

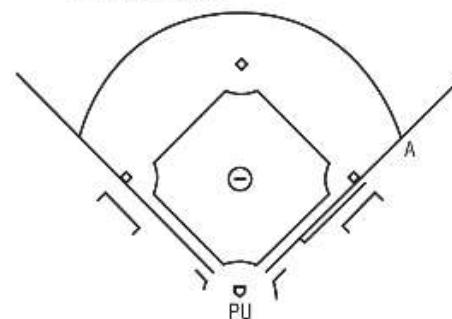
**XIV. 1-MAN MECHANICS****GUIDELINES FOR WORKING 1-MAN MECHANICS**

1. As you move to get in position to view a play and make a call, angle takes priority over proximity.
2. Remember, you can't possibly cover everything. But, when it comes to watching someone touch a base and knowing where the ball is, always keep your eyes on the ball.
3. Tell coaches at the pregame meeting you will work the game as hard as you can.
4. Also tell the coaches that whenever you brush off home plate, or are moving back to the plate from the infield, time is automatically out. However, take a quick look around to be sure nothing is happening before you brush off home plate or head back to the plate from the infield.
5. Anytime the ball is hit in fair territory, you must move out toward the center of the infield, unless a ball hit down the line requires your attention. Even then, you should still move out toward the center of the infield if you call the ball fair, or there is a possible play on a runner tagging up.
6. On long-distance calls, the general guideline is if the ball beats the runner and the tag is down, call the runner out.
7. Always know where the ball is and who has it.
8. When a ball appears to be going out of play, wait a little longer to be sure it is in an out-of-play area. Once you declare the ball out of play, there is no going back.
9. If you have a rules interpretation problem, don't necessarily be influenced by a coach who tells you how some other umpire handled the same play. The bottom line here is do what you think is fair and get the game moving. Nobody knows all the rules. Your job is to go out with the attitude that regardless of what happens, you will be able to apply the appropriate rule correctly. Do not allow games to get delayed with long discussions.
10. Don't allow very much complaining from coaches and players about your positioning, etc., as long as you are hustling. The best response is usually, "Coach, I am working as hard as I can for you." Then walk away.
11. Hustle! Hustle! Hustle!

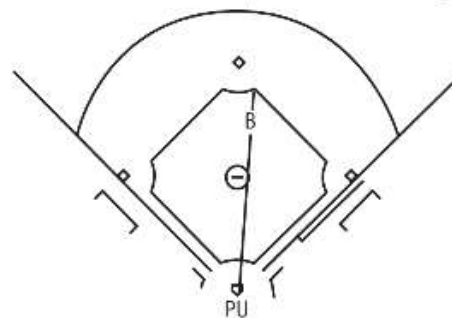
**XV. 2-MAN MECHANICS****STANDARD OPERATING PROCEDURES**

**ABBREVIATIONS:** The plate umpire will be described as **PU** and the field umpire as **U1**. It is assumed that in all situations **PU** will start out behind home plate. The three basic positions for **U1** on the bases are described as follows:

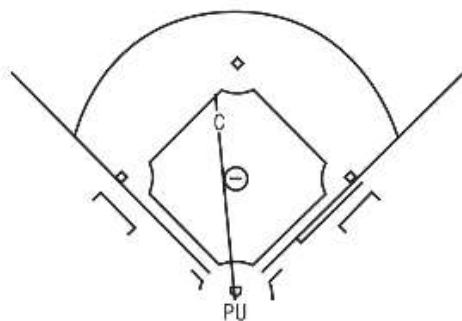
**POSITION A —** Both feet in foul territory, approximately 10 feet behind the first baseman. This will be the basic position with no runners on base.



**POSITION B —** Approximately halfway between the pitcher's mound and second base, on the first-base side of the infield, more or less on a line extended from the plate through the edge of the mound, with the feet positioned parallel to the pitcher's plate so the umpire can move to cover a pickoff attempt at first or an attempted steal of second. This will be the position used with first base occupied in the two-man system.



**POSITION C** — Approximately halfway between the pitcher's mound and second base, on the third-base side of the infield, more or less on a line extended from the plate through the edge of the mound, with the feet positioned parallel to the pitcher's plate so the umpire can move to cover any attempted pick-off or steal at any base. This position will be used in any situation with runners occupying bases other than first base in the two-man system.



