

Ohio High School Athletic Association

3 Umpire Mechanics 2019-2020

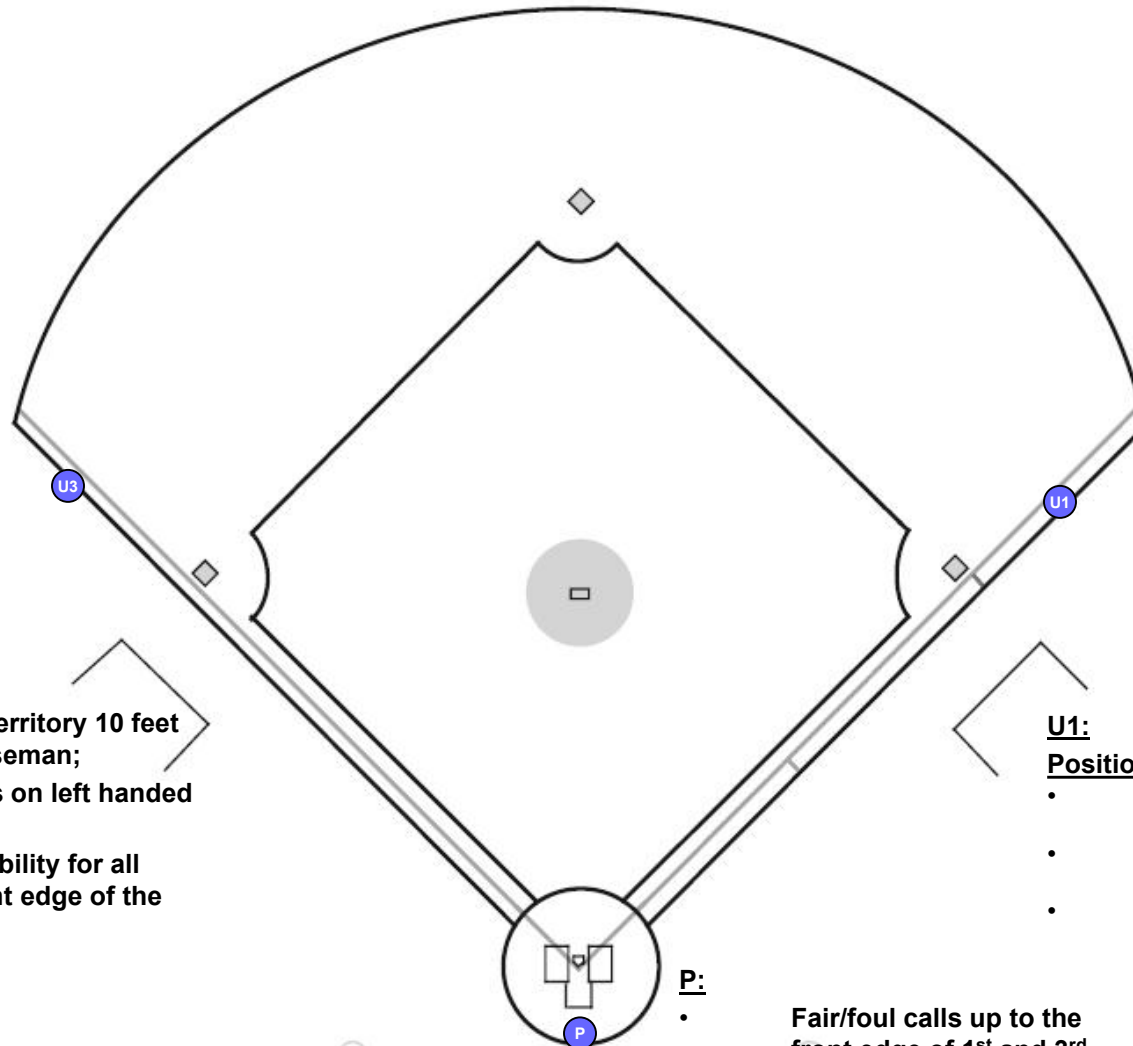


General Mechanics

- If you go out on a fly ball, stay out till the play is over.
- Even if you come into the infield when there is a fly ball to your outfield coverage, it is still your call.
- Assume your partner is not there unless you hear from him.
- Communicate rotations when the circumstances change.
- First base umpire is the trigger.
- Runner on 3rd only. If U3 goes out on a fly ball, U1 has to break hard into the working area behind the mound, watch for a throw back to 3rd and also has touches by BR.
- Runners on 1st and 2nd or bases loaded, if no one goes out we have a push (S17). U1 comes in and pivots and takes the batter runner to 2nd if he goes. U3 has all other base runners at 2nd and third. Vocalize “Push” if U1 comes in.
- No rotations if the ball stays in the infield



NO RUNNERS ON BASE



U3:

Position D

- Both feet in foul territory 10 feet behind the 3rd baseman;
- Has check swings on left handed batters;
- Foul/fair responsibility for all balls past the front edge of the 3rd base bag.

U1:

Position A

- Both feet in foul territory 10 feet behind the 1st baseman;
- Has check swings on right handed batters;
- Has foul/fair responsibility for all balls past the front edge of the 1st base bag.

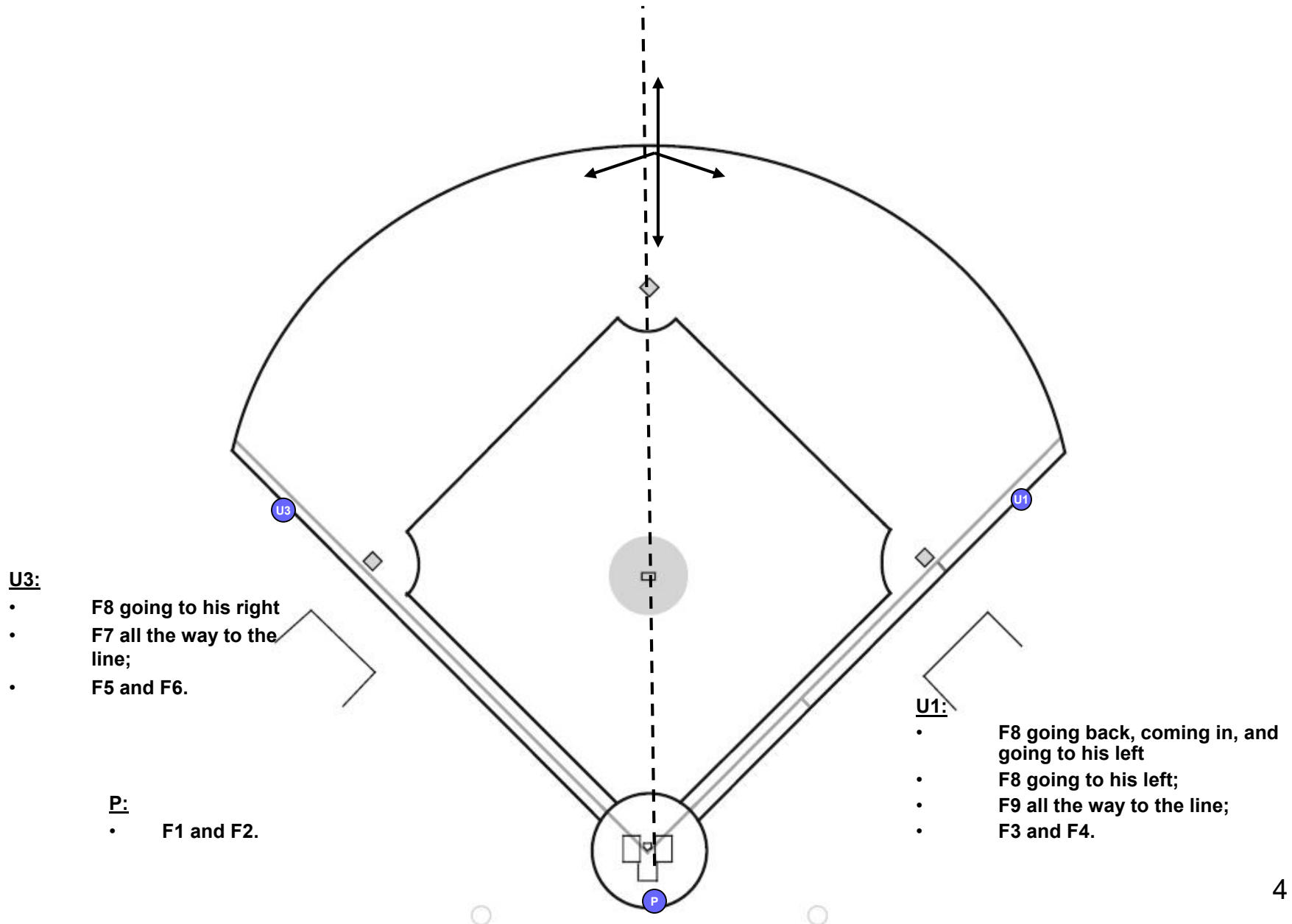
P:

-

Fair/foul calls up to the front edge of 1st and 3rd base.



FLY BALL/LINE DRIVE COVERAGES





INITIAL MOVEMENT
— — — — —
SECONDARY MOVEMENT
.....
BALL FLIGHT

FLY BALL

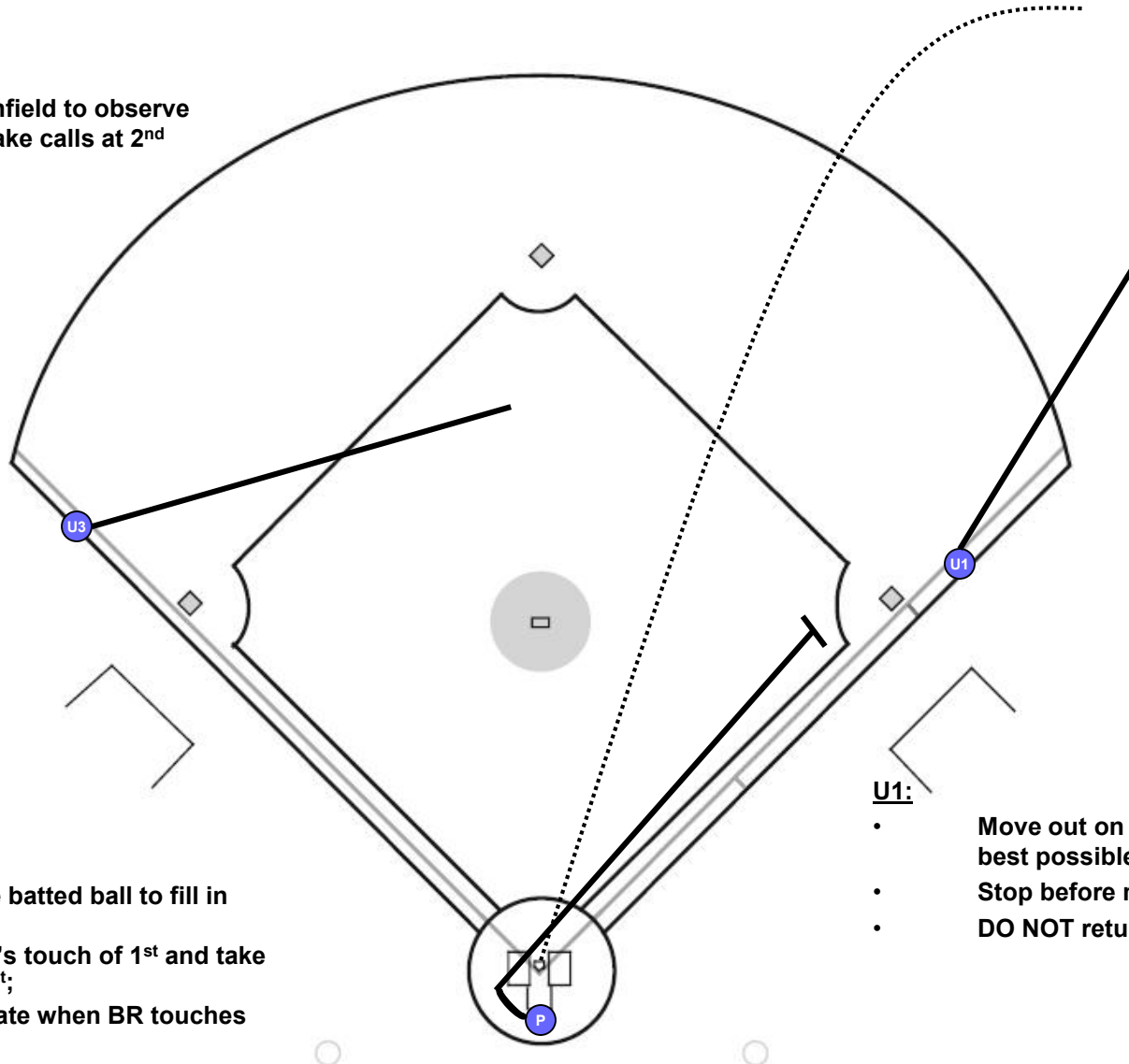
U1 HAS THE CATCH/NO CATCH

U3:

- Move into the infield to observe touches and make calls at 2nd and 3rd.

P

- Move out on the batted ball to fill in behind U1;
- Observe the BR's touch of 1st and take him back into 1st;
- Return to the plate when BR touches 2nd.



U1:

- Move out on the fly ball getting the best possible angle for the call;
- Stop before making the call;
- DO NOT return to the infield;



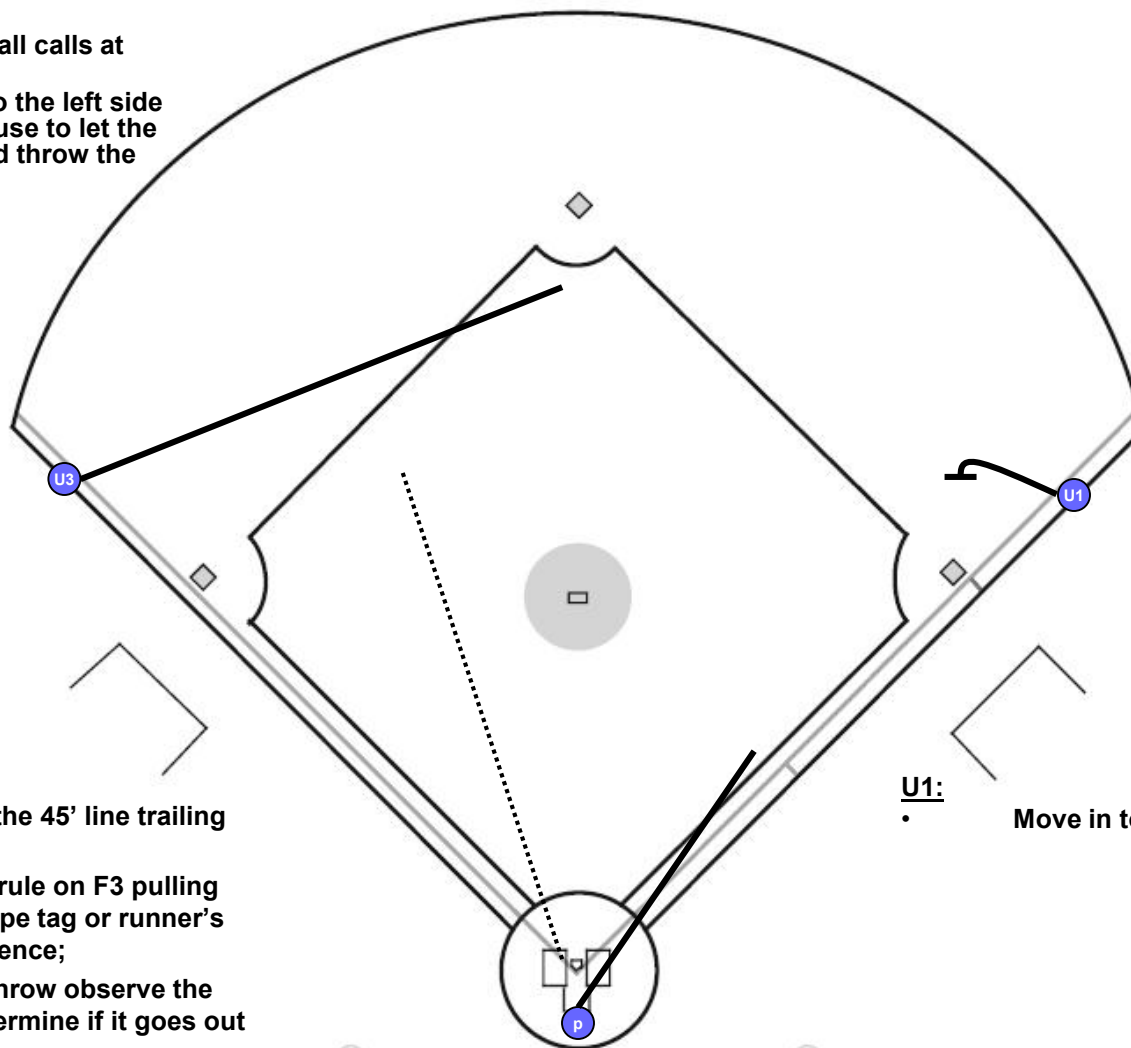
INITIAL MOVEMENT
 — — — — —
 SECONDARY MOVEMENT

 BALL FLIGHT

GROUND BALL TO THE INFIELD

U3:

- Move toward second base cut-out.
- Responsible for all calls at 2nd and 3rd base.
- If the ball is hit to the left side of the infield, pause to let the infielder field and throw the ball;



P:

- Move up to the 45' line trailing the runner;
- Be ready to rule on F3 pulling his foot, swipe tag or runner's lane interference;
- On an overthrow observe the ball and determine if it goes out of play.

U1:

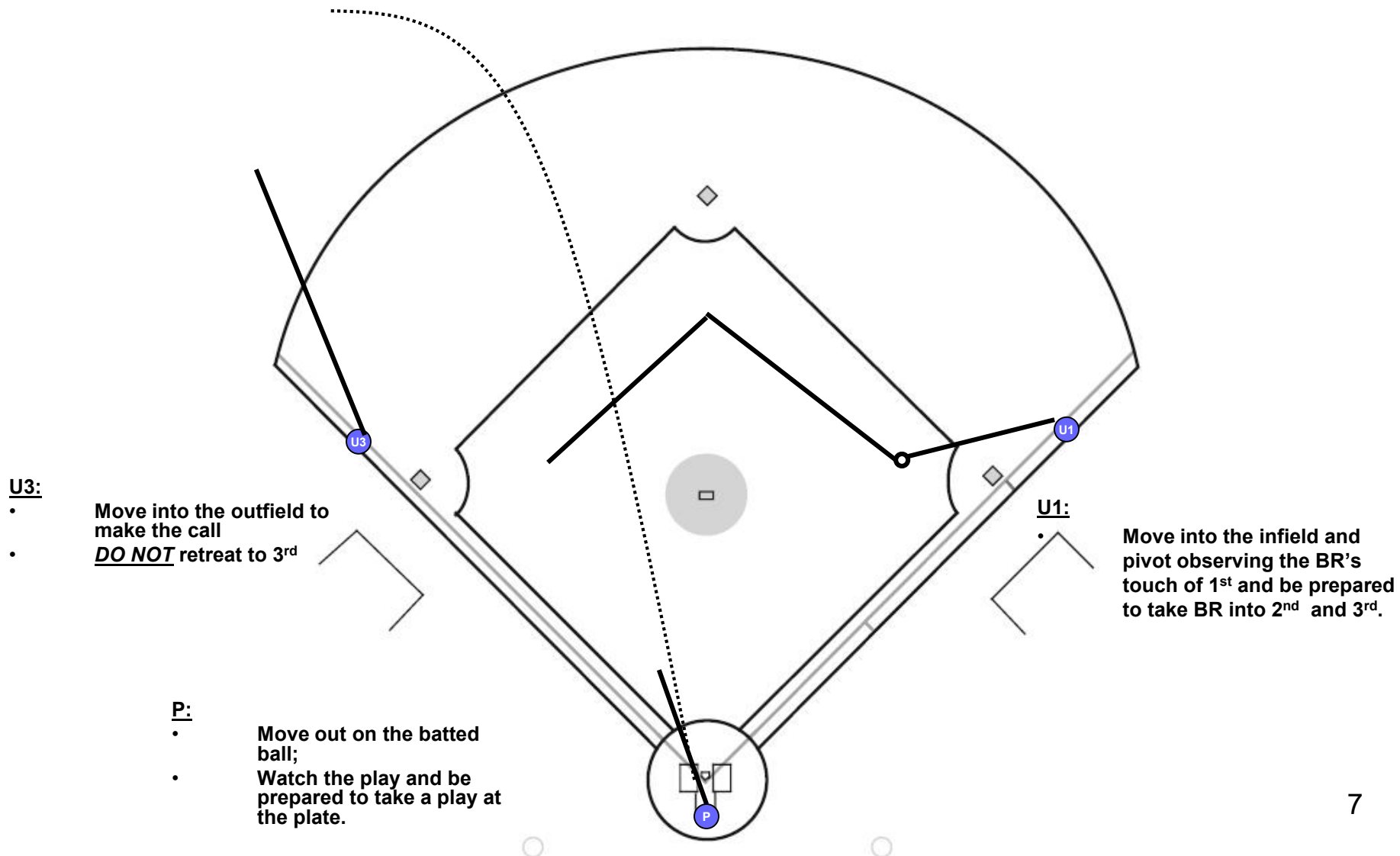
- Move in to make the call at 1st.



INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

FLY BALL TO LEFT

U3 HAS THE CATCH/NO CATCH





BASE HIT

INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

Communication:

P- tell U3 your at 3rd if he comes.

U3:

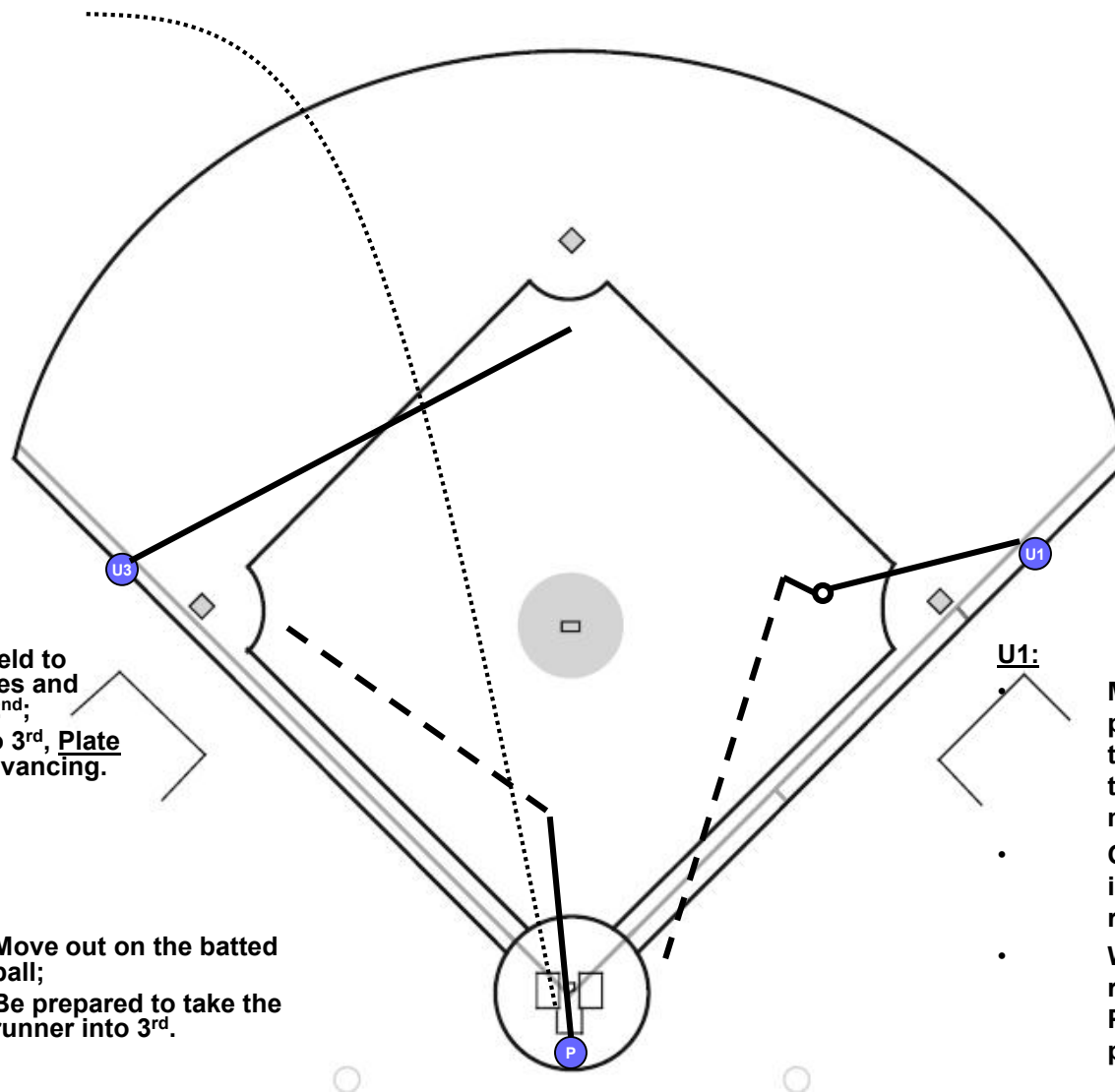
- Move into the infield to observe all touches and make all calls at 2nd;
- **DO NOT** retreat to 3rd, Plate has the runner advancing.

P:

- Move out on the batted ball;
- Be prepared to take the runner into 3rd.

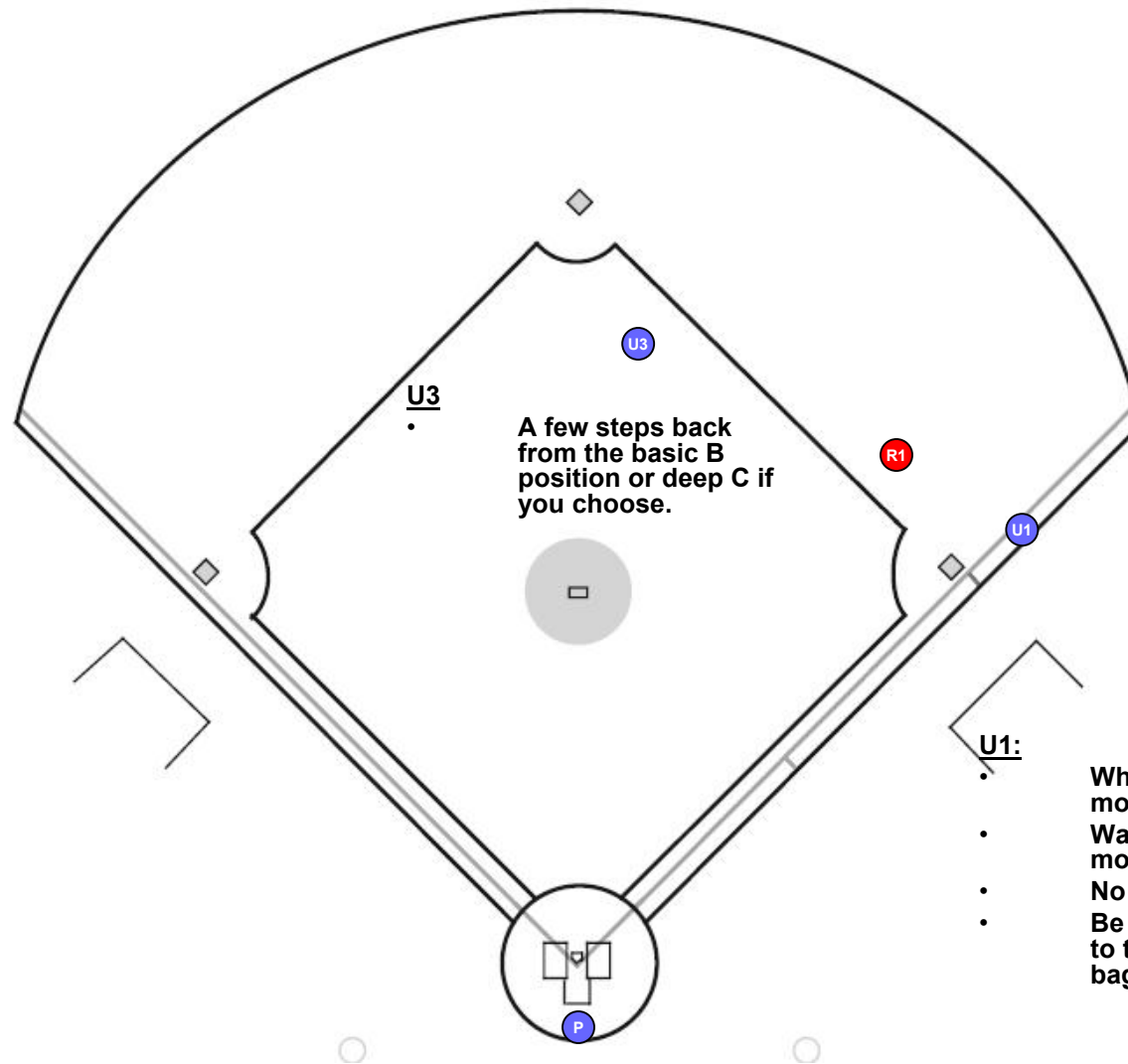
U1:

- Move into the infield and pivot observing the BR's touch of 1st and be prepared to take BR into 2nd if U3 misses the rotation;
- Once you have seen that U3 is in position to take the runner into 2nd remain at 1st;
- When BR reaches 2nd, retreat to home to cover for P, telling him, "I've got the plate."





RUNNER ON 1st



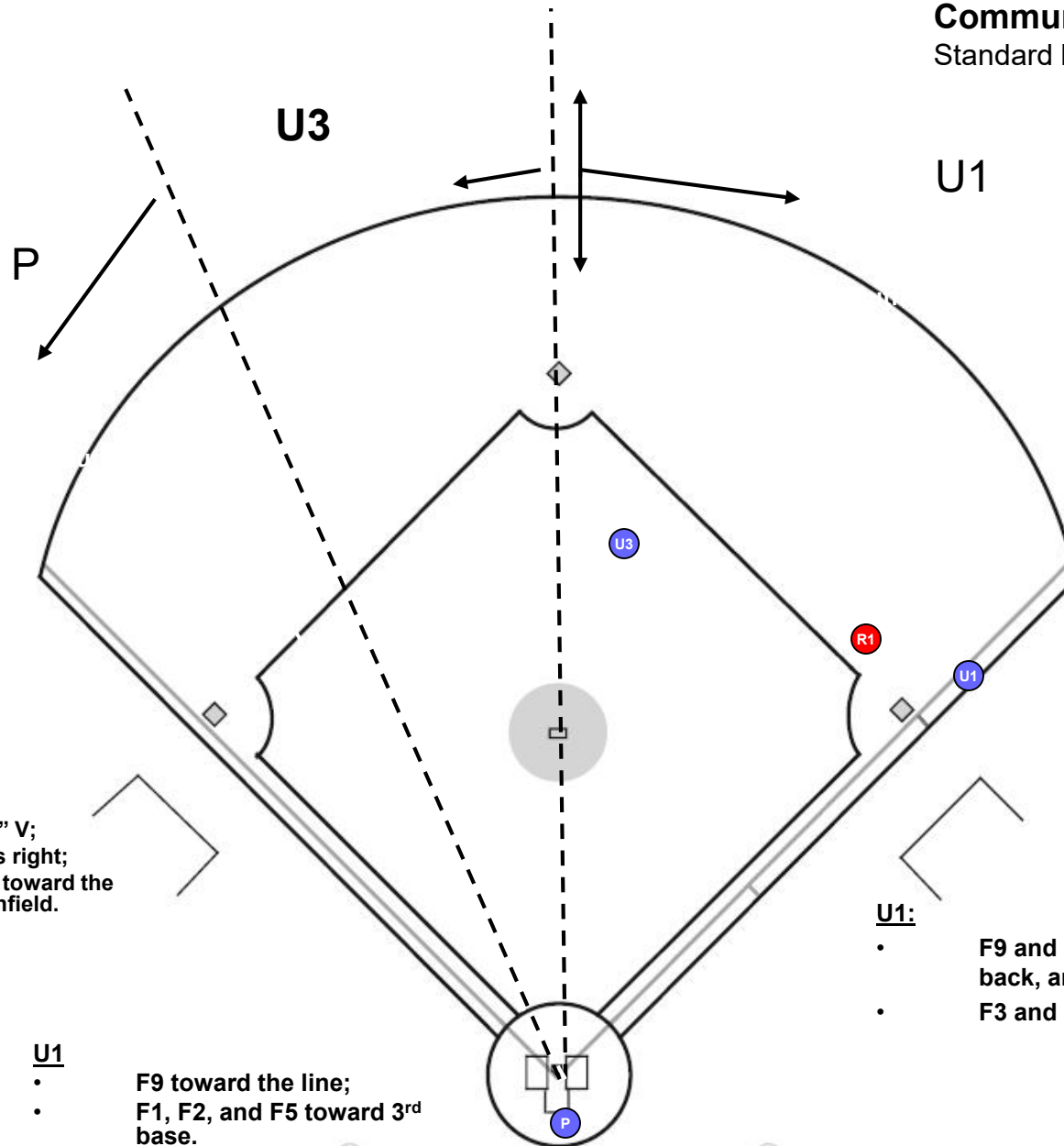
U1:

- When the runner is being held, move 10 feet beyond bag;
- Watch for the balk on a pickoff move;
- No movement on pickoff;
- Be hands on knees set, adjacent to the foul line and square to the bag.



FLY BALL/LINE DRIVE COVERAGE

Communication:
Standard Rotation (S14)





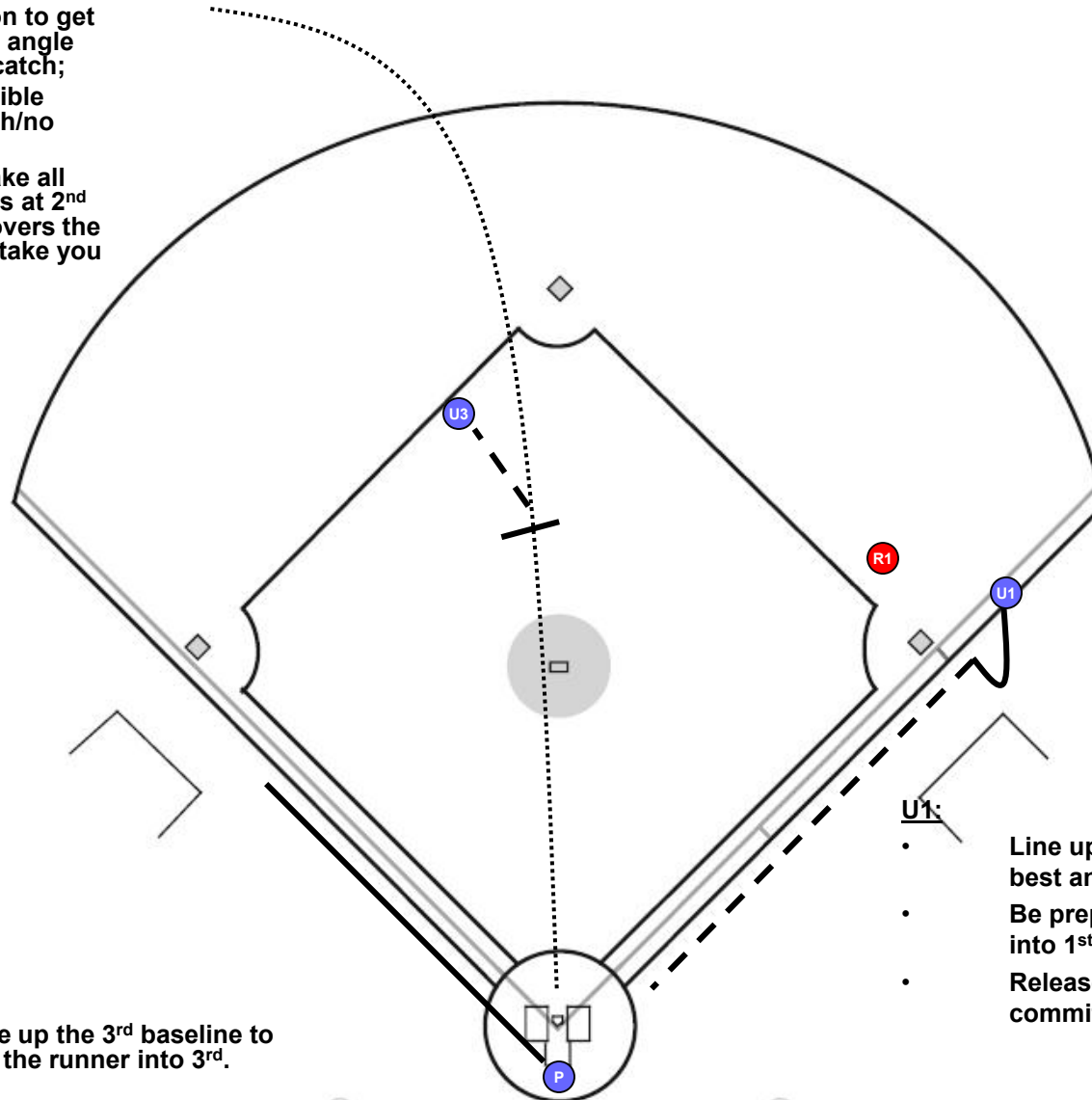
INITIAL MOVEMENT
— — — — —
SECONDARY MOVEMENT
.....
BALL FLIGHT

FLY BALL

U3 HAS THE CATCH/NO CATCH

U3:

- Move into position to get the best possible angle for the catch/no catch;
- Give a visual/audible signal of the catch/no catch if needed;
- Be prepared to take all touches and plays at 2nd and at 1st if U1 covers the plate, let the ball take you to the play.



P:

- Move up the 3rd baseline to take the runner into 3rd.

U1:

- Line up R1's tag getting the best angle possible;
- Be prepared to take R1 back into 1st or the BR into 1st;
- Release to home when/if R1 commits to third.



INITIAL MOVEMENT
 — — — — —
 SECONDARY MOVEMENT

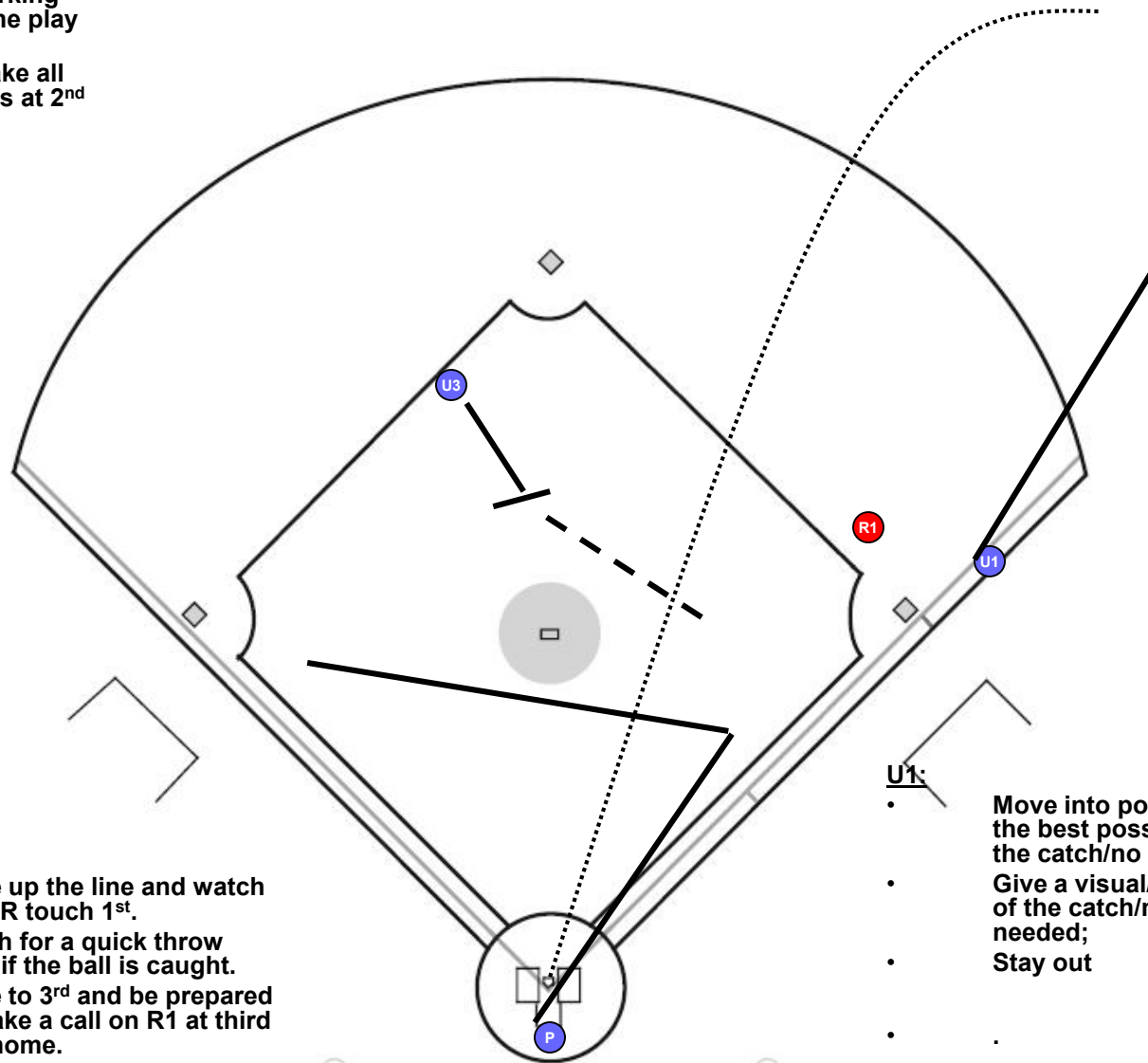
 BALL FLIGHT

FLY BALL

U1 HAS THE CATCH/NO CATCH

U3:

- Fall back into working area and watch the play develop.
- Be prepared to take all touches and plays at 2nd and at 1st



P:

- Move up the line and watch the BR touch 1st.
- Watch for a quick throw back if the ball is caught.
- Move to 3rd and be prepared to make a call on R1 at third and home.

U1:

- Move into position to get the best possible angle for the catch/no catch;
- Give a visual/audible signal of the catch/no catch if needed;
- Stay out
- .



