2 Umpire System (Rotation) – Slow Pitch

The 2 umpire system requires that umpires move into positions appropriate for each play. The information referring to positioning and the calling of plays is written for ideal circumstances and for the best possible positioning for the majority of plays. Proper positioning can be achieved if you think in terms of 'keeping the play in front of you'. In order to do this there are four basic elements that must be kept in your vision.

1 The ball

2 The defensive player making the play

3 The batter runner or runner and

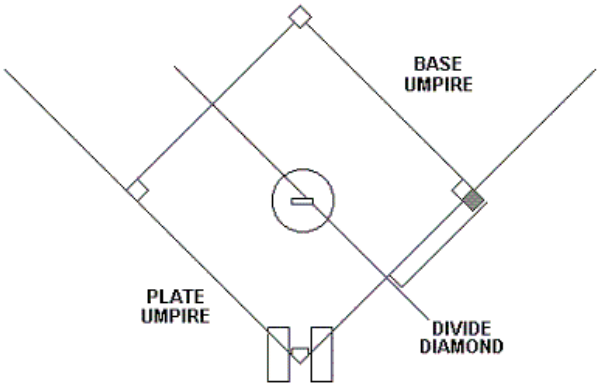
4 The base or area where the above elements meet

Three Basic Principles

There are three basic principles that apply to the Two Umpire Rotation System; the division principle, the infield/outfield principle and the leading runner principle.

1 The Division Principle

The home Plate Umpire takes all calls at Home Plate and third base and the Base Umpire takes all calls at first and second bases.



Exceptions

1 When the Batter-Runner goes to third base, the Base Umpire takes Batter Runner to third

2 If you must deviate, communicate your deviation to your partner

2 The Infield/Outfield Principle

When the ball is in the infield, the Base Umpire moves or stays in the outfield.

When the ball is in the outfield, the Base Umpire moves to a position in the infield.

3 The Runners Principle

The base umpire's starting position is off the second base person, shading towards the lead runner or 1st base if no runners on. It is the responsibility of **both umpires** to ensure **all** bases are covered in Tag-Up (re-touching the base after a fly ball is first touched on a catch) situations.

Both umpires should watch for, Tags, Obstruction, Interferences, Touched Bases, Runners passing each other, Blocked Balls, etc.

Prior to the pitch the Base umpire should stand relaxed. He should be focused on the pitch and the batter, be ready and mobile for a possible play. During a call it is important to stop and focused on the play in front of you.

Conventions

The conventions used to describe the situations in this manual are:

1. The plate umpire is referred to as 'Plate' or 'P' and the base umpire is 'Base' or 'B'.
2. Runners at 1st, 2nd and 3rd bases are indicated with 'R'
3. 1st movement of the umpire's is
   2nd Movement of the umpire's is
   1st Movement of the ball is
   2nd Movement of the ball
   (indicating all potential secondary plays available to the fielders)
4. Icons used in this manual:

Plate Umpire	Base Umpire	Runner	Fielder

Plate Umpire Starting Position

In all cases, the plate umpire's starting position and actions are as follows:

- Sweeps the home plate and checks that the field is clear and ready for play.
- Should take a position, in the slot between the catcher and the batter.
- After each pitch, he should call Ball or Strike, give signals as required and then relax, while maintaining good general awareness.
- Responsible for calling:
  - Illegal Pitches
  - Fair/Foul Balls
  - Batting infractions

- On each batted ball into fair territory exit from behind the catcher via the left (even on a left handed batter) and rotate to the proper position.

- If the ball is close to the foul line, move to the line and straddle the line to make the fair/foul call.

- On infield hits, with no runners, trail the batter-runner 1/3 of the way to 1st base; with runner on 1st base only, trail runner ¼ way to 1st base then move to foul territory on the 3rd base side of the diamond for a possible call on R1 at 3rd base; and with runners on 2nd or 3rd base, stay in foul territory down the 3rd base line and watch the batter-runner to 1st base

Movements are always dictated by the principle of keeping the four elements in front of the umpire.

