# Three Umpire Mechanics

## 60-Foot Diamond

Use in conjunction with LLHQ text document available (soon) in the Field Mechanics Manual (60 Foot Diamond)

#### **List of Revisions**

Rev	Slide	Major Change(s)
1	2.2	CH PU text on ground ball movement
1	Table 1	ADD Table 1 to explain multiple slides for 1 <sup>st</sup> to 3 <sup>rd</sup> coverage
1	2.5	ADD text on first-to-third mechanics coverage
1	2.6	ADD text on first-to-third mechanics coverage
1	3.2	CH U3 corrected text (typo)
1	3.5	CH diagram for PU movement to 3 <sup>rd</sup> ; ADD text on first-to-third mechanics coverage
1	3.6	CH diagram for PU movement to 3 <sup>rd</sup> ; ADD text on first-to-third mechanics coverage
1	4.3-4.6	CH U3 movement to come inside, either direct into fair or J-Hook from foul. DEL old 4.4. Renumber 4.5 as 4.4 & 4.6 as 4.5
1	5.3	CH U3 movement to come inside either direct into fair or J-Hook from foul
1	5.5	CH diagram for PU movement to 3 <sup>rd</sup> ; ADD text on first-to-third mechanics coverage
1	5.6	CH diagram for PU movement to 3 <sup>rd</sup> ; ADD text on first-to-third mechanics coverage
1	6.3	CH U3 movement to come inside either direct into fair or J-Hook from foul
1	6.5	CH diagram for PU movement to 3 <sup>rd</sup> ; ADD text on first-to-third mechanics coverage
1	6.6	CH diagram for PU movement to 3 <sup>rd</sup> ; ADD text on first-to-third mechanics coverage
1	7.3	CH U3 movement to come inside either direct into fair or J-Hook from foul
1	7.5	CH diagram for PU movement to 3 <sup>rd</sup> ; ADD text on first-to-third mechanics coverage
1	7.6	CH diagram for PU movement to 3 <sup>rd</sup> ; ADD text on first-to-third mechanics coverage
1	8.3	CH U3 movement to come inside either direct into fair or J-Hook from foul
1	8.5	CH diagram for PU movement to 3 <sup>rd</sup> ; ADD text on first-to-third mechanics coverage
1	8.6	CH diagram for PU movement to 3 <sup>rd</sup> ; ADD text on first-to-third mechanics coverage

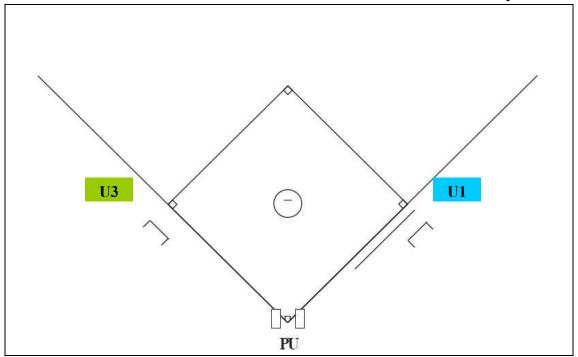


Figure 1

1.1 General Principles				
PU	U1	U3		
Responsible for:	Set up 10-12 feet behind 1 <sup>st</sup>	Set up 10-12 feet behind 3 <sup>rd</sup>		
All line drives and fly balls, except	baseman, with both feet in foul	baseman, with both feet in foul		
<b>TROUBLE</b> balls when a base	territory.	territory.		
umpire goes out.				
All plays at home.				
	On <i>TROUBLE</i> balls to the outfield, base umpires need only go out when absolutely necessary for a difficult play (fair/foul on the line, shoestring catch, multiple fielders converging, ball hit to the warning track, and when outfielder shows you his back for a catch attempt).			

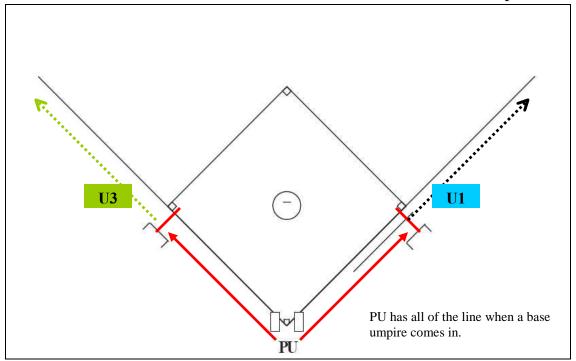


Figure 2

1.1.1 Fair/Foul Responsibility				
PU	U1	U3		
The PU has the call on both lines up to the front of the bag.  Assumes entire foul line when U1 or U3 come in.	Has the call from the bag and beyond when going out on a <i>TROUBLE</i> ball call.	Has the call from the bag and beyond when going out on a <i>TROUBLE</i> ball call.		

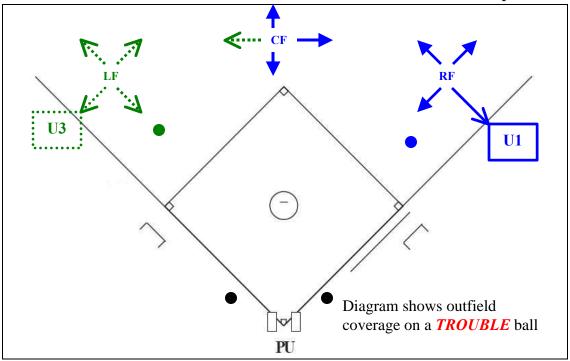


Figure 3

1.1.2 Catch/No Catch Responsibility and Neutral Positions Between Innings				
PU	U1	<b>U3</b>		
The PU has ALL Catch/No-Catch	Normally a base umpire will not	Normally a base umpire will not		
calls in the infield. Also in the	have a Catch/No Catch call.	have a Catch/No Catch call.		
outfield, with one	However, if a base umpire does go	However, if a base umpire does go		
<b>EXCEPTION</b>	out on a <b>TROUBLE</b> ball then the	out on a <b>TROUBLE</b> ball then the		
	outfield coverage is:	outfield coverage is:		
If any base umpire goes out on a				
<b>TROUBLE</b> ball, then that base	U1 has the Right Fielder in any	U3 has the Left Fielder in any		
umpire will take the Catch/No	direction and the Center Fielder	direction and the Center Fielder		
Catch call.	coming in, going back and to his	going to his RIGHT.		
	LEFT.			
N	Neutral Positions Between Innings			
•	•	•		
On same side as team entering	Away from fielders warming up.	Away from fielders warming up.		
field for defensive play.				
	Base umpires will "break" from their neutral positions at the same time. An agreed upon signal, usually when the catcher throws the last warm up pitch to second, make eye contact and break to starting positions to arrive at the same time. Also determine if Standing Set or Hands-on-Knee Set will be used. All Base Umpires will use the same set position.			

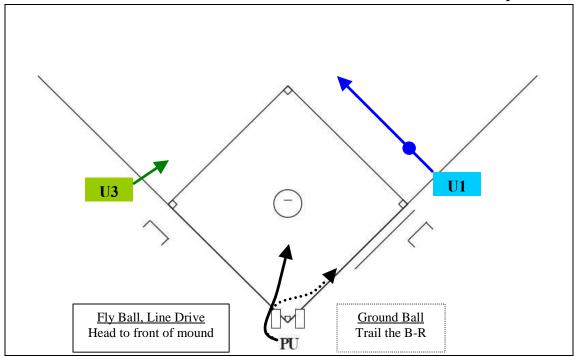


Figure 4

1.2 No Runners, Ground Ball, Fly Ball and Line Drive to the Infield				
PU	U1	<b>U3</b>		
Line Drives & Fly Balls  Move to area in front of pitchers mound to get best view of the ball.  Ground Balls  Clear catcher – Trail the Batter-Runner. Directly responsible for any overthrows at 1 <sup>st</sup> , and, if asked, will assist U1 with swipe tags, pulled foot, etc.  Responsible for: Catch/No Catch on all fly balls and line drives in the infield, and BR at home.	Move into fair territory staying to the outside of the working area to obtain best angle/distance for any play at 1 <sup>st</sup> and any play that develops at 2 <sup>nd</sup> .  Responsible for: BR touch of 1 <sup>st</sup> , BR back into 1 <sup>st</sup> , and BR to 2 <sup>nd</sup> .	Move into fair territory staying to the outside of the infield to obtain best angle/distance for any play at 3 <sup>rd</sup> .  Responsible for: BR to 3 <sup>rd</sup> , and BR back into 3 <sup>rd</sup> .		
DR at nome.				

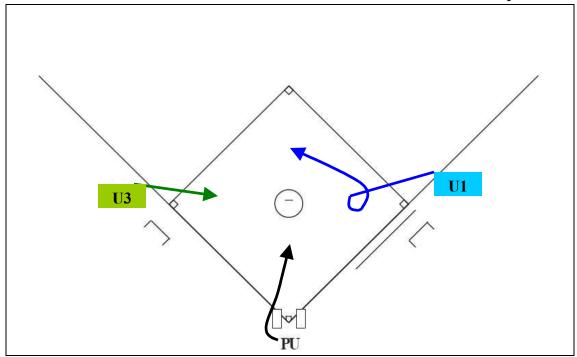


Figure 5

1.3 No Runners, Fly Ball and Line Drives to the Outfield				
PU	U1	U3		
Move to area in front of pitchers	Pivot into the working area for all	Pivot into the infield, chest to the		
mound to get best view of the ball.	plays at 1 <sup>st</sup> & 2 <sup>nd</sup> .	ball to obtain best angle to observe		
		plays at 3 <sup>rd</sup> .		
Responsible for:	Responsible for:			
Catch/No Catch on non-trouble	BR touch of 1 <sup>st</sup> ,	Responsible for:		
balls, and	BR back into 1 <sup>st</sup> , and	BR to 3 <sup>rd</sup> , and		
BR at home.	BR to 2 <sup>nd</sup> .	BR back into 3 <sup>rd</sup> .		

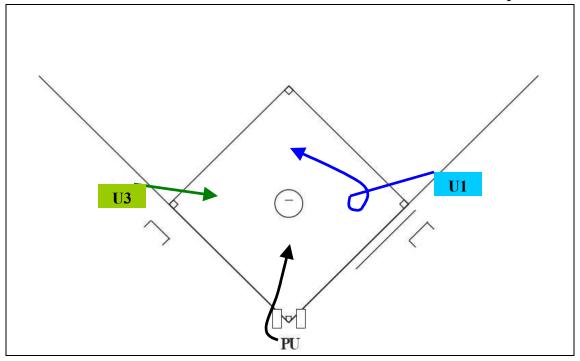


Figure 6

1.4 No Runners, Base Hit to the Outfield				
PU	U1	U3		
Move to area in front of pitchers	Pivot into the working area for all	Pivot into the infield, chest to the		
mound to get best view of the play	plays at 1 <sup>st</sup> & 2 <sup>nd</sup> .	ball to obtain best angle to observe		
and any play at home.		plays at 3 <sup>rd</sup> .		
	Responsible for:			
Responsible for:	BR touch of 1 <sup>st</sup> ,	Responsible for:		
BR at home.	BR back into 1 <sup>st</sup> , and	BR to 3 <sup>rd</sup> , and		
	BR to 2 <sup>nd</sup> .	BR back into 3 <sup>rd</sup> .		