#### GENERAL DUTIES AND RESPONSIBILITIES:

- PU:**
1. Call balls and strikes.
  2. Hustle! Just because you have the "dish" doesn't mean it is your only responsibility.
  3. Rule on fair/foul situations from the plate to left-field foul pole. If **U1** is in Position A, rule fair/foul on all batted balls that come to rest or are played upon in front of first base. Call fair/foul on all batted balls from the plate to the right-field foul pole if **U1** is in Position B or C. Be careful not to call fair or foul too soon.
  4. Get your mask off and move on all batted balls.
    - a. On ground balls in the infield, come inside the infield and be ready to move to cover plays which are your responsibility and to help your partner. Watch ground balls close to the line carefully to make the fair/foul call. With a runner at third, be careful not to go with the ball. Watch the play from the base line extended so you can see the runner touch the plate.
    - b. On fly balls to the infield, call catch/no catch on foul flies up to both bags and fair flies to the left of second base or taken by the pitcher or catcher.

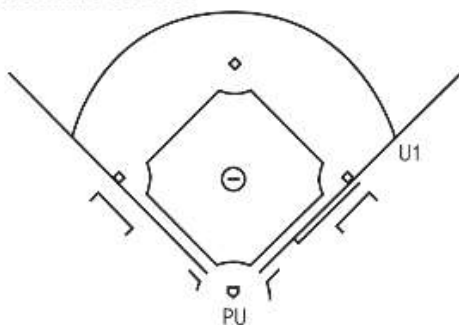
- c. On fly balls to the outfield with **U1** in Position A, call catch/no catch on any fly ball that **U1** does not go out on. You have responsibility on all fly balls hit to left field and balls hit to center field that move the center fielder to his right or towards left. If **U1** is in the infield, call catch/no catch on all fly balls to left or right on which the outfielder moves toward his respective foul line.
  - d. Remember to watch the tagup of any runner at third base or the lead runner in a situation involving multiple runners.
5. Be prepared to move to third base if a play happens there on a batted ball or to first base to help your partner on a throw behind the runner or in a rundown if possible.
  6. With a throw from near home plate, observe the batter-runner's position in relation to the 3-foot running lane. If the batter-runner is not in the lane and interferes with the throw, call interference and the batter-runner out.
  7. On a pop foul to the catcher, move with the catcher while observing him and not the ball. Do not remove your mask until the catcher has tossed his mask. If the catch is near the screen, position yourself so that you will know if the ball touched the screen.
  8. Anytime there is a runner at second base and a clean base hit, stay home. Be prepared to assist on a pulled foot or swipe tag at first base if requested by the Base Umpire.
- U1:**
1. Hustle on every play to be in the best position possible to make your calls.
  2. When in Position A, take one or two steps toward home plate with the pitch.
  3. With no runners, you will always be in Position A; with a single runner at first or with runners at first and third, you will be in Position B, with runners at second or second and third, you will be in Position C. This position stays the same; it is not dependent on the number of outs.
  4. In Position A, call fair/foul on balls hit down the first-base line from the front edge of the bag to the foul pole, especially on balls bounding over the bag. Be alert to help **PU** on a slow roller or bunt down the line where he may be blocked out by the catcher or batter-runner. If you see a batted ball, contact the batter in the batter's box, call "Time!"
  5. The first play by an infielder is always your call, except at home plate. Let the ball take you into the play.
  6. Make catch/no catch calls on fly balls in the following situations:
    - a. Fly balls in the infield which are taken by the first or second baseman;
    - b. If in Position A, go out to make a call on any difficult catch by the right fielder or the center fielder moving any direction other than towards left field. Expect to go out on any fly ball to right or center that might

involve a fair/foul decision, caught below the waist (possible trap), possible home run, or where two fielders converge. On routine flies come in and take a pivot; **PU** will make the catch/no catch ruling.

- c. If in Position B or C, fly balls to the outfield unless the catch is attempted by either fielder moving to the respective foul line. In this instance **PU** has both the fair/foul call and the catch/no catch. Do not cross the base paths to go to make a call.
7. Line up the tagup of a single runner, unless at third base, and on following runners in a multiple runner situation.
  8. Be alert to either move to cover home plate if **PU** is at third base and there are no following runners or to take a following runner into third if **PU** has a play at the plate, as in a bases-loaded situation.
  9. Rotate to home only if you have gone to the outfield to rule on a catch/no catch/fair/foul and Batter-Runner attempts to score on the play.

