

Rotations and Responsibilities

4-Umpire System

60-Foot Diamond

Baseball & Softball

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General Principles

This version of the 60', 4-Umpire System is based on the following philosophies:

1. Front load umpires ahead of the runners/plays whenever possible utilizing rotations.
2. Assign responsibilities and rotations to cover the plays with the highest probabilities in order of priority.
3. When assigned multiple base coverage, the umpire must let the ball take them to the play. The umpire must remember not to overcompensate their position should they be required to make a call on a subsequent play at another assigned base.
4. Prioritize freedom of movement for fielders and runners so that umpires do not hinder any play as a result of their positioning or rotations. When assigned single base coverage, this may require the umpire(s) at 1B/3B to move into foul territory to observe playing action and adjust their position should a "Play" (ball and runner coming together) develop.
5. Umpire communication is imperative to insure proper coverage and rotations. Communication shall occur early and continuously throughout the development of the play. Communication may be audible and/or visual.

Terms & Definitions

PU: Plate Umpire **U1, U2, U3:** Base Umpire designations

BR: Batter/Runner **R1, R2, R3:** Base Runners at Time of Pitch

F1 through F9: Standard Scorekeeping Notation for Fielders

HP: Home Plate **1B:** First Base **2B:** Second Base **3B:** Third Base

AOR: Area of Responsibility

CtB: Chest to Ball

C/NC: Catch/No Catch

F/F: Fair/foul

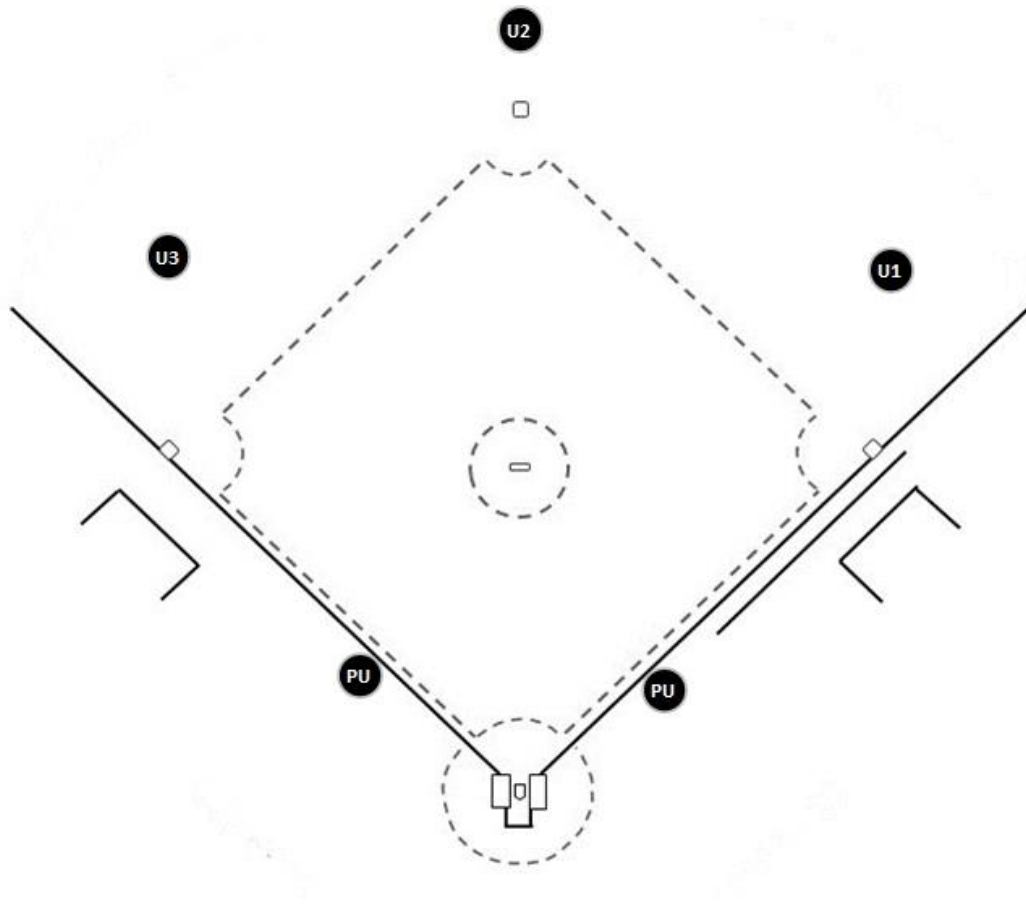
NRiSP: No Runners in Scoring Position

RiSP: Runners in Scoring Position

Fundamentals

1. When a play is Routine, each umpire is responsible for all calls at their assigned base.
2. On any "Routine Ball" to the outfield, (base hit or fly ball) U2 will immediately move inside to the working area between the mound and 2B, remaining CtB.
3. Three positions in the course of each play: Starting, Reacting, Adjusted
 - a) *Starting*: Umpire's position prior to the pitch.
 - b) *Reacting*: Umpire's initial movement based on reading the ball, reading your partners, and the need to adjust positioning.
 - c) *Adjusted*: Umpire's follow-on movement, after the reacting position is achieved, that is required to attain the best position for a call
4. U2's area of responsibility extends from F7 to F9 if they are going in, back, or toward CF. U1/U3 will cover F9/F7 respectively if moving toward the foul line.
5. On "Trouble Balls" one umpire reads the situation and goes out for the best angle/distance to make the decision on the batted ball (C/NC, F/F, Out of Play).
6. If two umpires initially take a Trouble Ball, the crew will defer to U2; the other umpire will recover and rotate.
7. When one umpire commits to cover a Trouble Ball, the three remaining umpires adjust to provide the best *Reacting Position* (normal rotated position based on runners/ball location) and *Adjusted Position* (based on developing action) to cover the play.

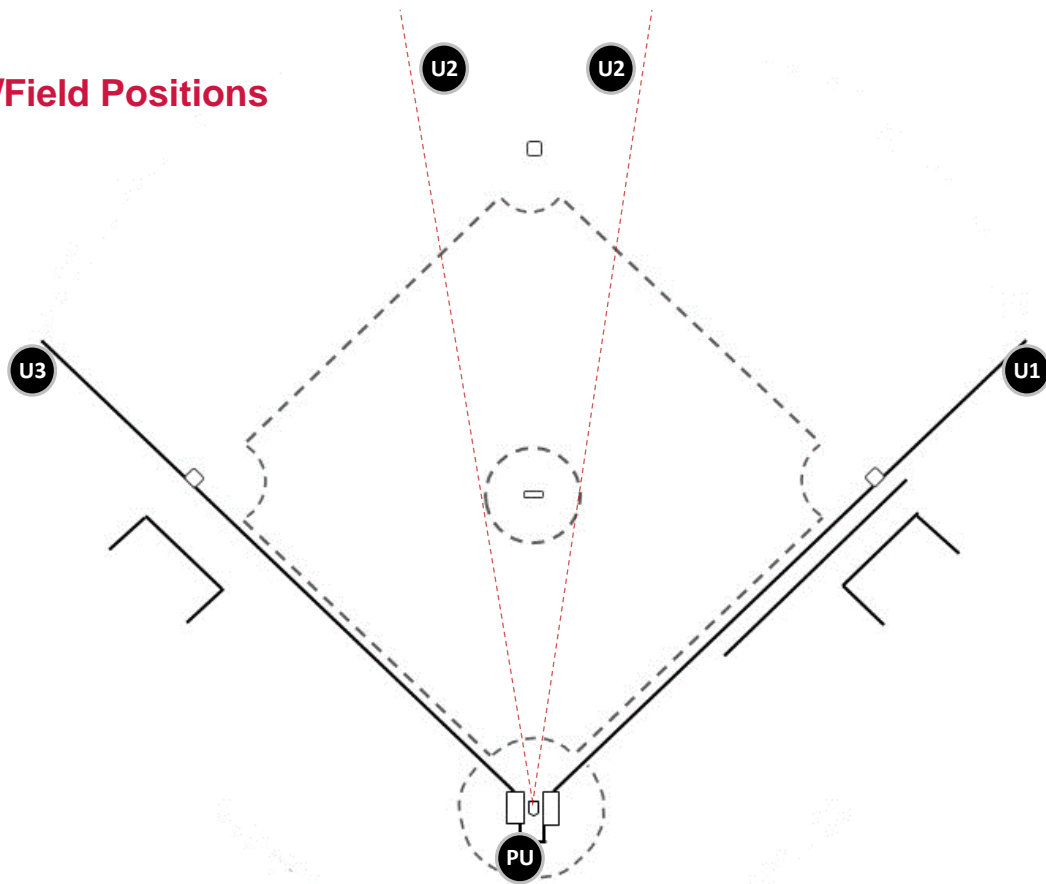
Umpire/Field Positions



Neutral Positions Between Innings

Plate	U1	U2	U3
<ul style="list-style-type: none"> Defensive side of field in foul territory near the foul line Hustle defensive players onto the field Keep an eye on the offensive team Not more than 8 pitches – Not more than 1 minute 	<ul style="list-style-type: none"> Shallow Right Field Avoid players warming up When ball is thrown down to 2B move to starting position 	<ul style="list-style-type: none"> Shallow Center Field Avoid players warming up When ball is thrown down to 2B move to starting position 	<ul style="list-style-type: none"> Shallow Left Field Avoid players warming up When ball is thrown down to 2B move to starting position