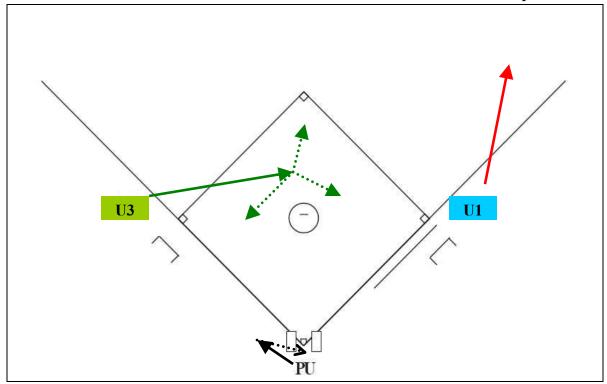


Figure 7

1.5 No Runners, U1 Goes Out				
PU	<b>U1</b>	<b>U3</b>		
Move a few feet down the 3 <sup>rd</sup>	Goes out on the <b>TROUBLE</b> ball.	Pivot into the working area for all		
base foul line in foul territory to		plays at 1 <sup>st</sup> , 2 <sup>nd</sup> and 3 <sup>rd</sup> .		
observe any plays at 3 <sup>rd</sup> .	Responsible for:			
	Fair/foul decision if hit near the	Responsible for:		
Responsible for:	foul line, and	BR touch of 1 <sup>st</sup> ,		
BR at home.	Catch/no catch call.	BR back into 1 <sup>st</sup> ,		
		BR to 2 <sup>nd</sup> ,		
	Stay out until the play has ended.	BR back into 2 <sup>nd</sup> ,		
		BR to 3 <sup>rd</sup> , and		
		BR back into 3 <sup>rd</sup> .		

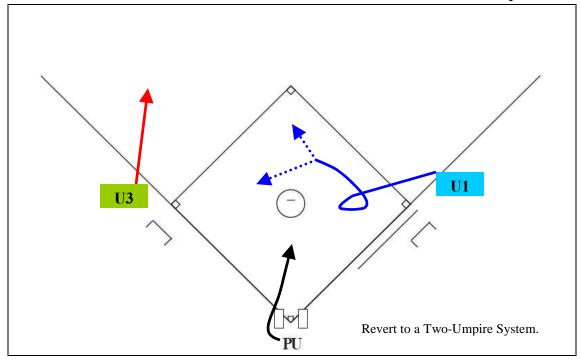


Figure 8

1.6 No Runners, U3 Goes Out				
PU	U1	<b>U3</b>		
Move to area in front of pitchers mound to get best view of the play	Pivot into the working area for all plays at 1 <sup>st</sup> & 2 <sup>nd</sup> , and 3 <sup>rd</sup> .	Goes out on the <i>TROUBLE</i> ball.		
and any play at home.		Responsible for:		
	Responsible for:	Fair/foul decision if hit near the		
Responsible for:	BR touch of 1 <sup>st</sup> ,	foul line, and		
BR at home.	BR back into 1 <sup>st</sup> , BR to 2 <sup>nd</sup> ,	Catch/no catch call.		
	BR back into 2 <sup>nd</sup> , BR to 3 <sup>rd</sup> , and BR back into 3 <sup>rd</sup> .	Stay out until the play has ended.		

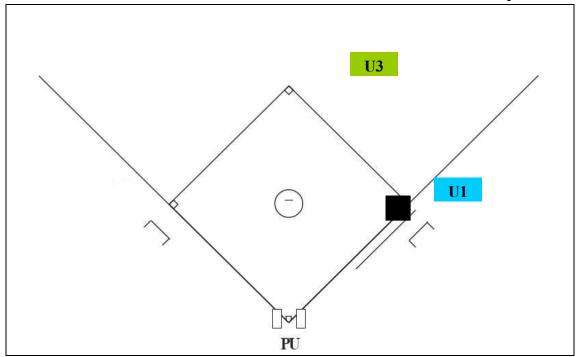


Figure 9

2.1 Runner on First Only, General Principles				
PU	U1	<b>U3</b>		
Responsible for: All line drives and fly balls, except TROUBLE balls when a base umpire goes out. All plays at home.	Set up 10-12 feet behind 1 <sup>st</sup> baseman, with both feet in foul territory.	Set up between second base and the 2 <sup>nd</sup> baseman about 20-30 feet away from 2 <sup>nd</sup> base in the outfield.		
	On <i>TROUBLE</i> balls to the outfield, base umpires need only go out when absolutely necessary for a difficult play (fair/foul on the line, shoestring catch, multiple fielders converging, ball hit to the warning track, and when outfielder shows you his back for a catch attempt).			

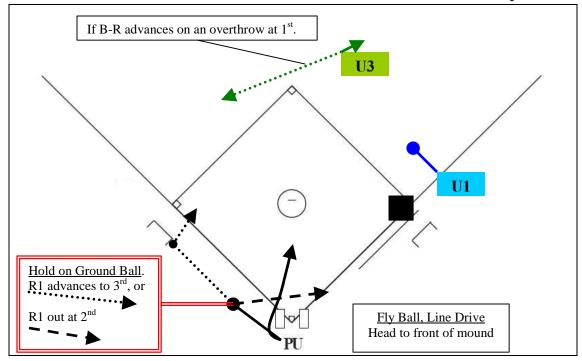


Figure 10 Rev1

2.2 Runner on First Only, Ground Ball, Fly Ball and Line Drive to the Infield				
PU	U1	U3		
LINE DRIVES & FLY BALLS	Move into fair territory	Move into fair territory		
Move to area in front of pitchers mound to get best view of the play/ball.  Responsible for: Catch/No Catch on all fly balls and line drives in the infield, and BR at home.  GROUND BALLS  Move a few feet up the 3 <sup>rd</sup> base foul line in foul	staying to the outside of the working area to obtain best angle/distance for any play at 1 <sup>st</sup> .  Responsible for: BR touch of 1 <sup>st</sup> , BR back into 1 <sup>st</sup> , and BR passing the runner, R1 tag up at 1 <sup>st</sup> , and R1 back into 1 <sup>st</sup> .	staying to the outside of the infield to obtain best angle/distance for any play at 2 <sup>nd</sup> & plays on the BR at 3 <sup>rd</sup> .  Responsible for: R1 to 2 <sup>nd</sup> , R1 back into 2 <sup>nd</sup> , BR to 2 <sup>nd</sup> , BR back into 2 <sup>nd</sup> ,		
Initial play at 2 <sup>nd</sup> is an OUT Move toward 1 <sup>st</sup> baseline to observe play at 1 <sup>st</sup> .  Initial play at 1 <sup>st</sup> or R1 safe at 2 <sup>nd</sup> Move down 3 <sup>rd</sup> baseline approx 3 foot in foul territory and communicate with U3, <i>I ve got third if he comes!</i> Move into cutout ONLY if throw to 3 <sup>rd</sup> base is NOT COMING from area of 1 <sup>st</sup> base.  Responsible for: R1 at home, and BR at home.	RT blek into T .	BR to 3 <sup>rd</sup> , and BR back into 3 <sup>rd</sup> .		

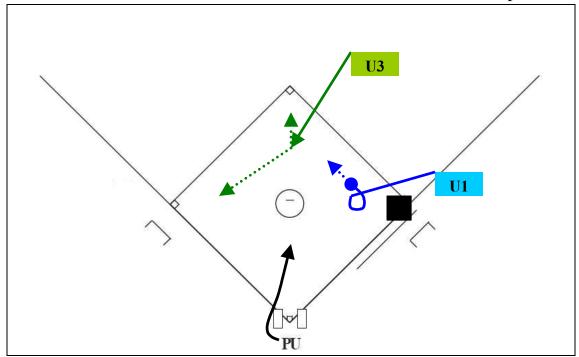


Figure 11

2.3 Runner on First Only, Fly Ball and Line Drives to the Outfield				
PU	U1	U3		
Move to area in front of pitchers mound to get best view of the play/ball.  Responsible for: Catch/No Catch on non-trouble balls, R1 at home, and BR at home.	Pivot into the working area for all plays at 1 <sup>st</sup> & plays on the BR at 2 <sup>nd</sup> .  Responsible for: R1 tag up at 1 <sup>st</sup> , R1 back into 1 <sup>st</sup> , BR touch of 1 <sup>st</sup> , BR back into 1 <sup>st</sup> , and BR to 2 <sup>nd</sup> .	Pivot into the infield, chest to the ball to obtain best angle to observe plays on R1 at 2 <sup>nd</sup> and all plays at 3 <sup>rd</sup> .  Responsible for: R1 touch of 2 <sup>nd</sup> , R1 at 2 <sup>nd</sup> , R1 back into 2 <sup>nd</sup> , R1 to 3 <sup>rd</sup> , R1 back into 3 <sup>rd</sup> , BR to 3 <sup>rd</sup> , and BR back into 3 <sup>rd</sup> .		

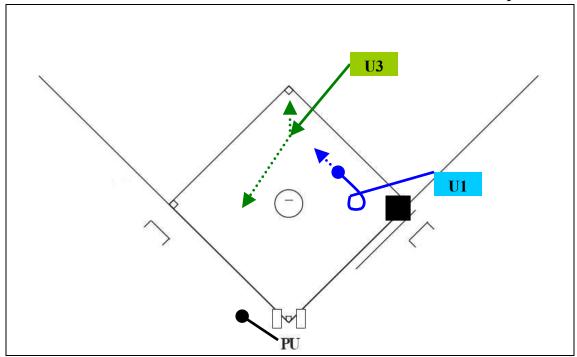


Figure 12

2.4 Runner on First Only, Base Hit to the Outfield		
PU	U1	U3
Move a few feet up the 3 <sup>rd</sup> base	Pivot into the working area for all	Pivot into the infield, chest to the
foul line in foul territory to	plays on the BR at 1 <sup>st</sup> & 2 <sup>nd</sup> .	ball to obtain best angle to observe
observe the play.		plays at 2 <sup>nd</sup> & 3 <sup>rd</sup> .
	Responsible for:	
Responsible for:	BR touch of 1 <sup>st</sup> ,	Responsible for:
R1 at home, and	BR back into 1 <sup>st</sup> ,	R1 to $2^{nd}$ ,
BR at home.	BR to 2 <sup>nd</sup> , and	R1 back into 2 <sup>nd</sup> ,
	BR back into 2nd	R1 to $3^{rd}$ ,
		BR to 3 <sup>rd</sup> , and
		BR back into 3 <sup>rd</sup> .

## **IMPORTANT CONCEPTS OF 1st -TO-3rd MECHANICS**

While the ball is in the outfield, the plate umpire will have to make an important decision. He must immediately "read" the play -- taking into consideration the location of the ball, the reactions of the runner rounding 2<sup>nd</sup> base, and the position and reactions of the outfielder -- determine the likely hood of a play at 3<sup>rd</sup> base on the runner originally at 1<sup>st</sup> base. If the plate umpire observes that the runner has committed to 3<sup>rd</sup> and that a play at 3<sup>rd</sup> base is *likely* (or in fact, *imminent*); he will cut into fair territory somewhere between halfway and three-quarters of the way to 3<sup>rd</sup>. He will break quickly ("bust") towards the cutout at 3<sup>rd</sup>, and communicate loudly to his/her partner, "I've got 3<sup>rd</sup>, Sam! I've got 3<sup>rd</sup>!" It is VERY IMPORTANT that the umpires communicate often and loudly and that they never take anything for granted. If the plate umpire sees there will be no possible play going into  $3^{rd}$  on the runner from  $1^{st}$  (indicating that the runner from  $1^{st}$  will either (1) hold up at 2<sup>nd</sup>; or (2) will easily attain 3<sup>rd</sup> base with no play on him/her -- and instead the possibility exists of a play at the plate on the runner), the plate umpire will retreat back towards home in foul territory and communicate to his/her partner, "Going home, Sam! Going home!" when he recognizes no play will occur going into 3<sup>rd</sup> base.