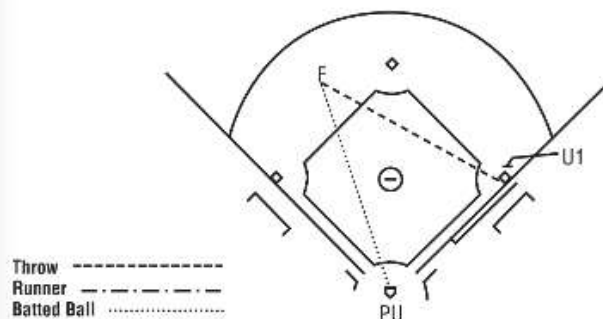
### FIELD MECHANICS AND COVERAGES

#### ARTICLE 1: NO RUNNERS ON BASE

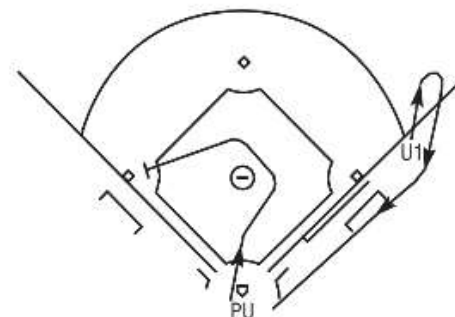


#### PU: COVERAGES:

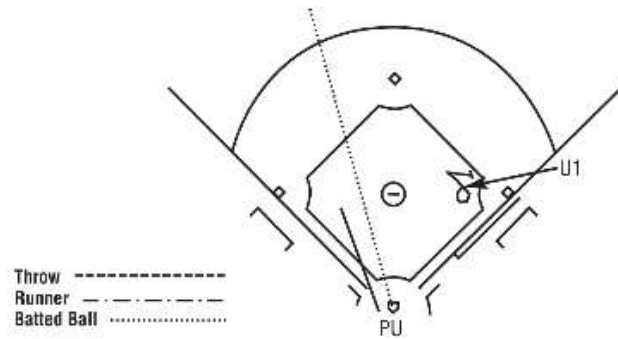
1. Move out on all batted balls; be ready to move to make call on batter-runner advancing to third base. You are responsible for the ground rules on an overthrow at first. In case of an overthrow, **PU** should react toward foul territory with the path of the overthrown ball.



2. If **U1** has the catch/no catch call on a fly ball, move to watch the batter-runner touch first base and be prepared to move to cover any attempted play on the batter-runner returning to first or to move to make a call at second base if **U1** is held up by a ball down the line.



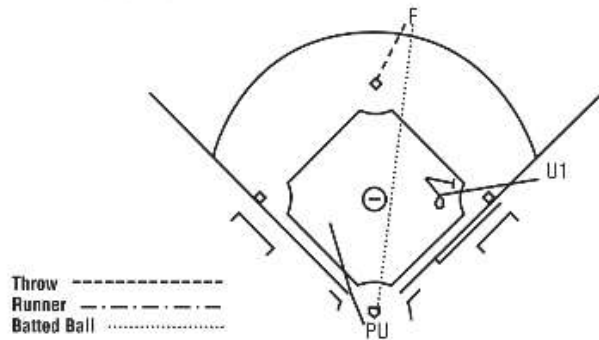
3. Call catch/no catch on all fly balls to the left side of the infield or fielded by the pitcher or catcher, and any foul fly balls fielded by the first baseman between the plate and first base.
4. Call catch/no catch on all fly balls to left field or on which the center fielder moves to his right (left field). On routine fly balls to center field or right field, call catch/no catch if **U1** comes in to take a pivot. Make the call verbally to assist **U1**, who is watching the batter-runner touch first base.



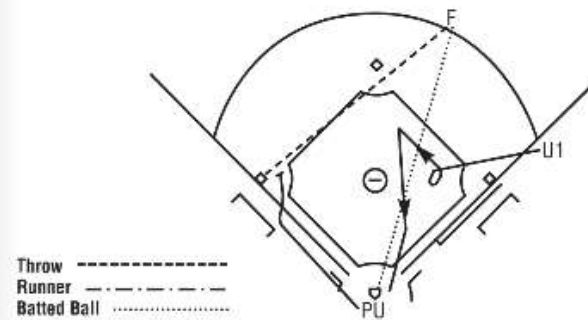
5. Call fair/foul on all batted balls down the third-base line to the foul pole in left field, and all batted balls that are played on or come to rest between home and the front edge of first base. Follow bunted balls down the line.

**U1: POSITION: A  
 COVERAGES:**

1. Move to make all calls at first base on plays in the infield. To get a good angle, take three or four quick, hard steps toward the player fielding the ball, then set and let his throw turn you to the bag.
2. On base hits, come into the infield, pivot to watch the batter-runner touch first base, and be ready to move to second base if he should attempt to advance.

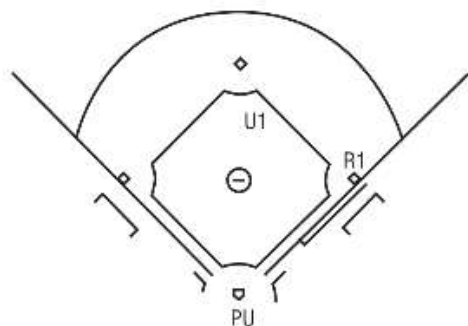


3. On an extra-base hit, take the batter-runner only as far as second base; PU has him at third. Be alert for the runner returning to second or advancing home on an overthrow at third. Cover the plate for PU.