Umpire/Field Positions

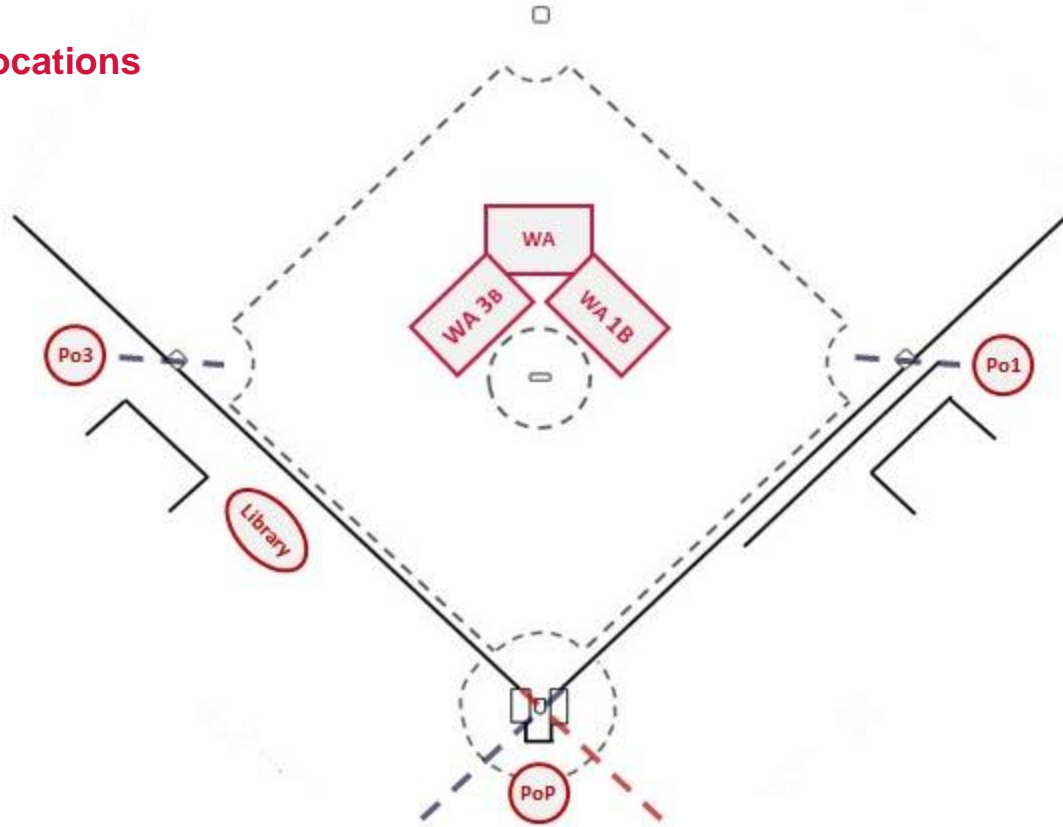


Starting Positions

Plate	U1	U2	U3
<ul style="list-style-type: none"> Set up aggressively in the "Slot" behind F2 Squared up to F1 	<p><u>"A" Position</u></p> <ul style="list-style-type: none"> Set up square to the plate, in foul territory with right foot adjacent to but not touching the foul line Approximately 10-12 feet behind F3 when in normal playing position If F3 moves up, you move up, but never closer than 10-12 feet from 1B If F3 moves back reduce distance, but always stay 1-2 steps behind F3 	<p><u>"B" or "C" Position</u></p> <ul style="list-style-type: none"> NOT the same as in a 2-Umpire System No further toward 1B/3B than an imaginary line from point of HP through the outer edge of pitcher's mound (dirt area in baseball – circle in softball) Out of batter's direct line of sight Only 1-2 steps into the outfield grass Square to the plate <i>Use of B/C position is at umpire's discretion based on situation w/ batter/runner(s)/etc...</i> 	<p><u>"D" Position</u></p> <ul style="list-style-type: none"> Set up square to the plate, in foul territory with left foot adjacent to but not touching the foul line Approximately 10-12 feet behind F5 when in normal playing position If F5 moves up, you move up, but never closer than 10-12 feet from 3B If F5 moves back reduce distance, but always stay 1-2 steps behind F5

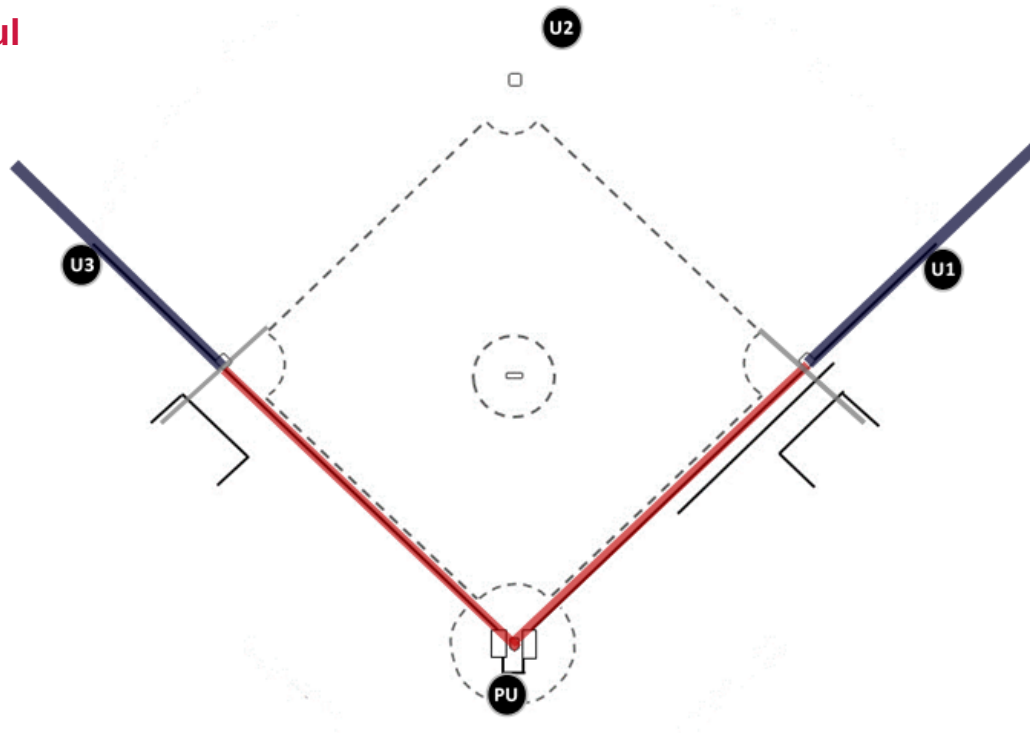
NOTE: The starting positions shown are optimal. Experienced umpires must use good judgement to make small adjustments on the field as the situation dictates.

Field Locations



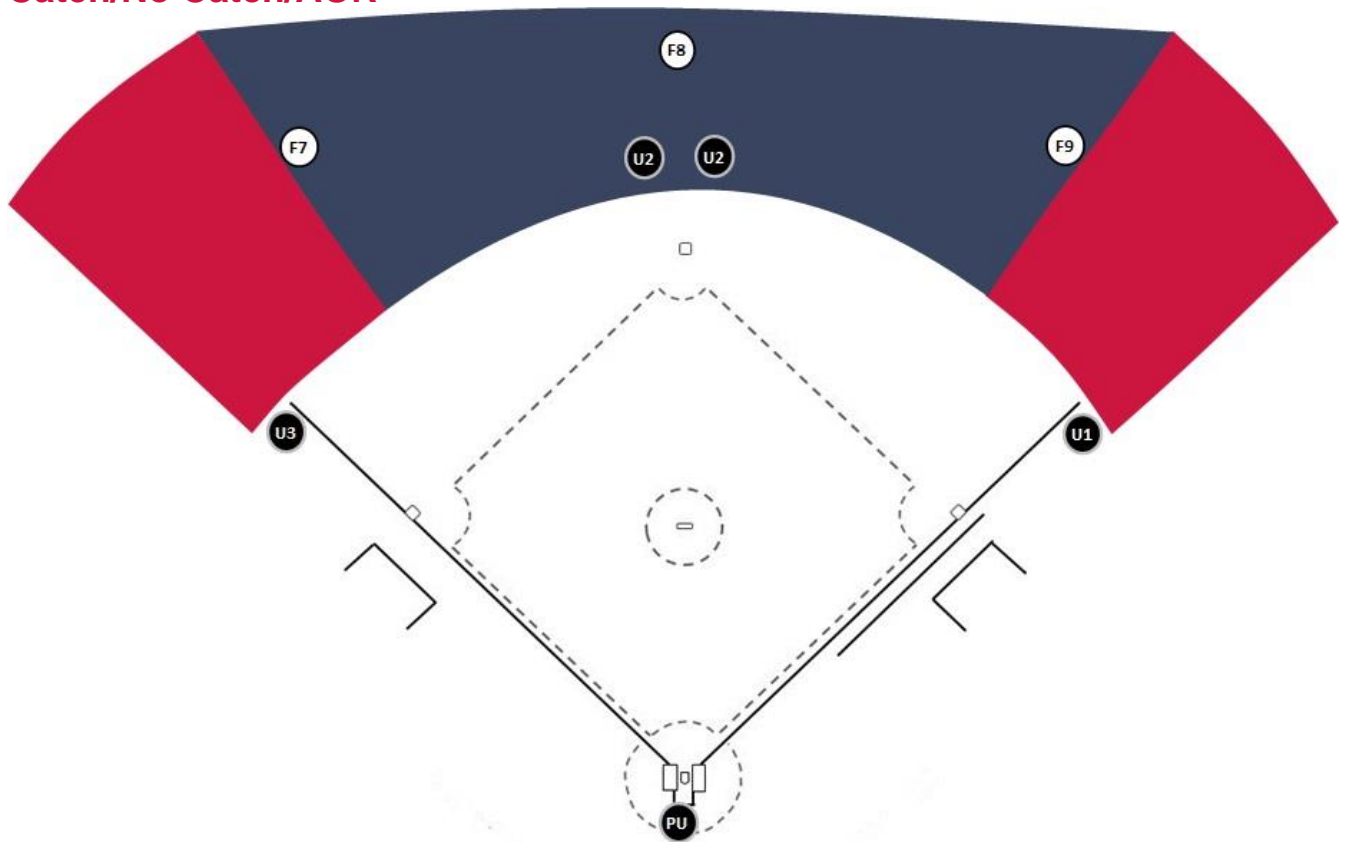
Field Locations			
PoP	1BX/3BX	Po1/Po3	Library
<ul style="list-style-type: none"> 10-12 feet behind the physical point of HP Allows umpire to remain CtB and observe playing action Allows umpire to read playing action and adjust position for best angle for plays at HP 	<ul style="list-style-type: none"> Imaginary lines extending from the 1B & 3B foul lines into foul territory 	<ul style="list-style-type: none"> Approximately 6'-8' from point of 1B/3B in foul territory Allows umpire to remain CtB Prevents umpire from hindering runners running through, rounding base, or fielder making play 	<ul style="list-style-type: none"> That area about 2/3 the way to 3B in foul territory Allows umpire to remain CtB and observe playing action Allows umpire to read playing action and adjust position for best angle on plays at 3B
Working Area	Working Area 1B side	Working Area 3B Side	Working Area Note
<ul style="list-style-type: none"> That area approximately 1/2 way between pitcher's mound and 2B cut-out Allows umpire to remain CtB and observe playing action Positions umpire to read/adjust for plays at 2B 	<ul style="list-style-type: none"> That area located on the 1B/2B side of pitcher's mound Allows umpire to remain CtB and observe playing action Positions umpire to read/adjust for plays at 1B and/or 2B 	<ul style="list-style-type: none"> That area located on the 2B/3B side of pitcher's mound Allows umpire to remain CtB and observe playing action Positions umpire to read/adjust for plays at 2B and/or 3B 	<ul style="list-style-type: none"> The WA 1B/3B side are set up slightly deeper toward the mound This opens up angle of visibility allowing umpire to more easily view multiple runners and take plays at multiple bases