Base Umpire Ready Position

The Base Umpire should assume a ready position by:

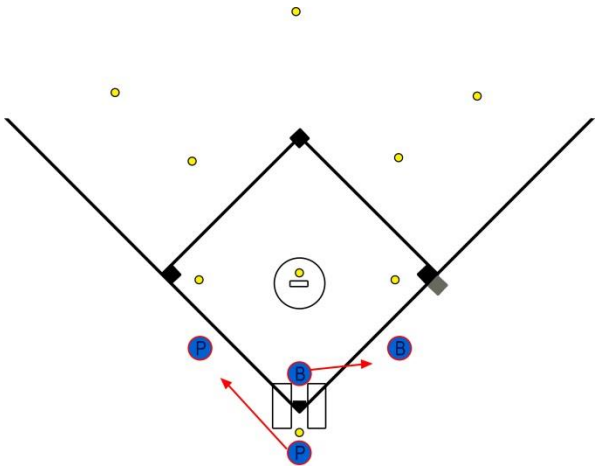
- Facing SQUARE TO THE BATTER prior to the pitch, always being able to see both the pitcher and the home plate area.
- As the pitchers prepares to pitch, the umpire should place his feet a comfortable distance apart (at least shoulder width), stay still and relaxed l.
- As the pitcher starts the pitch adopt the 'ready' position by unlocking the knees slightly, resting your weight lightly on the balls of the feet and the hands drawn close to the belt line in front of the body.
- Remain in this position until the catcher catches the ball or the ball is put into play.

Once the ball is hit or thrown, the umpire pushes off on the balls of his feet and moves to position for a potential play.

Base Umpire Position for Calls

Starting position (Rotated off of the foul line) The Base Umpire should take a position "off of the second baseman and shading toward the lead runner. With no runners on, the starting position is "off of" and on the 1st base side of the 2nd base person shading toward 1st base. With runners on base (1st base only, 2nd base only, 3rd base only, 1st and 2nd base only, 2nd and 3rd base only or bases loaded) the starting position is off of the second base person, shading toward the lead runner. On force plays call from 5 – 6 meters (18 feet). On tag plays move to 3 meters (10-12 feet) to see the tag and make the call. At the start of the pitch focus on the pitch and the batter, be prepared for a possible play. During a call it is important to stop and keep the four elements in front of you, i.e. ball, base, defensive player and offensive player.

Between Inning Position



Starting position

Plate Umpire

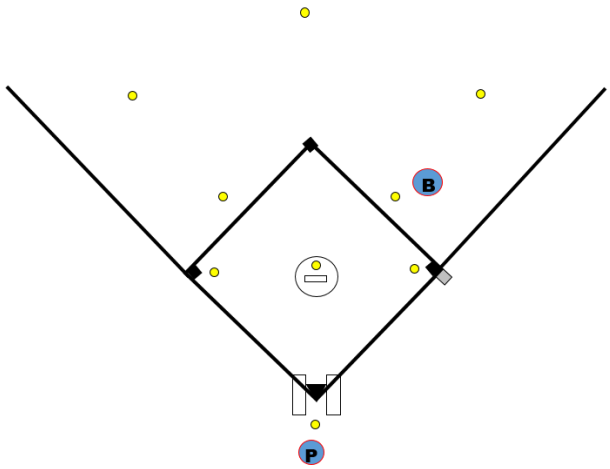
- After the Plate meeting, stand in a position just off the third base line in Foul Territory approximately one third of the way to third base
- Hustle the teams on and off the field
- Stand facing the diamond with your hands relaxed at your sides
- Observe the Warm-Up Pitches (three allowed for each pitcher in the first innings and with each new pitcher. Then three warm up pitches are allowed at the start of each half innings)
- Let the Catcher know when the second to last Warm-Up Pitch has been thrown, then say 'one more Catcher'
- Replenish extra ball supply
- Sweep the home plate and then assume a position behind the Catcher after the Warm-Up Pitches

During the first half inning and when there is a change of pitchers, you may wish observe the Warm-Ups after making the line-up changes and announcing them to the Official Scorer

Base Umpire

- After the plate meeting, stand in a position just off the first base line in Foul Territory approximately one third of the way to first base
- Hustle the teams on and off the field.
- Stand facing the diamond with your hands relaxed at your sides.
- After the warm-up pitches in the top half of the 1st inning clean the pitching plate and then hustle to your starting position. Clean pitcher plate after the last out in the half inning thereafter.

No Runners on Base



Starting position

Plate Umpire

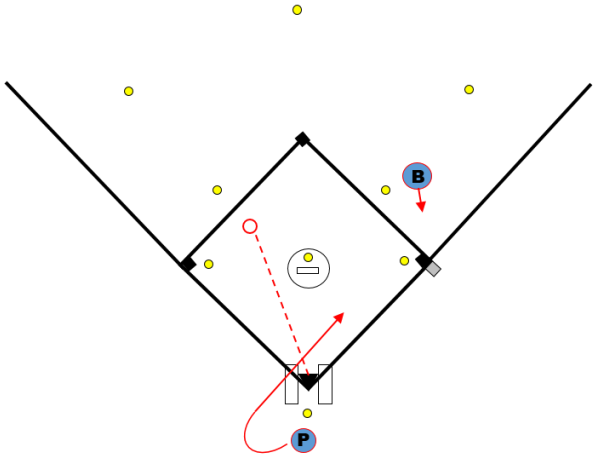
- Take a position in the slot as described in the Plate Umpire Mechanics
- Responsible for:
  - Illegal Pitches
  - Fair/Foul balls
  - Batting infractions

