

SIGNALING



PLATE UMPIRE



Signalling "OUT"

- Mask always in left hand
- Right arm creates right angle

Signalling "SAFE"

- Mask always in left hand
- Arms outstretched and parallel to ground
- Fingers together

Giving Count

- Always use fingers to indicate count. Do Not use closed fists to indicate full count.





“Strike One”



“Ball Two”

STRIKE / BALL

- Always call “strikes” by the number.
- “Strikes” are called while coming out of your plate set position or standing upright.
- “Balls” are also called by the number.
- There is no visual signal for “balls.”
- “Balls” are called vocally while remaining down in the plate set position.
- Use an appropriate voice with your visual signal. “Strike 3” should be more emphatic than “Strike 2.”
- Regardless of your strike mechanic, keep your eyes on the ball as you call the pitch.

TAKING OFF MASK

- Always use LEFT HAND to remove mask.
- Grasp mask in lower left padded area.
- Pull bottom of mask STRAIGHT OUT and Push STRAIGHT UP clearing the brim of the hat.



Step#1



Step #2



Step #3



"Wrong Way"

- Poor technique can obstruct your vision and cause you to lose sight of the ball momentarily.

FAIR / FOUL



...Indicates Fair Ball
Down First Base Line...
(NO VOICE)
Pump "Fair" As Necessary



...Indicates Fair Ball
Down Third Base Line...
(NO VOICE)
Pump "Fair" As Necessary



"FOUL!"

If practical, you shall remove your mask
for fair/foul decisions.
Sometimes you will not have time to remove your mask
(eg. screaming line drive down the line
or bunt near the line that catcher pounces on).

The closer the ball is to
being fair or foul, the
more emphatic the call.
SELL THE CALL!

GETTING HELP ON HALF-SWING



“Did he go?”



“Yes, he did!”
(Same as Out signal)



“No, he didn’t!”
(Same as Safe signal)

To avoid a serious communication problem, always ask for help with your left hand. Many problems can arise by using the right hand (the *strike* hand). Your partner may misunderstand your strike mechanic as a request for help and indicate that the batter “did not go” thus leading to a humiliating double call.

SIGNALING "PLAY"



Step #1

"PLAY!"



Step #2

After time has been suspended or to start the game, it is advisable for the umpire to signal "Play!". The plate umpire should not call "Play!" until the pitcher has the ball in his possession, is on the rubber, and the batter is reasonably set in the batter's box.



"TIME!"

This signal may be used to allow a hitter to get set. It cannot be seen as clearly as both arms raised and should not be routinely substituted for the better signal. Make sure your partner, the pitcher, and everyone else is aware that Time Is Out! This signal has the same impact as both arms high in the air.

OR

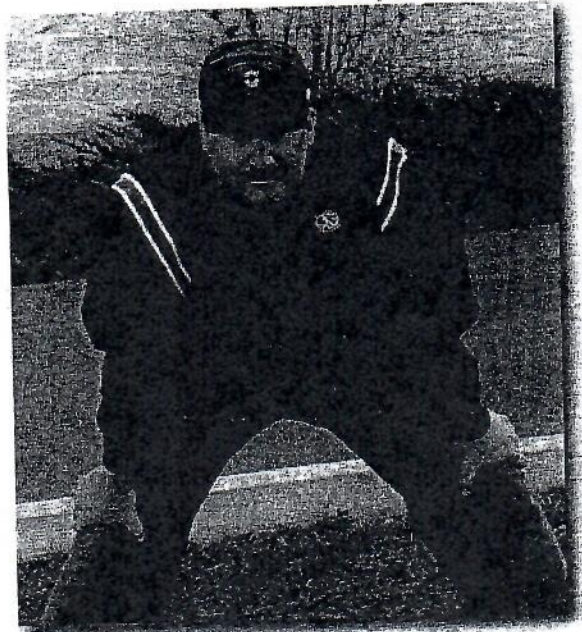


It is very important that everyone on the field knows when you have called "Time." The clearest signal for you to use is both arms raised high into the air. This signal should be repeated by your partner whenever you stop play.

THE SET POSITION



RIGHT



WRONG

The Set Position Shall:

Be assumed by the Base Umpire *before every pitch.*

Be assumed by all umpires *before calling most plays.* (Note: There will be situations that dictate a Standing Set.)

Assuming the Set Position:

Lower your seat; do not bend over from the waist.

Place hands on knees or thighs; not inside legs.

Keep your head up; do not drop the chin.

Align elbows with arms.

Relax your shoulders; dissipate the physical tension.

Keep your weight forward in your stance. This enhances agility.

THE "SAFE" MECHANIC



Making the "Safe" call
"Safe!"

It is imperative that the umpire is set to see each play. Whenever possible, it is advisable to assume the hands-on-knees set position. After the play is completed, the umpire initiates his safe call and returns to his set position.