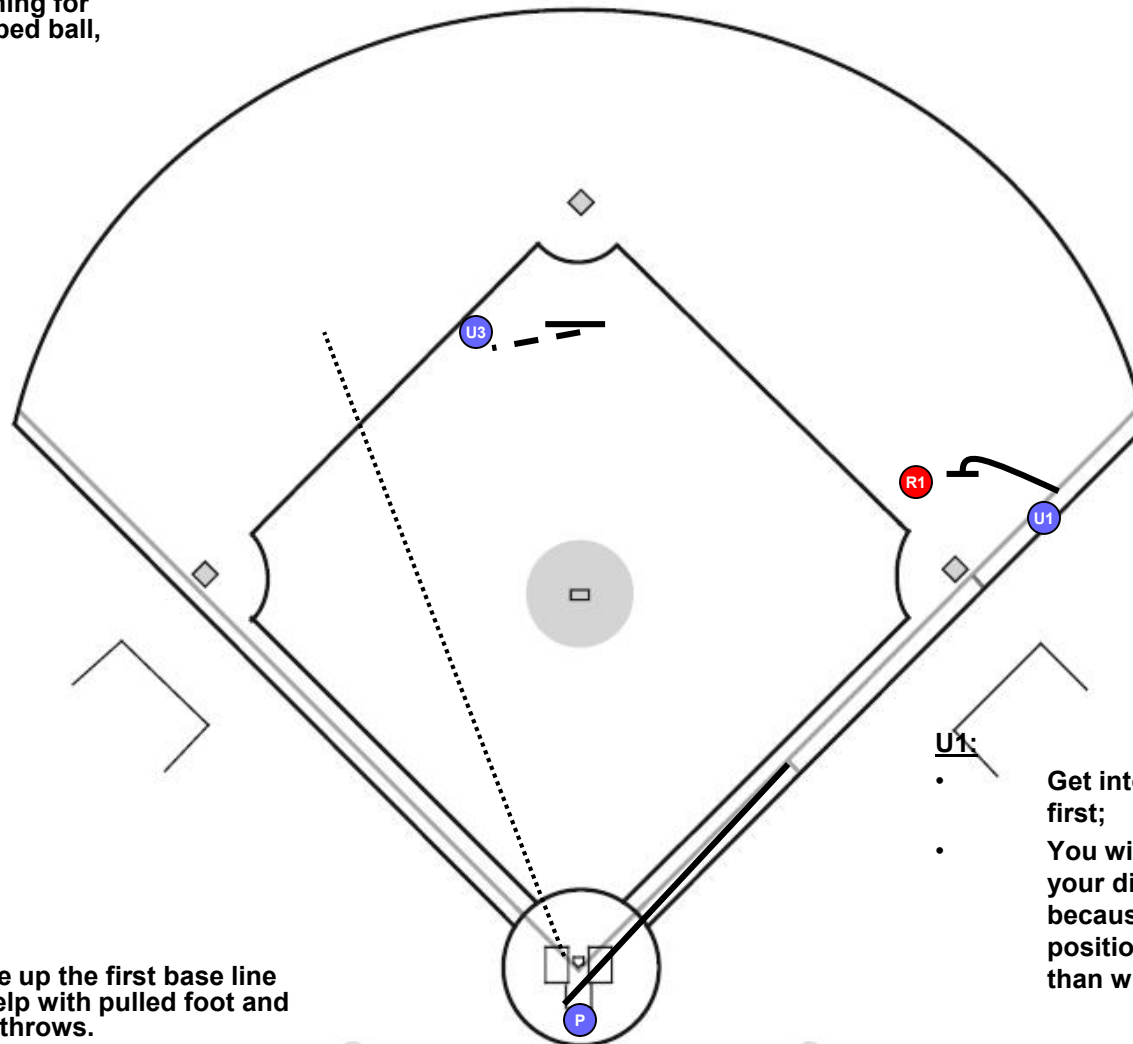
GROUND BALL

INITIAL MOVEMENT
 — — — — —
 SECONDARY MOVEMENT

 BALL FLIGHT

U3:

- Move into position to for play at second base;
- Have **SLOW** timing at play on second, watching for pulled foot, dropped ball, and interference.



P:

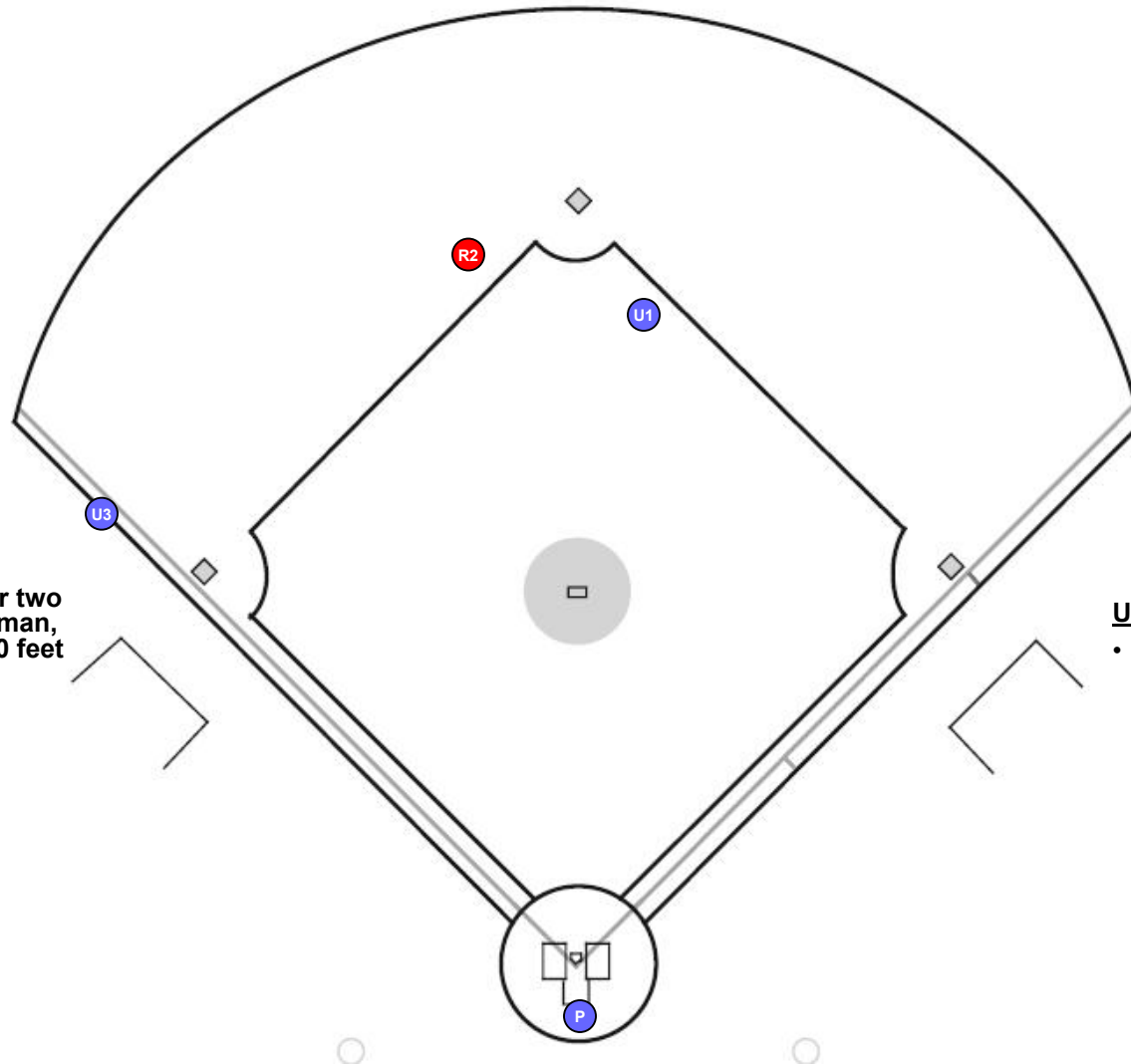
- Move up the first base line to help with pulled foot and overthrows.

U1:

- Get into position for play a first;
- You will have to increase your distance from first, because your starting position is closer to the bag than with nobody on.



RUNNER ON 2nd



U3:

- D position, a step or two behind the 3rd baseman, never closer than 10 feet from the bag.

U1:

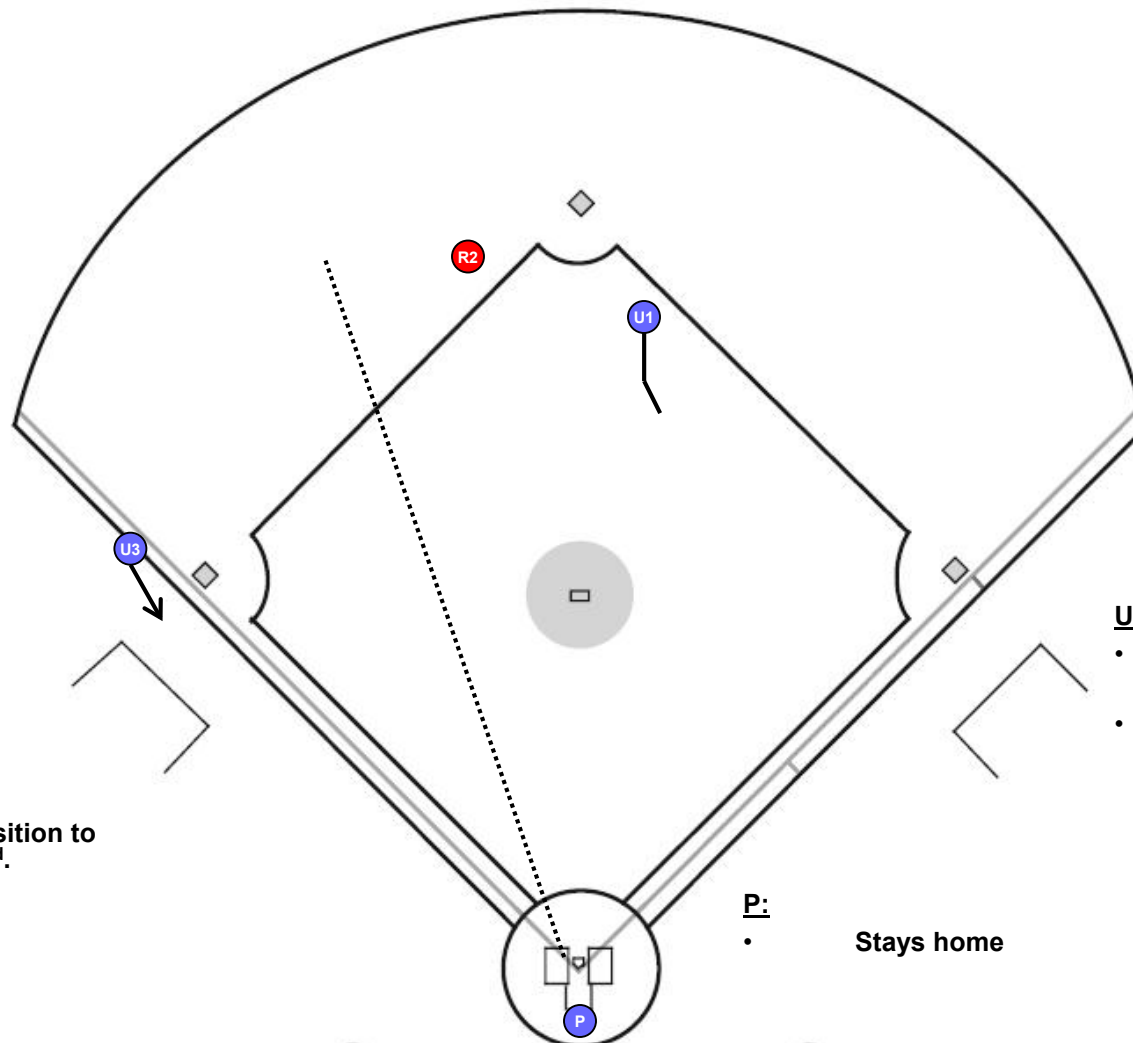
- Deep B, acceptable to be square toward the third baseline.





INITIAL MOVEMENT
— — — — —
SECONDARY MOVEMENT
.....
BALL FLIGHT

GROUND BALL TO THE INFIELD OR BASE HIT



U3:

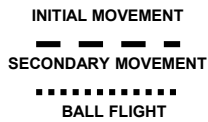
- Moves into position to make call at 3rd.

U1:

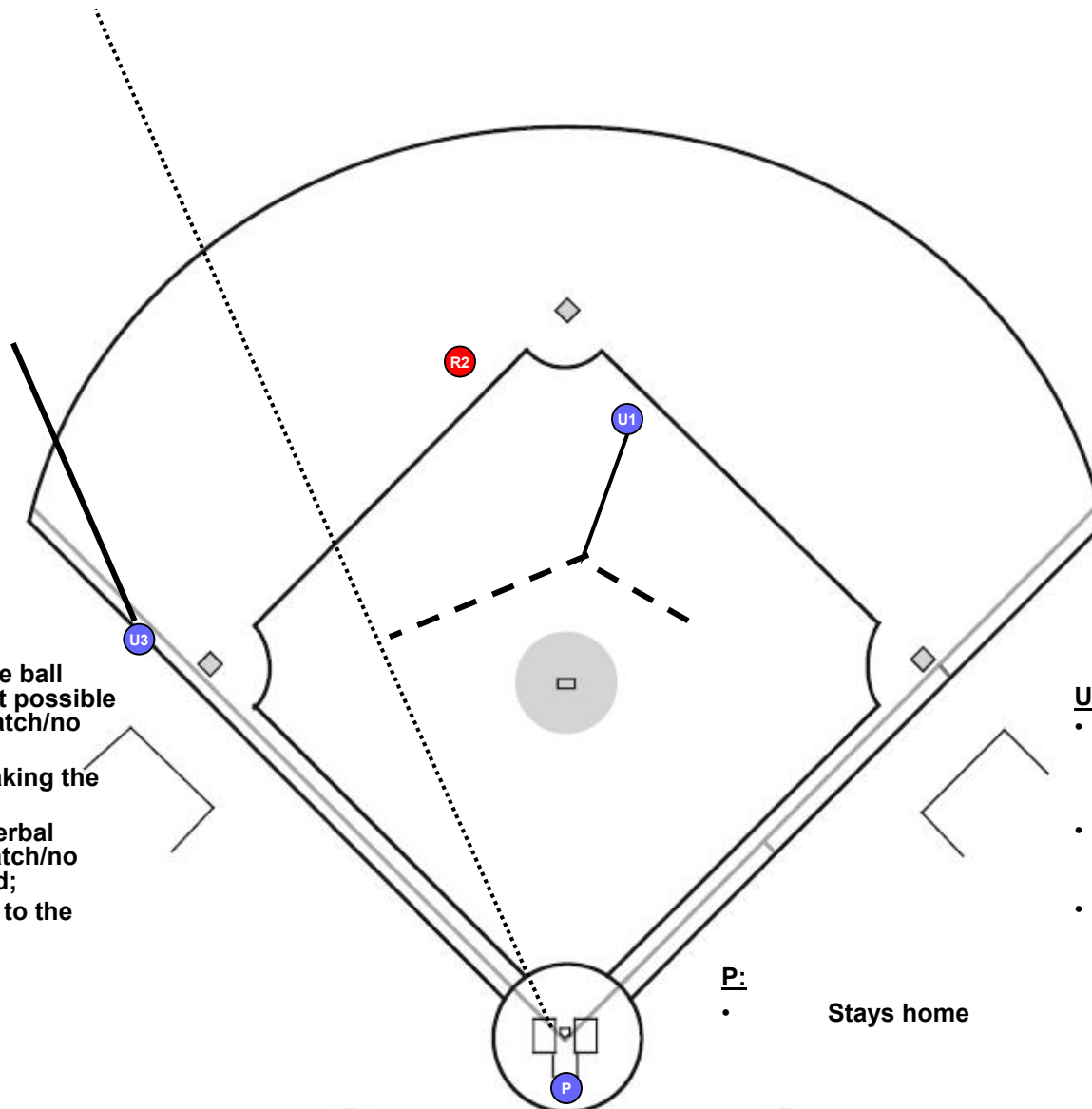
- Same movement as two man.
- If ball gets through infield, has all plays at 1st and 2nd.

P:

- Stays home



U3 HAS THE CATCH/NO CATCH



U3:

- Move out on the ball getting the best possible angle for the catch/no catch;
- Stop before making the call;
- Give a visual/verbal signal of the catch/no catch, if needed;
- **DO NOT** return to the infield.

U1

- **Be prepared to take all touches and plays at 1ST, 2nd and all plays at 3rd.**
- **Fall back to working area and let the ball take you to the play.**
- **Watch runners touch the bases**

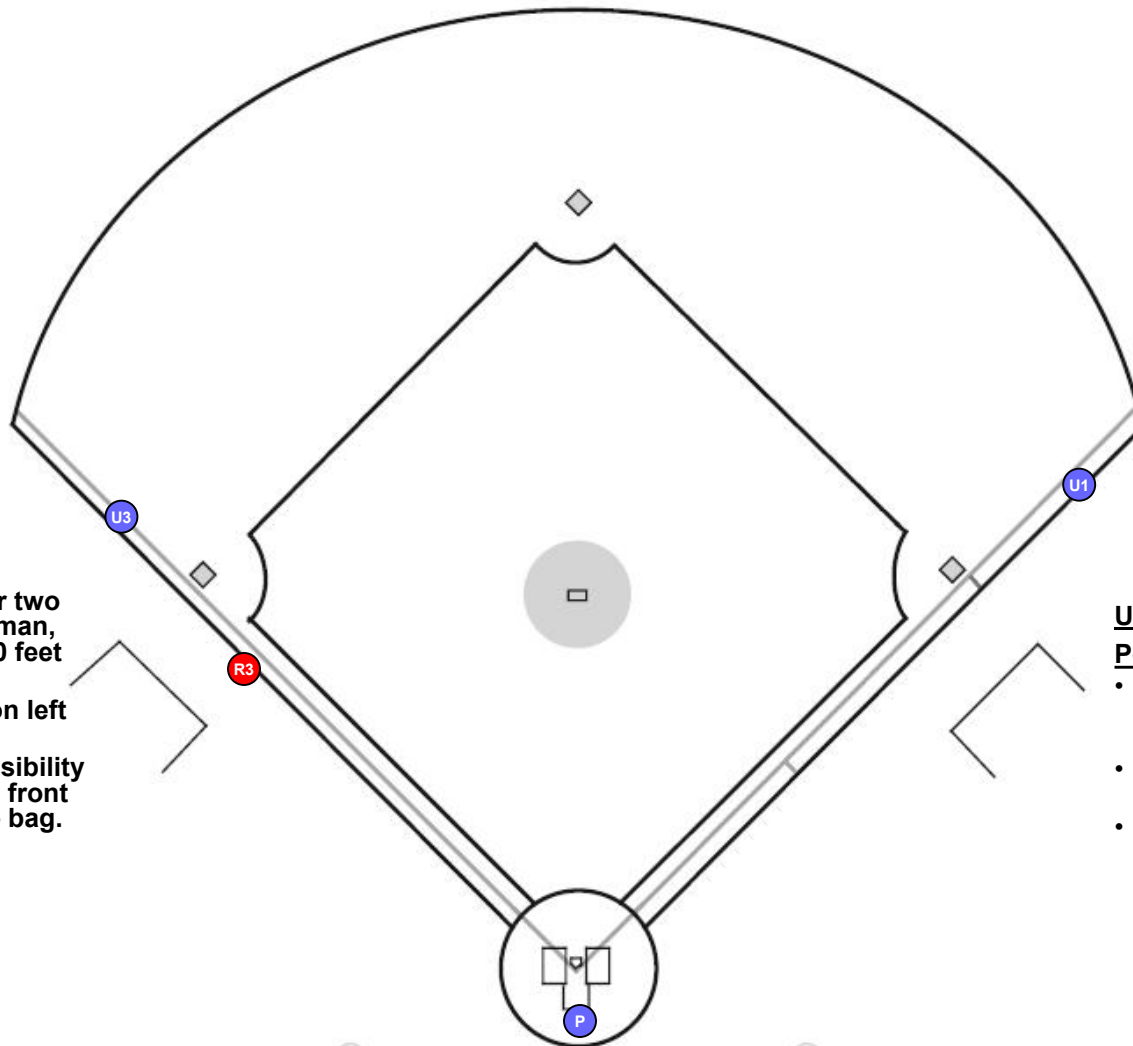
P:

- **Stays home**



RUNNER ON 3rd

- INITIAL MOVEMENT
- SECONDARY MOVEMENT
- BALL FLIGHT



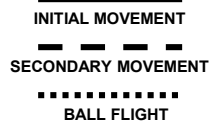
U3:

- D position, a step or two behind the 3rd baseman, never closer than 10 feet from the bag.
- Has check swings on left handed batters;
- Has foul/fair responsibility for all balls past the front edge of the 3rd base bag.