Base Umpire

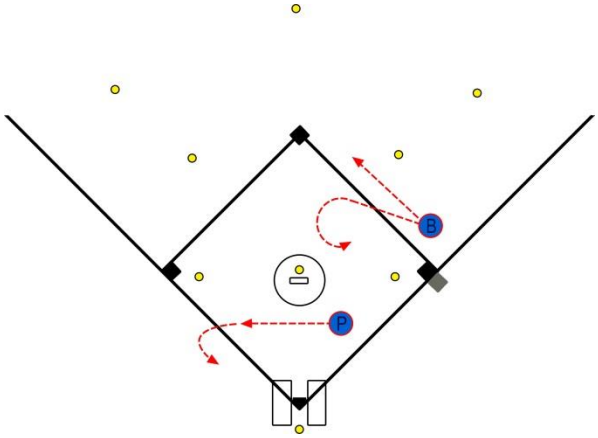
- Take a position off of the 2nd base person shading towards 1st base. Set up on an imaginary line between the closest players playing in the infield ensuring a view of the pitcher and home plate area.
- Face in the direction of home plate with shoulders square to home plate
- Go into the 'ready position' when the pitcher starts pitching motion
- Share responsibility for calling Illegal Pitches

No Runners on Base

1st Movement



2nd Movement



Ball hit in the Infield

Plate Umpire

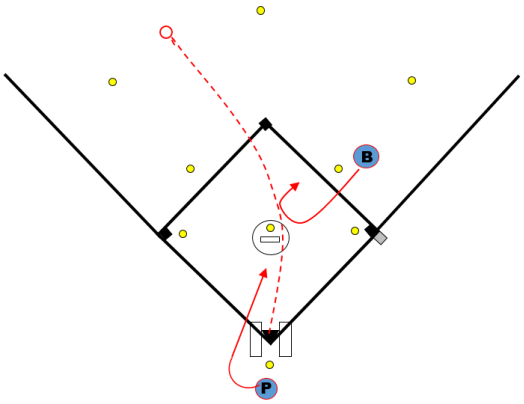
- Exit to the left of the catcher and hustle out in front of the home plate trailing the Batter Runner toward first base (in Fair Territory) unless the ball takes you elsewhere.
- Keep your eyes on the ball
- Stop…let the ball turn you into the play
- Responsible for:
  - Three Foot Line Interference
  - An Overthrow out of play
  - Tag plays ½ way to 1st base.
- Be prepared to assist your partner
- Watch the Batter Runner/Runner touch the base(s)

Base Umpire

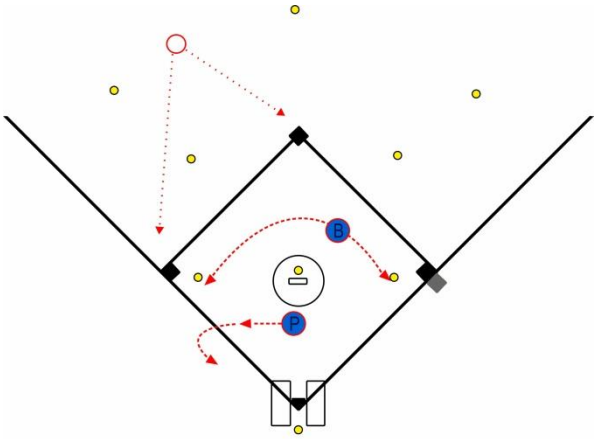
- Watch the ball while moving to your primary position to make a call at 1st base
- Let the ball turn you into the play
- Stop…. Wait… Call and Signal
- In case of Overthrow, cut into the Infield and be prepared to go to second and third base
- Watch the Batter Runner/ Runner touch base(s)

No Runners on Base

1st Movement



2nd Movement



Ball Hit to the Outfield

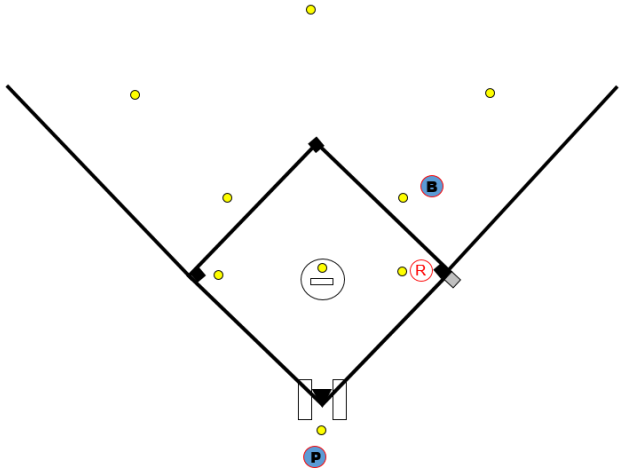
Plate Umpire

- Exit to the left of the catcher and hustle out in front of the plate toward the flight of the ball
- Keep your eyes on the ball
- Straddle line on hits near Foul line
- Judge Catch/No Catch
- Watch the Batter Runner/Runner touch base(s)
- On an Overthrow out of play: call/Signal 'Dead Ball', award bases to the runner(s)