Fair/Foul



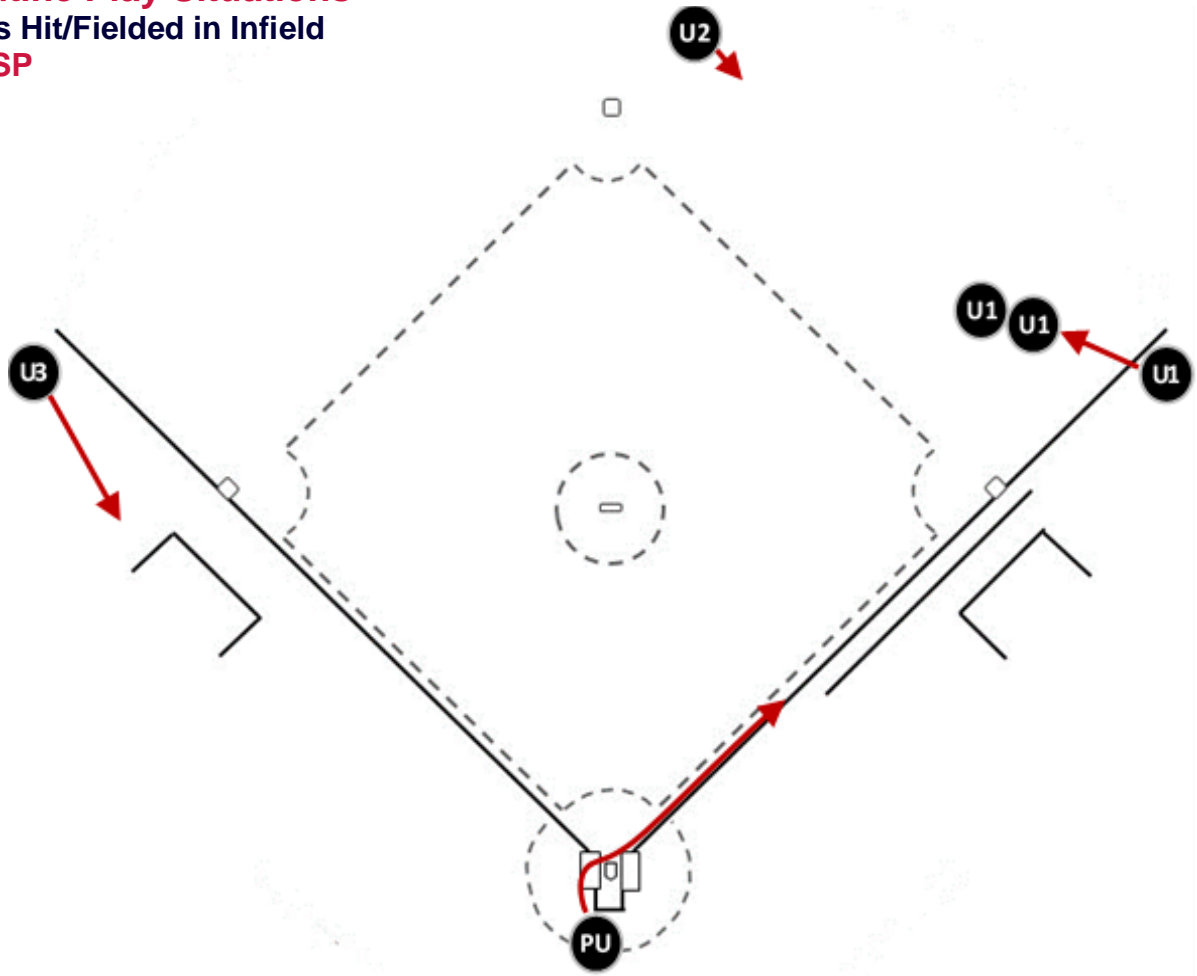
Fair/Foul			
Plate	U1	U2	U3
<ul style="list-style-type: none"> The Plate Umpire has the call on both lines up to but not including the front edge of the base Assumes entire foul line when U1 or U3 abandon the line 	<ul style="list-style-type: none"> Has the call from the front edge of base and beyond Unless they move in or abandon the line If you abandon the line, NEVER come back to make a F/F decision 	<ul style="list-style-type: none"> Will NEVER have F/F responsibility 	<ul style="list-style-type: none"> Has the call from the front edge of base and beyond Unless they move in or abandon the line If you abandon the line, NEVER come back to make a F/F decision
<p>When to Name F/F:</p> <p>A batted ball that becomes FAIR or FOUL between the coach's box and the cut-out in the area of the infield or... becomes FAIR or FOUL within 15-20 feet of the foul line in the outfield</p>			
<p>When NOT to Name F/F:</p> <p>Before the ball is touched or settles prior to reaching 1B or 3B</p> <p>Before a fly ball hit to the outfield is touched by a fielder or touches the ground</p> <p>Any obvious foul ball (banging off backstop, is hit out of play, is farther into foul territory than the areas previously defined)</p>			
<p>All Base Umpires:</p> <p>If you are 100% certain you saw a batted ball touch the batter and the plate umpire doesn't call Foul or Time; then stop all action by aggressively calling "TIME"! Remember to give the plate umpire a chance to make the call first.</p> <p>Once time has been called, you can decide if the ball touched the batter in the box (foul) or out of the box on or over fair territory (BR out).</p>			

Catch/No Catch/AOR



Catch/No Catch/AOR			
Plate	U1	U2	U3
<ul style="list-style-type: none"> All C/NC calls in the infield All C/NC calls in the outfield <p>EXCEPTION: If any base umpire goes out on a “Trouble Ball”, then that umpire will take the F/F decision, if applicable, and the C/NC call</p>	<ul style="list-style-type: none"> Normally a base umpire will not have a Catch/No Catch call However, if a base umpire does go out on a “Trouble Ball”, then the AOR for U1 is: <p>AOR: U1 has F9 moving toward the RF foul line.</p>	<ul style="list-style-type: none"> Normally a base umpire will not have a Catch/No Catch call However, if a base umpire does go out on a “Trouble Ball”, then the AOR for U2 is: <p>AOR: U2 has F7 & F9 moving in/back or toward CF plus F8 moving in/back or toward LF/RF</p>	<ul style="list-style-type: none"> Normally a base umpire will not have a Catch/No Catch call However, if a base umpire does go out on a “Trouble Ball”, then the AOR for U3 is: <p>AOR: U3 has F7 moving toward the LF foul line</p>
<p>Trouble Ball Situations</p> <ul style="list-style-type: none"> Multiple fielders converging Fielder making the play has his/her back to HP or is moving toward outfield fence Possible hard catch below the waist Batted ball has F7 or F9 moving toward foul line <p>One umpire will go out on <u>ALL</u> Trouble Ball Situations!</p>			