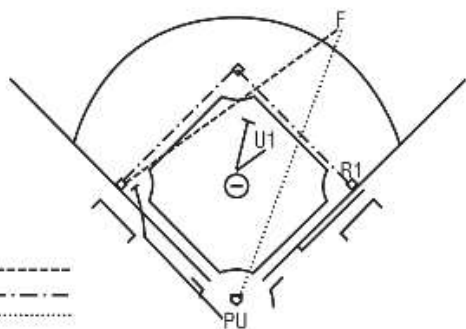


4. Go out on fair/foul or catch/no catch situations down the right-field line, getting an angle if possible. Be ready to return to take the play at the plate, since PU has the bases behind you. Be sure to go over fly-ball coverages with your partner in the umpire pregame conference. It is important to communicate with each other on fly balls in gray areas. If you are going to take the catch, immediately call out, "I've got the ball!" This will alert your partner to watch the batter-runner.

## ARTICLE 2: R1 AT FIRST BASE ONLY

**PU: COVERAGES:**

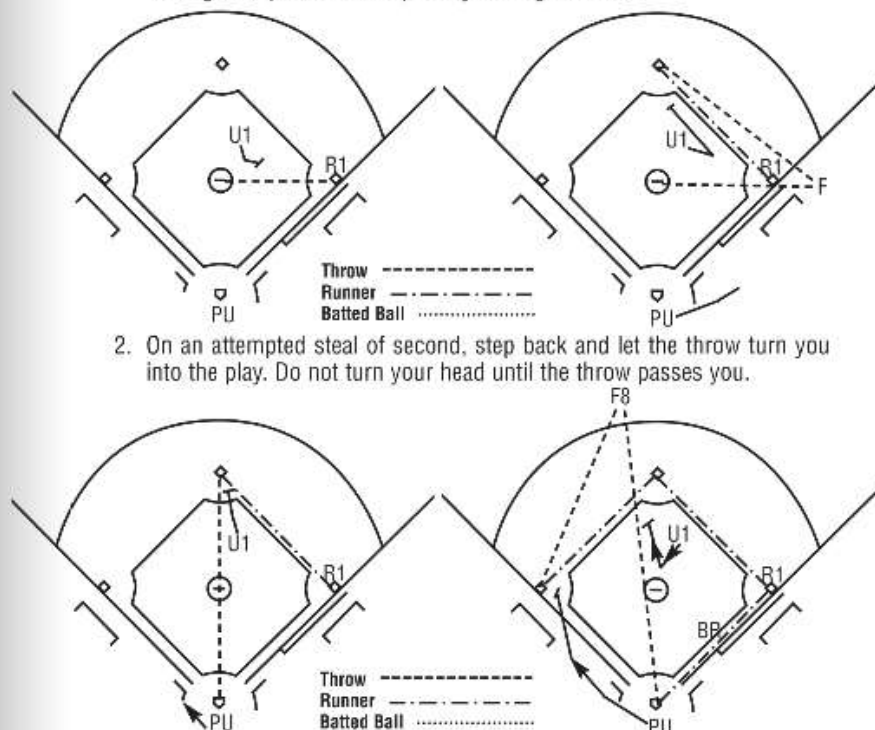
1. Move out on all batted balls. Be ready to cover play at third base on R1 advancing when there is a clean hit to the outfield. If the ball is hit in the infield, move to assist, if asked by U1, on a possible swipe tag/pulled foot at first base. On an infield hit, U1 has all calls in the infield.



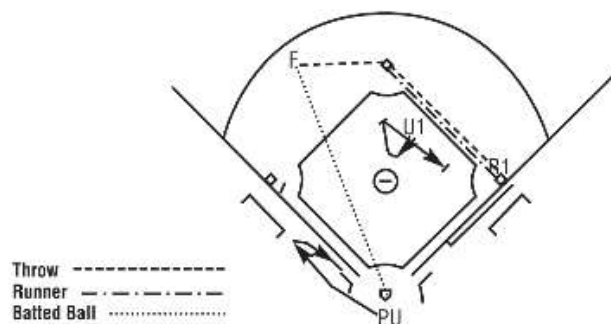
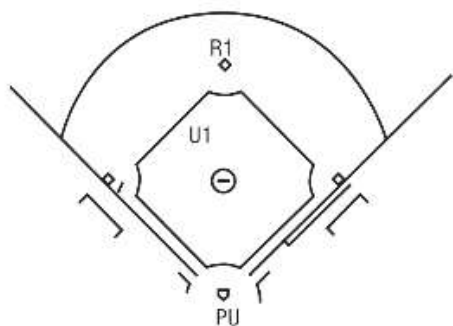
2. Watch all plays in the infield in order to be able to help if asked. Be sure to watch for interference by the retired runner at second base, then look quickly to see if the first baseman keeps his foot on the base. Only offer help if asked by your partner.
3. Call catch/no catch on all fly balls fielded by the pitcher or catcher or down either line, on all foul fly balls, and on any fly balls to the outfield on which the left or right fielder moves toward his respective foul line.
4. Call fair/foul on all balls down both lines to the foul poles. Follow bunted balls down the line.