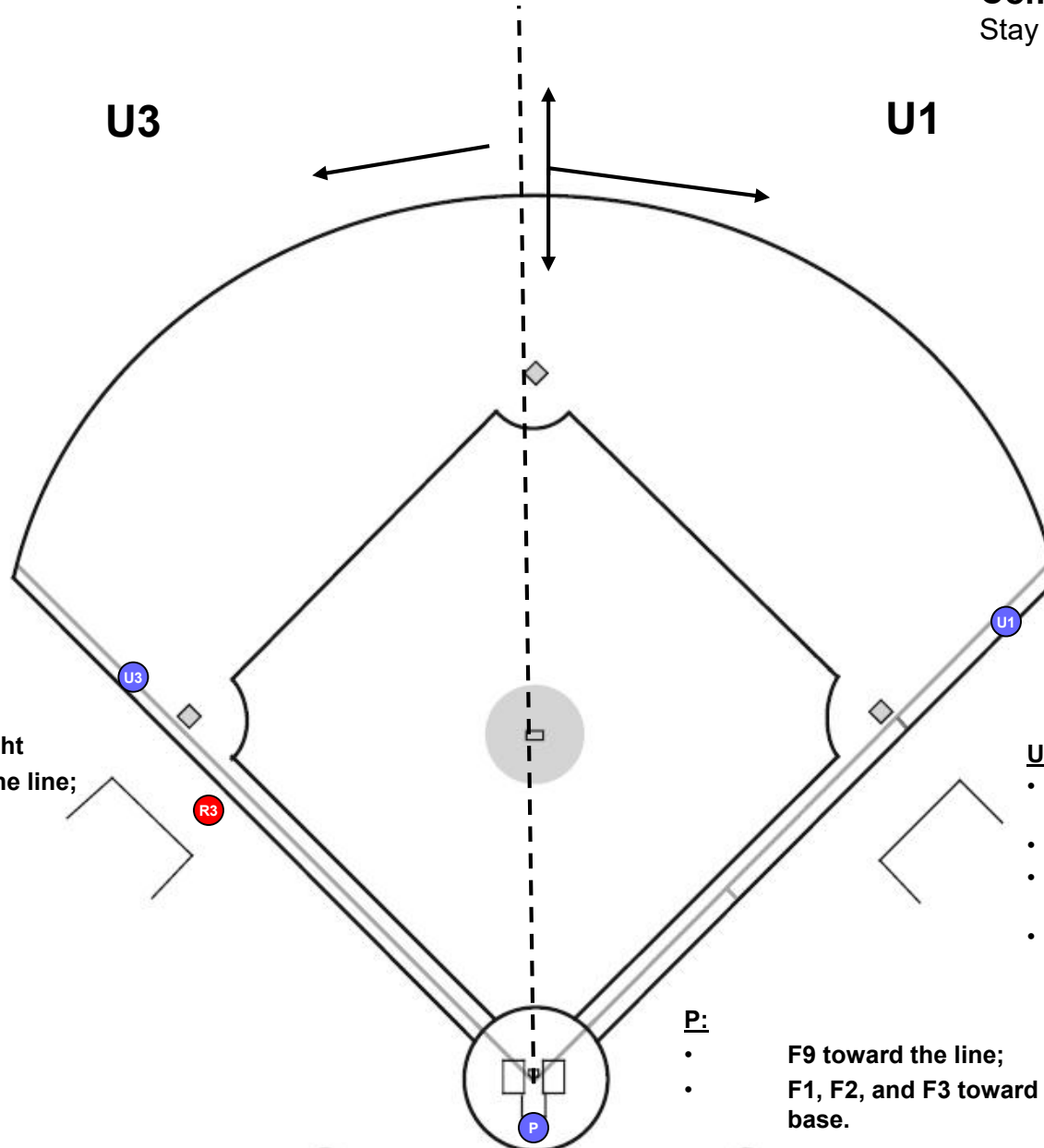
U1:

Position A

- Both feet in foul territory 10 feet behind the 1st baseman;
- Has check swings on right handed batters;
- Has foul/fair responsibility for all balls past the front edge of the 1st base bag.



Communication:
Stay Home (S16)



- **F8 going to his right**
- **F7 all the way to the line;**
- **F5 and F6.**

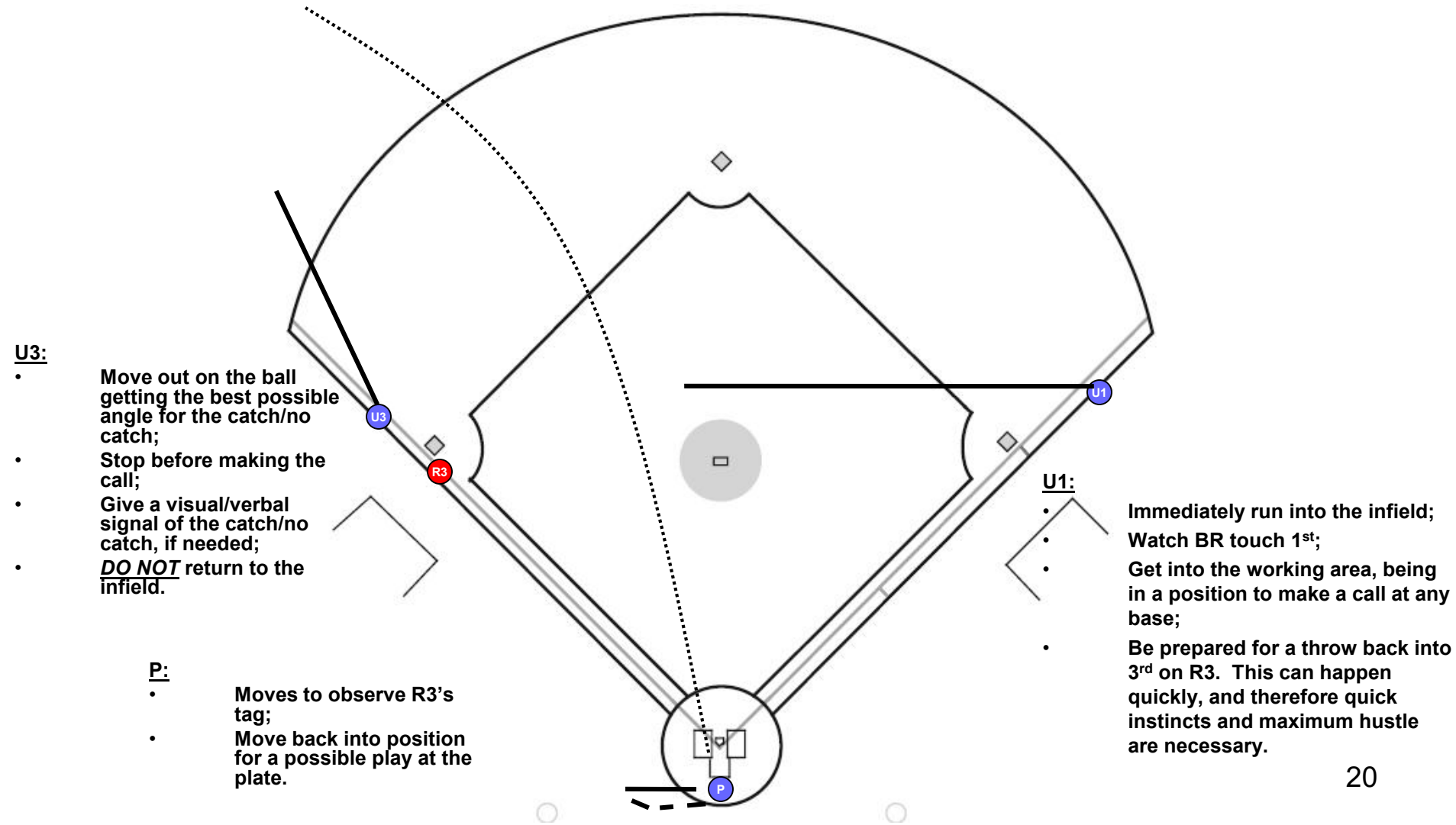
- **F8 going back, coming in, and going to his left**
- **F8 going to his left;**
- **F9 all the way to the line;**
- **F3 and F4 The “modified” V;**

- **F9 toward the line;**
- **F1, F2, and F3 toward 1st base.**



INITIAL MOVEMENT
— — — — —
SECONDARY MOVEMENT
.....
BALL FLIGHT

FLY BALL U3 HAS THE CATCH/NO CATCH





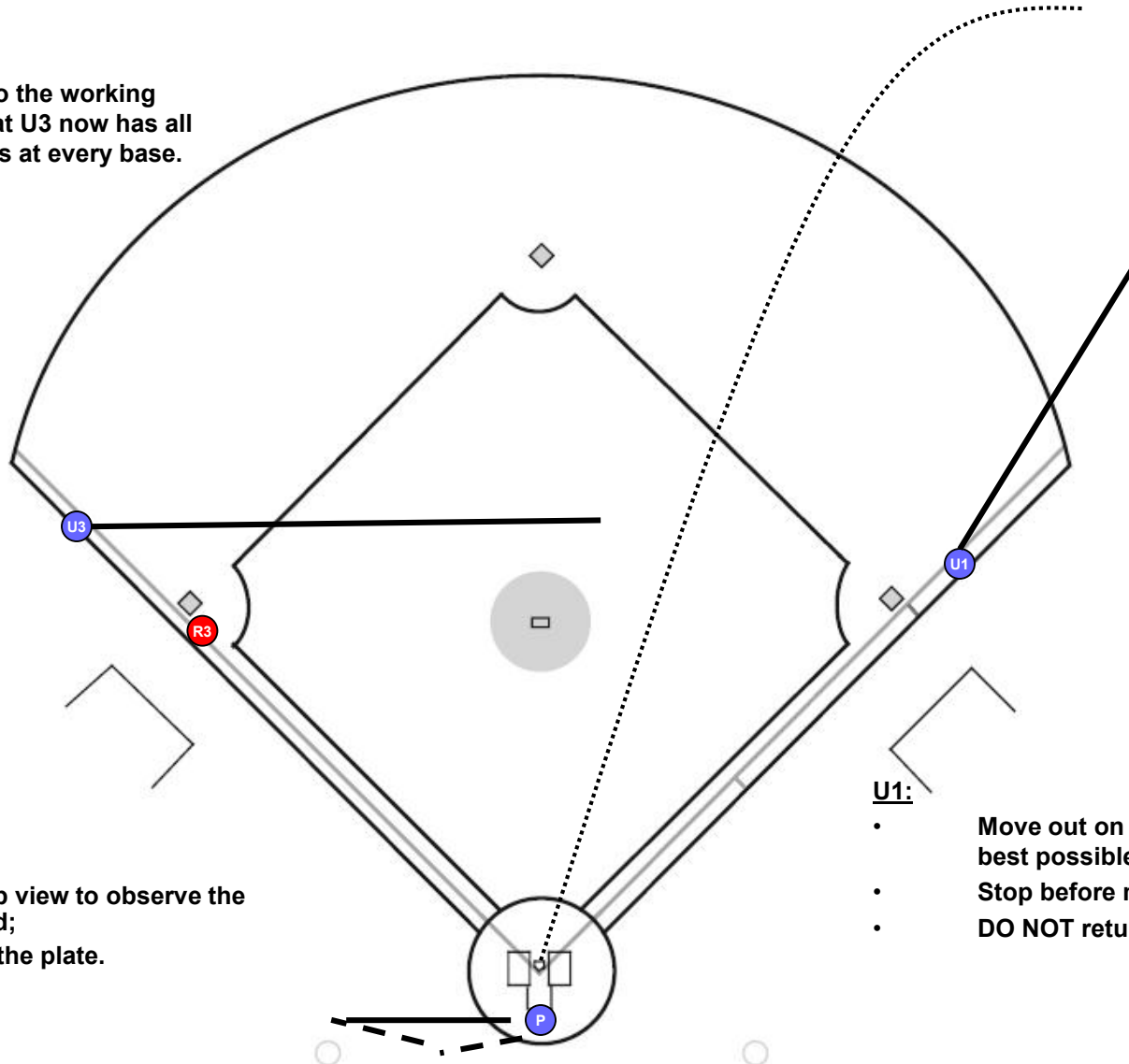
INITIAL MOVEMENT
— — — — —
SECONDARY MOVEMENT
.....
BALL FLIGHT

FLY BALL

U1 HAS THE CATCH/NO CATCH

U3:

- Quickly move into the working area, realizing that U3 now has all plays and touches at every base.

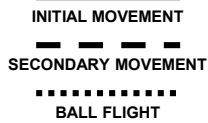


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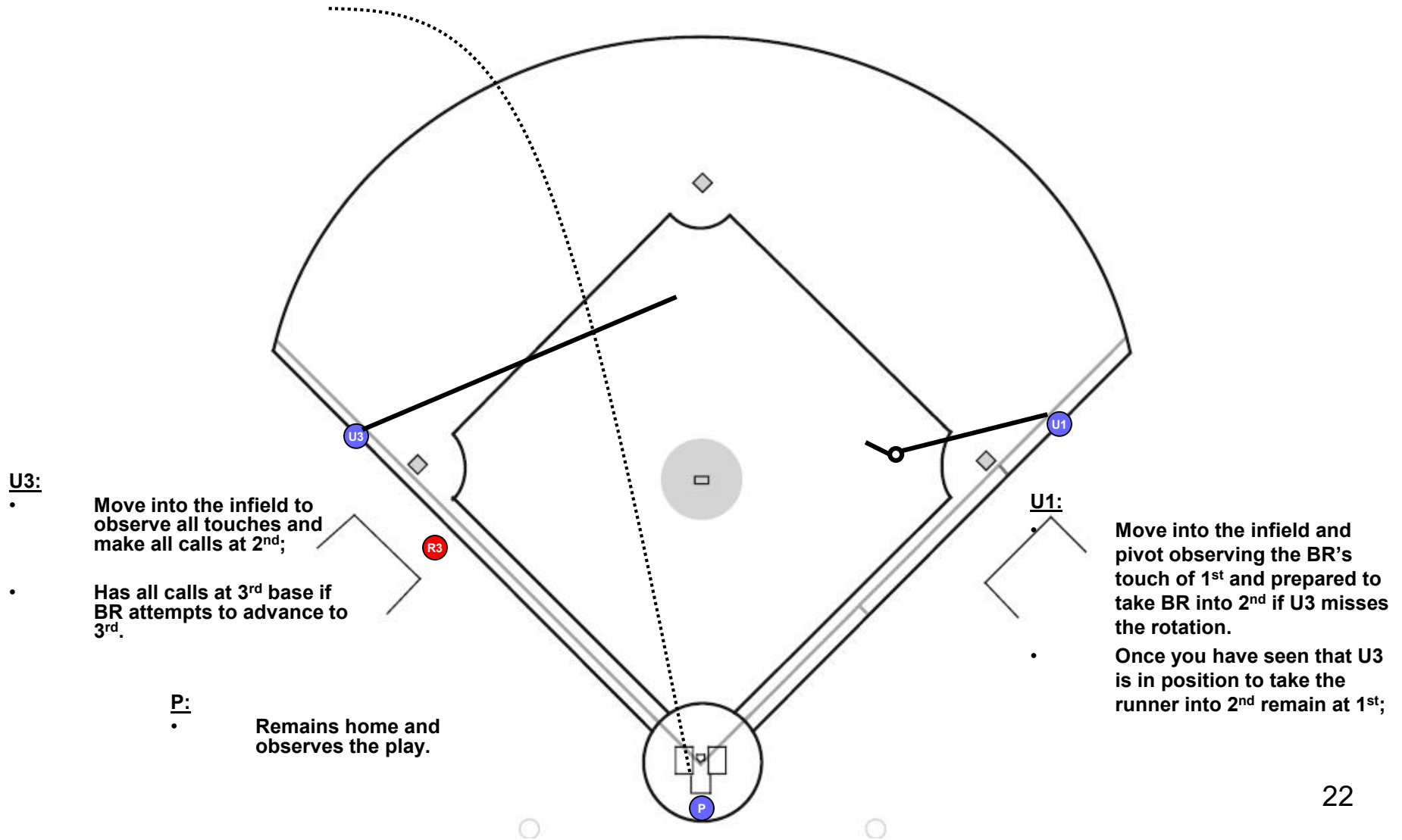
- Move to open up view to observe the tag of R3 at third;
- Has all plays at the plate.

U1:

- Move out on the fly ball getting the best possible angle for the call;
- Stop before making the call;
- DO NOT return to the infield;



BASE HIT





GROUND BALL

INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

U3:

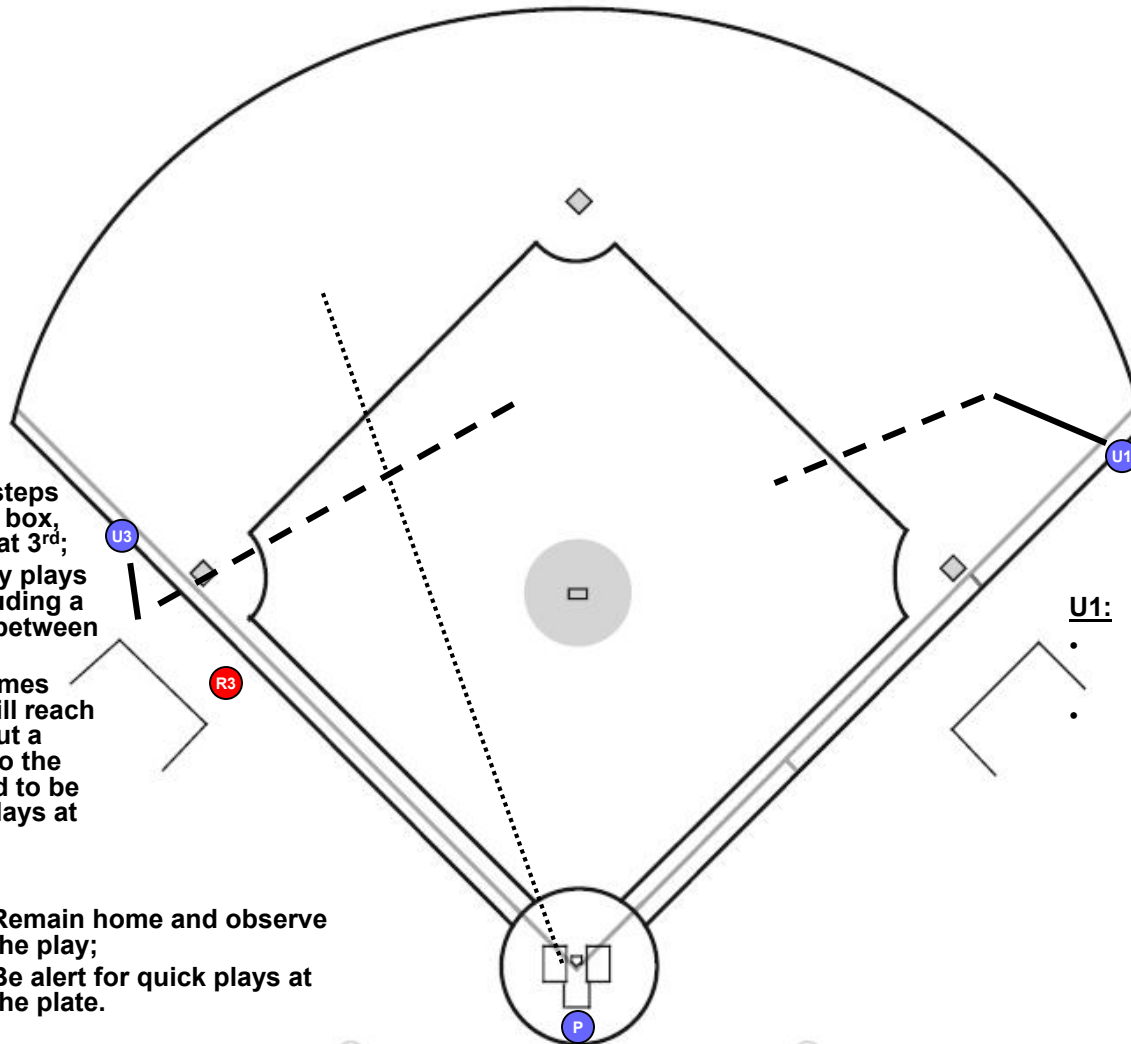
- Initially take a few steps toward the coach's box, anticipating a play at 3rd;
- Remain alert for any plays at third on R3, including a possible rundown between 3rd and home;
- If and when it becomes apparent that R3 will reach home safely, without a play, then move into the middle of the infield to be in position for all plays at 2nd and 3rd.

P:

- Remain home and observe the play;
- Be alert for quick plays at the plate.

U1:

- Take normal position for plays at 1st base.
- Be aware that if U3 is required to stay at 3rd, then it is necessary to move into the infield and stay ahead of the BR.