Routine Play Situations
Balls Hit/Fielded in Infield
NRiSP



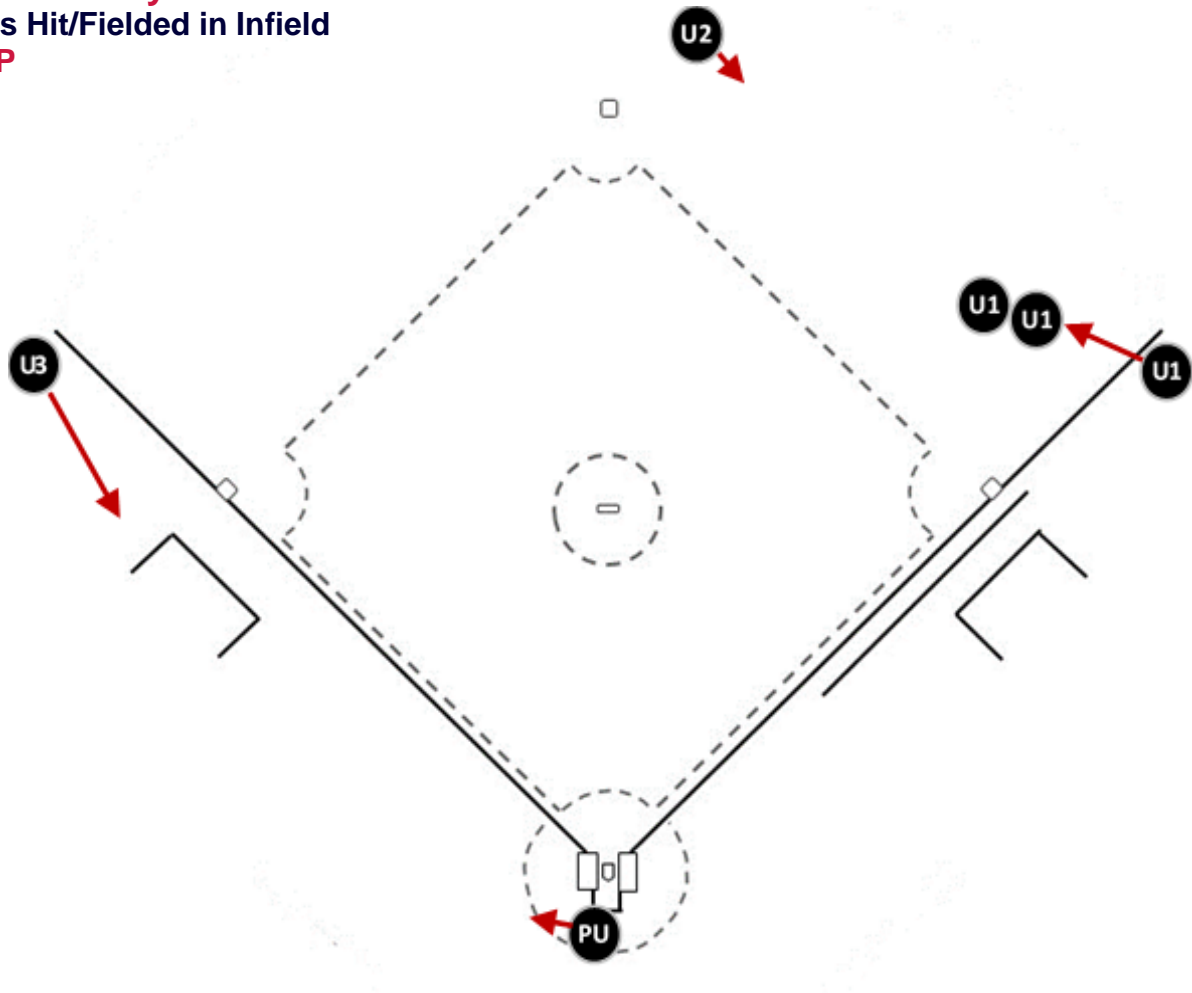
NRiSP: 0 runners or R1 Only

Plate	U1	U2	U3
<ul style="list-style-type: none"> • Clears F2 to the left and trails BR (TBR) • Observes play at 1B • Provides Information to U1, if requested • Moves to PoP and adjusts for potential play(s) at HP <p>Responsible for: F/F, C/NC and all Touches/Plays at HP</p>	<ul style="list-style-type: none"> • Reads the ball and moves to establishes angle for potential play(s) at 1B • Force Play, "Set" position should be approximately 90 degrees from throw • Tag Play, adjust position based on situation <p>Responsible for: F/F, Re-touch of R1, Touches/Plays at 1B</p>	<ul style="list-style-type: none"> • Reads the ball and moves to remain CtB from the outside • Establishes angle for potential play(s) at 2B <p>Responsible for: Touches/Plays at 2B</p>	<ul style="list-style-type: none"> • Reads the ball and moves to Po3 • Adjusts position for potential play(s) at 3B <p>Responsible for: F/F, Touches/Plays at 3B</p>

TBR: To assist w/ Pulled Foot, Swipe Tag, Running Lane Violation, or Overthrow

U1/U3: Remember you may have F/F decision on any batted ball that reaches the front edge of your base.

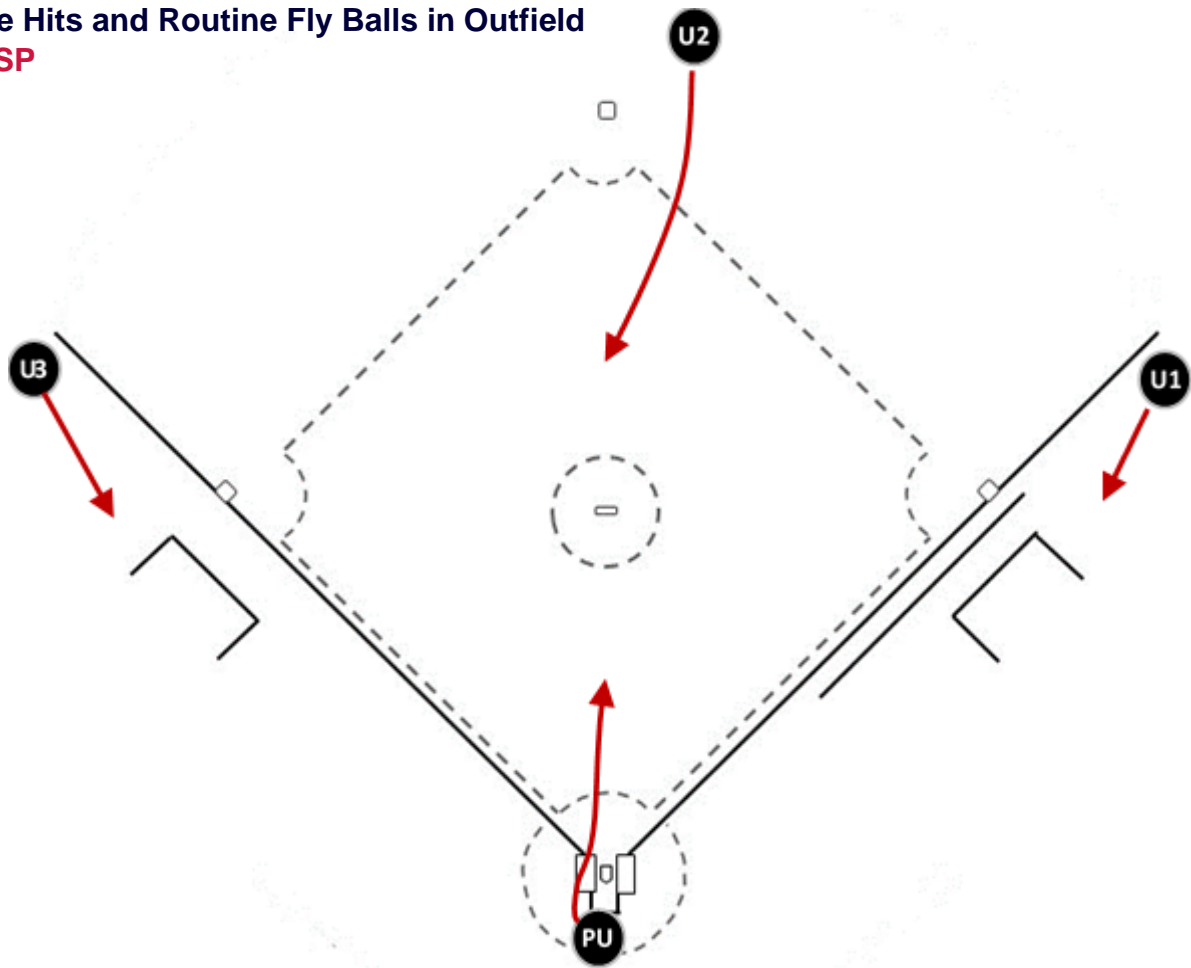
Routine Play Situations
Balls Hit/Fielded in Infield
RiSP



RiSP: Anytime there is a runner at 2B or 3B			
Plate	U1	U2	U3
<ul style="list-style-type: none"> • Clears F2 to 1BX • Observes play at 1B • Provides information to U1, if requested • Moves to PoP and adjusts for potential play(s) at HP <p>Responsible for: F/F, C/NC and all Touches/Plays at HP</p>	<ul style="list-style-type: none"> • Reads the ball and moves to establishes angle for potential play(s) at 1B • Force Play, "Set" position should be approximately 90 degrees from throw • Tag Play, adjust position based on situation <p>Responsible for: F/F, Re-touch of R1, Touches/Plays at 1B</p>	<ul style="list-style-type: none"> • Reads the ball and moves to remain CtB from the outside • Establishes angle for potential play(s) at 2B <p>Responsible for: Touches/Plays at 2B</p>	<ul style="list-style-type: none"> • Reads the ball and moves to Po3 • Adjusts position for potential play(s) at 3B <p>Responsible for: F/F, Touches/Plays at 3B</p>
<p>PU from 1BX: To assist w/ Pulled Foot, Swipe Tag, Running Lane Violation, and Overthrow</p>			
<p>U1/U3: Remember, you may have F/F decision on any batted ball that reaches the front edge of your base.</p>			