### This concept applies to slides:

Table 1

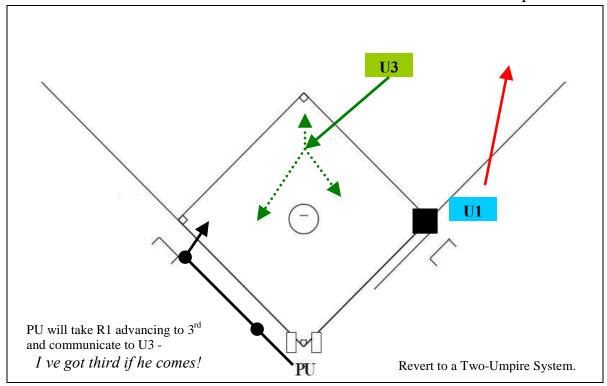


Figure 13 Rev1

2.5 Runner on First Only, U1 Goes Out		
PU	U1	U3
Move a few feet down the 3 <sup>rd</sup>	Goes out on the <b>TROUBLE</b> ball.	Pivot into the working area for all
base foul line in foul territory and		plays at 1 <sup>st</sup> , 2 <sup>nd</sup> and BR at 3 <sup>rd</sup> .
communicates to U3, <i>I ve got</i>	Responsible for:	
third if he comes! if R1 will	Fair/foul decision if hit near the	Responsible for:
advance to 3 <sup>rd</sup> .	foul line, and	R1 tag up at 1 <sup>st</sup> ,
	Catch/no catch call.	R1 back into 1 <sup>st</sup> ,
Responsible for:		$R1 \text{ to } 2^{nd}$ ,
R1 to 3 <sup>rd</sup> ,	Stay out until the play has ended.	R1 back into 2 <sup>nd</sup> ,
R1 back into 3 <sup>rd</sup> ,		BR touch of 1 <sup>st</sup> ,
R1 at home, and		BR back into 1 <sup>st</sup> ,
BR at home.		BR to $2^{nd}$ ,
		BR back into 2 <sup>nd</sup> ,
Obtain clear throwing lane if ball		BR to 3 <sup>rd</sup> , and
comes from area of 1 <sup>st</sup> base.		BR back into 3 <sup>rd</sup> .
Refer to Table 1 for Important Concepts of 1st-to-3rd Mechanics		

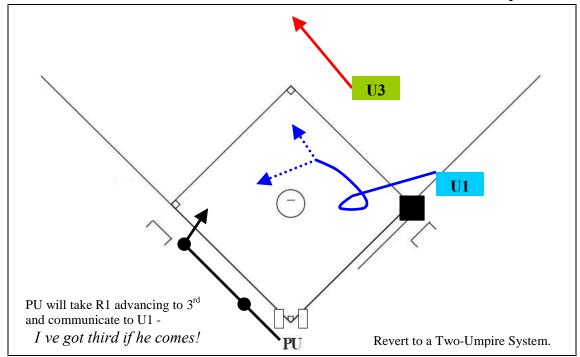


Figure 14 Rev1

2.6 Runner on First Only, U3 Goes Out		
PU	U1	U3
Move a few feet down the 3 <sup>rd</sup> base	Pivot into the working area for all	Goes out on the <b>TROUBLE</b> ball.
foul line in foul territory and	plays at 1 <sup>st</sup> & 2 <sup>nd</sup> , and BR at 3 <sup>rd</sup> .	- II. 6
communicates to U1, <i>I ve got</i>		Responsible for:
third if he comes! if R1 will	Responsible for:	Fair/foul decision if hit near the
advance to 3 <sup>rd</sup> .	R1 tag up at 1 <sup>st</sup> ,	foul line, and
	R1 back into 1 <sup>st</sup> ,	Catch/no catch call.
Responsible for:	BR touch of 1 <sup>st</sup> ,	
R1 to 3 <sup>rd</sup> ,	BR back into 1 <sup>st</sup> ,	Stay out until the play has ended.
R1 back into 3 <sup>rd</sup> ,	BR to 2 <sup>nd</sup> ,	
R1 at home, and	BR back into 2 <sup>nd</sup> ,	
BR at home.	BR to 3 <sup>rd</sup> , and	
	BR back into 3 <sup>rd</sup> .	
	a 7	- vd

Refer to Table 1 for Important Concepts of 1st-to-3rd Mechanics

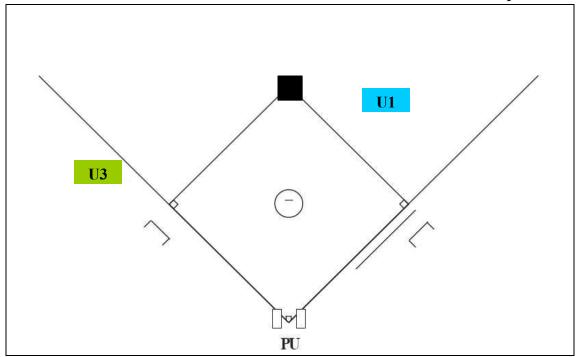


Figure 15

3.1 Runner on Second Only, General Principles		
PU	U1	U3
Responsible for: All line drives and fly balls, except TROUBLE balls when a base umpire goes out. All plays at home.	Set up between second base and the 2 <sup>nd</sup> baseman about 30-40 feet away from 1 <sup>st</sup> base in the outfield.	Set up 10-12 feet behind 3 <sup>rd</sup> baseman, with both feet in foul territory.
	On <b>TROUBLE</b> balls to the outfield, base umpires need only go out when absolutely necessary for a difficult play (fair/foul on the line, shoestring catch, multiple fielders converging, ball hit to the warning track, and when outfielder shows you his back for a catch attempt).	

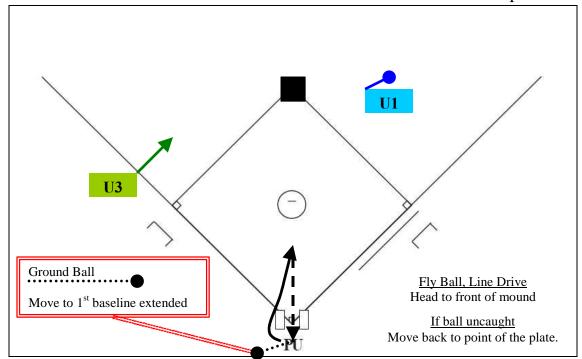


Figure 16 Rev 1

3.2 Runner on Second Only, Ground Ball, Fly Ball and Line Drive to the Infield		
PU	<b>U1</b>	<b>U3</b>
LINE DRIVES & FLY BALLS  Move to area in front of pitchers mound to get best view of the ball.  If ball is not caught, PU will move to point of the plate for all plays at home.  Responsible for: Catch/No Catch on all fly balls and line drives in the infield, and R2 & BR at home.	Take a drop step to open field of view, step and turn with ball, let ball take you to fielder as you face fielder.  Responsible for: R2 tag up at 2 <sup>nd</sup> , R2 back into 2 <sup>nd</sup> , BR touch of 1 <sup>st</sup> , BR back into 1 <sup>st</sup> , BR to 2 <sup>nd</sup> , and	Move into fair territory staying to the outside of the infield to obtain best angle/distance for any play at 2 <sup>nd</sup> & plays on the BR at 3 <sup>rd</sup> .  Responsible for: R2 to 3 <sup>rd</sup> , R2 back into 3 <sup>rd</sup> , BR to 3 <sup>rd</sup> , and BR back into 3 <sup>rd</sup> .
GROUND BALLS  Move in foul territory to 1 <sup>st</sup> baseline extended to <u>observe</u> the play at 1 <sup>st</sup> Responsible for: R2 at home, and BR at home.	BR back into 2 <sup>nd</sup> .	

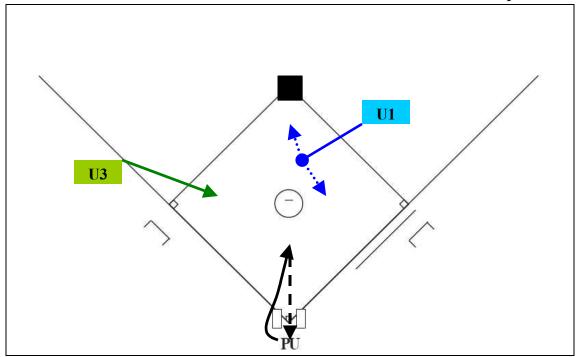


Figure 17

3.3 Runner on Second Only, Fly Ball and Line Drives to the Outfield		
PU	U1	U3
Move to area in front of pitchers mound to get best view of the play/ball.	Pivot into the working area for all plays at 1 <sup>st</sup> & plays on R2 & the BR at 2 <sup>nd</sup> .	Pivot into the infield, chest to the ball to obtain best angle to observe all plays at 3 <sup>rd</sup> .
If ball is not caught, PU will move to point of the plate for all plays at home.  Responsible for: Catch/No Catch on non-trouble balls, R2 at home, and BR at home.	Responsible for: R2 tag up at 2 <sup>nd</sup> , R2 back into 2 <sup>nd</sup> , BR touch of 1 <sup>st</sup> , BR back into 1 <sup>st</sup> , and BR to 2 <sup>nd</sup> .	Responsible for: R2 to 3 <sup>rd</sup> , R2 back into 3 <sup>rd</sup> , BR to 3 <sup>rd</sup> , and BR back into 3 <sup>rd</sup> .

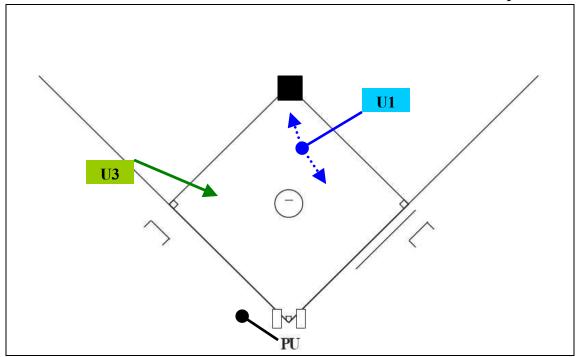


Figure 18

3.4 Runner on Second Only, Base Hit to the Outfield		
PU	U1	U3
Move a few feet up the 3 <sup>rd</sup> base foul line in foul territory to observe the play.	Pivot into the working area for all plays on the BR at 1 <sup>st</sup> & 2 <sup>nd</sup> and R2 at 2 <sup>nd</sup> .	Pivot into the infield, chest to the ball to obtain best angle to observe all plays at 3 <sup>rd</sup> .
Responsible for: R2 at home, and BR at home.	Responsible for: BR touch of 1 <sup>st</sup> , BR back into 1 <sup>st</sup> , BR to 2 <sup>nd</sup> , BR back into 2 <sup>nd</sup> , and R2 back into 2 <sup>nd</sup> .	Responsible for: R2 to 3 <sup>rd</sup> , R2 back into 3 <sup>rd</sup> , BR to 3 <sup>rd</sup> , and BR back into 3 <sup>rd</sup> .