Base Umpire

- Move quickly into the Infield and keep the play in front of you
- Watch the ball and glance at the runner
- Take the Batter Runner into first, second and third base
- Watch the Batter Runner/runner touch base(s)

Runner at First Base



Starting Position

Plate Umpire

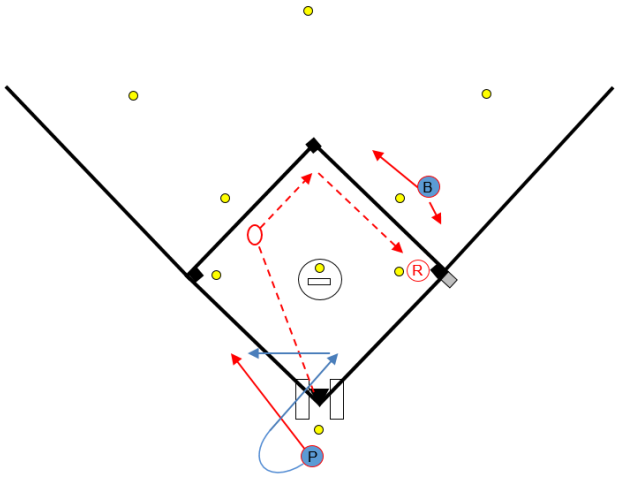
- Take a position in the slot as described in The Plate Umpire Mechanics
- Responsible for:
  - Illegal Pitches
  - Fair/Foul balls
  - Batting infractions

Base Umpire

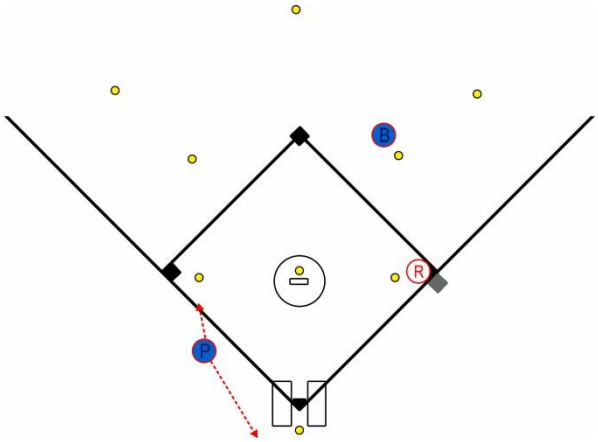
- Face in the direction of home plate with shoulders square to home plate
- Take a position “off of” the second baseman and shading toward the runner on 1st base. Set up on an imaginary line running between the closest players playing in the infield ensuring a view of the pitcher, runner and home plate area.
- Go into the 'ready position' when the pitch starts
- Share responsibility for calling Illegal Pitches

Runner at First Base

1st Movement



2nd Movement



Ball Hit in the Infield

Plate Umpire

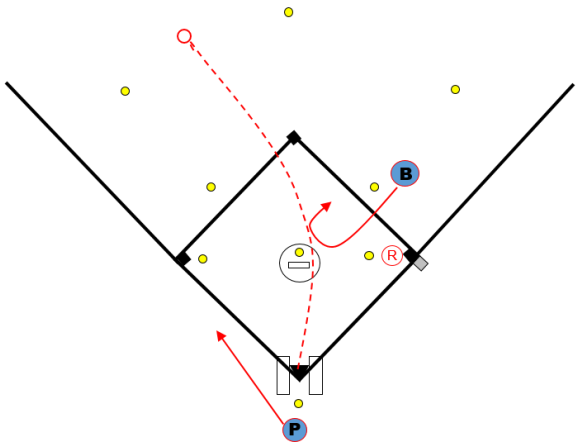
- Exit to the left of the catcher and hustle out in front of the home plate. Trail the Batter Runner toward first base (in Fair Territory) if a play is possible at 1st base.
- Keep your eyes on the ball
- Responsible for:
  - Overthrow out of play
  - Three Foot Line Interference
- Move into Foul Territory and be prepared to take R1 into third base and home
- Move quickly toward 3rd base if a play develops
- Let the ball turn you into the play
- Stop… Wait… Call and Signal
- Watch the Runner(s) touch base(s)