Routine Play Situations

Base Hits and Routine Fly Balls in Outfield NRiSP

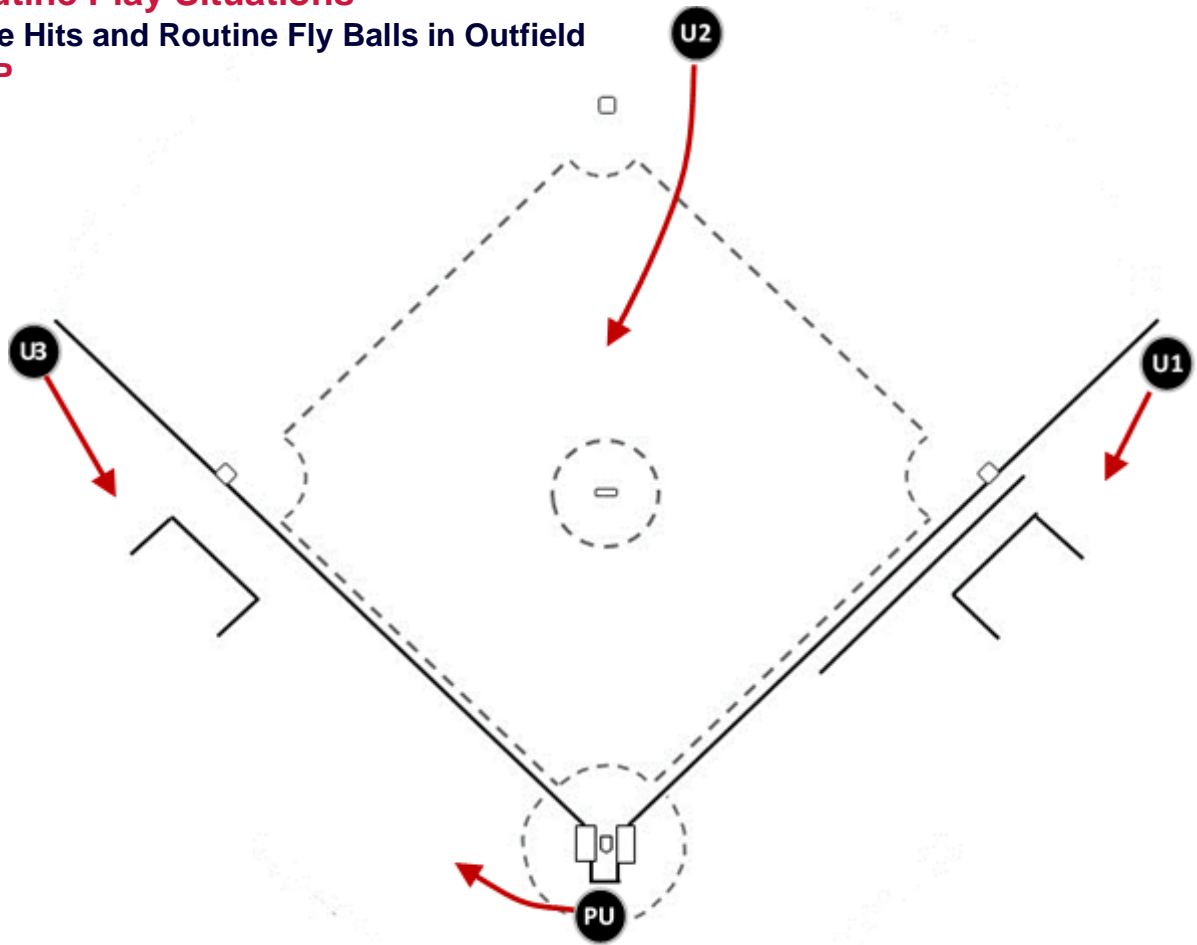


NRiSP: 0 runners or R1 Only

Plate	U1	U2	U3
<ul style="list-style-type: none"> Clears F2 to the left comes out 15'-20' in direction of the ball Observes ball caught/fielded Rules on C/NC, if needed Moves to PoP and adjusts for potential play(s) at HP <p>Responsible for: C/NC and all Touches /Plays at HP</p>	<ul style="list-style-type: none"> Reads the ball as routine and moves to Po1 Observes re-touch of R1 and BR touch of 1B Reads runners and fielders, adjusts position for potential play(s) at 1B <p>Responsible for: Re-touch of R1 and all Touches/Plays at 1B</p>	<ul style="list-style-type: none"> Reads the ball as routine and immediately moves inside to Working Area, remains CtB Reads runners and fielders, adjusts position for potential play(s) at 2B <p>Responsible for: All Touches/Pays at 2B</p>	<ul style="list-style-type: none"> Reads the ball as routine and moves to Po3 Remains CtB Reads runners and fielders, adjusts position for potential play(s) at 3B <p>Responsible for: All Touches/Plays at 3B</p>

Routine Play Situations

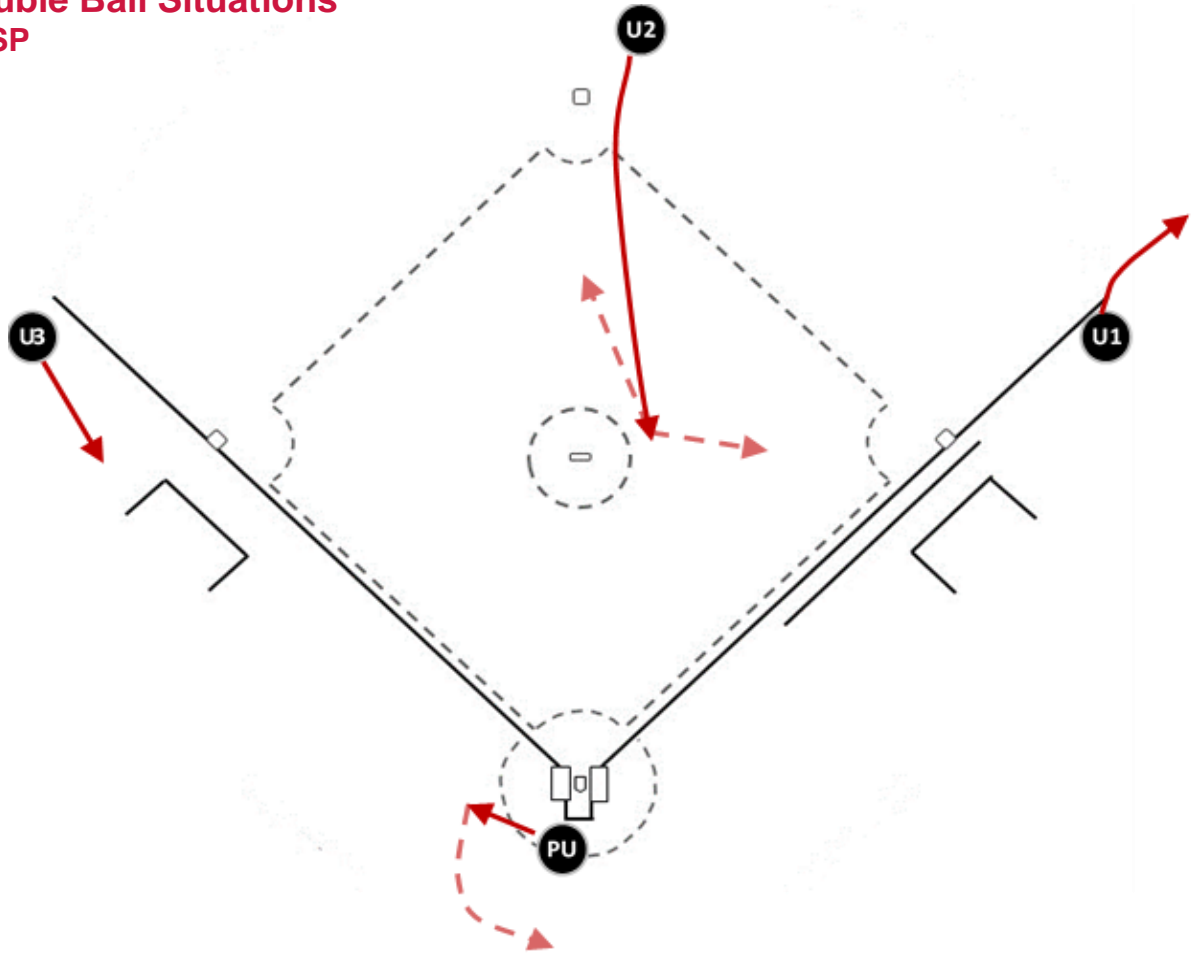
Base Hits and Routine Fly Balls in Outfield RiSP



RiSP: Anytime there is a runner at 2B or 3B

Plate	U1	U2	U3
<ul style="list-style-type: none"> • Clears F2 to the left, comes out in Foul Territory • Observes ball caught/fielded • Rules on C/NC, if needed • Moves to PoP and adjusts for potential play(s) at HP 	<ul style="list-style-type: none"> • Reads the ball and moves to Po1 • Observes re-touch of R1 and BR touch of 1B • Reads runners and fielders, adjusts position for potential play(s) at 1B 	<ul style="list-style-type: none"> • Reads the ball as routine and immediately moves inside to Working Area, remains CtB • Reads runners and fielders and adjusts position for potential play(s) at 2B 	<ul style="list-style-type: none"> • Reads the ball and moves to Po3 • Remains CtB • Reads runners and fielders, adjusts position for potential play(s) at 3B
<p>Responsible for: C/NC and all Touches/Plays at HP</p>	<p>Responsible for: Re-touch of R1 and all Touches/Plays at 1B</p>	<p>Responsible for: Re-touch of R2 and all Touches/Plays at 2B</p>	<p>Responsible for: Re-touch of R3 and all Touches/Pays at 3B</p>