**U1: POSITION: B  
COVERAGES:**

1. Be alert for pickoff attempts at first, either by the pitcher or catcher; be alert for possible balks. A quick step or two toward the plate before turning on a pickoff will improve your angle at first.



2. On an attempted steal of second, step back and let the throw turn you into the play. Do not turn your head until the throw passes you.
3. On base hits, be sure to watch the runner from first touch second and the batter-runner touch first and any succeeding bases.
4. Be prepared to rule on all plays in the infield on an infield hit. On double plays after seeing the force at second, turn and move to see the play at first base. On a base hit to the outfield, PU will take the runner at first on a possible play at third base.
5. Call catch/no catch on fly balls fielded in the middle of the infield and on fly balls to the outfield in between the left and right fielders.
6. Be alert to help your partner on checked swings, despite the poor angle you will have.

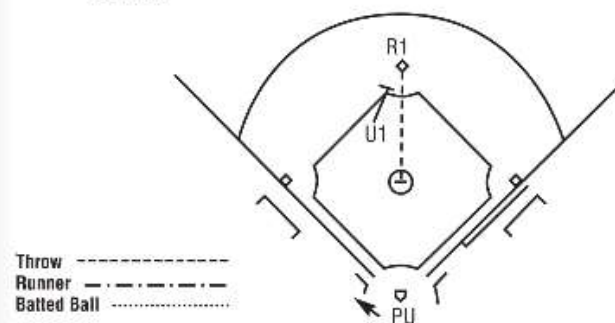
**ARTICLE 3: R1 AT SECOND BASE ONLY****PU: COVERAGES:**

1. Rule fair/foul on ground balls from home plate to the foul pole down both lines; follow bunted balls down the line, but be alert for play situation at home plate; you are responsible for the runner touching third base.
2. On a base hit, move to line up R1's touch of third. Be prepared to cover the play of R1 advancing to home. If R1 returns to third base, U1 will cover that play.
3. On a ball hit in the infield where R1 is trapped between second and third, be sure to watch the batter-runner touch first, then move to third to help out your partner if the rundown continues. Chances are good that the batter-runner will try to advance to second base on a prolonged rundown.
4. Call catch/no catch on all fly balls fielded by the pitcher or catcher or down either line, on all foul fly balls, and on any fly balls to the outfield on which the left or right fielder moves toward his respective foul line.

5. Call safe/out on R1 advancing to home. U1 has R1 advancing to third after a caught fly ball.
6. Move to assist U1, if asked, on a swipe tag/pulled foot at first base.

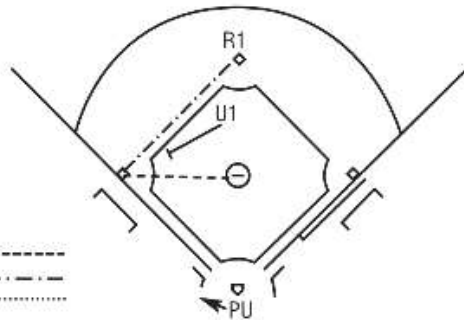
**U1: POSITION: C  
COVERAGES:**

1. Watch out for possible pickoff attempt at second by either the pitcher or catcher.



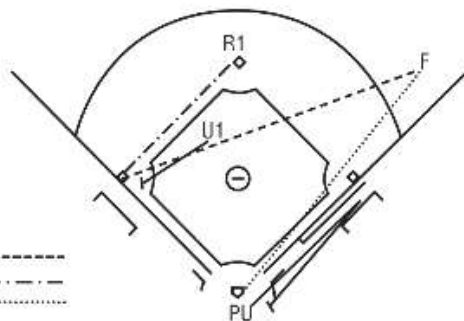
2. Be alert for attempted steal of third base. A quick step toward the plate before turning to move to the base will improve your angle on the steal play.
3. On ground balls in the infield, watch the ball as it is fielded and let the throw take you to the play. Remember that the play is not always to first base, so don't anticipate. If the play is to first, move toward the base, get set, make the call, and then take a step or two toward the base after making the call.

4. Call catch/no catch on fly balls fielded in the middle of the infield and on fly balls to the outfield in between the left and right fielders.
5. Move to line up the tag of R1 advancing to third after a caught fly ball. You are responsible for the play at third if R1 attempts to advance.