Base Umpire

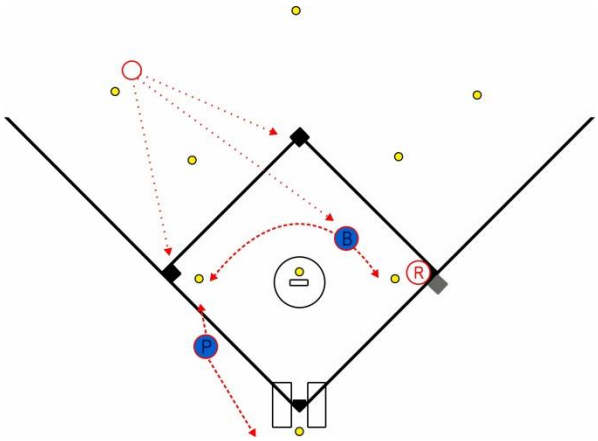
- Watch the ball
- Be prepared for a Double Play
- Take 1-2 steps toward 2nd base to see the play, then move toward 1st base while keeping your eyes on the play at 2nd base. Let the ball turn your head to the lay at 1st base.
- Stop… Wait… Call and Signal
- Call all plays made at 1st and 2nd base

Runner at First Base

1st Movement



2nd Movement



Ball Hit to the Outfield

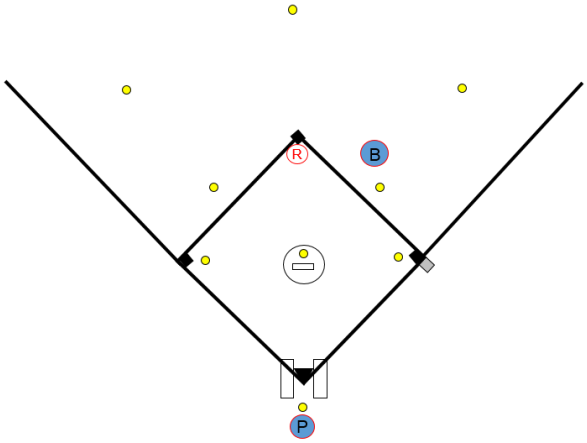
Plate Umpire

- Exit to the left of the catcher moving into Foul Territory toward third base
- Keep your eyes on the ball
- Judge Catch or No Catch
- Responsible for:
  - Overthrow out of play
  - Fair/Foul
- Move into Foul Territory and be prepared to take R1 into third base and home
- Watch the Runner(s) touch base(s)

Base Umpire

- Watch the ball
- Move quickly into the Infield and keep the play in front of you. Watch the ball and glance at the runner. Stay out if necessary to avoid being in a throwing lane.
- Take the tag-up at first base
- Watch the Runner(s) touch base(s)
- Take the Batter Runner into first, second and third base

Runner at Second Base



Starting Position

Plate Umpire

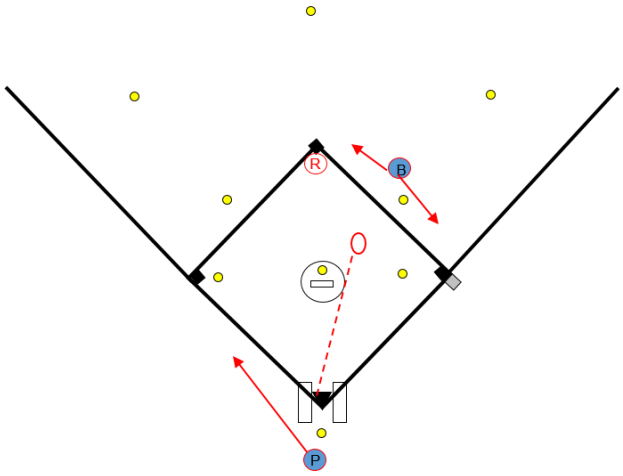
- Take a position in the slot as described in The Plate Umpire Mechanics
- Responsible for:
  - Illegal Pitches
  - Fair/Foul balls
  - Batting infractions