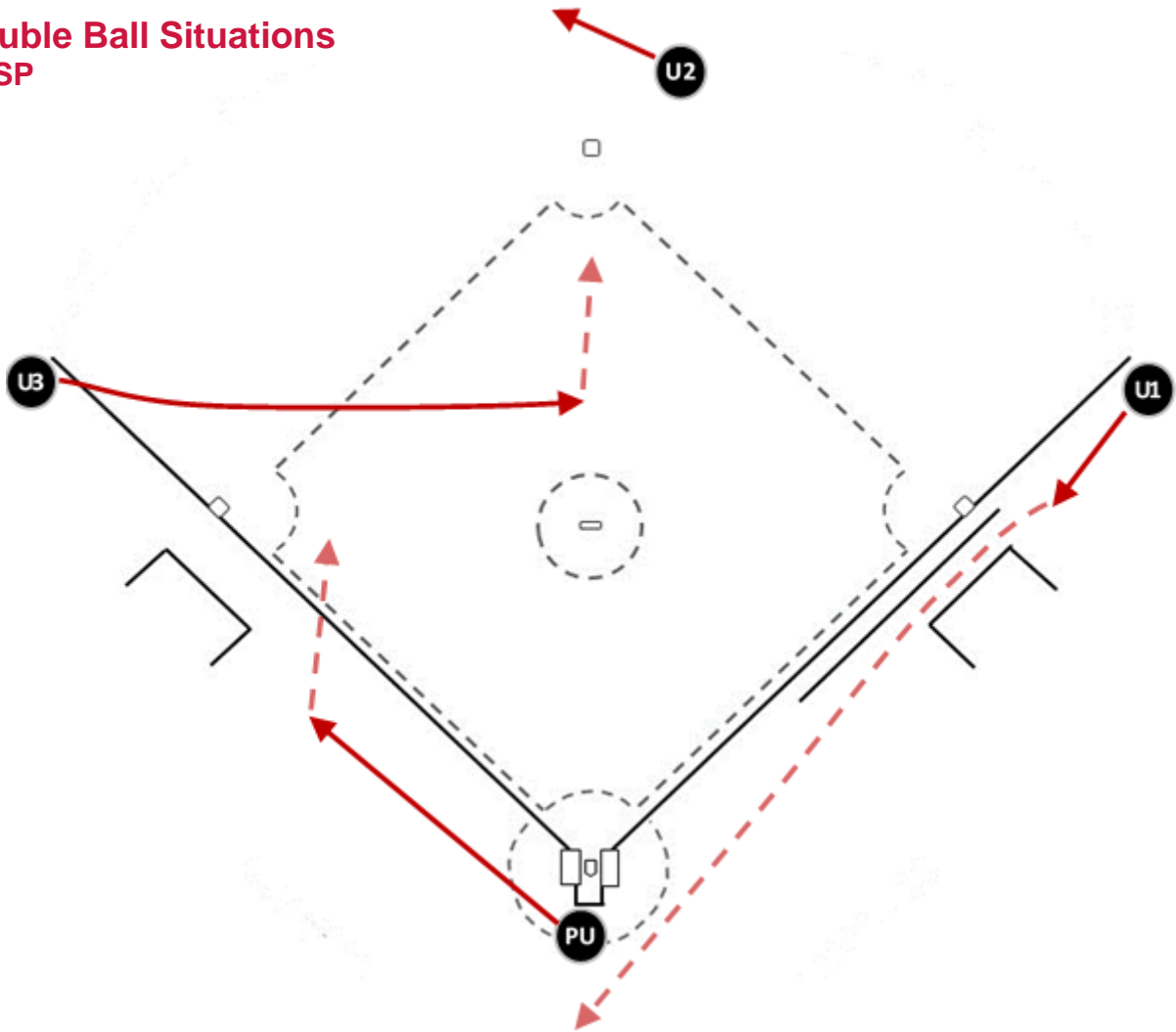
Trouble Ball Situations NRiSP



NRiSP: U1 Goes Out - 0 runners or R1 Only

Plate	U1	U2	U3
<ul style="list-style-type: none"> • Clears F2 to the left, reads U1 going out • Moves to PoP to observe action • Adjusts for potential play(s) at HP 	<ul style="list-style-type: none"> • Goes out on the TROUBLE BALL • Must see the ball fielded and thrown back to infield • Stays out until all playing action has ended 	<ul style="list-style-type: none"> • Reads U1 going out, immediately moves to working area on 1B side of mound remaining CtB • Adjusts position based on runner's actions & potential play(s) 	<ul style="list-style-type: none"> • Reads U1 going out, moves to Po3 remaining CtB. • Adjusts for plays at 3B
<p>Responsible for: All Touches/Plays at HP</p>	<p>Responsible for: F/F & C/NC</p>	<p>Responsible for: Re-touch of R1 and all Touches/Plays at 1B/2B</p>	<p>Responsible for: All Touches/Plays at 3B</p>

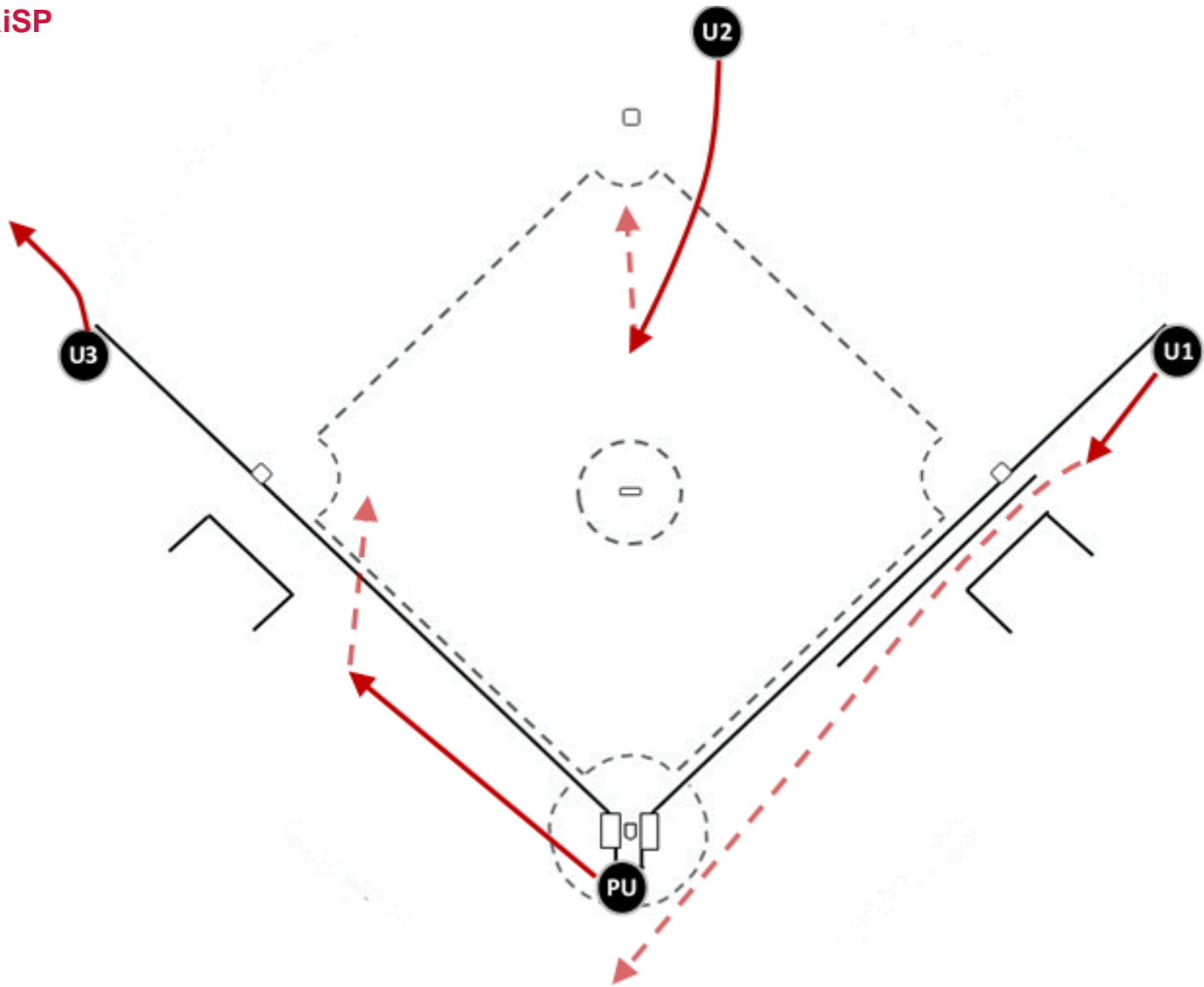
Trouble Ball Situations NRiSP



NRiSP: U2 Goes Out - 0 runners or R1 Only

Plate	U1	U2	U3
<ul style="list-style-type: none"> Clears F2 to the left, reads U2 going out Continues to the Library remaining CtB If a play is likely at 3B, move into proper position for the play 	<ul style="list-style-type: none"> Reads U2 going out, moves to Po1 for R1 re-touch and BR touch, remaining CtB If lead runner advances past 2B, release and move to PoP communicating "Going Home" 	<ul style="list-style-type: none"> Goes out on the TROUBLE BALL Must see ball fielded and thrown back to infield Stays out until all playing action has ended 	<ul style="list-style-type: none"> Reads U2 going out, immediately moves to working area between mound and 2B remaining CtB Adjusts for play(s) at 2B Must be prepared to pick up BR back into 1B if U1 goes to HP
<p>Responsible for: All Touches/Plays at 3B</p>	<p>Responsible for: Re-touch of R1, BR Touch of 1B, Plays at 1B, and all Plays at HP</p>	<p>Responsible for: C/NC</p>	<p>Responsible for: All Touches/Plays at 2B and BR back into 1B if U1 covers HP</p>