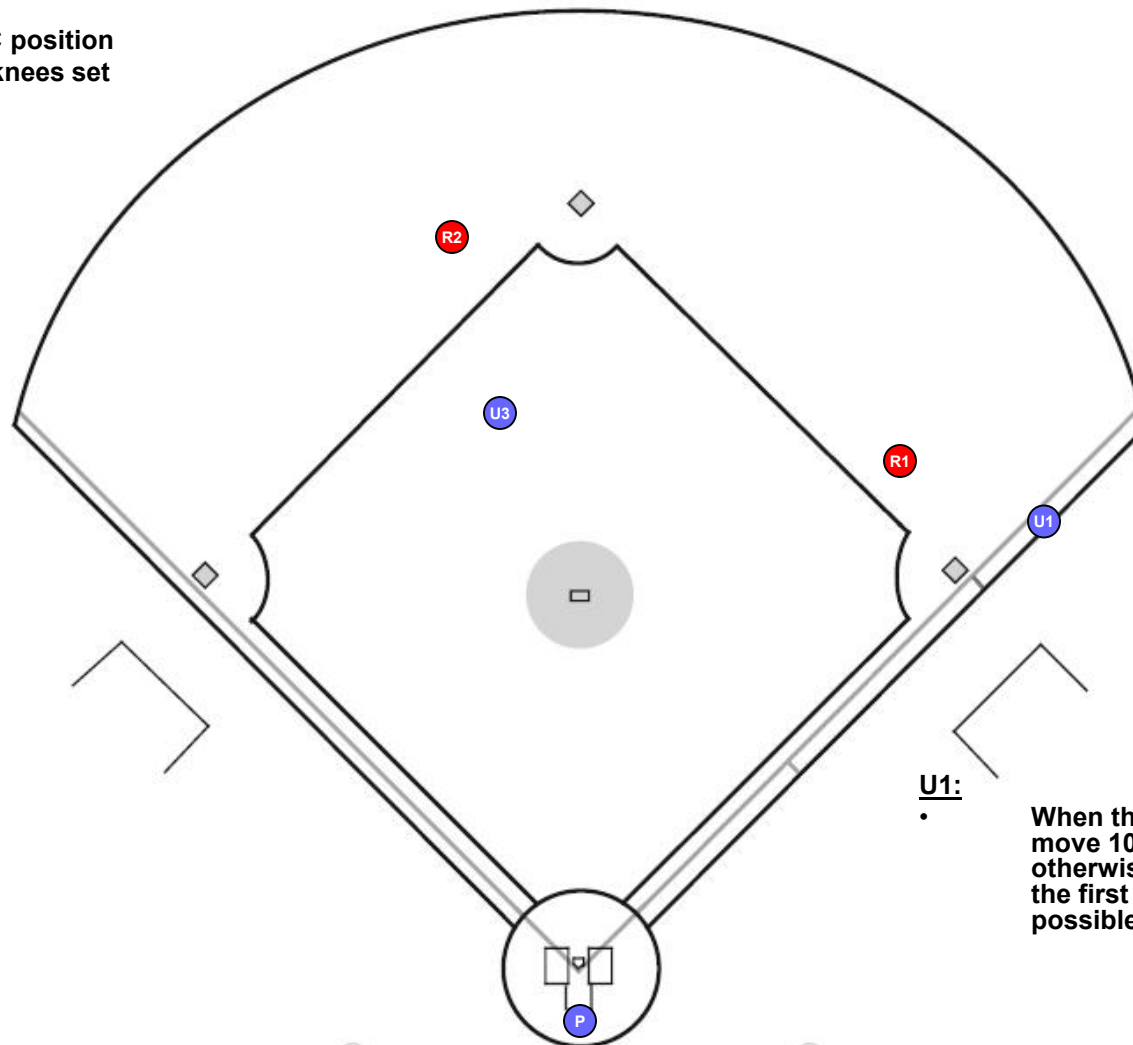




RUNNERS ON 1ST AND 2ND

U3:

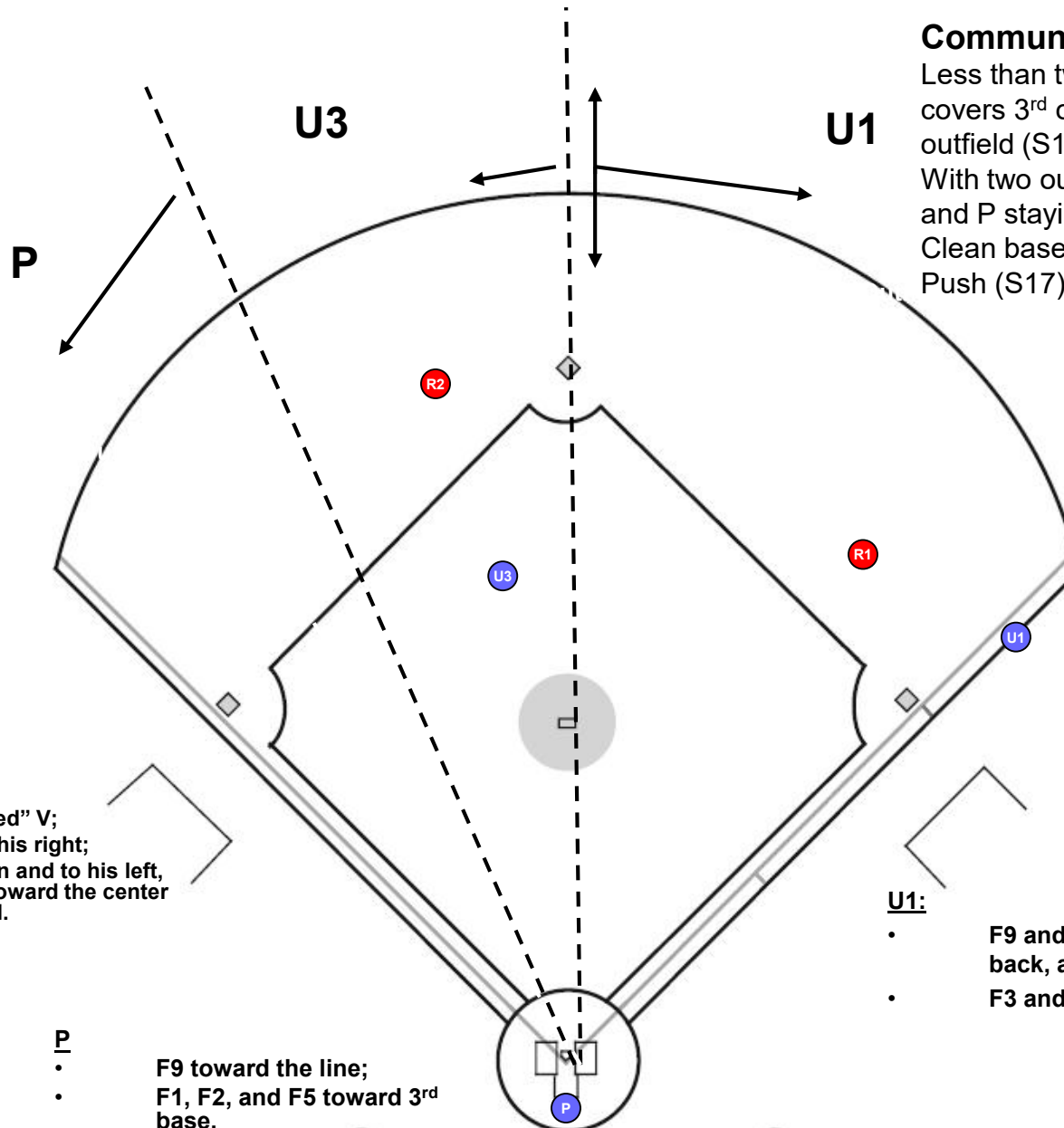
- Standard C position
- Hands on knees set



U1:

- When the runner is being held, move 10 feet beyond bag; otherwise be a step or two behind the first baseman, still aware of possible pickoffs.

FLY BALL/LINE DRIVE COVERAGE



Communication:

Less than two out- Infield Fly Plate covers 3rd on caught fly ball to outfield (S15)
With two out add- Timing Play (S13) and P staying home (S16)
Clean base hit no one goes out- Push (S17)

U3:

-
-
-

**The "modified" V;
F8 going to his right;
F5 straight in and to his left,
F6, and F4 toward the center
of the infield.**

U1:

-

F9 and F8 coming in, going back, and going to his left; F3 and F4 toward 1st base.

P

-

**F9 toward the line;
F1, F2, and F5 toward 3rd
base.**



INITIAL MOVEMENT
 — — — — —
 SECONDARY MOVEMENT

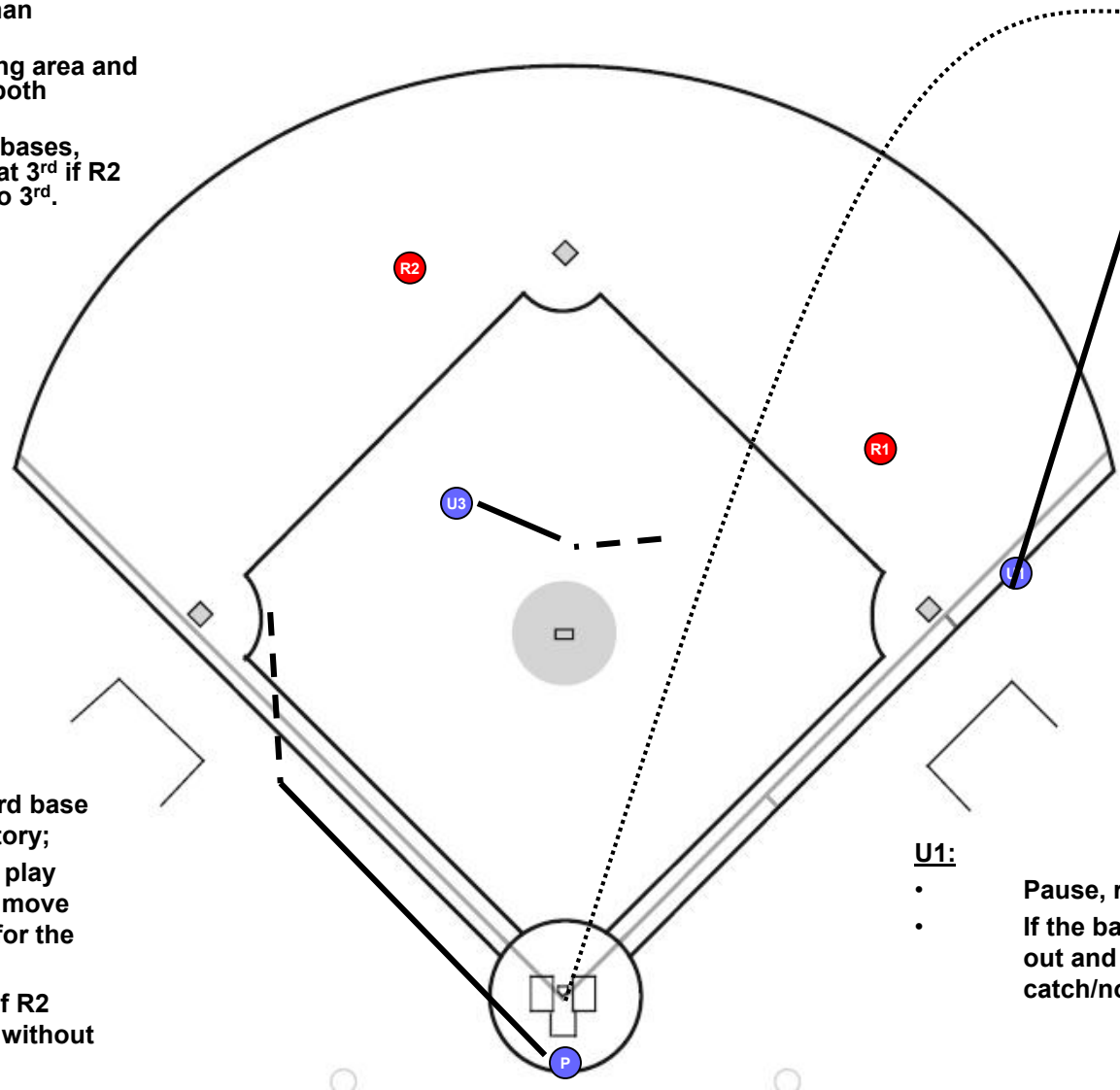
 BALL FLIGHT

FLY BALL TO RIGHT FIELD

U1 GOES OUT (TROUBLE BALL)

U3:

- Revert to two-man mechanics;
- Moves to working area and has tag-ups of both runners;
- Has plays at all bases, except for play at 3rd if R2 tags and goes to 3rd.



P:

- Move up the third base line in foul territory;
- If R2 tags and a play develops at 3rd, move into the cutout for the play;
- Retreats home if R2 advances to 3rd without a play.

U1:

- Pause, read, and react;
- If the ball is a trouble ball, go out and be set for the catch/no catch;



INITIAL MOVEMENT
 — — — — —
 SECONDARY MOVEMENT

 BALL FLIGHT

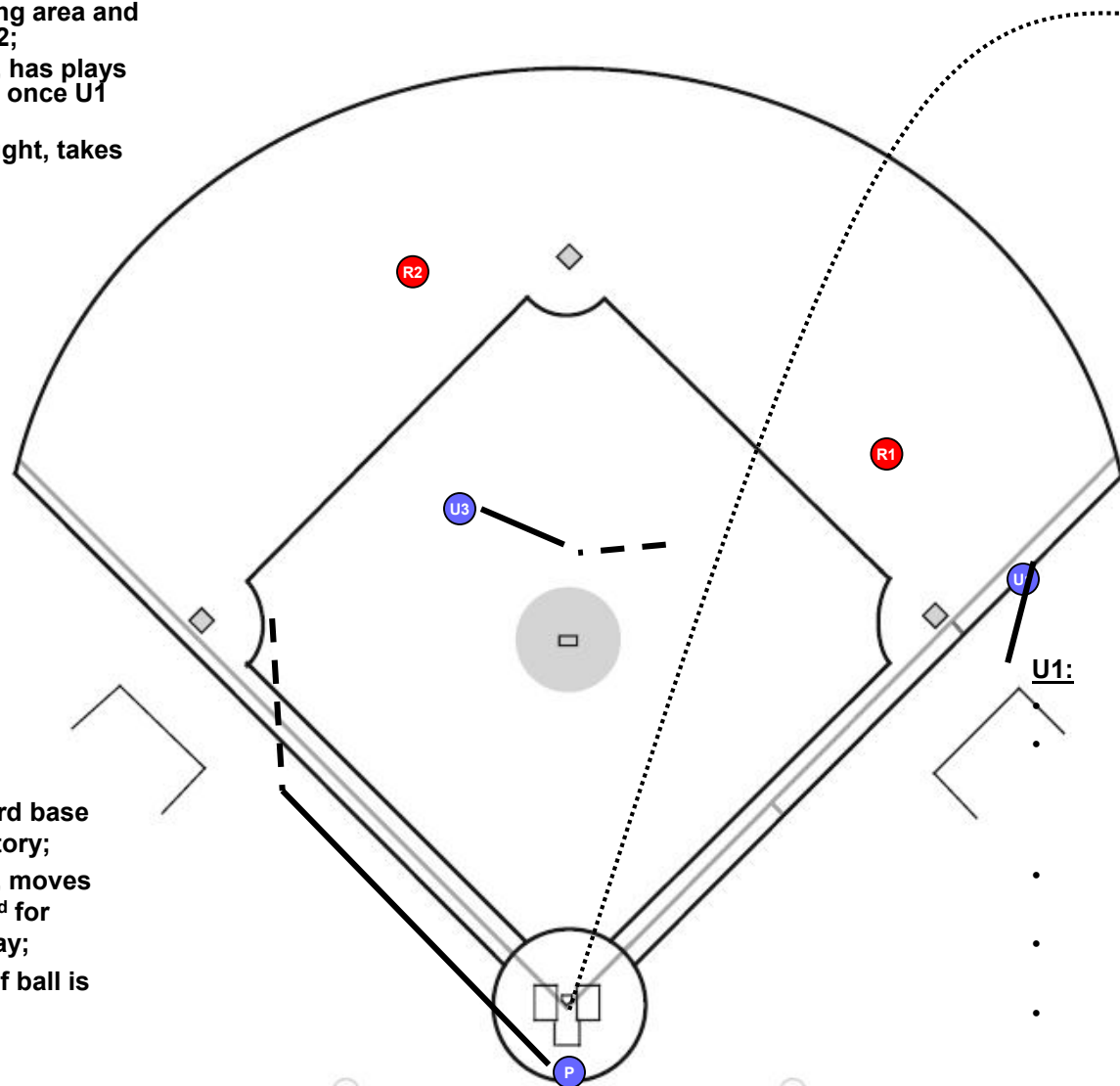
FLY BALL TO RIGHT FIELD

U1 DOES NOT GO OUT

Communication:
 P- if rotate to 3rd for a call, vocalize that you're there.

U3:

- Moves to working area and has tag-up of R2;
- If ball is caught, has plays at 2nd, and at 1st once U1 rotates home;
- If ball is not caught, takes R2 into 3rd.



P:

- Move up the third base line in foul territory;
- If ball is caught, moves all the way to 3rd for any possible play;
- Retreats home if ball is not caught.

U1:

- Pause, read, and react.
- If the ball is not a trouble ball, remain in the area behind first base, lining up a possible tag;
- Still responsible for catch/no catch;
- If ball is caught, rotates home if R2 commits to 3rd.
- If ball is not caught, remain at 1st base.



FLY BALL TO LEFT FIELD

INITIAL MOVEMENT
 — — — — —
 SECONDARY MOVEMENT

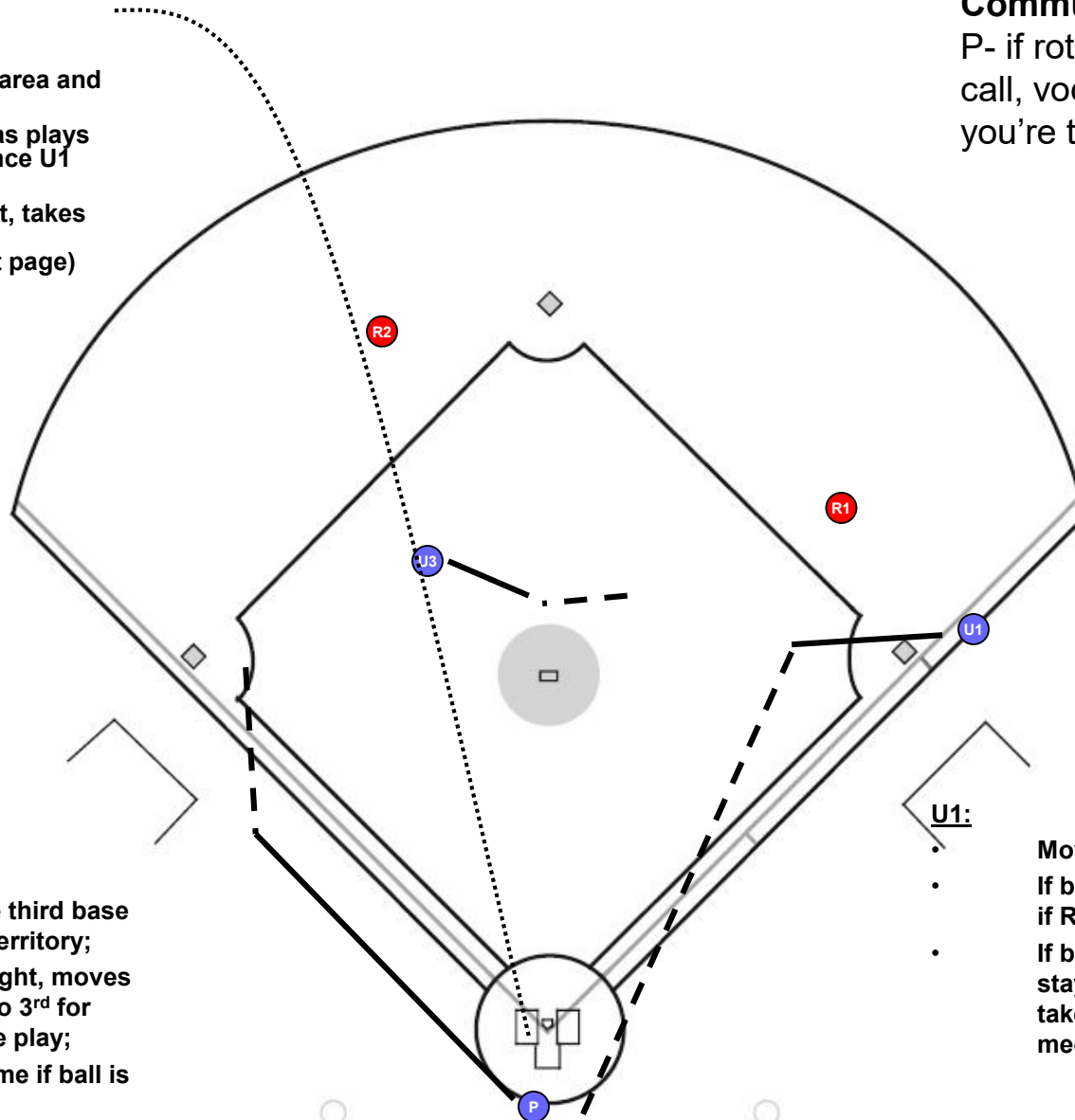
 BALL FLIGHT

U3

- Moves to working area and has tag-up of R2;
- If ball is caught, has plays at 2nd, and at 1st once U1 rotates home;
- If ball is not caught, takes R2 into 3rd. (Same mechanics as next page)

Communication:

P- if rotate to 3rd for a call, vocalize that you're there.



P

- Move up the third base line in foul territory;
- If ball is caught, moves all the way to 3rd for any possible play;
- Retreats home if ball is not caught.