Base Umpire

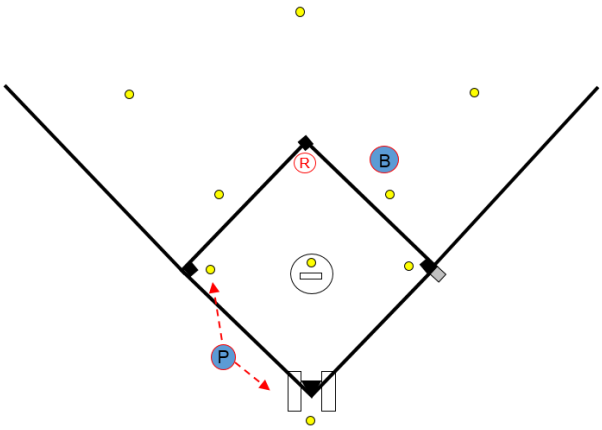
- Face in the direction of home plate with shoulders square to home plate
- Take a position “off of” the second base person and shading toward the runner on 2nd base. Set up on an imaginary line running between the closest players playing in the infield ensuring a view of the pitcher, runner and home plate area.
- Go into the 'ready position' when the pitch starts
- Share responsibility for calling Illegal Pitches

Runner at Second Base

1st Movement



2nd Movement



Ball Hit in the Infield

Plate Umpire

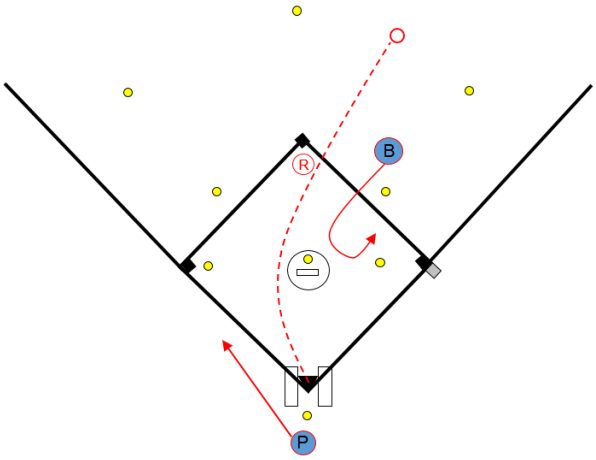
- Exit to the left of the catcher and move into Foul Territory toward third base
- Watch possible action at first base (ie Obstruction, spiking, Three Foot Line Interference, etc)
- Responsible for:
  - Overthrow out of play
  - Three Foot Line Interference
- Be prepared for a play at 3rd base or home plate.
- On an Overthrow out of play: call/Signal 'Dead Ball', award bases to the runner(s)
- Watch the Runner(s) touch base(s)

Base Umpire

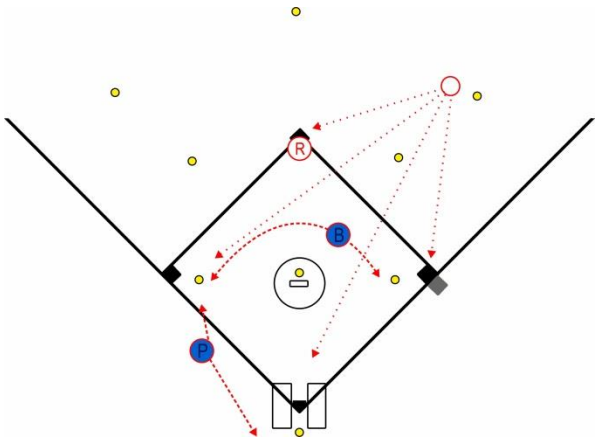
- Watch the ball, read the play and move into a position for a call at 1st base or 2nd base.
- Let the ball turn you into the play
- Stop… Wait… Call and Signal
- Watch the Runner(s) touch base(s)

Runner at Second Base

1st Movement



2nd Movement



Ball Hit to the Outfield

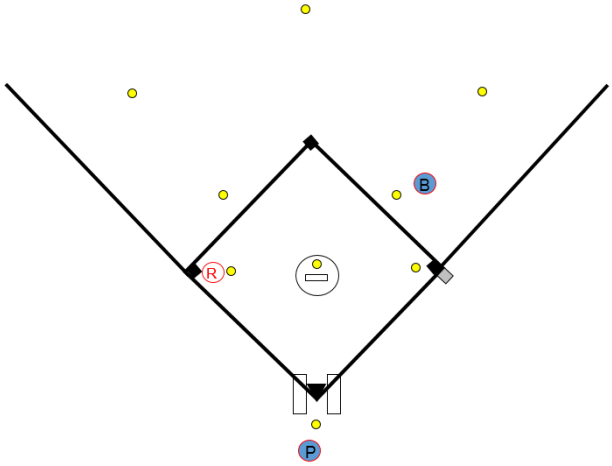
Plate Umpire

- Exit to the left of the catcher and move into Foul Territory toward third base
- Keep your eyes on the ball
- Make position to Judge Catch or No Catch
- Move into Foul Territory and prepare for a play at home or move toward third base and prepare for a play at third
- Move quickly to the base where the play is made
- Let the ball turn you into the play
- Stop… Wait… Call and Signal
- Watch the Runner(s) touch base(s)

