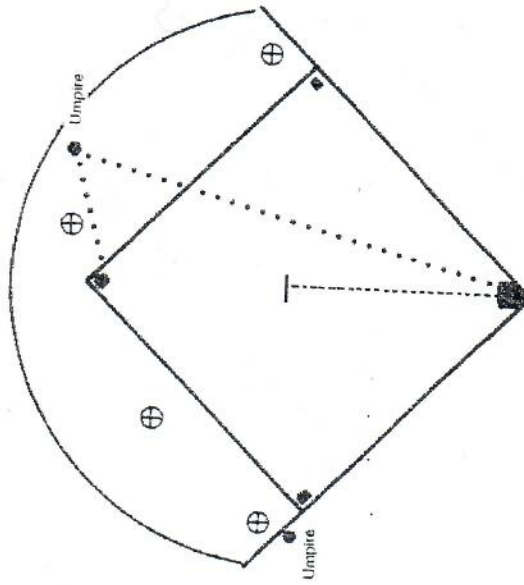


Diagram 11

RUNNER ON SECOND BASE

Umpire at third base in foul territory back of third base for possible play at third base. Umpire at first base takes up position between second base and first. Line of vision is to plate and second base.

Two Base Umpires

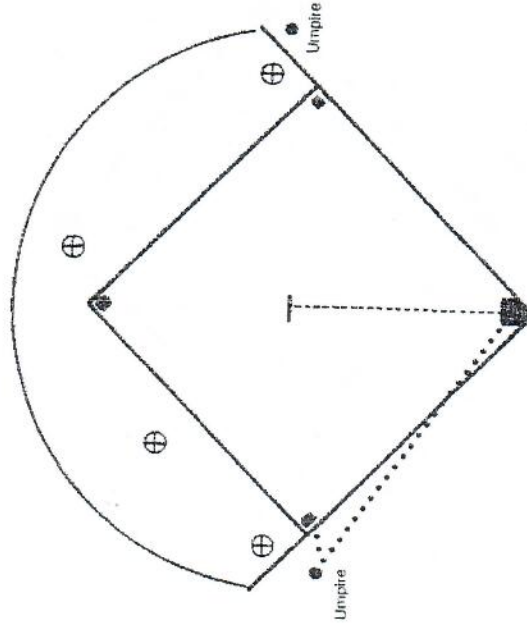


Diagram 12

RUNNER ON THIRD BASE

Umpire at first base in foul territory to await any play at first base. Umpire at third base in foul territory back of third base to see pitched ball reach batter and watch runner on third base.

Two Base Umpires

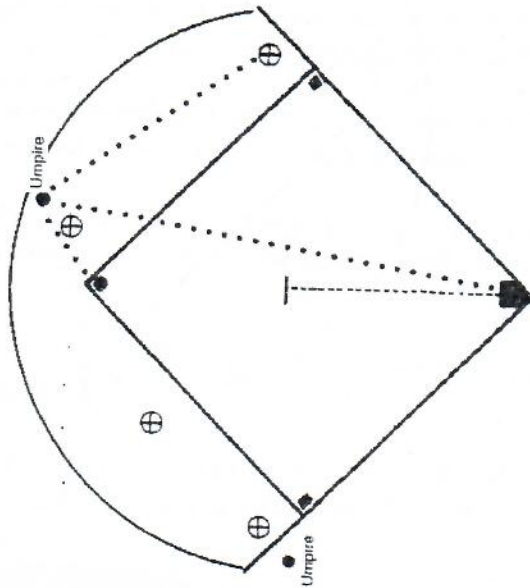


Diagram 13

RUNNERS ON FIRST AND SECOND

Umpire at first base between second base and first base sees pitched ball reach batter and watch runners at first and second bases. Umpire at third base in foul territory back of third base await any play that might occur there.

Two Base Umpires

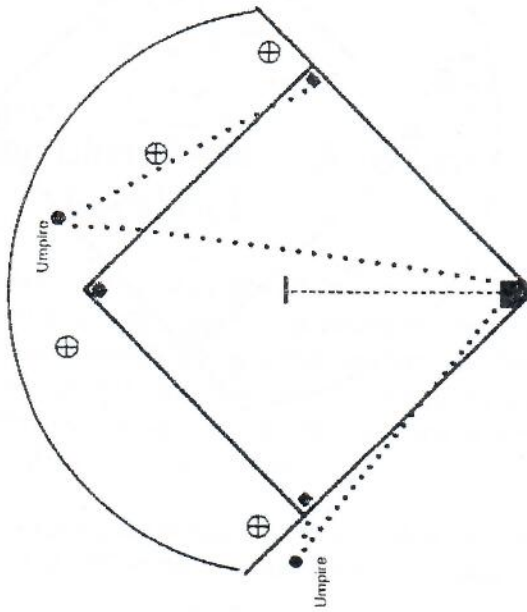


Diagram 14

RUNNERS ON FIRST AND THIRD

Umpire at first base in the B position; between first and second base to see the pitched ball reach the batter and watch the runner on first base. Umpire at third base in foul territory back of third base to see pitched ball reach batter and watch runner on third base.

Two Base Umpires

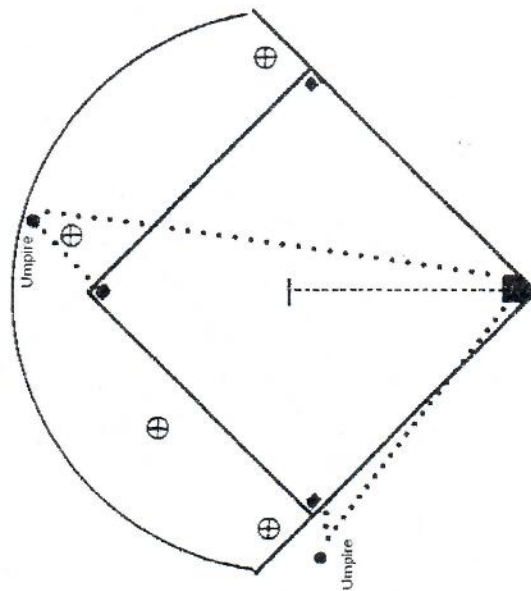


Diagram 15

RUNNERS ON SECOND AND THIRD

Umpire on first base positioned between second base and first base can see pitched ball reach batter and watch runner on second base. Umpire on third base in foul territory back of third can also see ball reach batter and watch runner on third base.

Two Base Umpires

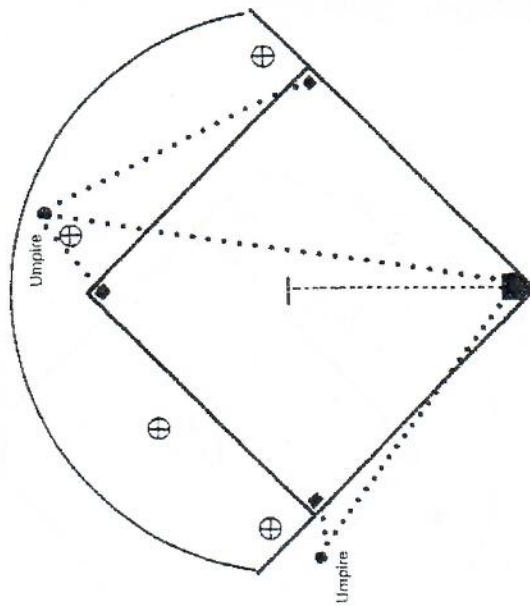


Diagram 16
BASES FULL

Umpire at first base moves between second base and first base. Umpire at third base in foul territory back of third base has clear view of plate as well as third base.