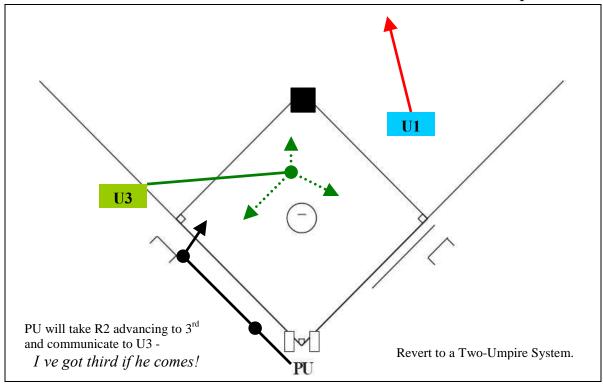


Figure 19

3.5 Runner on Second Only, U1 Goes Out		
PU	U1	U3
Move a few feet down the 3 <sup>rd</sup>	Goes out on the <b>TROUBLE</b> ball.	Pivot into the working area for all
base foul line in foul territory and		plays at 1 <sup>st</sup> , 2 <sup>nd</sup> and BR at 3 <sup>rd</sup> .
communicates to U3, <i>I ve got</i>	Responsible for:	
third if he comes! if R2 will	Fair/foul decision if hit near the	Responsible for:
advance to 3 <sup>rd</sup> .	foul line, and	BR touch of 1 <sup>st</sup> ,
	Catch/no catch call.	BR back into 1 <sup>st</sup> ,
Responsible for:		BR to 2 <sup>nd</sup> ,
R2 tag up at 2 <sup>nd</sup> ,	Stay out until the play has ended.	BR back into 2 <sup>nd</sup> ,
R2 to 3 <sup>rd</sup> ,		BR to 3 <sup>rd</sup> ,
R2 back into 3 <sup>rd</sup> ,		BR back into 3 <sup>rd</sup> , and
R2 at home, and		R2 back into 2 <sup>nd</sup> .
BR at home.		
Refer to Table 1 for Important Concepts of 1st-to-3rd Mechanics		

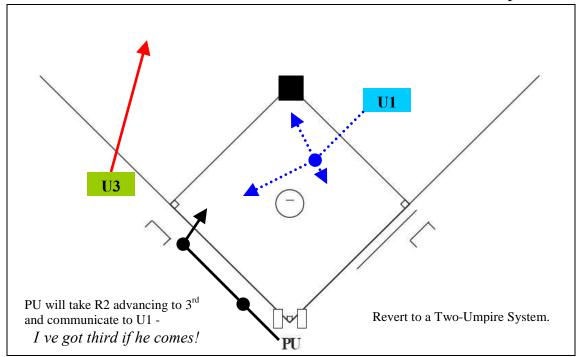


Figure 20 Rev 1

$\mathbf{PU}$	U1	U3
Move a few feet down the 3 <sup>rd</sup> base	Pivot into the working area for all	Goes out on the <b>TROUBLE</b> ball.
foul line in foul territory and	plays at 1 <sup>st</sup> & 2 <sup>nd</sup> , and BR at 3 <sup>rd</sup> .	
communicates to U1, <i>I ve got</i>		Responsible for:
third if he comes! if R2 will	Responsible for:	Fair/foul decision if hit near the
advance to 3 <sup>rd</sup> .	R2 back into 2 <sup>nd</sup> ,	foul line, and
	BR touch of 1 <sup>st</sup> ,	Catch/no catch call.
Responsible for:	BR back into 1 <sup>st</sup> ,	
R2 tag up at 2 <sup>nd</sup> ,	BR to 2 <sup>nd</sup> ,	Stay out until the play has ended.
R2 to 3 <sup>rd</sup> ,	BR back into 2 <sup>nd</sup> ,	
R2 back into 3 <sup>rd</sup> ,	BR to 3 <sup>rd</sup> , and	
R2 at home, and	BR back into 3 <sup>rd</sup> .	
BR at home.		

Refer to Table 1 for Important Concepts of 1st-to-3rd Mechanics

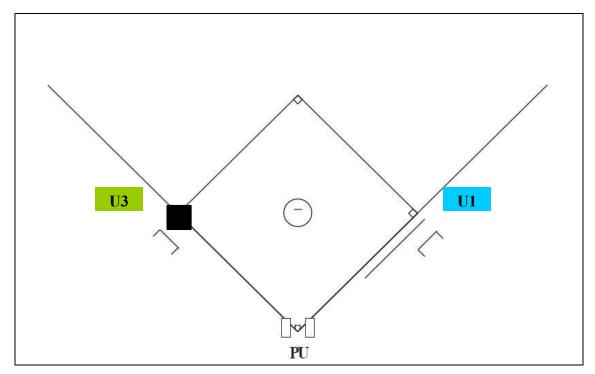


Figure 21

4.1 Runner on Third Base Only, General Principles		
PU	U1	<b>U3</b>
Responsible for:	Set up 10-12 feet behind 1st	Set up 10-12 feet behind 3 <sup>rd</sup>
All line drives and fly balls, except	baseman, with both feet in foul	baseman, with both feet in foul
<b>TROUBLE</b> balls when a base umpire goes out.	territory.	territory.
All plays at home.		
	On <b>TROUBLE</b> balls to the outfield, base umpires need only go out when absolutely necessary for a difficult play (fair/foul on the line, shoestring catch, multiple fielders converging, ball hit to the warning track, and when outfielder shows you his back for a catch attempt).	

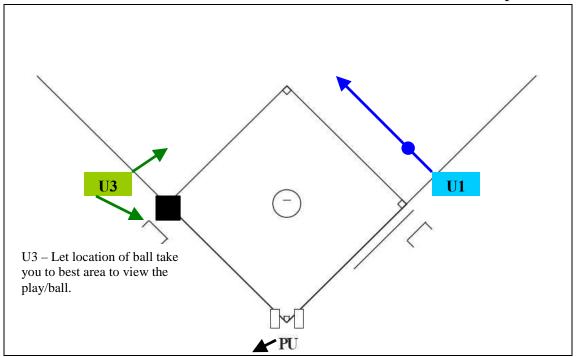


Figure 22

4.2 Runner on Third Base Only, Ground Ball, Fly Ball and Line Drive to the Infield		
PU	U1	U3
Move to first baseline extended in foul territory to get best view of the field, ball, and play.	Move into fair territory staying to the outside of the working area to obtain best angle/distance for all plays at 1 <sup>st</sup> and 2 <sup>nd</sup> .	Move into either <u>fair or foul</u> territory to obtain best angle/distance for any play at 3 <sup>rd</sup> .
Responsible for: Catch/No Catch on all fly balls and line drives in the infield, R3 at home, and BR at home.	Responsible for: BR touch of 1 <sup>st</sup> , BR back into 1 <sup>st</sup> , BR to 2 <sup>nd</sup> , and BR back into 2 <sup>nd</sup> .	Responsible for: R3 tag up at 3 <sup>rd</sup> , R3 back into 3 <sup>rd</sup> , BR to 3 <sup>rd</sup> , and BR back into 3 <sup>rd</sup> .

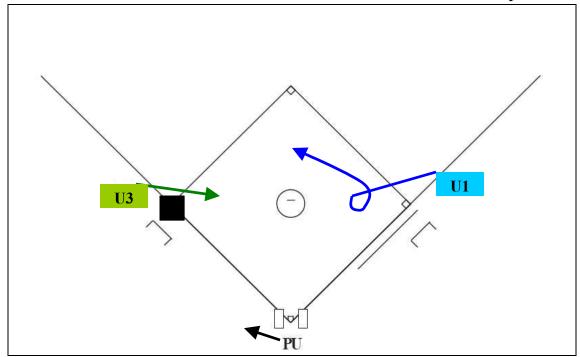


Figure 23 Rev 1

4.3 Runner on Third Base Only, Fly Ball and Line Drives to the Outfield (Non Trouble Ball)		
PU	U1	<b>U3</b>
Move a few feet into foul territory	Pivot into the working area for all	PAUSE, READ, REACT
to get best view of the field, ball,	plays at 1 <sup>st</sup> & 2 <sup>nd</sup> .	
and play AND get back to home		Either
for possible play.	Responsible for:	
	BR touch of 1 <sup>st</sup> ,	Pivot into the infield, chest to the
Responsible for:	BR back into 1 <sup>st</sup> ,	ball to obtain best angle to observe
Catch/No Catch on non-trouble	BR to 2 <sup>nd</sup> , and	plays at 3 <sup>rd</sup> <b>or</b> ,
balls,	BR back into 2 <sup>nd</sup> .	
R3 at home, and		"J-Hook" via foul territory to line
BR at home.		up R3 tag-up with ball/fielder.
		Responsible for:
		R3 tag up at 3 <sup>rd</sup> ,
		R3 back into 3 <sup>rd</sup> ,
		BR to 3 <sup>rd</sup> , and
		BR back into 3 <sup>rd</sup> .

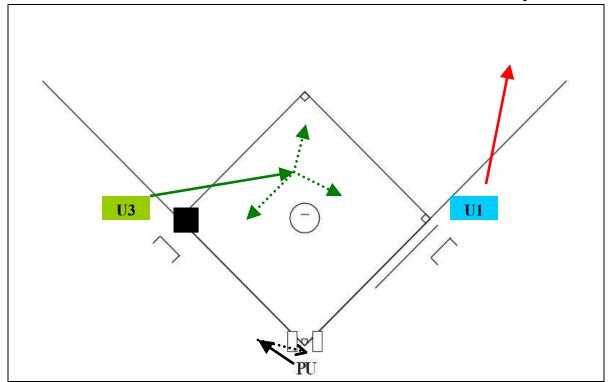


Figure 24 Rev 1

4.4 Runner on Third Base Only, U1 Goes Out		
PU	U1	<b>U3</b>
Move a few feet down the 3 <sup>rd</sup>	Goes out on the <b>TROUBLE</b> ball.	Pivot into the working area for all
base foul line in foul territory to		plays at 1 <sup>st</sup> , 2 <sup>nd</sup> and 3 <sup>rd</sup> .
observe R3 tag up and any play	Responsible for:	
on R3 at 3 <sup>rd</sup> .	Fair/foul decision if hit near the	Responsible for:
	foul line, and	BR touch of 1 <sup>st</sup> ,
Responsible for:	Catch/no catch call.	BR back into 1 <sup>st</sup> ,
R3 tag up at 3 <sup>rd</sup> ,		BR to 2 <sup>nd</sup> ,
R3 back into 3 <sup>rd</sup> ,	Stay out until the play has ended.	BR back into 2 <sup>nd</sup> ,
R3 at home, and		BR to 3 <sup>rd</sup> , and
BR at home.		BR back into 3 <sup>rd</sup> .

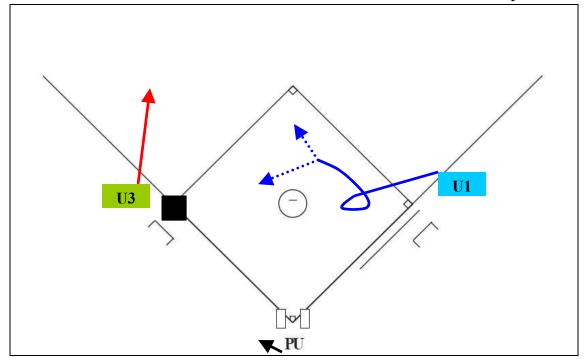


Figure 25 Rev 1

4.5 Runner on Third Base Only, U3 Goes Out		
PU	U1	U3
Move a few feet into foul territory	Pivot into the working area for all	Goes out on the <b>TROUBLE</b> ball.
to line up the ball/play with the	plays at 1 <sup>st</sup> & 2 <sup>nd</sup> , and 3 <sup>rd</sup> .	
base.		Responsible for:
	Responsible for:	Fair/foul decision if hit near the
Responsible for:	BR touch of 1 <sup>st</sup> ,	foul line, and
R3 tag up at 3 <sup>rd</sup> ,	BR back into 1 <sup>st</sup> ,	Catch/no catch call.
R3 back into 3 <sup>rd</sup> ,	BR to 2 <sup>nd</sup> ,	
R3 at home, and	BR back into 2 <sup>nd</sup> ,	Stay out until the play has ended.
BR at home.	BR to 3 <sup>rd</sup> , and	
	BR back into 3 <sup>rd</sup> .	

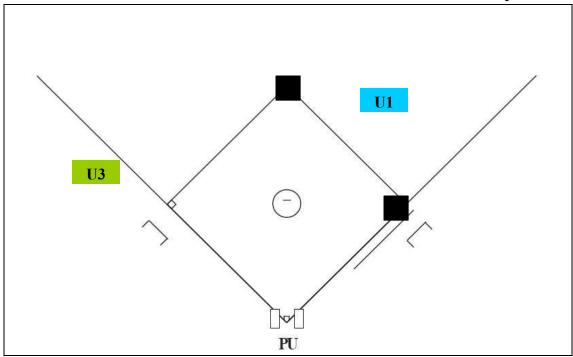


Figure 26

5.1 Runners on First and Second, General Principles		
PU	U1	U3
Responsible for:	Set up midway between second	Set up 10-12 feet behind 3 <sup>rd</sup>
All line drives and fly balls, except	base and the 2 <sup>nd</sup> baseman about	baseman, with both feet in foul
<b>TROUBLE</b> balls when a base	30-40 feet away from 1 <sup>st</sup> base in	territory.
umpire goes out.	the outfield.	
All plays at home.		
	On <b>TROUBLE</b> balls to the outfield, base umpires need only go out when absolutely necessary for a difficult play (fair/foul on the line, shoestring catch, multiple fielders converging, ball hit to the warning track, and when outfielder shows you his back for a catch attempt).	