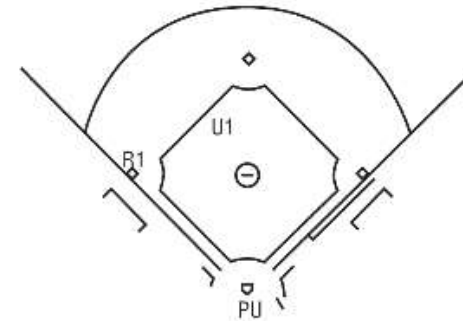
Throw -----  
 Runner - - - - -  
 Batted Ball .....  
 PU

6. On routine fly balls or plays in the infield on which R1 is not advancing to third, be alert for throws to second base attempting to catch R1 off the base.
7. On base hits, watch the batter-runner touch first and second.
8. On any infield hit, you have the play at first base and at third if R1 attempts to advance.



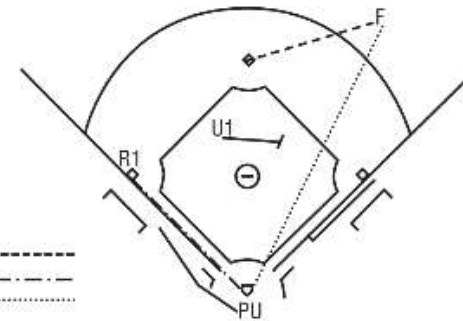
Throw -----  
 Runner - - - - -  
 Batted Ball .....  
 PU

ARTICLE 4: R1 AT THIRD BASE ONLY



PU: COVERAGES:

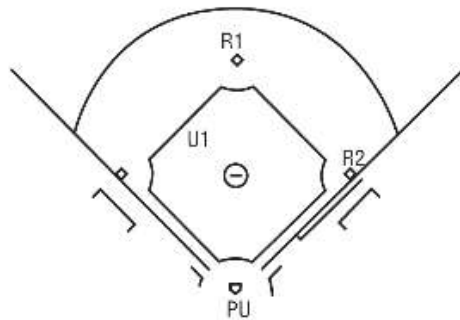
1. Movement is limited because of potential play at the plate; make all calls on R1 advancing to home plate.
2. Be alert for possible squeeze or attempted steal at home. Make sure pitcher's delivery is legal, and be sure to call the pitch first, then the play.
3. Call fair/foul on all balls down both lines to the foul poles.
4. Call catch/no catch on all fly balls fielded by the pitcher or catcher or down either line, on all foul fly balls, and on any fly balls to the outfield on which the left or right fielder moves toward his respective foul line.
5. On fly balls on which there is a potential advance of R1 to home, move to line up the tag.
6. On base hits, be sure to watch R1 touch home plate. U1 will have all calls in the infield.



Throw -----  
 Runner - - - - -  
 Batted Ball .....  
 PU

**U1: POSITION: C****COVERAGES:**

1. Be alert for possible pickoff attempts by either the pitcher or catcher. Make sure the pickoff move is legal.
2. On ground balls in the infield, watch the ball as it is fielded and let the throw turn you into the play. Remember, the first play is not automatically to first; don't anticipate.
3. Call catch/no catch on fly balls fielded in the middle of the infield and on fly balls to the outfield in between the left and right fielders. Stay in; do not cross the base paths to go out to make a call.
4. On base hits, watch the batter-runner touch first base and all subsequent bases. You have any call on the batter-runner in the infield.

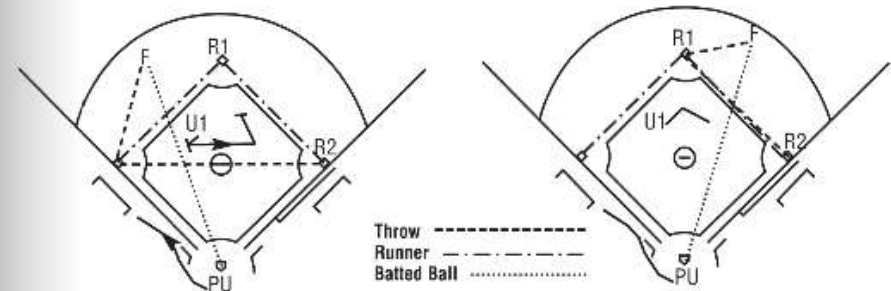
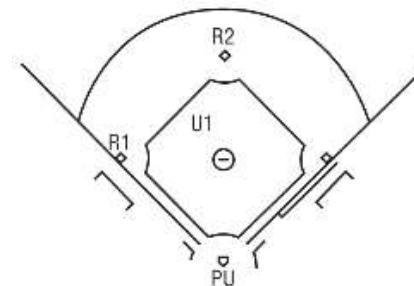
**ARTICLE 5: R1 AT SECOND BASE AND R2 AT FIRST BASE****PU: COVERAGES:**

1. Be aware of the infield-fly situation with less than two outs; signal your partner.
2. Call fair/foul down both lines to the foul poles.
3. Call catch/no catch on all fly balls fielded by the pitcher or catcher or down either line, on all foul fly balls, and on any fly balls in the outfield on which the left or right fielder moves toward his respective foul line. Observe the tag on R1 at second base on any fly ball hit to the outfield.
4. On ground balls in the infield, move to watch the slide of a retired runner on a double-play attempt; watch the touch of third base by advancing R1. A potential play at the plate following a bobbled ball or a double-play attempt would be yours as well.
5. Move to make the call on R1 advancing after a caught fly ball unless ruling on a ball down the right-field line.