U1:

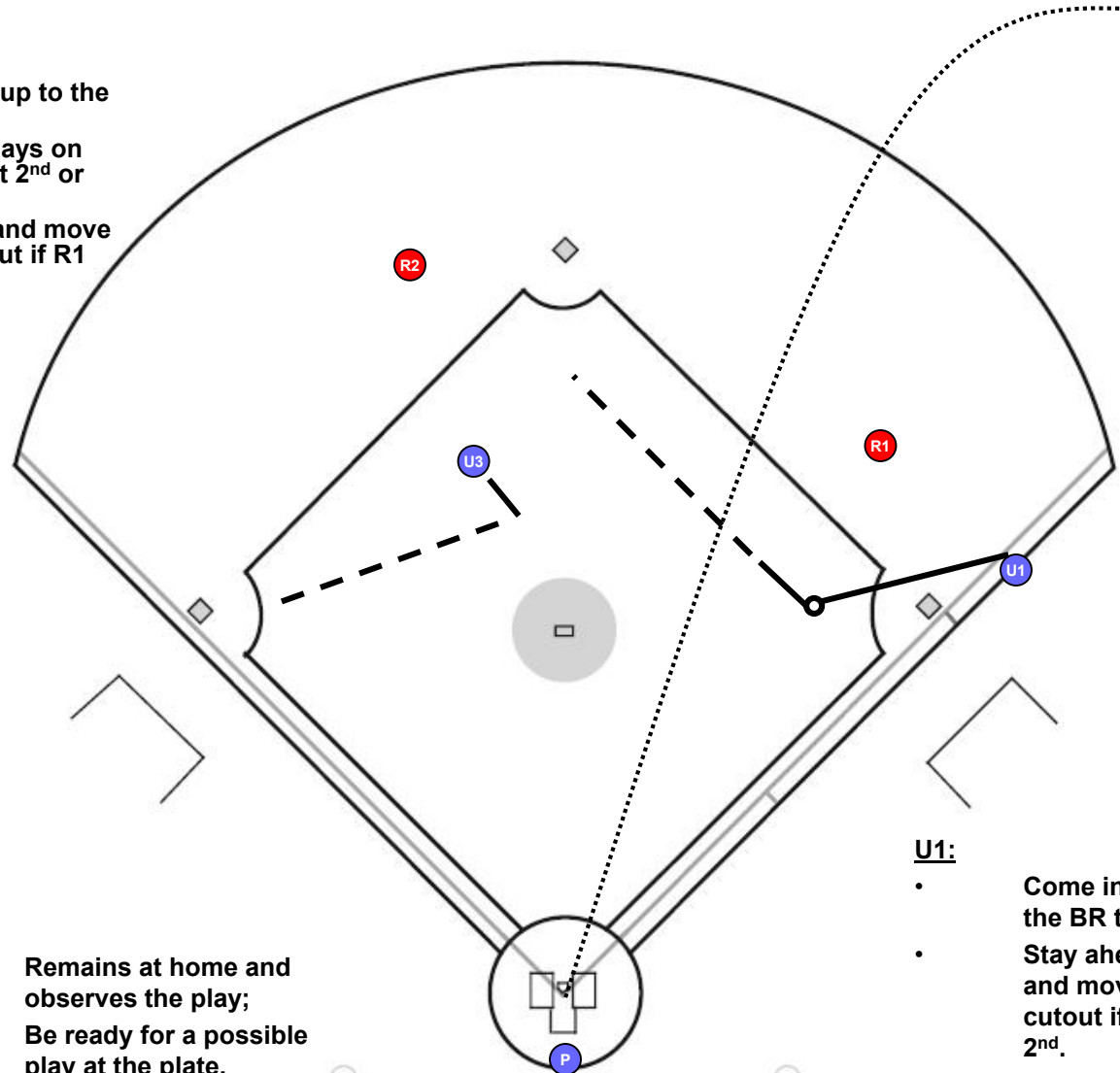
- Moves into the infield.
- If ball is caught, rotates home if R2 commits to 3rd.
- If ball is not caught, (push) stays ahead of the BR and takes the BR into 2nd. (Same mechanics as next page)



BALL FLIGHT

BASE HIT

Step up and open up to the ball;
Responsible for plays on R2 at 3rd, and R1 at 2nd or 3rd;
Stay ahead of R1 and move into 3rd base cut-out if R1 commits to 3rd.



- **Remains at home and observes the play;**
- **Be ready for a possible play at the plate.**

- Come in and pivot, watching the BR touch 1st base;
- Stay ahead of the BR, (push) and move into the 2nd base cutout if the BR commits to 2nd.

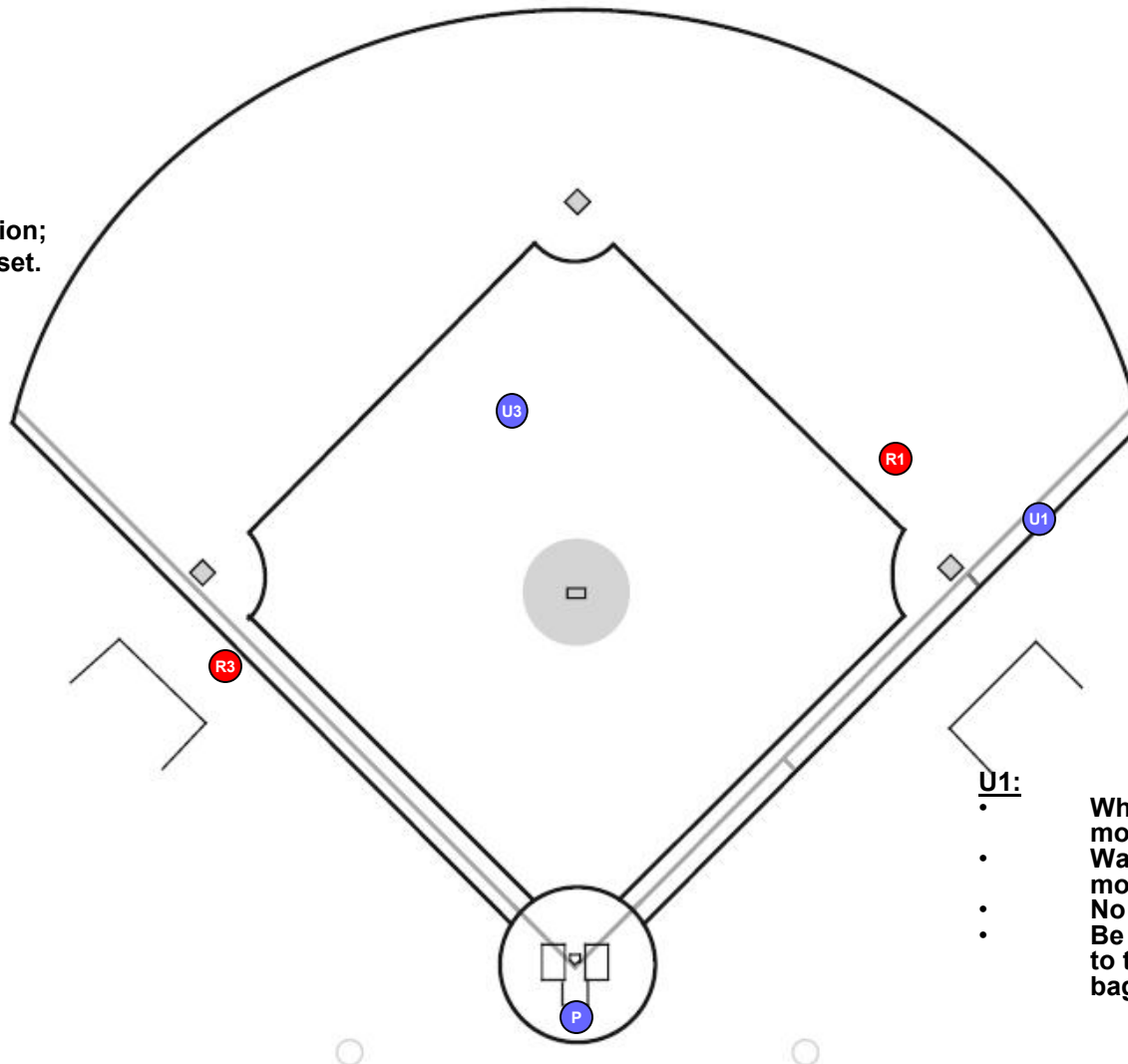
29



POSITIONS WITH RUNNERS ON 1ST AND 3RD

U3:

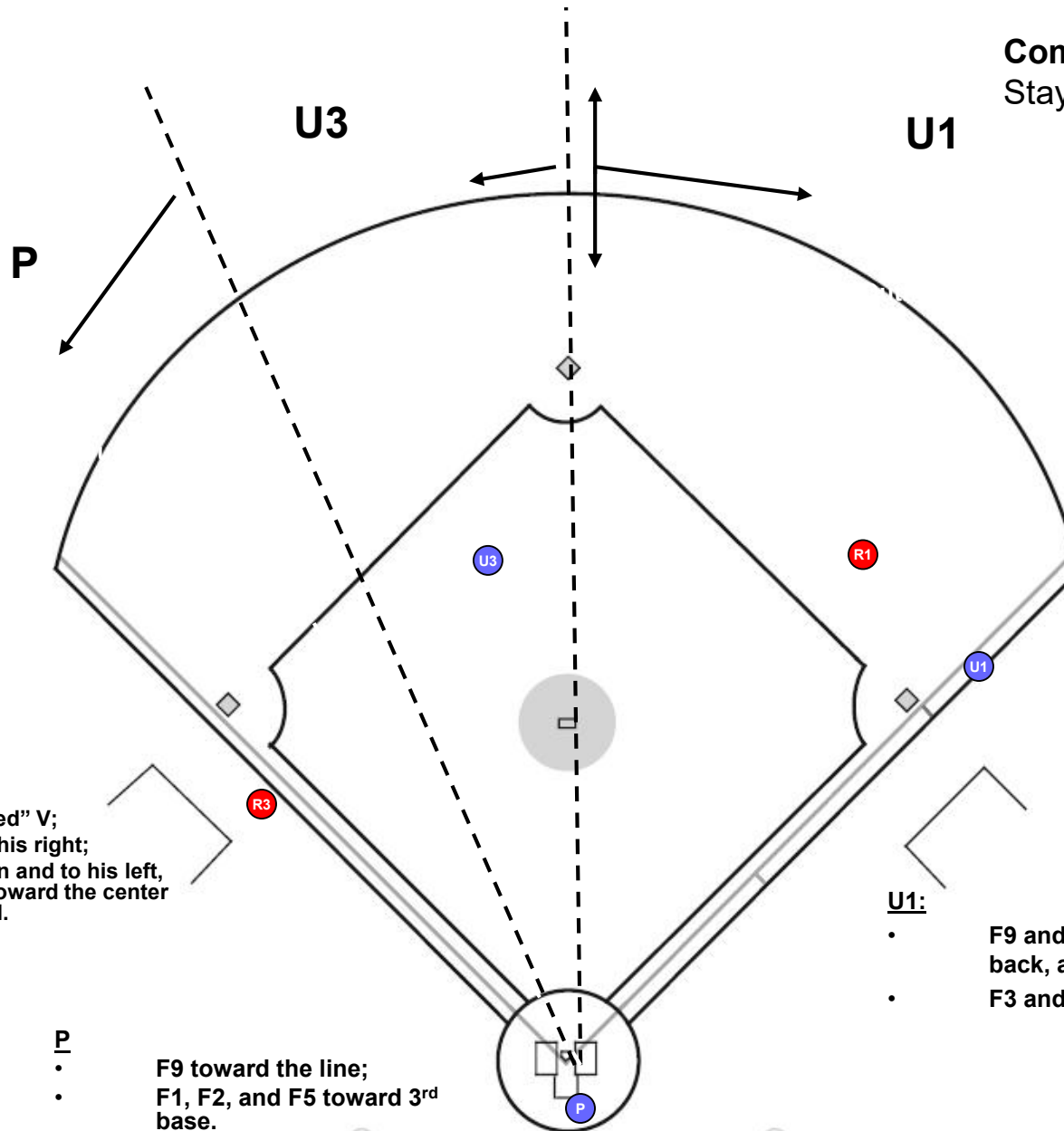
- Standard C position;
- Hands on knees set.



U1:

- When the runner is being held, move 10 feet beyond bag;
- Watch for the balk on a pickoff move;
- No movement on pickoff;
- Be hands on knees set, adjacent to the foul line and square to the bag.

FLY BALL/LINE DRIVE COVERAGE



Communication:
Stay Home (S16)

U3:

-
-
-

**The "modified" V;
F8 going to his right;
F5 straight in and to his left,
F6, and F4 toward the center
of the infield.**

U1:

-

**F9 and F8 coming in, going back, and going to his left.
F3 and F4 toward 1st base.**

P

-

**F9 toward the line;
F1, F2, and F5 toward 3rd
base.**



INITIAL MOVEMENT

SECONDARY MOVEMENT

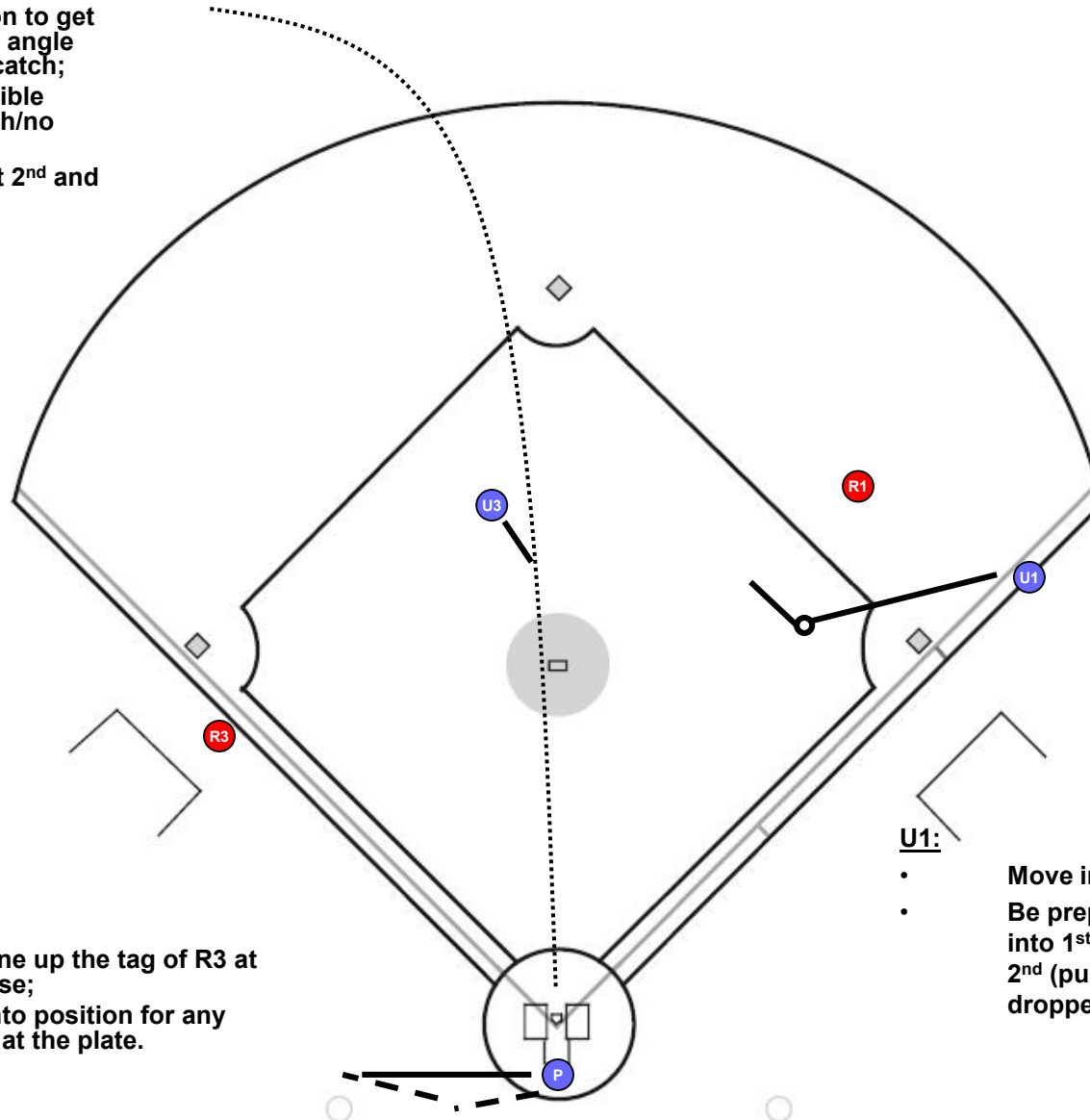
BALL FLIGHT

FLY BALL

U3 HAS THE CATCH/NO CATCH

U3:

- Move into position to get the best possible angle for the catch/no catch;
- Give a visual/audible signal of the catch/no catch if needed;
- Has play on R1 at 2nd and all plays at 3rd.



P:

- Will line up the tag of R3 at 3rd base;
- Get into position for any plays at the plate.

U1:

- Move into the infield.
- Be prepared to take R1 back into 1st or the BR into 1st or 2nd (push) if the ball is dropped.



INITIAL MOVEMENT

SECONDARY MOVEMENT

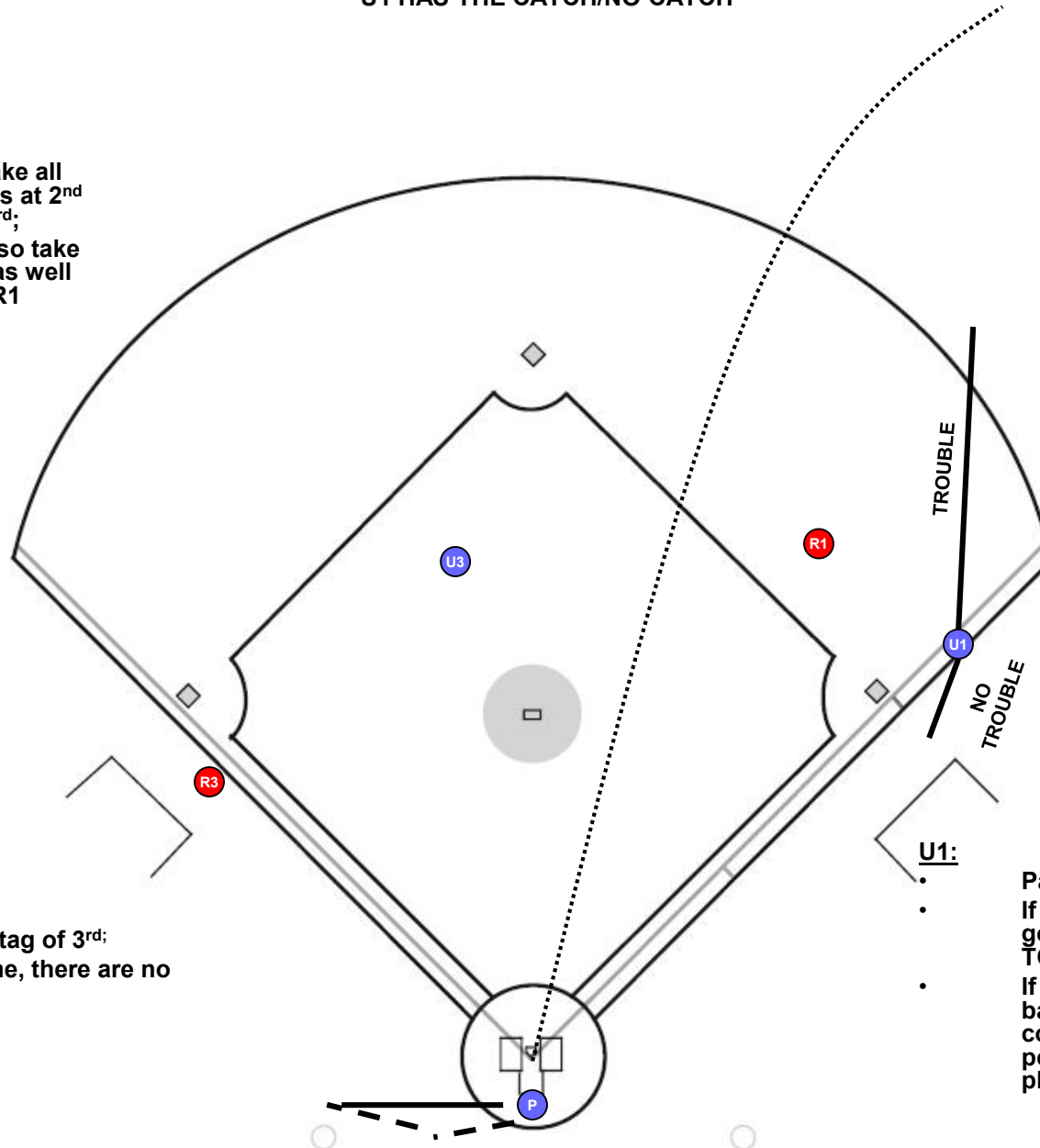
BALL FLIGHT

FLY BALL

U1 HAS THE CATCH/NO CATCH

U3:

- Be prepared to take all touches and plays at 2nd and all plays at 3rd;
- If U1 goes out, also take all plays at first, as well as the tag-up of R1



P:

- Line up R3 tag of 3rd;
- Return home, there are no rotations.

U1:

- Pause, read, and react;
- If the ball is a trouble ball, go out. DO NOT RETURN TO INFIELD;
- If the ball is not a trouble ball, move toward the coach's box to line up R1's possible tag and take all plays at 1st.