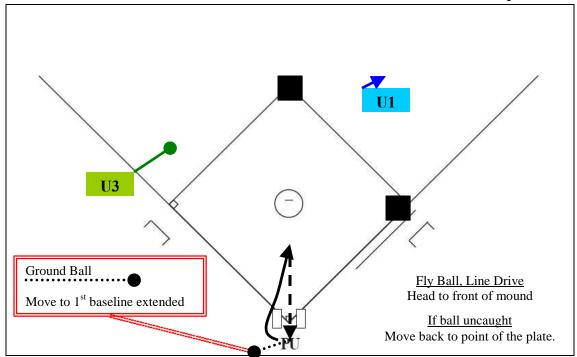


Figure 27

5.2 Runners on First and Second, Ground Ball, Fly Ball and Line Drive to the Infield		
PU	U1	U3
Move to area in front of pitchers mound to get best view of the ball. If ball is not caught, PU will move to point of the plate for all plays at home.  Responsible for: Catch/No Catch on all fly balls and line drives in the infield, and R1, R2 & BR at home.  GROUND BALLS  Move in foul territory to 1st baseline extended to obtain best angle/view of the field, ball and play  Responsible for: R1 at home, R2 at home, and BR at home.	Take a drop step to open field of view, step and turn with ball, let ball take you to fielder as you face fielder for plays at 1 <sup>st</sup> & 2 <sup>nd</sup> .  Responsible for: R1 tag up at 1 <sup>st</sup> , R1 to 2 <sup>nd</sup> , R1 back into 2 <sup>nd</sup> , BR touch of 1 <sup>st</sup> , BR passing the runner, BR back into 1 <sup>st</sup> , BR to 2 <sup>nd</sup> , and BR back into 2 <sup>nd</sup> .	Move into fair territory staying to the outside of the infield to obtain best angle/distance for any play on R1 & R2 at 2 <sup>nd</sup> & plays on R1 and the BR at 3 <sup>rd</sup> .  Responsible for: R2 tag up at 2 <sup>nd</sup> , R2 back into 2 <sup>nd</sup> , R2 to 3 <sup>rd</sup> , R1 to 3 <sup>rd</sup> , R1 back into 3 <sup>rd</sup> , R1 back into 3 <sup>rd</sup> , BR to 3 <sup>rd</sup> , and BR back into 3 <sup>rd</sup> .

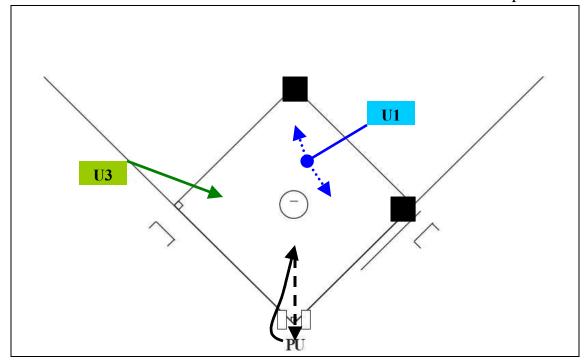


Figure 28 Rev 1

5.3 Runners on First and Second, Fly Ball and Line Drives to the Outfield		
PU	U1	U3
Move to area in front of pitchers mound to get best view of the	Pivot into the working area for all plays at 1 <sup>st</sup> & 2 <sup>nd</sup> .	PAUSE, READ, REACT
play/ball and catch/no catch.		Either
If ball is not caught, PU will move to point of the plate for all plays at home.  Responsible for: Catch/No Catch on non-trouble balls, R2 at home, R1 at home, and BR at home.	Responsible for: R2 back into 2 <sup>nd</sup> , R1 tag up at 1 <sup>st</sup> , R1 back into 1 <sup>st</sup> , R1 to 2 <sup>nd</sup> , BR touch of 1 <sup>st</sup> , BR back into 1 <sup>st</sup> , BR to 2 <sup>nd</sup> , and BR back into 2 <sup>nd</sup> .	Pivot into the infield, chest to the ball to obtain best angle to observe tag up at 2 <sup>nd</sup> and all plays at 3 <sup>rd</sup> or,  "J-Hook" via foul territory to line up R2 tag-up with ball/fielder.  Responsible for: R2 tag up at 2 <sup>nd</sup> , R2 to 3 <sup>rd</sup> , R2 back into 3 <sup>rd</sup> , R1 to 3 <sup>rd</sup> , R1 back into 3 <sup>rd</sup> , BR to 3 <sup>rd</sup> , and BR back into 3 <sup>rd</sup> .

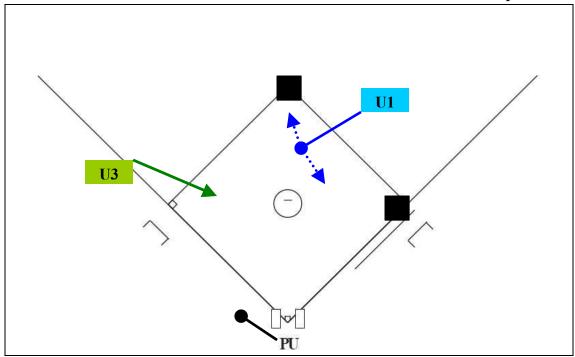


Figure 29

5.4 Runners on First and Second, Base Hit to the Outfield		
PU	U1	U3
Move a few feet up the 3 <sup>rd</sup> base foul line in foul territory to observe the play.	Pivot into the working area for all plays on the BR at 1 <sup>st</sup> & 2 <sup>nd</sup> and R2 at 2 <sup>nd</sup> .	Pivot into the infield, chest to the ball to obtain best angle to observe all plays at 3 <sup>rd</sup> .
Responsible for: R2 at home, R1 at home, and BR at home.	Responsible for: R1 to 2 <sup>nd</sup> , R1 back into 2 <sup>nd</sup> , BR touch of 1 <sup>st</sup> , BR back into 1 <sup>st</sup> , BR to 2 <sup>nd</sup> , and BR back into 2 <sup>nd</sup> .	Responsible for: R2 to 3 <sup>rd</sup> , R2 back into 3 <sup>rd</sup> , R1 to 3 <sup>rd</sup> , R1 back into 3 <sup>rd</sup> , BR to 3 <sup>rd</sup> , and BR back into 3 <sup>rd</sup> .

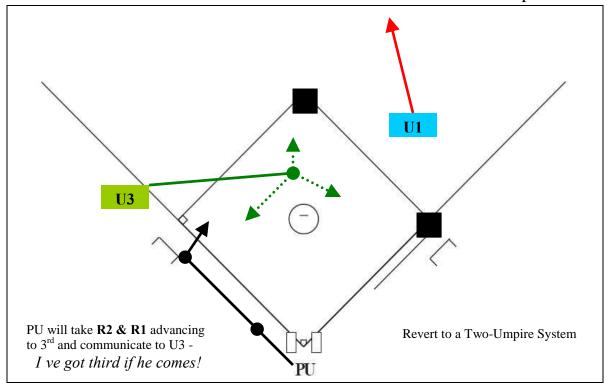


Figure 30 Rev 1

5.5 Runners on First and Second, U1 Goes Out		
PU	U1	U3
Move a few feet down the 3 <sup>rd</sup>	Goes out on the <b>TROUBLE</b> ball.	Pivot into the working area for all
base foul line in foul territory and		plays at 1 <sup>st</sup> , 2 <sup>nd</sup> and BR at 3 <sup>rd</sup> .
communicate to U3, I ve got	Responsible for:	
third if he comes! if R2 or R1	Fair/foul decision if hit near the	Do not overcommit.
will advance to 3 <sup>rd</sup> .	foul line, and	
	Catch/no catch call.	Responsible for:
Responsible for:		R1 tag up at 1 <sup>st</sup> ,
R2 tag up at 2 <sup>nd</sup> ,	Stay out until the play has ended.	R1 back into 1 <sup>st</sup> ,
$R2 \text{ to } 3^{rd},$		BR touch of 1 <sup>st</sup> ,
R2 back into 3 <sup>rd</sup> ,		BR back into 1 <sup>st</sup> ,
R1 at 3 <sup>rd</sup> ,		BR to $2^{nd}$ ,
R1 back into 3 <sup>rd</sup> ,		BR back into 2 <sup>nd</sup> ,
R2 at home,		BR to 3 <sup>rd</sup> ,
R1 at home, and		BR back into 3 <sup>rd</sup> , and
BR at home.		R2 back into 2 <sup>nd</sup> .
Refer to Table 1 for Important Concepts of 1st-to-3rd Mechanics		

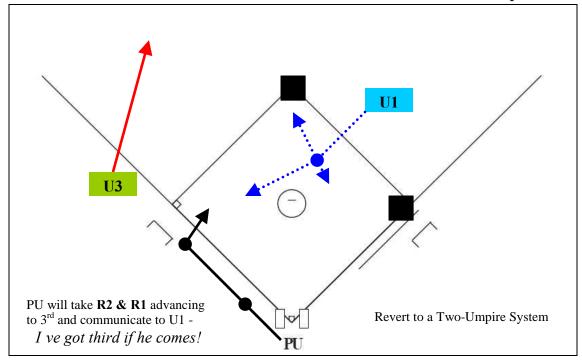


Figure 31 Rev 1

$\mathbf{PU}$	U1	U3
Move a few feet down the 3 <sup>rd</sup> base	Pivot into the working area for all	Goes out on the <b>TROUBLE</b> ball.
foul line in foul territory and	plays at $1^{st}$ & $2^{nd}$ , and BR at $3^{rd}$ .	
communicates to U1, <i>I ve got</i>		Responsible for:
third if he comes! if R2 or R1	Responsible for:	Fair/foul decision if hit near the
will advance to 3 <sup>rd</sup> .	R1 tag up at 1 <sup>st</sup> ,	foul line, and
	R1 back into 1 <sup>st</sup> ,	Catch/no catch call.
Responsible for:	R2 back into 2 <sup>nd</sup> ,	
R2 tag up at 2 <sup>nd</sup> ,	$R1 \text{ to } 2^{nd}$ ,	Stay out until the play has ended
R2 to 3 <sup>rd</sup> ,	R1 back into 2 <sup>nd</sup> ,	
R2 back into 3 <sup>rd</sup> ,	BR touch of 1 <sup>st</sup> ,	
R1 to 3 <sup>rd</sup> ,	BR back into 1 <sup>st</sup> ,	
R1 back into 3 <sup>rd</sup> ,	BR to $2^{nd}$ ,	
R2 at home	BR back into 2 <sup>nd</sup> ,	
R1 at home, and	BR to 3 <sup>rd</sup> , and	
BR at home.	BR back into 3 <sup>rd</sup> .	

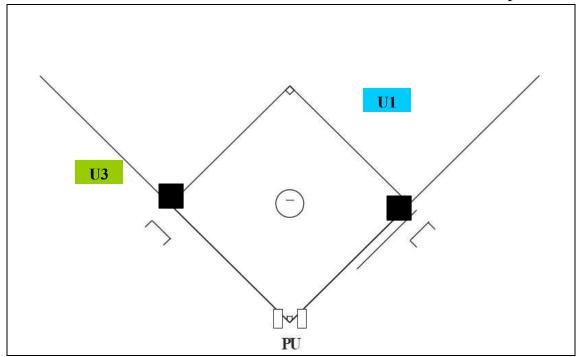


Figure 32

6.1 Runners on First and Third, General Principles		
PU	U1	U3
Responsible for: All line drives and fly balls, except TROUBLE balls when a base umpire goes out.	Set up midway between second base and the 2 <sup>nd</sup> baseman about 30-40 feet away from 1 <sup>st</sup> base in the outfield.	Set up 10-12 feet behind 3 <sup>rd</sup> baseman, with both feet in foul territory.
All plays at home.	On <i>TROUBLE</i> balls to the outfield, base umpires need only go out when absolutely necessary for a difficult play (fair/foul on the line, shoestring catch, multiple fielders converging, ball hit to the warning track, and when outfielder shows you his back for a catch attempt).	