6. On base hits, move to watch R1 touch third base and be ready to retreat to make a call on R1 advancing to the plate.
7. Be prepared to assist, if asked by U1, on swipe tag/pulled foot on a play at first base.

**U1: POSITION: C****COVERAGES:**

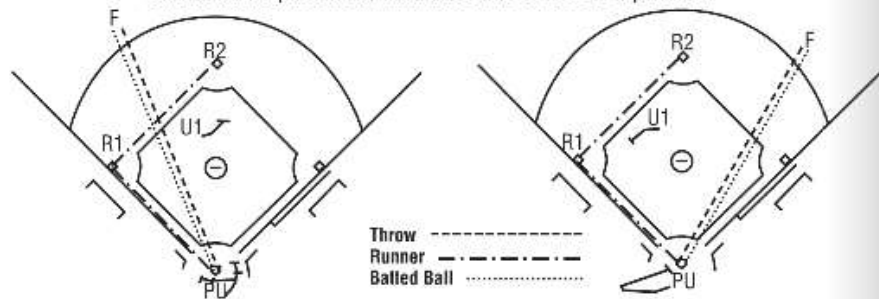
1. Be aware of the infield-fly situation with less than two outs; signal your partner.
2. Call catch/no catch on fly balls fielded in the middle of the infield and on fly balls to the outfield between the left and right fielders. Be alert for line drives which may become double plays.
3. Responsible for all plays in the infield; on double plays, after seeing the force out at second, turn and move to get position for the back end of the play at first base. Don't anticipate what the play will be.

**ARTICLE 6: R1 AT THIRD AND R2 AT SECOND**

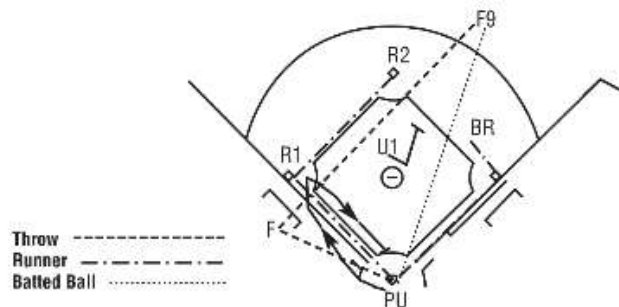


**PU: COVERAGES:**

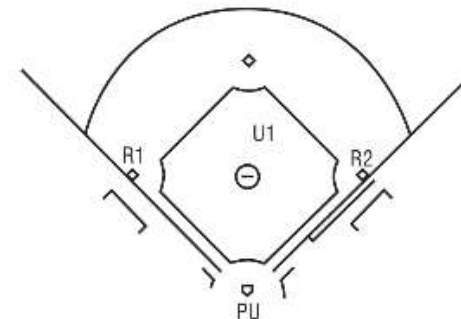
1. Movement is very limited because of potential play at the plate; make all calls on R1 advancing home.
2. Be alert for possible steal of home or squeeze play. Make sure pitcher's delivery is legal; be sure to call pitch first, then the play.
3. Call fair/foul down both lines to foul poles.
4. Call catch/no catch on all fly balls fielded by the pitcher or catcher or down either line, on all foul fly balls, and on any fly balls to the outfield on which the left or right fielder moves toward his respective foul line.
5. Move to line up the tag of R1 at third on any fly ball to the outfield. Make calls at home plate from third base line extended if possible.



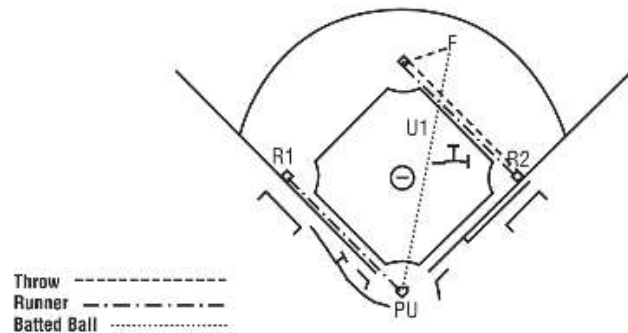
6. With two outs, be alert for a time play situation involving R2 and the batter-runner. Signal your partner. Watch the play on R2 and listen for your partner's call to determine if R1 scores before the third out.
7. On a base hit watch R1 touch home plate and touch at third by R2.