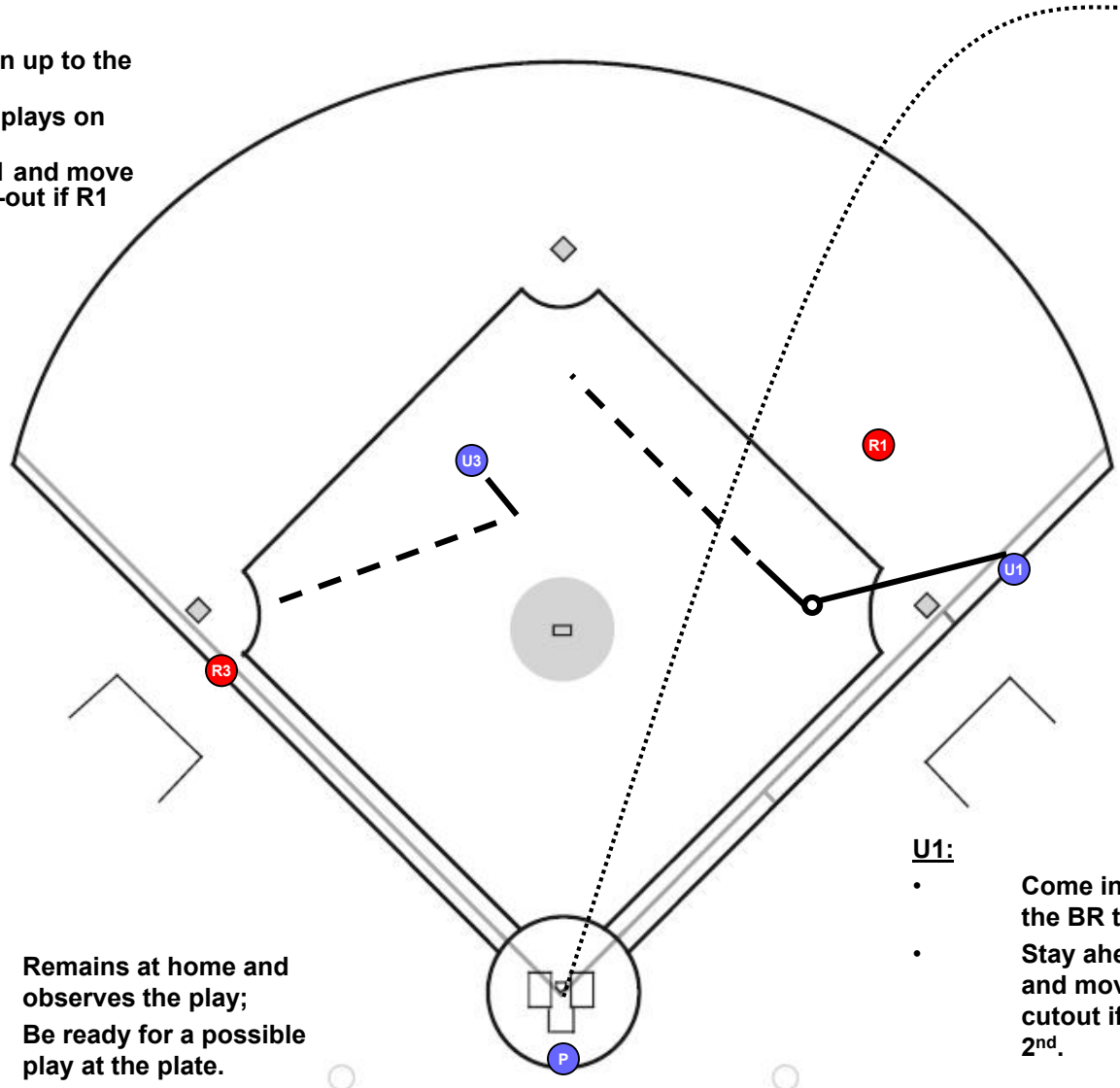


BASE HIT

INITIAL MOVEMENT
— — — — —
SECONDARY MOVEMENT
.....
BALL FLIGHT

U3:

- Step up and open up to the ball;
- Responsible for plays on R1 at 2nd or 3rd;
- Stay ahead of R1 and move into 3rd base cut-out if R1 commits to 3rd.



P

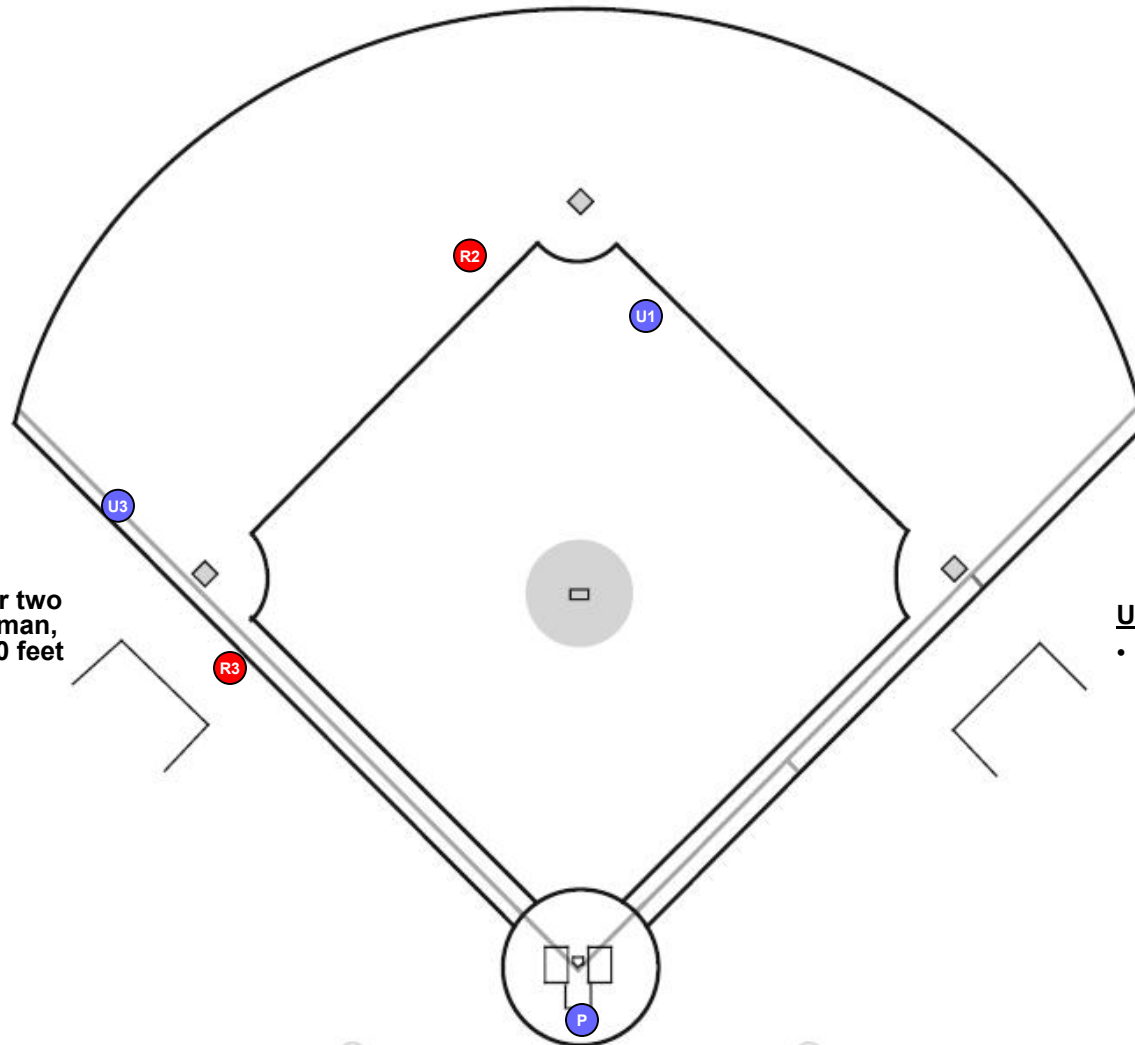
- Remains at home and observes the play;
- Be ready for a possible play at the plate.

U1:

- Come in and pivot, watching the BR touch 1st base;
- Stay ahead of the BR (push) and move into the 2nd base cutout if the BR commits to 2nd.



RUNNERS ON 2nd AND 3RD



U3:

- D position, a step or two behind the 3rd baseman, never closer than 10 feet from the bag.

U1:

- Deep B, acceptable to be square toward the third baseline.



FLY BALL COVERAGE

U3

U1

Communication:

Stay Home (S16)
With two out add Timing
Play (S13)

P

U3:

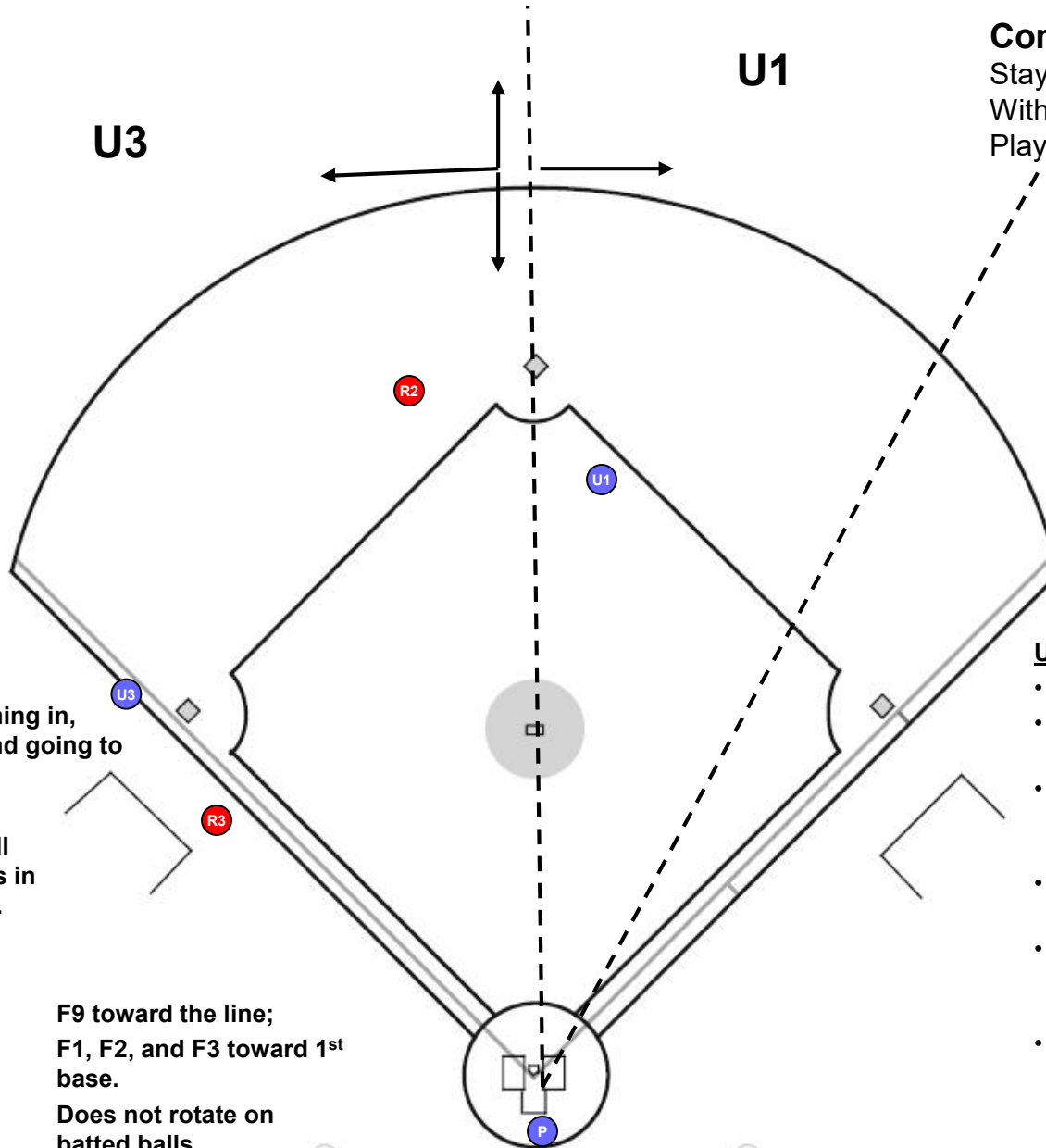
- F7 and F8 coming in, going back, and going to his right;
- F5 and F6
- Goes out on all catchable balls in coverage area.

P:

- F9 toward the line;
- F1, F2, and F3 toward 1st base.
- Does not rotate on batted balls

U1:

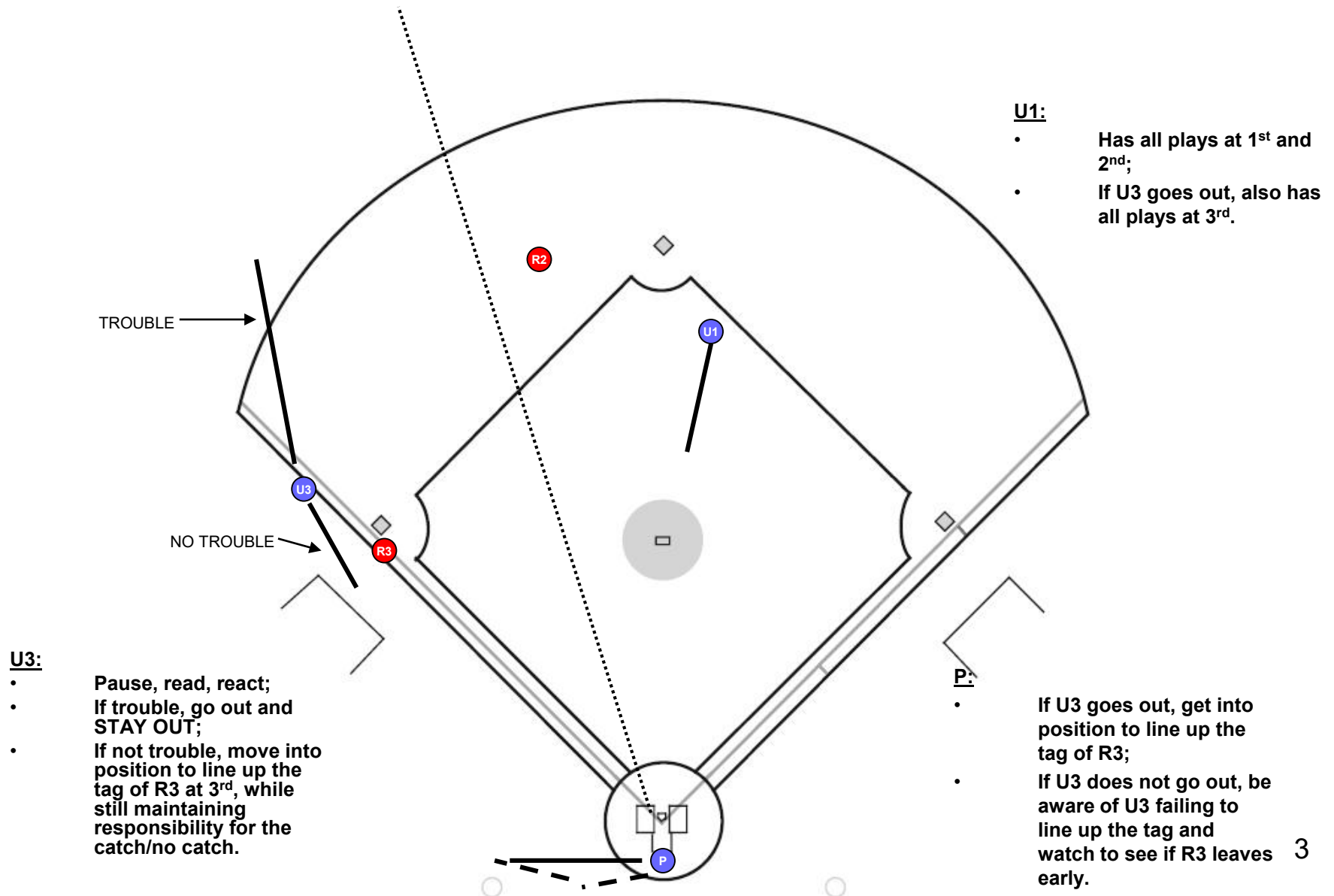
- The “modified” V;
- F8 going to toward right field;
- F9 going straight in, straight back, or to his right
- Takes all catch/no catch from the infield
- F3 straight in and to his right, F4, and F6 toward the middle of the infield.
- If U3 goes out, revert back to two-man.





INITIAL MOVEMENT
— — — — —
SECONDARY MOVEMENT
.....
BALL FLIGHT

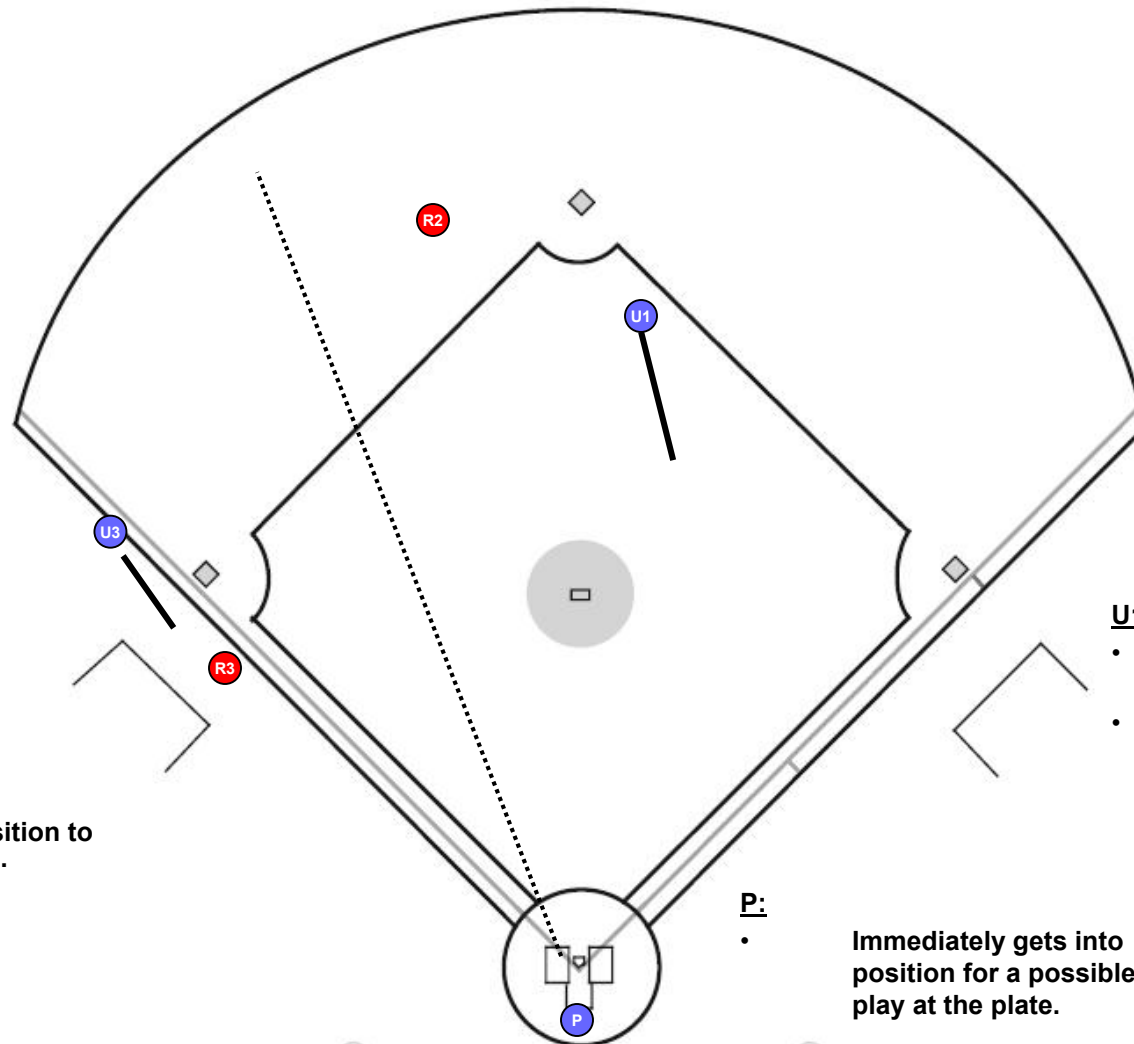
FLY BALL TO THE OUTFIELD





INITIAL MOVEMENT
— — — — —
SECONDARY MOVEMENT
.....
BALL FLIGHT

GROUND BALL TO THE INFIELD OR BASE HIT



U3:

•

Moves into position to make call at 3rd.

U1:

•

•

Same movement as two-man;
If ball gets through infield, has all plays at 1st and 2nd.