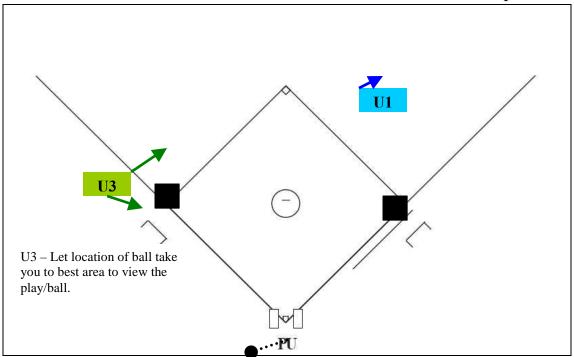


Figure 33

6.2 Runners on First and Third, Ground Ball, Fly Ball and Line Drive to the Infield		
PU	U1	<b>U3</b>
PU Move to first baseline extended in foul territory to get best view of the field, ball, and play.  Responsible for: Catch/No Catch on all fly balls and line drives in the infield, R3 at home, R1 at home, and BR at home.	Take a drop step to open field of view, step and turn with ball, let ball take you to fielder as you face fielder for all plays at 1 <sup>st</sup> & 2 <sup>nd</sup> .  Responsible for: R1 tag up at 1 <sup>st</sup> , R1 to 2 <sup>nd</sup> , R1 back into 2 <sup>nd</sup> , BR touch of 1 <sup>st</sup> , BR passing the runner on 1st,	Move into either fair or foul territory to obtain best angle/distance for the ball/play at 3 <sup>rd</sup> .  Responsible for: R3 tag up at 3 <sup>rd</sup> , R3 back into 3 <sup>rd</sup> , R1 to 3 <sup>rd</sup> , R1 back into 3 <sup>rd</sup> , BR to 3 <sup>rd</sup> , and BR back into 3 <sup>rd</sup> .
	BR back into 1 <sup>st</sup> , BR to 2 <sup>nd</sup> , and BR back into 2 <sup>nd</sup> .	DR Dack IIIO 5 .

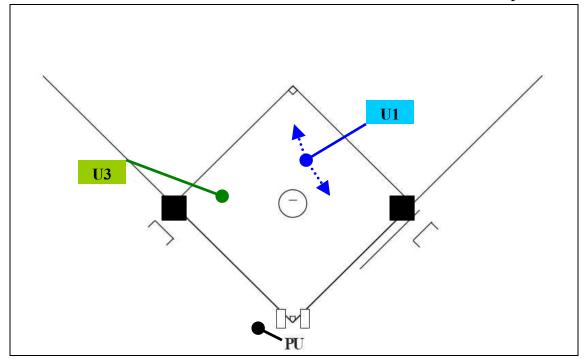


Figure 34 Rev 1

6.3 Runners on First and Third, Fly Ball and Line Drives to the Outfield		
PU	U1	U3
Move a few feet into foul territory	Pivot into the working area for all	PAUSE, READ, REACT
to get best view of the field, ball,	plays at 1 <sup>st</sup> & 2 <sup>nd</sup> .	
and play AND get back to home		Either
for possible play.	Responsible for:	
	R1 tag up at 1 <sup>st</sup> ,	<u>Pivot into the infield</u> , chest to the
Responsible for:	R1 back into 1 <sup>st</sup> ,	ball to obtain best angle to observe
Catch/No Catch on non-trouble	R1 to 2 <sup>nd</sup> ,	tag up at 3 <sup>rd</sup> and all plays at 3 <sup>rd</sup> or,
balls,	R1 back into 2 <sup>nd</sup> ,	
R3 at home,	BR touch of 1 <sup>st</sup> ,	"J-Hook" via foul territory to line
R1 at home, and	BR passing the runner on 1 <sup>st</sup> ,	up R3 tag-up with ball/fielder.
BR at home.	BR back into 1 <sup>st</sup> ,	
	BR to 2 <sup>nd</sup> , and	Responsible for:
	BR back into 2 <sup>nd</sup> .	R3 tag up at 3 <sup>rd</sup> ,
		R3 back into 3 <sup>rd</sup> ,
		R1 to $3^{rd}$ ,
		R1 back into 3 <sup>rd</sup> ,
		BR to 3 <sup>rd</sup> , and
		BR back into 3 <sup>rd</sup> .

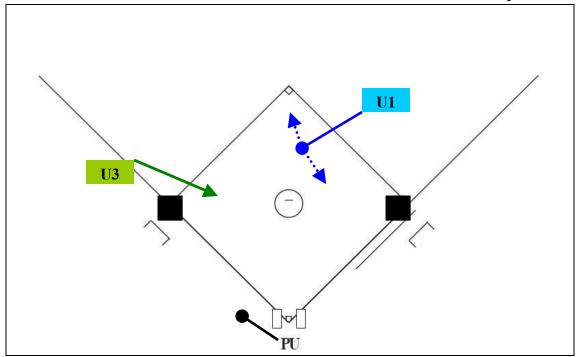


Figure 35

6.4 Runners on First and Third, Base Hit to the Outfield		
PU	U1	U3
Move a few feet into foul territory	Pivot into the working area for all	Pivot into the infield, chest to the
to get best view of the field, ball	plays at 2 <sup>nd</sup> & 1 <sup>st</sup> .	ball to obtain best angle to observe
and play AND get back to home		all plays at 3 <sup>rd</sup> .
for possible play.	Responsible for:	
	R1 to $2^{nd}$ ,	Responsible for:
Responsible for:	R1 back into 2 <sup>nd</sup> ,	R1 to $3^{rd}$ ,
R3 at home,	BR touch of 1 <sup>st</sup> ,	R1 back into 3 <sup>rd</sup> ,
R1 at home, and	BR back into 1 <sup>st</sup> ,	BR to 3 <sup>rd</sup> , and
BR at home.	BR to 2 <sup>nd</sup> , and	BR back into 3 <sup>rd</sup> .
	BR back into 2 <sup>nd</sup> .	

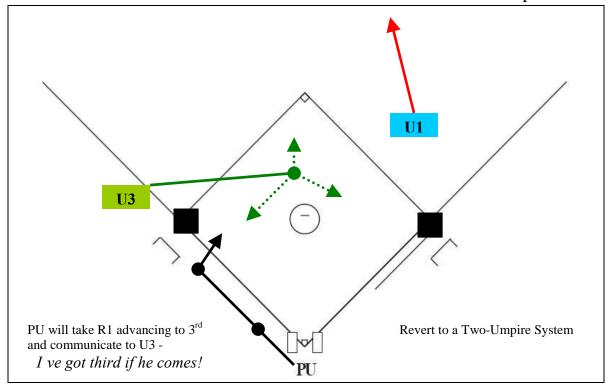


Figure 36 Rev 1

6.5 Runners on First and Third, U1 Goes Out		
PU	U1	U3
Move a few feet down the 3 <sup>rd</sup> base	Goes out on the <b>TROUBLE</b> ball.	Pivot into the working area for
foul line in foul territory. If initial		all <u>plays</u> at 1 <sup>st</sup> , 2 <sup>nd</sup> and BR at
play is on R3 back into 3 <sup>rd</sup> , stay in	Responsible for:	3 <sup>rd</sup> .
foul territory. When R1 is heading	Fair/foul decision if hit near the	
to 3 <sup>rd</sup> , move into 3 <sup>rd</sup> base cutout for	foul line, and	Do not overcommit.
the play. Communicate to U3, <i>I ve</i>	Catch/no catch call.	
got third if he comes! if R1 will		Responsible for:
advance to 3 <sup>rd</sup> .	Stay out until the play has ended.	R1 tag up at 1 <sup>st</sup> ,
		R1 back into 1 <sup>st</sup> ,
Responsible for:		BR touch of 1 <sup>st</sup> ,
R3 tag up at 3 <sup>rd</sup> ,		BR back into 1 <sup>st</sup> ,
R3 back into 3 <sup>rd</sup> ,		R1 to 2 <sup>nd</sup> ,
R1 at 3 <sup>rd</sup> ,		R1 back into 2 <sup>nd</sup> ,
R1 back into 3 <sup>rd</sup> ,		BR to 2 <sup>nd</sup> ,
R3 at home,		BR back into 2 <sup>nd</sup> ,
R1 at home, and		BR to 3 <sup>rd</sup> , and
BR at home.		BR back into 3 <sup>rd</sup> .
Refer to Table 1 for Important Concepts of 1st-to-3rd Mechanics		

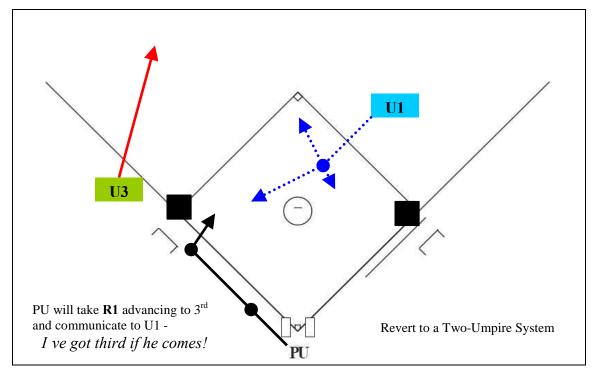


Figure 37 Rev 1

6.6 Runners on First and Third, U3 Goes Out		
$\mathbf{PU}$	U1	U3
Move a few feet down the 3 <sup>rd</sup> base	Pivot into the working area for all	Goes out on the <b>TROUBLE</b>
foul line in foul territory. If initial	plays at 1 <sup>st</sup> & 2 <sup>nd</sup> , and BR at 3 <sup>rd</sup> .	ball.
play is on R3 back into 3 <sup>rd</sup> , stay in foul		
territory. When R1 is heading to 3 <sup>rd</sup> ,	Responsible for:	Responsible for:
move into 3 <sup>rd</sup> base cutout for the play.	R1 tag up at 1 <sup>st</sup> ,	Fair/foul decision if hit near
Communicate to U1, I ve got third if	R1 back into 1 <sup>st</sup> ,	the foul line, and
<i>he comes!</i> if R1 will advance to 3 <sup>rd</sup> .	$R1 \text{ to } 2^{nd},$	Catch/no catch call.
	R1 back into 2 <sup>nd</sup> ,	
Responsible for:	BR touch of 1 <sup>st</sup> ,	Stay out until the play has
R3 tag up at 3 <sup>rd</sup> ,	BR back into 1 <sup>st</sup> ,	ended.
R3 back into 3 <sup>rd</sup> ,	BR to 2 <sup>nd</sup> ,	
R1 to $3^{rd}$ ,	BR back into 2 <sup>nd</sup> ,	
R1 back into 3 <sup>rd</sup> ,	BR to 3 <sup>rd</sup> , and	
R3 at home	BR back into 3 <sup>rd</sup> .	
R1 at home, and		
BR at home.		
Defer to Table 1 for	· Important Concepts of 1st-to-	3 <sup>rd</sup> Machanics

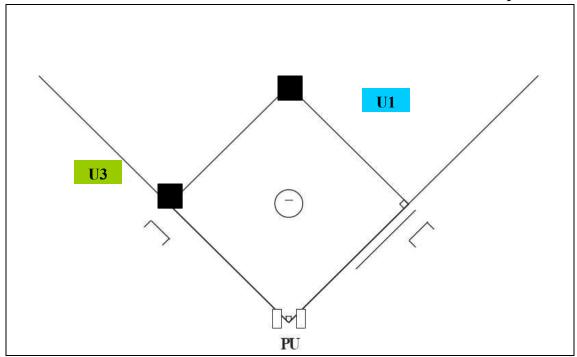


Figure 38

7.1 Runners on Second and Third, General Principles		
PU	U1	U3
Responsible for:	Set up midway between second base and the 2 <sup>nd</sup> baseman about	Set up 10-12 feet behind 3 <sup>rd</sup>
All line drives and fly balls, except <b>TROUBLE</b> balls when a base umpire goes out.	30-40 feet away from 1 <sup>st</sup> base in the outfield.	baseman, with both feet in foul territory.
All plays at home.		
	On <b>TROUBLE</b> balls to the outfield, base umpires need only go out when absolutely necessary for a difficult play (fair/foul on the line, shoestring catch, multiple fielders converging, ball hit to the warning track, and when outfielder shows you his back for a catch attempt).	