**U1: POSITION: B****COVERAGES:**

1. Be alert for possible pickoff attempts at second or third by pitcher or catcher. Be sure pitcher's move is legal.
2. Call catch/no catch on fly balls fielded in the middle of the infield and on fly balls to the outfield in between the left and right fielders.
3. On fly balls to the outfield, move to line up the tag of R2 at second base.
4. With two outs, be alert for a time play situation involving R2 and the batter-runner. Signal your partner. Make the out call on the batter-runner in a loud voice so your partner can hear.
5. On base hits, watch the batter-runner touch first base and be prepared to either take him into second base or returning to first base.

**ARTICLE 7: R1 AT THIRD AND R2 AT FIRST****PU: COVERAGES:**

1. Make all calls on R1 advancing home. Be alert for a possible steal of home or a double steal. A squeeze is less likely, but not impossible.
2. Call fair/foul down both lines to the foul poles.
3. Call catch/no catch on all fly balls fielded by the pitcher or catcher or down the lines, on all foul fly balls, and on any fly balls to the outfield on which the left or right fielder moves toward his respective foul line.
4. On any play situation, move to watch R1 touch home plate, then cover other plays. On ground balls in the infield, your second responsibility is to watch the play at second for interference with an attempted double play.



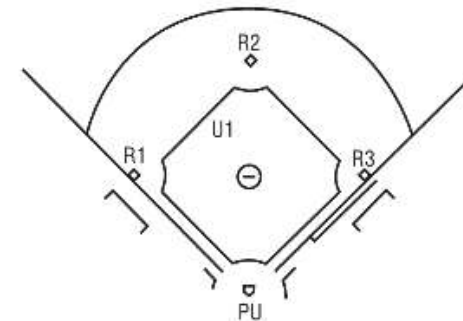
Throw -----  
 Runner - - - - -  
 Batted Ball .....  
 PU

5. If the first play on a ground ball is on R1 at home, remember it is not a force.
6. On fly balls to the outfield, move to line up the tag of R1 at third base, then move back to the plate.
7. On base hits, move toward third in foul ground, ready to cover third on a play there or to retreat to the plate if R2 attempts to score on the hit.

**U1: POSITION: B**  
**COVERAGES:**

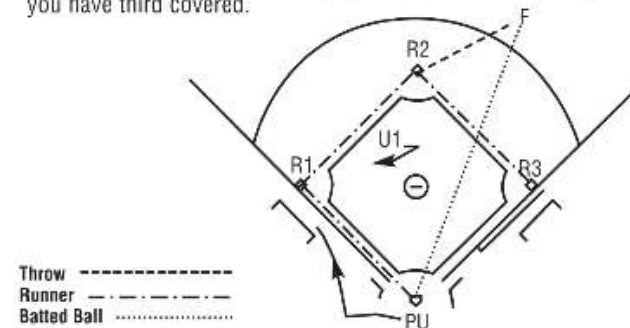
1. Be alert for pickoff attempts by the pitcher or catcher at first or third. Make sure the pitcher's move is legal on the feint to third followed by a throw back to first.
2. Especially with two outs, watch for the delayed double steal rundown play. Be sure to make a loud and clear call on the putout because of the time play potential.
3. Make all calls on any play in the infield, not at home.
4. Call catch/no catch on fly balls fielded in the middle of the infield and on fly balls to the outfield between the left and right fielders.
5. On base hits, watch R2 touch second, then look to see the batter/runner touch first. Stay aware of the positions of the runners and your partner, since R2 could either try to return to second or get caught in a rundown between second and third, in which case the play at second is yours. If the batter/runner attempts to reach second, the play at second is also yours. Obviously, communication will be important in avoiding double calls, or worse, no calls.

**ARTICLE 8: R1 AT THIRD, R2 AT SECOND, AND R3 AT FIRST**



**PU: COVERAGES:**

1. Be alert for steal, passed ball or squeeze play. Call the pitch first, then the play.
2. Hold position on all balls in play to make calls on all runners advancing to home plate.
3. Call fair/foul on balls down both lines to the foul poles.
4. Call catch/no catch on all fly balls fielded by the pitcher or catcher or down either line, on all foul fly balls, and on any fly balls to the outfield on which the left or right fielder moves toward his respective foul line.
5. On all balls in play, first watch R1 touch the plate, then observe other plays, such as interference on an attempted double play.
6. **U1** has all the plays in the infield. Move away from the plate to line up the touch of R1 at third base on fly balls to the outfield. If it is clear there will be no play at the plate, move up the third-base line in foul ground while watching R1 score in case of a play at third base. Let your partner know you have third covered.



Throw -----  
 Runner - - - - -  
 Batted Ball .....  
 PU