Base Umpire

- Keep your eyes on the ball
- Move quickly into the Infield and keep the play in front of you. Watch the ball and glance at the runner.
- Make position to watch the tag up of Runner at second base
- Watch the Runner(s) touch base(s)
- Take the Batter Runner into first, second and third base
- Read the play and move quickly to the base where the play is made
- Let the ball turn you into the play
- Stop… Wait… Call and Signal

Runner at Third Base



Starting Position

Plate Umpire

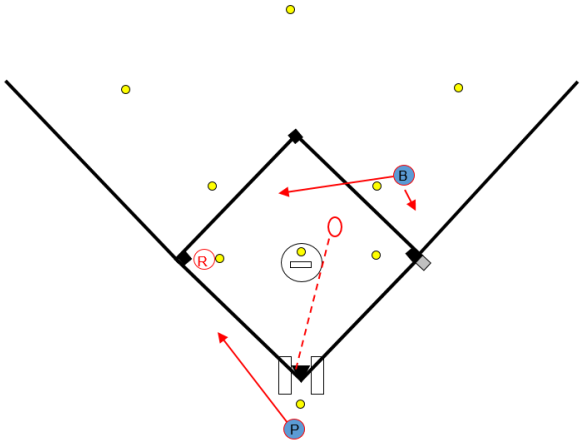
- Take a position in the slot as described in The Plate Umpire Mechanics
- Responsible for:
  - Illegal Pitches
  - Fair/Foul balls
  - Batting infractions

Base Umpire

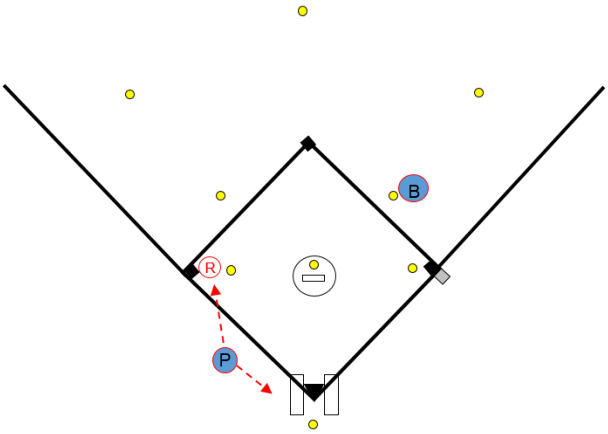
- Face in the direction of home plate with shoulders square to home plate
- Take a position off of 2nd base person shading towards 1st base. Set up on an imaginary line running between the closest players playing in the infield ensuring a view of the pitcher, runner and home plate area.
- Go into the 'ready position' when the pitch starts.
- Share responsibility for calling Illegal Pitches

Runner at Third Base

1st Movement



2nd Movement



Ball Hit in the Infield

Plate Umpire

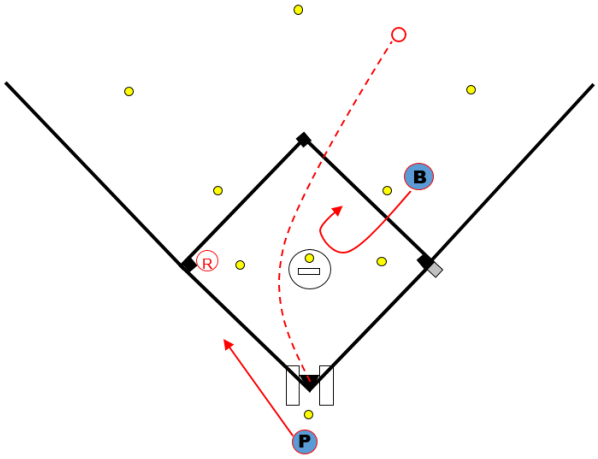
- Move in Foul Territory toward third base
- Keep your eyes on the ball
- See where the play occurs
- Responsible for:
  - Overthrow out of play
  - Three Foot Line Interference
- Be prepared for a play at third base or home plate
- Watch the Runner(s) touch base(s)

Base Umpire

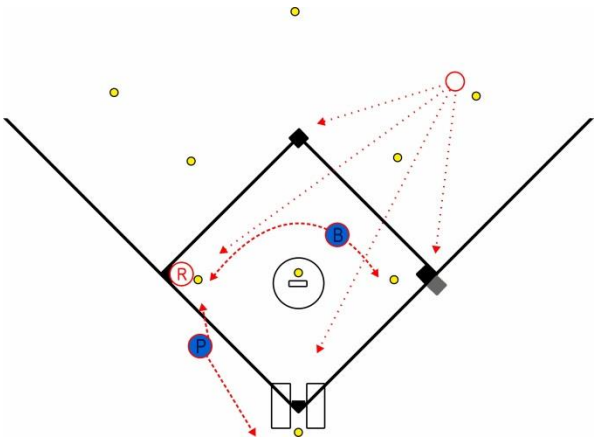
- Watch the ball
- Read the play.
- Move quickly to the base where the play is made
- Let the ball turn you into the play
- Stop… Wait… Call and Signal
- Call all plays at first and second bases
- Watch the Runner(s) touch base(s)