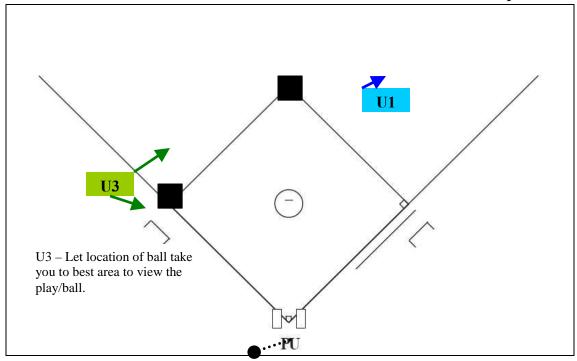


Figure 39

7.2 Runners on Second and Third, Ground Ball, Fly Ball and Line Drive to the Infield		
PU	U1	U3
Move to first baseline extended in foul territory to get best view of the field, ball, and play.	Take a drop step to open field of view, step and turn with ball, let ball take you to fielder as you face fielder for all plays at 1 <sup>st</sup> & 2 <sup>nd</sup> .	Move into either <u>fair or foul</u> territory to obtain best angle/distance for the ball/play at 3 <sup>rd</sup> .
Pay attention to play at first base IOT provide assistance, if requested, to U1.  Responsible for: Catch/No Catch on all fly balls and line drives in the infield, R3 at home, R2 at home, and BR at home.	Responsible for: BR touch of 1 <sup>st</sup> , BR back into 1 <sup>st</sup> , BR to 2 <sup>nd</sup> , and BR back into 2 <sup>nd</sup> .	Responsible for: R3 tag up at 3 <sup>rd</sup> , R3 back into 3 <sup>rd</sup> , R2 to 3 <sup>rd</sup> , R2 back into 3 <sup>rd</sup> , BR to 3 <sup>rd</sup> , and BR back into 3 <sup>rd</sup> .

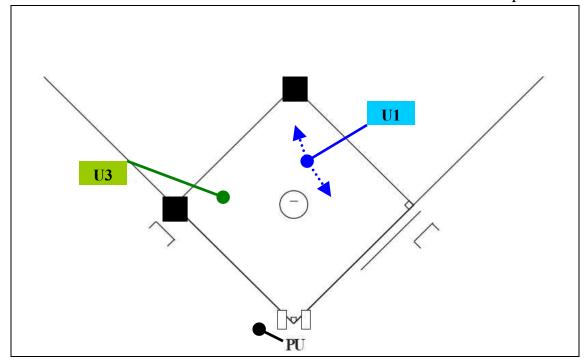


Figure 40 Rev 1

7.3 Runners on Second and Third, Fly Ball and Line Drives to the Outfield		
PU	U1	<b>U3</b>
Move a few feet into foul territory to get best view of the field, ball,	Pivot into the working area for all plays at 1 <sup>st</sup> & 2 <sup>nd</sup> .	PAUSE, READ, REACT
and play AND get back to home		Either
for possible play.	Responsible for:	
	R2 tag up at 2 <sup>nd</sup> ,	Pivot into the infield, chest to the
Responsible for:	R2 back into 2 <sup>nd</sup> ,	ball to obtain best angle to observe
Catch/No Catch on non-trouble	BR touch of 1 <sup>st</sup> ,	tag-up of R3 and all plays at 3 <sup>rd</sup> or,
balls,	BR back into 1 <sup>st</sup> ,	
R3 at home,	BR to 2 <sup>nd</sup> , and	"J-Hook" via foul territory to line
R2 at home, and	BR back into 2 <sup>nd</sup> .	up R3 tag-up with ball/fielder.
BR at home.		
		Responsible for:
		R3 tag up at 3 <sup>rd</sup> ,
		R3 back into 3 <sup>rd</sup> ,
		$R2 \text{ to } 3^{rd},$
		R2 back into 3 <sup>rd</sup> ,
		BR to 3 <sup>rd</sup> , and
		BR back into 3 <sup>rd</sup> .

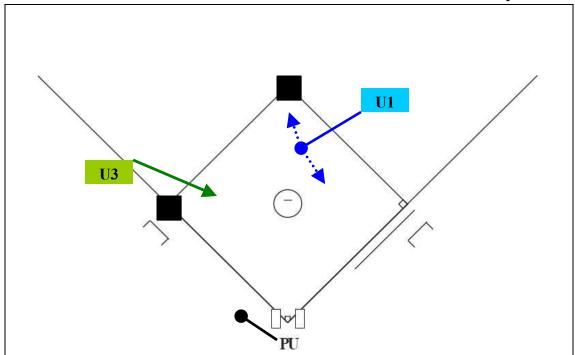


Figure 41

7.4 Runners on Second and Third, Base Hit to the Outfield		
PU	U1	U3
Move a few feet into foul territory	Pivot into the working area for all	Pivot into the infield, chest to the
to get best view of the field, ball	plays at 2 <sup>nd</sup> & 1 <sup>st</sup> .	ball to obtain best angle to observe
and play AND get back to home		all plays at 3 <sup>rd</sup> .
for potential play.	Responsible for:	
	R2 back into 2 <sup>nd</sup> ,	Responsible for:
Responsible for:	BR touch of 1 <sup>st</sup> ,	R3 back into 3 <sup>rd</sup> ,
R3 at home,	BR back into 1 <sup>st</sup> ,	R2 to 3 <sup>rd</sup> ,
R2 at home, and	BR to 2 <sup>nd</sup> , and	R2 back into 3 <sup>rd</sup> ,
BR at home.	BR back into 2 <sup>nd</sup> .	BR to 3 <sup>rd</sup> , and
		BR back into 3 <sup>rd</sup> .

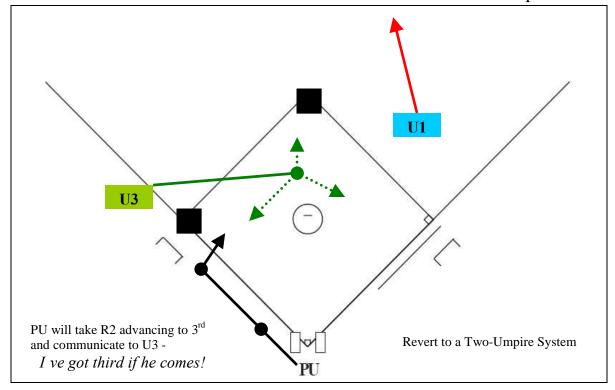


Figure 42 Rev 1

7.5 Runners on Second and Third, U1 Goes Out		
PU	U1	U3
Move a few feet down the 3 <sup>rd</sup> base	Goes out on the <b>TROUBLE</b> ball.	Pivot into the working area for
foul line in foul territory. If initial		all plays at 1 <sup>st</sup> , 2 <sup>nd</sup> and BR at
play is on R3 back into 3 <sup>rd</sup> , stay in	Responsible for:	3 <sup>rd</sup> .
foul territory. When R2 is heading	Fair/foul decision if hit near the	
to 3 <sup>rd</sup> , move into 3 <sup>rd</sup> base cutout for	foul line, and	Do not overcommit.
the play. Communicate to U3, <i>I ve</i>	Catch/no catch call.	
got third if he comes! if R2 will		Responsible for:
advance to 3 <sup>rd</sup> .	Stay out until the play has ended.	R2 tag up at 2 <sup>nd</sup> ,
		R2 back into 2 <sup>nd</sup> ,
Do not overcommit.		BR touch of 1 <sup>st</sup> ,
		BR back into 1 <sup>st</sup> ,
Responsible for:		BR to 2 <sup>nd</sup> ,
R3 tag up at 3 <sup>rd</sup> ,		BR back into 2 <sup>nd</sup> ,
R3 back into 3 <sup>rd</sup> ,		BR to 3 <sup>rd</sup> , and
R2 at 3 <sup>rd</sup> ,		BR back into 3 <sup>rd</sup> .
R2 back into 3 <sup>rd</sup> ,		
R3 at home,		
R2 at home, and		
BR at home.		
Refer to Table 1 for Important Concepts of 1st-to-3rd Mechanics		

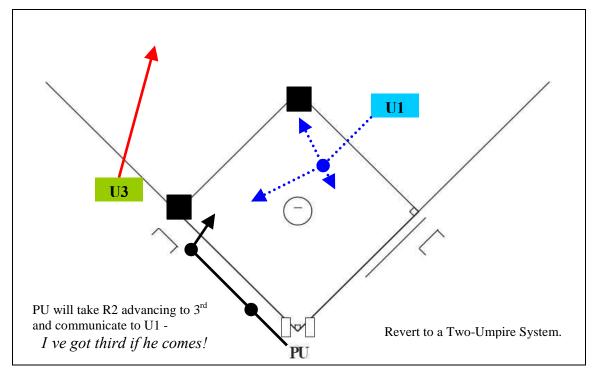


Figure 43 Rev 1

7.6 Runners on Second and Third, U3 Goes Out PU U1 U3		
Move a few feet down the 3 <sup>rd</sup> base	Pivot into the working area for all	Goes out on the <b>TROUBLE</b>
foul line in foul territory. If initial	plays at $1^{st} \& 2^{nd}$ , and BR at $3^{rd}$ .	ball.
play is on R3 back into 3 <sup>rd</sup> , stay in foul		
territory. When R2 is heading to 3 <sup>rd</sup> ,	Responsible for:	Responsible for:
move into 3 <sup>rd</sup> base cutout for the play.	R2 tag up at 2 <sup>nd</sup> ,	Fair/foul decision if hit near
Communicate to U1, I ve got third if	R2 back into 2 <sup>nd</sup> ,	the foul line, and
<i>he comes!</i> if R2 will advance to 3 <sup>rd</sup> .	BR touch of 1 <sup>st</sup> ,	Catch/no catch call.
	BR back into 1 <sup>st</sup> ,	
Responsible for:	BR to 2 <sup>nd</sup> ,	Stay out until the play has
R3 tag up at 3 <sup>rd</sup> ,	BR back into 2 <sup>nd</sup> ,	ended.
R3 back into 3 <sup>rd</sup> ,	BR to 3 <sup>rd</sup> , and	
R2 to 3 <sup>rd</sup> ,	BR back into 3 <sup>rd</sup> .	
R2 back into 3 <sup>rd</sup> ,		
R3 at home,		
R2 at home, and		
BR at home.		
D. C. ( T. 11.4.6	Important Concepts of 1st-to-	ord > 5

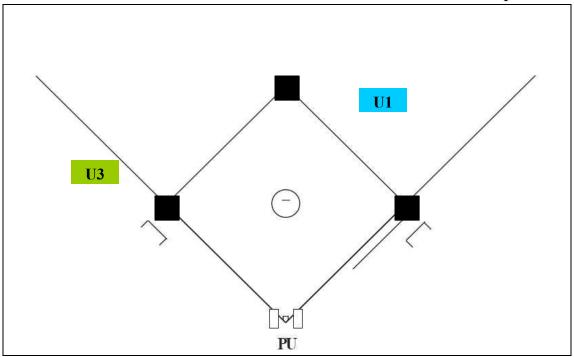


Figure 44

8.1 Bases Loaded, General Principles			
PU	U1	<b>U3</b>	
Responsible for:	Set up midway between second	Set up 10-12 feet behind 3 <sup>rd</sup>	
All line drives and fly balls, except	base and the 2 <sup>nd</sup> baseman about	baseman, with both feet in foul	
<b>TROUBLE</b> balls when a base	30-40 feet away from 1 <sup>st</sup> base in	territory.	
umpire goes out.	the outfield.		
All plays at home.			
	On <i>TROUBLE</i> balls to the outfield, base umpires need only go out when absolutely necessary for a difficult play (fair/foul on the line, shoestring catch, multiple fielders converging, ball hit to the warning track, and when outfielder shows you his back for a catch attempt).		