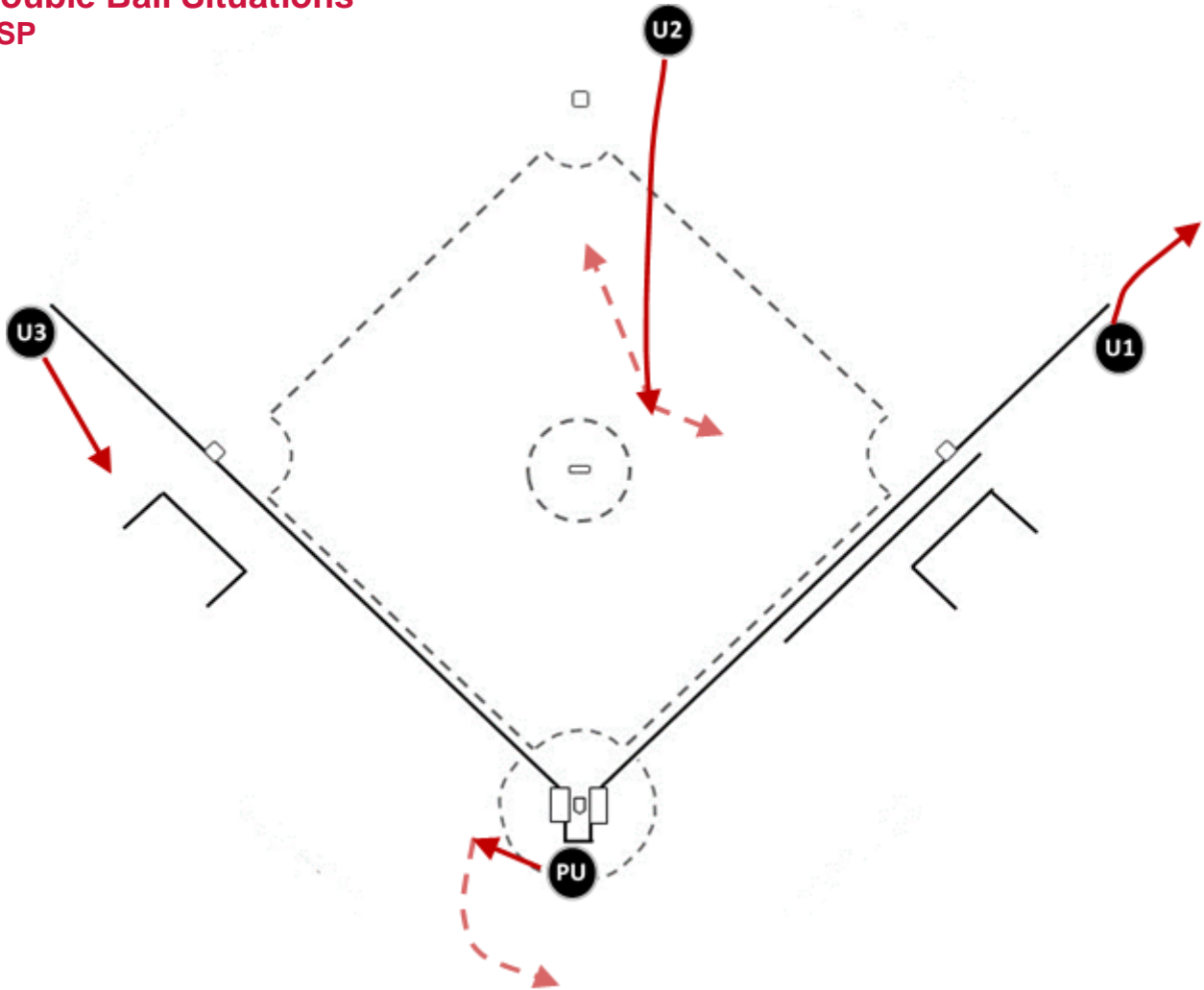
Trouble Ball Situations NRiSP



NRiSP: U3 Goes Out - 0 runners or R1 Only

Plate	U1	U2	U3
<ul style="list-style-type: none"> • Clears F2 to the left, reads U3 going out • Continues to the Library remaining CtB • If a play is likely at 3B, move into proper position for the play 	<ul style="list-style-type: none"> • Reads U3 going out, moves to Po1 for R1 re-touch and BR touch, remaining CtB • If lead runner advances past 2B, release and move to PoP communicating "Going Home" 	<ul style="list-style-type: none"> • Reads U3 going out, immediately moves to working area between mound and 2B, remains CtB • Adjusts position for play(s) at 2B • Must be prepared to pick up BR back into 1B if U1 goes to HP 	<ul style="list-style-type: none"> • Goes out on the TROUBLE BALL • Must see the ball fielded and thrown back to infield • Stays out until all playing action has ended
<p>Responsible for: All Touches/Plays at 3B</p>	<p>Responsible for: Re-touch of R1, BR Touch of 1B, Plays at 1B, and all Plays at HP</p>	<p>Responsible for: All Touches/Plays at 2B and BR back into 1B if U1 covers HP</p>	<p>Responsible for: F/F & C/NC</p>

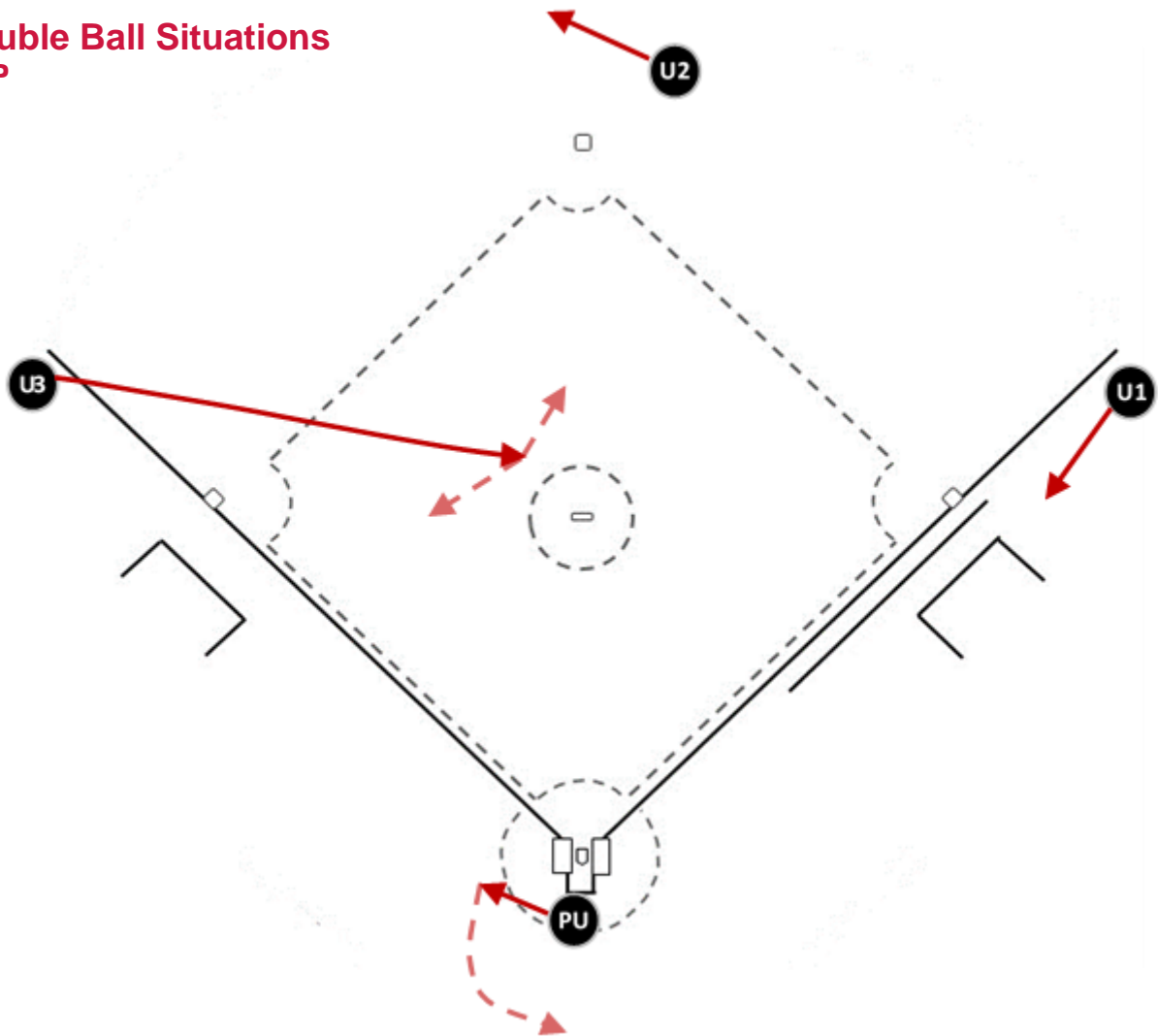
Trouble Ball Situations RiSP



RiSP: U1 Goes Out - Anytime there is a runner at 2B or 3B

Plate	U1	U2	U3
<ul style="list-style-type: none"> • Clears F2 to the left, reads U1 going out • Moves to PoP to observe playing action • Adjusts for potential play(s) at HP 	<ul style="list-style-type: none"> • Goes out on the TROUBLE BALL • Must see the ball fielded and thrown back to infield • Stays out until all playing action has ended 	<ul style="list-style-type: none"> • Reads U1 going out, immediately moves to working area on 1B side of mound remaining CtB • Adjusts position based on runner's actions & potential play(s) 	<ul style="list-style-type: none"> • Reads U1 going out, moves to Po3 remaining CtB • Adjusts for plays at 3B
<p>Responsible for: All Touches/Plays at HP</p>	<p>Responsible for: F/F & C/NC</p>	<p>Responsible for: All Re-touches/Touches/Plays at 1B & 2B</p>	<p>Responsible for: Re-touch of R3 and All Touches/Plays at 3B</p>