THE "OUT" MECHANIC



Making the "Out" call
"He's OUT!"

The hands-on-knees set position is advisable on all force plays in which the umpire has time to set up with no subsequent play possibility. The "out" signal should be accompanied by appropriate voice... louder and more emphatic on close plays and quieter, less demonstrative on routine plays.



CATCH

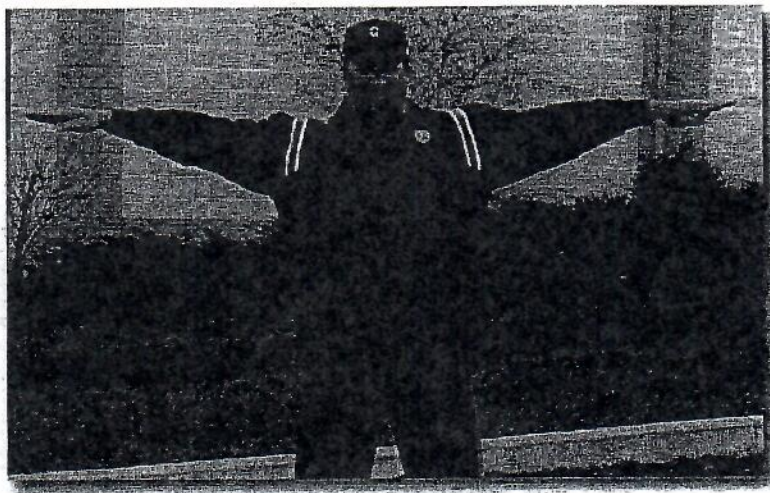


“That’s a catch! He’s Out!”

On questionable plays in the outfield *or* infield, the umpire should always indicate whether or not the ball was caught. This is the only way runners and coaches are made aware of the status of the ball.

NO CATCH

The *No Catch* signal is an emphatic safe call accompanied by the proper voice...“No catch! No catch!”



“No catch! No catch!”

FOUL BALL



Signal "Time"
then point foul
as you declare,
"FOUL!"



A "foul" ball is first indicated by raising both arms and signalling "Time." This kills all play and alerts the runners and coaches. The umpire then points toward foul territory. The arm and hand signals are accompanied by emphatic voice..."Foul!"

FAIR BALL

No voice is ever used to indicate that a ball is fair. By pointing into fair territory the umpire indicates fair ball.

Point fair
(no voice)



OBSTRUCTION / NO PLAY ON OBSTRUCTED RUNNER



...that's OBSTRUCTION!"
(Point to obstruction at time
of occurrence.)



"TIME..."

NOW...You Either:



"You, stay right there!"

OR

"You, third base (or whatever
base you deem appropriate)"



Unless a play is being made on the obstructed runner or the B-R is obstructed before reaching first base, the ball remains alive and in play.

OBSTRUCTION

(Play Being Made On Obstructed Runner)

AWARDING BASES



“TIME...”



...that's OBSTRUCTION!"
(Point to violation)



“...You...”
(Pointing to obstructed runner)

...Third base!”
(or whatever base you deem appropriate)”



“Time” is called immediately when a play is being made on a runner who has been obstructed. When a B-R is obstructed after hitting a fly ball, the ball shall not be immediately killed. If the catch is made, it shall count and the obstruction disregarded. If the B-R is obstructed after hitting a ground ball, the ball shall be killed immediately and the obstruction penalty enforced.

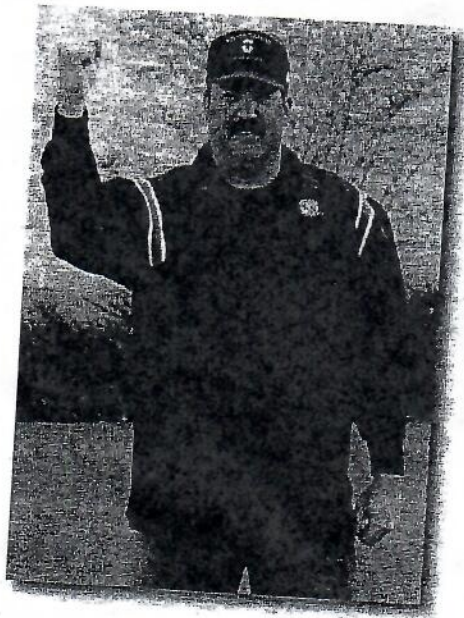
RUNNER INTERFERENCE (Runner Touched by Fair Ball)



"TIME!"
(kill the play at the moment
of interference)



"That's Interference"
(Point to violation)



"He's Out!"
(call the runner out)

...at this time, the umpire signals all runners to return to their original bases.

BATTER-RUNNER INTERFERENCE



“Time!...”



“...That’s Interference...”



“...The Batter’s Out!”

Unlike batter interference on a steal or pick-off attempt, interference by the batter-runner is cause for calling “Time” immediately and enforcing the penalty.