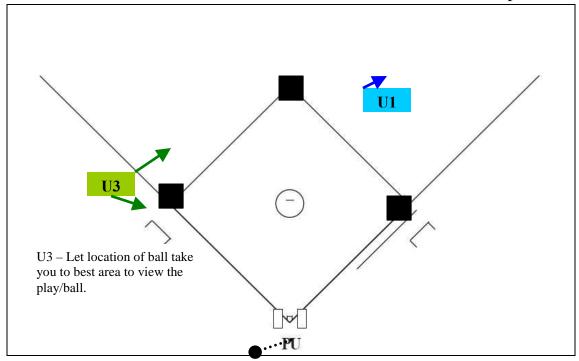


Figure 45

8.2 Bases Loaded, Ground Ball, Fly Ball and Line Drive to the Infield		
PU	U1	U3
Move to first baseline extended in	Take a drop step to open field of	Move into either fair or foul
foul territory to get best view of	view, step and turn with ball, let	territory to obtain best
the field, ball, and play.	ball take you to fielder as you face	angle/distance for the ball/play at
	fielder for all plays at 1 <sup>st</sup> & 2 <sup>nd</sup> .	$3^{\rm rd}$ .
Pay attention to play at first base		
IOT provide assistance, if	Responsible for:	Responsible for:
requested, to U1.	R2 tag up at 2 <sup>nd</sup> ,	R3 tag up at 3 <sup>rd</sup> ,
	R2 back into 2 <sup>nd</sup> ,	R3 back into 3 <sup>rd</sup> ,
Responsible for:	R1 tag up at 1 <sup>st</sup> ,	R2 to 3 <sup>rd</sup> ,
Catch/No Catch on all fly balls	R1 back into 1 <sup>st</sup> ,	R2 back into 3 <sup>rd</sup> ,
and line drives in the infield,	$R1 \text{ to } 2^{nd},$	R1 to 3 <sup>rd</sup> ,
R3 at home,	R1 back into 2 <sup>nd</sup> ,	R1 back into 3 <sup>rd</sup> ,
R2 at home,	BR touch of 1 <sup>st</sup> ,	BR to 3 <sup>rd</sup> , and
R1 at home, and	BR back into 1 <sup>st</sup> ,	BR back into 3 <sup>rd</sup> .
BR at home.	BR to 2 <sup>nd</sup> , and	
	BR back into 2 <sup>nd</sup> .	

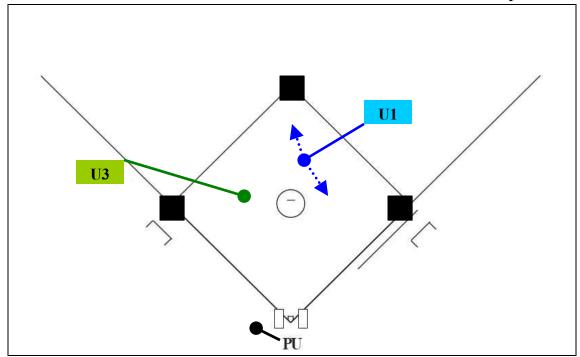


Figure 46 Rev 1

8.3 Bases Loaded, Fly Ball and Line Drives to the Outfield		
PU	U1	U3
Move a few feet into foul territory	Pivot into the working area for all	PAUSE, READ, REACT
to get best view of the field, ball,	plays at 1 <sup>st</sup> & 2 <sup>nd</sup> .	
and play AND get back to home		Either
for possible play AND/OR a	Responsible for:	
possible play back into 3 <sup>rd</sup> .	R1 tag up at 1 <sup>st</sup> ,	Pivot into the infield, chest to the
	R1 back into 1 <sup>st</sup> ,	ball to obtain best angle to observe
Responsible for:	R1 to $2^{nd}$ ,	tag up of R2 and all plays at 3 <sup>rd</sup> or,
Catch/No Catch on non-trouble	R1 back into 2 <sup>nd</sup> ,	
balls,	BR touch of 1 <sup>st</sup> ,	"J-Hook" via foul territory to line
R3 tag up at 3 <sup>rd</sup> ,	BR back into 1 <sup>st</sup> ,	up R2 tag-up with ball/fielder.
R3 back into 3 <sup>rd</sup> ,	BR to 2 <sup>nd</sup> , and	
R3 at home,	BR back into 2 <sup>nd</sup> .	Responsible for:
R2 at home,		R2 tag up at 2 <sup>nd</sup> ,
R1 at home, and		R2 back into 2 <sup>nd</sup> ,
BR at home.		$R2 \text{ to } 3^{rd}$ ,
		R2 back into 3 <sup>rd</sup> ,
		BR to 3 <sup>rd</sup> , and
		BR back into 3 <sup>rd</sup> .

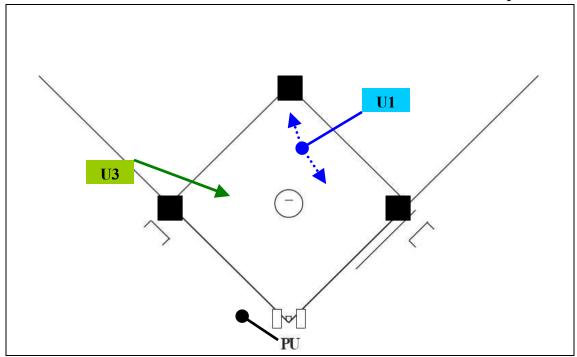


Figure 47

8.4 Bases Loaded, Base Hit to the Outfield				
PU	U1	U3		
Move a few feet into foul territory	Pivot into the working area for all	Pivot into the infield, chest to the		
to get best view of the field, ball	$plays$ at $2^{nd} & 1^{st}$ .	ball to obtain best angle to observe		
and play AND get back to home		all plays at 3 <sup>rd</sup> .		
for potential play.	Responsible for:			
	R1 to $2^{nd}$ ,	Responsible for:		
Responsible for:	R1 back into 2 <sup>nd</sup> ,	R2 to 3 <sup>rd</sup> ,		
R3 at home,	BR touch of 1 <sup>st</sup> ,	R2 back into 3 <sup>rd</sup> ,		
R2 at home,	BR back into 1 <sup>st</sup> ,	R1 to 3 <sup>rd</sup> ,		
R1 at home, and	BR to 2 <sup>nd</sup> , and	R1 back into 3 <sup>rd</sup> ,		
BR at home.	BR back into 2 <sup>nd</sup> .	BR to 3 <sup>rd</sup> , and		
		BR back into 3 <sup>rd</sup> .		

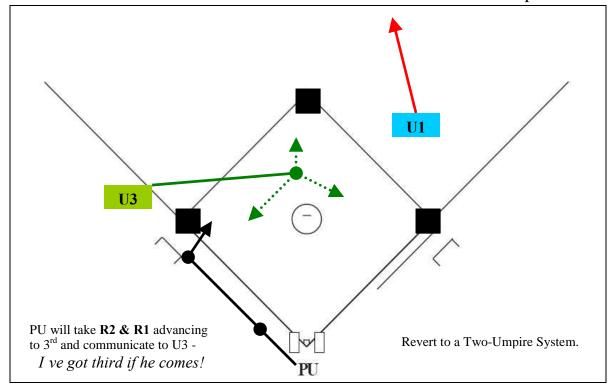


Figure 48 Rev 1

8.5 Bases Loaded, U1 Goes Out				
PU	U1	U3		
Move a few feet down the 3 <sup>rd</sup> base foul	Goes out on the <b>TROUBLE</b>	Pivot into the working area		
line in foul territory. If initial play is on	ball.	for all plays at 1 <sup>st</sup> , 2 <sup>nd</sup> and		
R3 back into 3 <sup>rd</sup> , stay in foul territory.		BR at 3 <sup>rd</sup> .		
When R2 is heading to 3 <sup>rd</sup> , move into 3 <sup>rd</sup>	Responsible for:			
base cutout for the play. Communicate	Fair/foul decision if hit near	Do not overcommit.		
to U3, I ve got third if he comes! if	the foul line, and			
R2 or R1 will advance to 3 <sup>rd</sup> .	Catch/no catch call.	Responsible for:		
D 4 34		R1 tag up at 1 <sup>st</sup> ,		
Do not overcommit.	Stay out until the play has	R1 back into 1 <sup>st</sup> ,		
Responsible for:	ended.	R2 tag up at 2 <sup>nd</sup> ,		
R3 tag up at 3 <sup>rd</sup> ,		R2 back into 2 <sup>nd</sup> ,		
R3 back into 3 <sup>rd</sup> ,		$R1 \text{ to } 2^{nd}$		
R2 at 3 <sup>rd</sup> ,		R1 back into 2 <sup>nd</sup> ,		
R2 back into 3 <sup>rd</sup> ,		BR touch of 1 <sup>st</sup> ,		
R1 to $3^{rd}$ ,		BR back into 1 <sup>st</sup> ,		
R1 back into 3 <sup>rd</sup> ,		BR to 2 <sup>nd</sup> ,		
R3 at home,		BR back into 2 <sup>nd</sup> ,		
R2 at home,		BR to 3 <sup>rd</sup> , and		
R1 at home, and		BR back into 3 <sup>rd</sup> .		
BR at home.				
Refer to Table 1 for Important Concepts of 1st-to-3rd Mechanics				

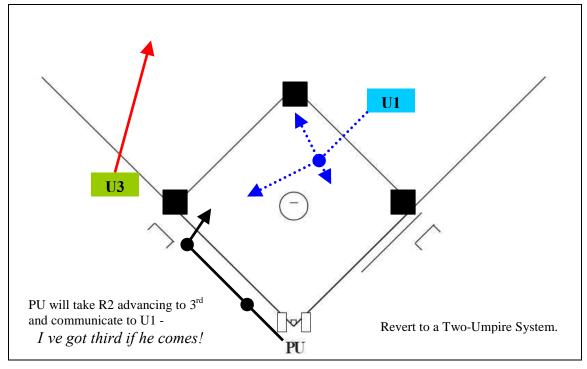


Figure 49 Rev 1

8.6 Bases Loaded, U3 Goes Out			
PU	U1	U3	
Move a few feet down the 3 <sup>rd</sup> base foul line in foul territory. If initial play is on R3 back into 3 <sup>rd</sup> , stay in foul territory. When R2 is heading to 3 <sup>rd</sup> , move into 3 <sup>rd</sup> base cutout for the play. Communicate to U1, <i>I ve got third if he comes!</i> if R2 or R1 will advance to 3 <sup>rd</sup> .  Responsible for: R3 tag up at 3 <sup>rd</sup> , R3 back into 3 <sup>rd</sup> , R2 to 3 <sup>rd</sup> , R1 to 3 <sup>rd</sup> , R1 to 3 <sup>rd</sup> , R1 back into 3 <sup>rd</sup> , R3 at home, R2 at home, R1 at home, and BR at home.	Pivot into the working area for all plays at 1 <sup>st</sup> & 2 <sup>nd</sup> , and BR at 3 <sup>rd</sup> .  Responsible for: R2 tag up at 2 <sup>nd</sup> , R2 back into 2 <sup>nd</sup> , R1 tag up at 1 <sup>st</sup> , R1 back into 1 <sup>st</sup> , R1 to 2 <sup>nd</sup> , R1 back into 2 <sup>nd</sup> , BR touch of 1 <sup>st</sup> , BR passing the runner, BR back into 1 <sup>st</sup> , BR to 2 <sup>nd</sup> , BR to 2 <sup>nd</sup> , BR to 3 <sup>rd</sup> , BR to 3 <sup>rd</sup> , and BR back into 3 <sup>rd</sup> .	Goes out on the <i>TROUBLE</i> ball.  Responsible for: Fair/foul decision if hit near the foul line, and Catch/no catch call.  Stay out until the play has ended.	
Refer to Table 1 for Important Concepts of 1 <sup>st</sup> -to-3 <sup>rd</sup> Mechanics			