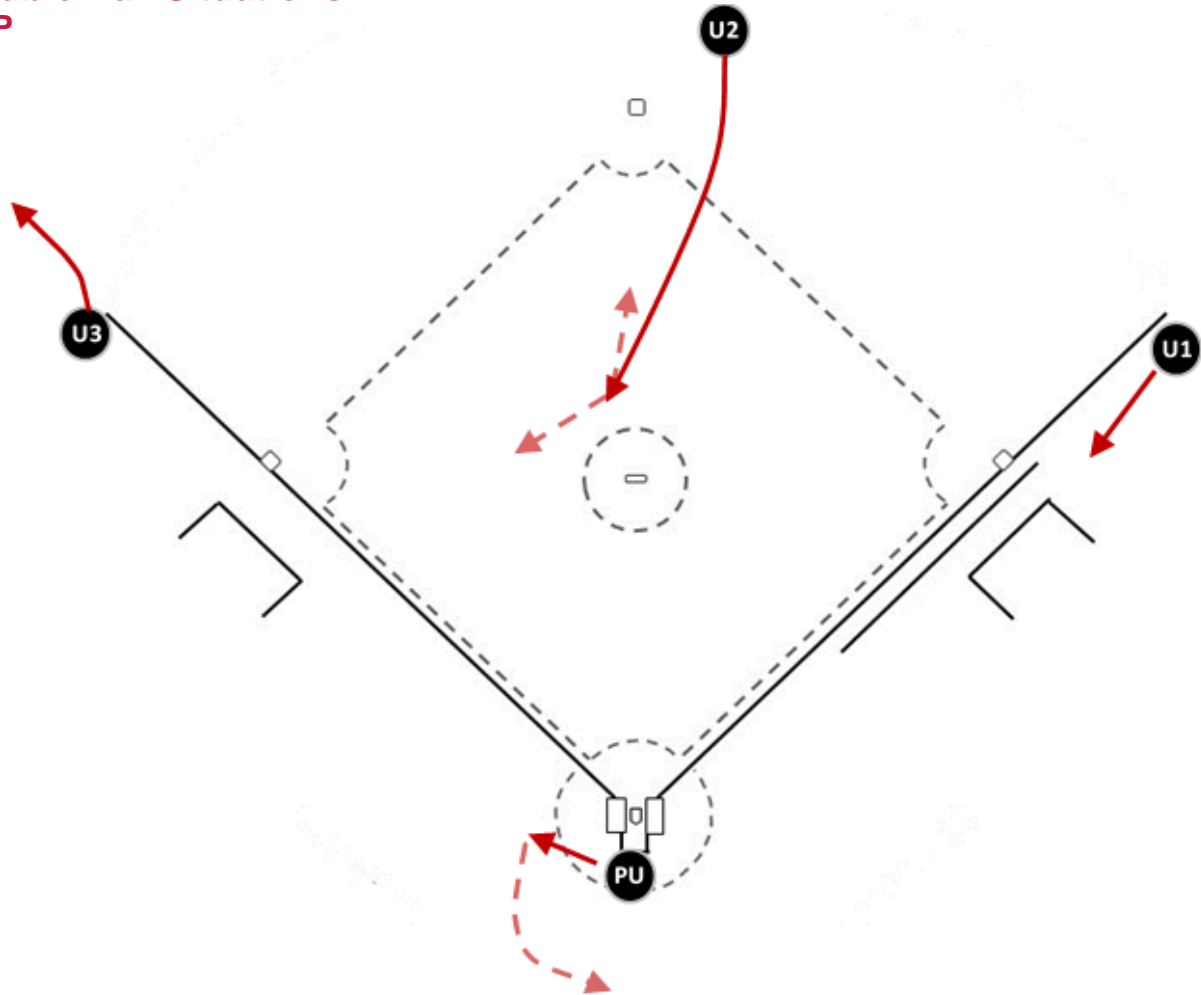
Trouble Ball Situations RiSP



RiSP: U2 Goes Out - Anytime there is a runner at 2B or 3B

Plate	U1	U2	U3
<ul style="list-style-type: none"> • Clears F2 to the left, reads U2 going out • Observes R3 re-touch of 3B (if applicable) • Moves to PoP to observe playing action • Adjusts for potential play(s) at HP <p>Responsible for: Re-touch of R3 and all Touches/Plays at HP</p>	<ul style="list-style-type: none"> • Reads U2 going out and moves to Po1, remaining CtB • Observes runners and actions around 1B • Adjusts for play(s) at 1B <p>Responsible for: Re-touch of R1 and all Touches/Plays at 1B</p>	<ul style="list-style-type: none"> • Goes out on the TROUBLE BALL • Must see ball fielded and thrown back to infield. • Stays out until all playing action has ended. <p>Responsible for: C/NC call.</p>	<ul style="list-style-type: none"> • Reads U2 going out, immediately moves to working area on 3B side of mound remaining CtB • Adjusts for play(s) at 2B/3B <p>Responsible for: Re-touch of R2 and all Touches/Plays at 2B & 3B</p>

Trouble Ball Situations RiSP



RiSP: U3 Goes Out - Anytime there is a runner at 2B or 3B

Plate	U1	U2	U3
<ul style="list-style-type: none"> • Clears F2 to the left, reads U3 going out • Observes R3 re-touch of 3B (if applicable) • Moves to PoP to observe playing action • Adjusts for potential play(s) at HP <p>Responsible for: Re-touch of R3 and all Touches/Plays at HP</p>	<ul style="list-style-type: none"> • Reads U3 going out and moves to Po1, remaining CtB • Observes runners and actions around 1B • Adjusts for play(s) at 1B <p>Responsible for: Re-touch of R1 and all Touches/Plays at 1B</p>	<ul style="list-style-type: none"> • Reads U3 going out, immediately moves to working area on 3B side of mound remaining CtB • Adjusts position based on runner(s) actions & potential play(s) <p>Responsible for: Re-touch of R2 and All Touches/Plays at 2B & 3B</p>	<ul style="list-style-type: none"> • Goes out on the TROUBLE BALL • Must see the ball fielded and thrown back to infield • Stays out until all playing action has ended <p>Responsible for: F/F & C/NC</p>

Summary, 60', 4-Umpire System

Routine Plays:

Balls Fielded in Infield/Base Hits to Outfield/Routine Fly Balls to Outfield

- Each umpire is responsible for all touches/plays at their assigned base.
- This will be accomplished by establishing the best angle while working to stay CtB.
- On any ball to the outfield, U2 will immediately move inside to the Working Area.
- PU will have responsibility for any Catch/No-Catch in infield or outfield and all balls being fielded in the outfield and returned to the infield.

Trouble Ball Situations: NRiSP or RiSP

- With any umpire going out on a Trouble Ball, all rotations of umpires will be clockwise.

U1 goes out: Regardless of Runners

- PU will move to PoP and take responsibility for all touches/plays at HP.
- U2 will immediately move to the Working Area on 1B side and take responsibility for any re-touch at 1B/2B and all touches/plays at 1B/2B.
- U3 will move to Po3 and take responsibility for re-touch of R3 and all touches/plays at 3B.

Trouble Ball Situations w/ NRiSP: 0 Runners or R1 Only

U2 goes out, NRiSP:

- PU will move up 3B line to Library, read the action, and take responsibility for all touches/plays at 3B.
- U1 will move to Po1 and take responsibility for re-touch of R1, touches/plays at 1B, and should the lead runner advance beyond 2B move to PoP for all touches/plays at HP.
- U3 will immediately move to the Working Area at 2B and take responsibility for all touches/plays at 2B and be prepared to take the play on the BR back into 1B should U1 release to cover HP.

U3 goes out, NRiSP:

- PU will move up 3B line to Library, read the action, and take responsibility for all touches/plays at 3B.
- U1 will move to Po1 and take responsibility for re-touch of R1, touches/plays at 1B, and should the lead runner advance beyond 2B move to PoP for all touches/plays at HP.
- U2 will immediately move to the Working Area at 2B and take responsibility for all touches/plays at 2B and be prepared to take the play on the BR back into 1B should U1 release to cover HP.

Trouble Ball Situations w/ RiSP: Anytime there is a runner at 2B or 3B

U2 goes out, RiSP:

- PU will take responsibility for re-touch of R3 and all touches/plays at HP.
- U1 will move to Po1 and take responsibility for re-touch of R1 and all touches/plays at 1B.
- U3 will immediately move to the Working Area on 3B side and take responsibility for re-touch of R2 and all touches/plays at 2B and 3B.

U3 goes out, RiSP:

- PU will take responsibility for re-touch of R3 and all touches/plays at HP.
- U1 will move to Po1 and take responsibility for re-touch of R1 and all touches/plays at 1B.
- U2 will immediately move to the Working Area on 3B side and take responsibility for re-touch of R2 and all touches/plays at 2B and 3B.

Summary, Umpire Responsibilities by Position

PLATE	U1
<p>Routine Plays: NRiSP or RiSP All C/NC and all touches/plays at HP</p> <p>Trouble Balls: NRiSP U1 out: All touches/plays at HP U2 out: All touches/plays at 3B U3 out: All touches/plays at 3B</p> <p>Trouble Balls: RiSP U1 out: All touches/plays at HP U2 out: Re-touch of R3 and all touches/plays at HP U3 out: Re-touch of R3 and all touches/plays at HP</p>	<p>Routine Plays: NRiSP or RiSP Re-touch of R1, all touches/plays at 1B</p> <p>Trouble Balls: NRiSP U1 out: F/F, C/NC U2 out: Re-touch of R1, touches/plays at 1B, and all touches/plays at HP U3 out: Re-touch of R1, touches/plays at 1B, and all touches/plays at HP</p> <p>Trouble Balls: RiSP U1 out: F/F, C/NC U2 out: Re-touch of R1, all touches/plays at 1B U3 out: Re-touch of R1, all touches/plays at 1B</p>
U2	U3
<p>Routine Plays: NRiSP or RiSP Re-touch of R2, all touches/plays at 2B</p> <p>Trouble Balls: NRiSP U1 out: Re-touch of R1, all touches/plays at 1B and 2B U2 out: C/NC U3 out: All touches/plays at 2B and BR back into 1B if U1 covers HP</p> <p>Trouble Balls: RiSP U1 out: Re-touch of R1/R2, all touches/plays at 1B and 2B U2 out: C/NC U3 out: Re-touch of R2 and all touches/plays at 2B and 3B</p>	<p>Routine Plays: NRiSP or RiSP Re-touch of R3, all touches/plays at 3B</p> <p>Trouble Balls: NRiSP U1 out: All touches/plays at 3B U2 out: All touches/plays at 2B and BR back into 1B if U1 covers HP U3 out: F/F, C/NC</p> <p>Trouble Balls: RiSP U1 out: Re-touch of R3, all touches/plays at 3B U2 out: Re-touch of R2 and all touches/plays at 2B and 3B U3 out: F/F, C/NC</p>

This page can be printed on heavy card stock and cut for use by crew members in pre-game review of responsibilities based on umpire assignment.