P:

•

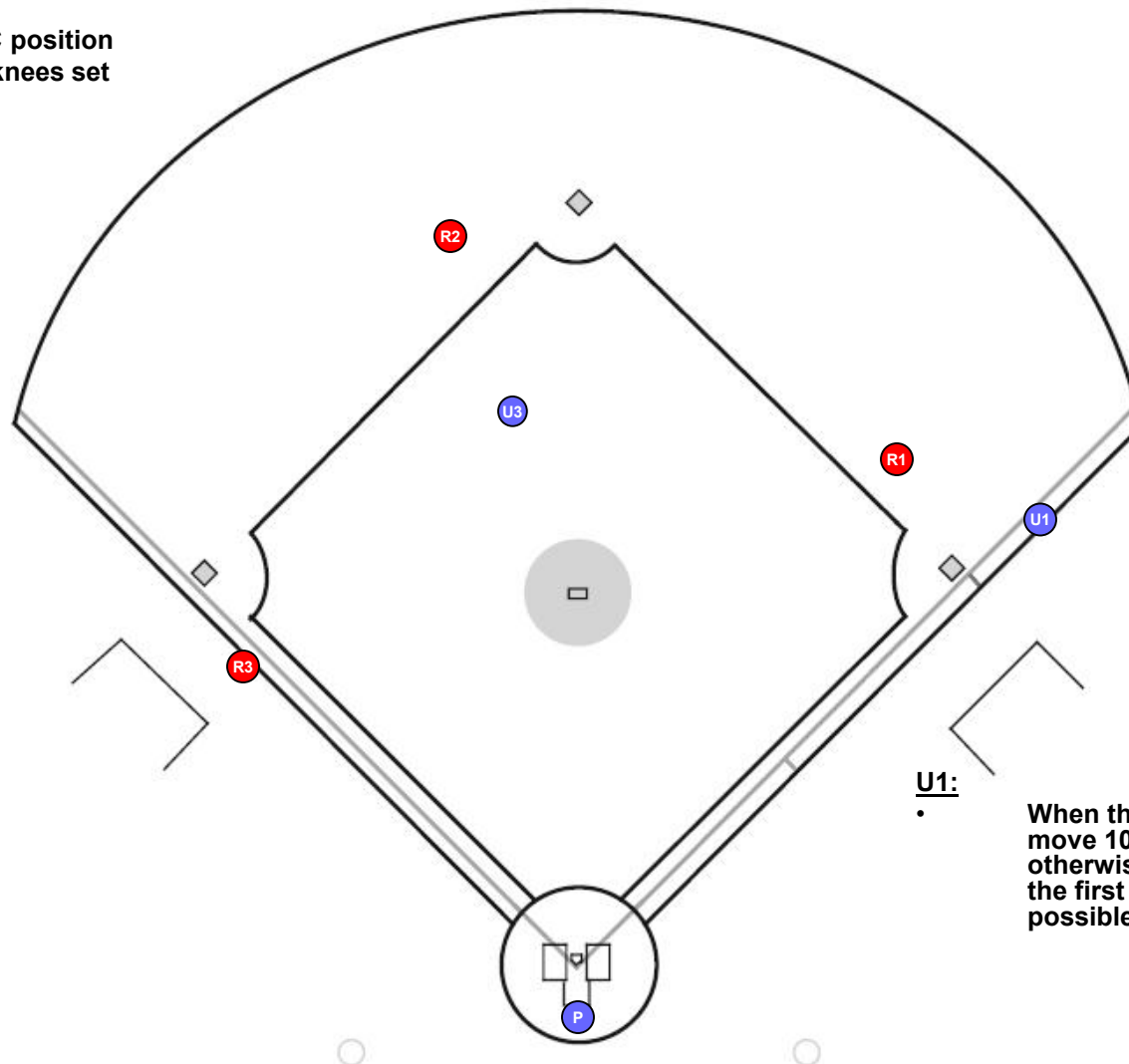
Immediately gets into position for a possible play at the plate.



BASES LOADED

U3:

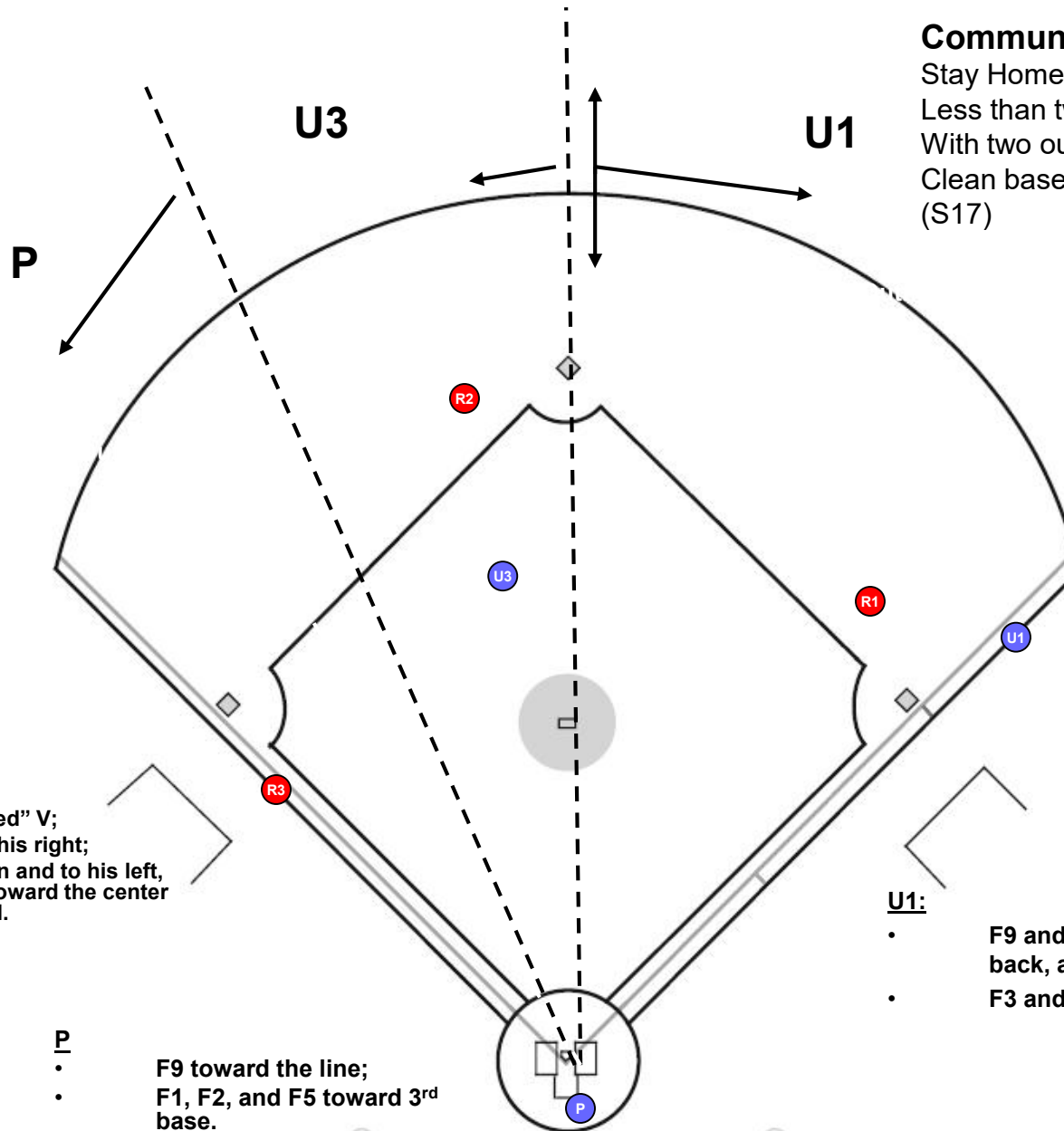
- Standard C position
- Hands on knees set



U1:

- When the runner is being held, move 10 feet beyond bag; otherwise be a step or two behind the first baseman, still aware of possible pickoffs.

FLY BALL/LINE DRIVE COVERAGE



Communication:

Stay Home (S16)

Less than two out- Infield Fly (S11)

With two out add- Timing Play (S13)

Clean base hit no one goes out- Push
(S17)

U3:

-
-
-

**The "modified" V;
F8 going to his right;
F5 straight in and to his left,
F6, and F4 toward the center
of the infield.**

U1:

-

F9 and F8 coming in, going back, and going to his left; F3 and F4 toward 1st base.

P

-

**F9 toward the line;
F1, F2, and F5 toward 3rd
base.**



INITIAL MOVEMENT

SECONDARY MOVEMENT

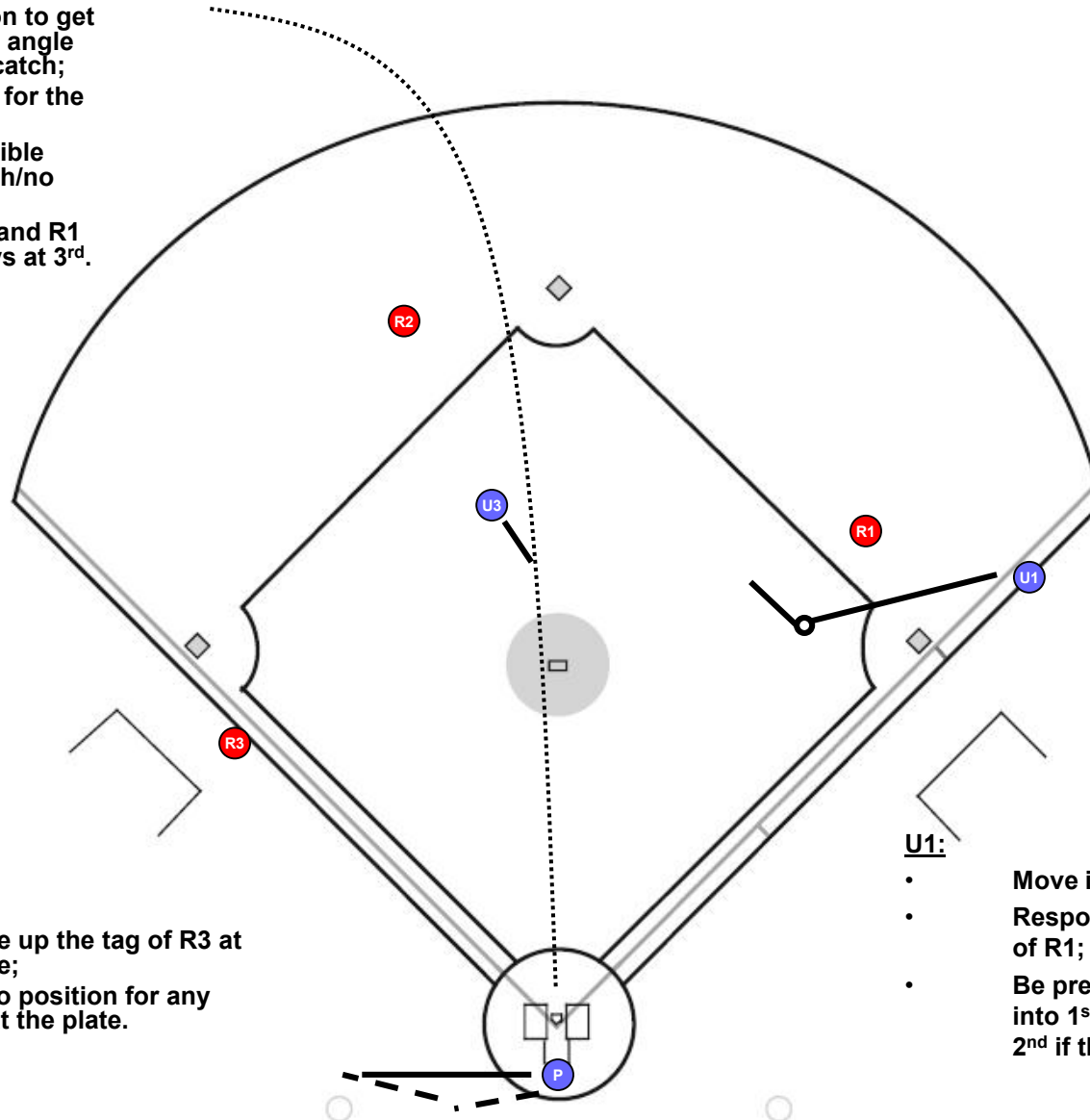
BALL FLIGHT

FLY BALL

U3 HAS THE CATCH/NO CATCH

U3:

- Move into position to get the best possible angle for the catch/no catch;
- Also responsible for the tag-up for R2;
- Give a visual/audible signal of the catch/no catch if needed;
- Has plays on R2 and R1 at 2nd and all plays at 3rd.



P:

- Will line up the tag of R3 at 3rd base;
- Get into position for any plays at the plate.

U1:

- Move into the infield;
- Responsible for the tag-up of R1;
- Be prepared to take R1 back into 1st or the BR into 1st or 2nd if the ball is dropped.



INITIAL MOVEMENT

SECONDARY MOVEMENT

BALL FLIGHT

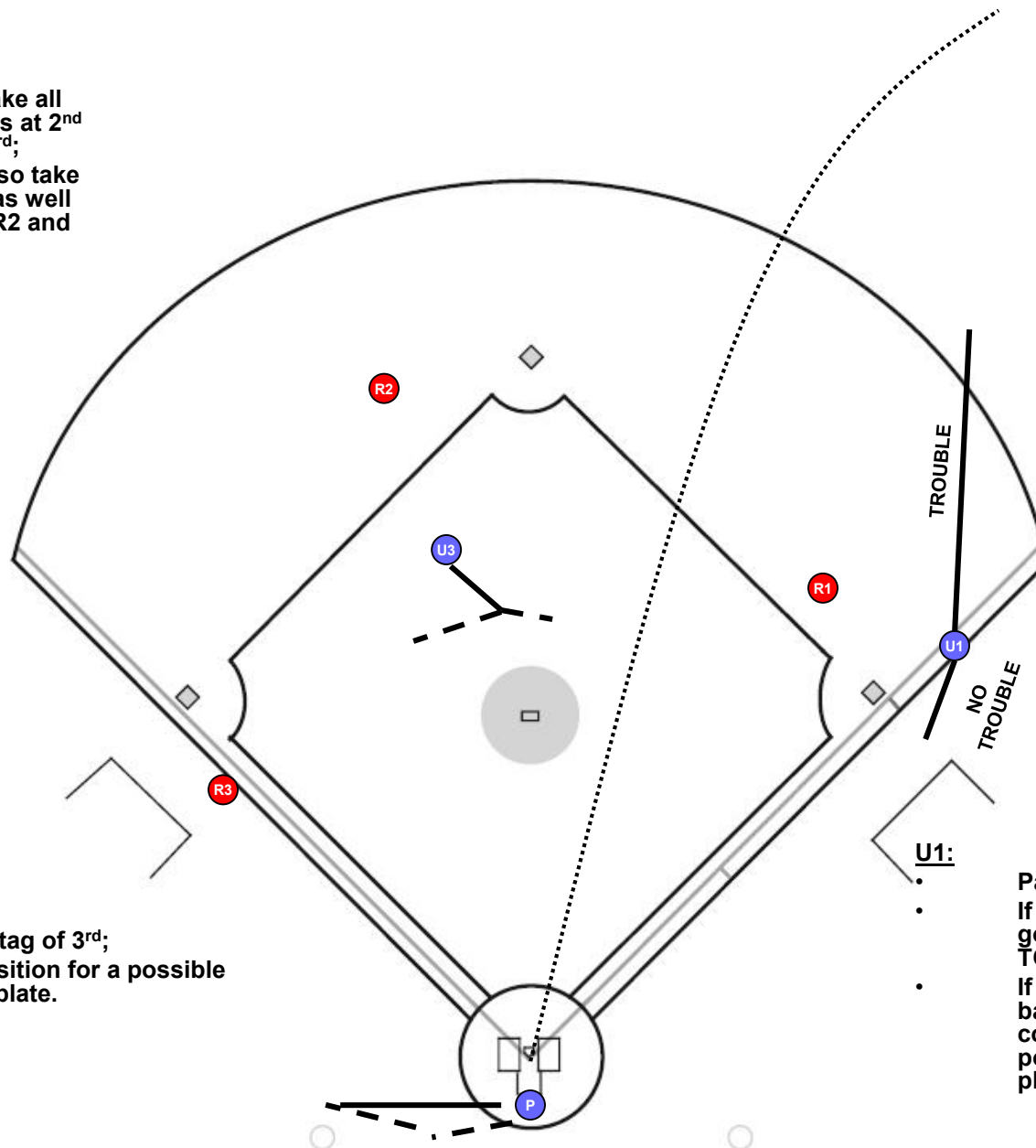
BALL FLIGHT

FLY BALL

U1 HAS THE CATCH/NO CATCH

U3:

- Be prepared to take all touches and plays at 2nd and all plays at 3rd;
- If U1 goes out, also take all plays at first, as well as the tag-up of R2 and R1

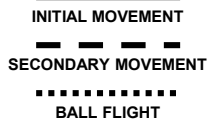


P:

- Line up R3 tag of 3rd;
- Get into position for a possible play at the plate.

U1:

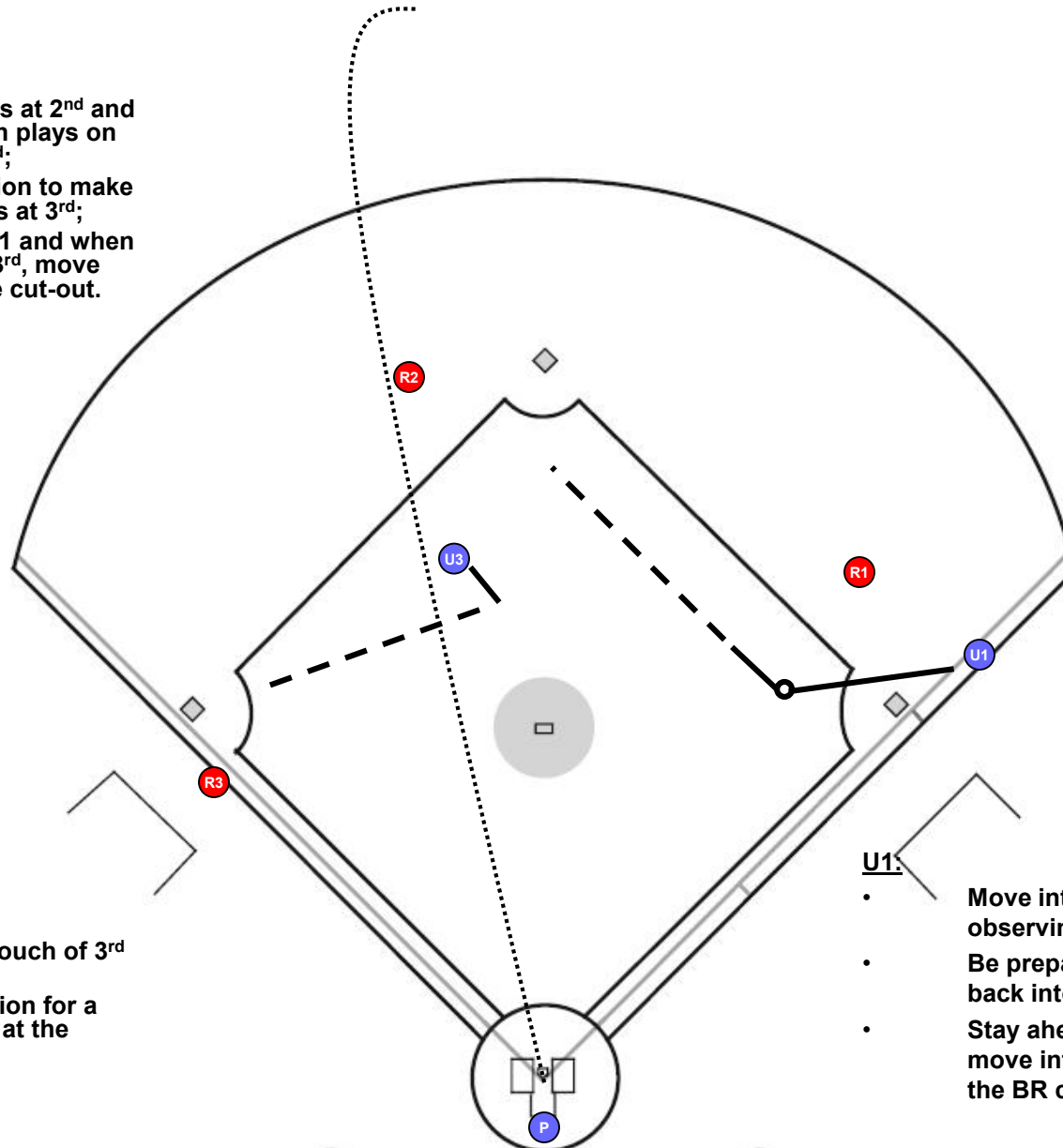
- Pause, read, and react;
- If the ball is a trouble ball, go out. DO NOT RETURN TO INFIELD;
- If the ball is not a trouble ball, move toward the coach's box to line up R1's possible tag and take all plays at 1st.



BASE HIT

U3:

- **Observe touches at 2nd and make all calls on plays on R2 and R1 at 2nd;**
- **Move into position to make all calls on plays at 3rd;**
- **Stay ahead of R1 and when R1 commits to 3rd, move into the 3rd base cut-out.**



P

- **Observe the touch of 3rd by R2;**
- **Get into position for a possible play at the plate.**

U1.

- **Move into the infield and pivot observing the BR's touch of 1st;**
- **Be prepared to take the runner back into 1st;**
- **Stay ahead of the BR (push) and move into the 2nd base cut-out if the BR commits to 2nd.**