Runner at Third Base

1st Movement



2nd Movement



Ball Hit to the Outfield

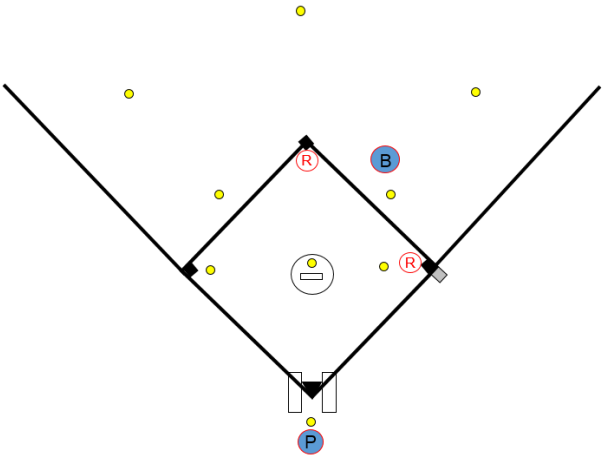
Plate Umpire

- Exist to the left of the catcher and move into Foul Territory towards third base
- Keep your eyes on the ball
- Make position to judge Fair/Foul, Catch/No Catch
- Take the tag-up at third base
- Move quickly to the base where the play is made (third base or home)
- Let the ball turn you into the play
- Stop… Wait… Call and Signal
- Watch the Runner(s) touch base(s)

Base Umpire

- Watch the ball
- Move quickly into the Infield and keep the play in front of you. Watch the ball and glance at the runner.
- Take the Batter Runner into first, second and third base
- Watch the Runner(s) touch base(s)

Runners at First & Second



Starting Position

Plate Umpire

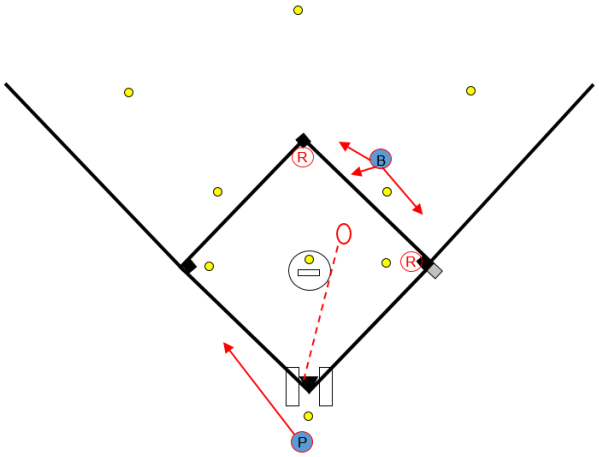
- Take a position in the slot as described in The Plate Umpire Mechanics
- Responsible for:
  - Illegal Pitches
  - Fair/Foul balls
  - Batting infractions
  - Infield Fly (if less than two out)

Base Umpire

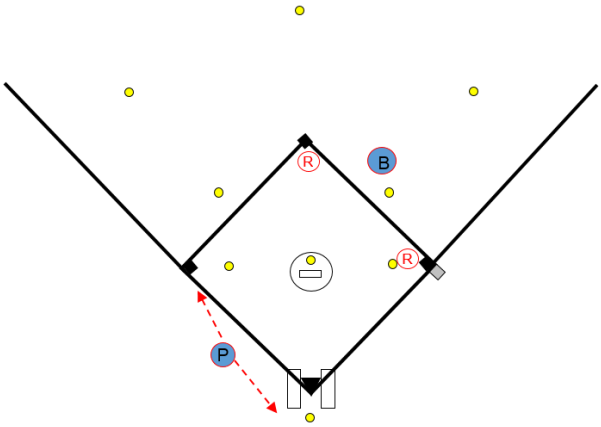
- Face in the direction of home plate with the shoulders square to home plate
- Take a position off of the 2nd base person shading toward the runner on 2nd base. Set up on an imaginary line running between the closest players playing in the infield ensuring a view of the pitcher, runners and home plate area.
- Go into the 'ready position' when the pitch starts
- Share responsibility for calling Illegal Pitches

Runners at First & Second

1st Movement



2nd Movement



Ball hit in the Infield

Plate Umpire

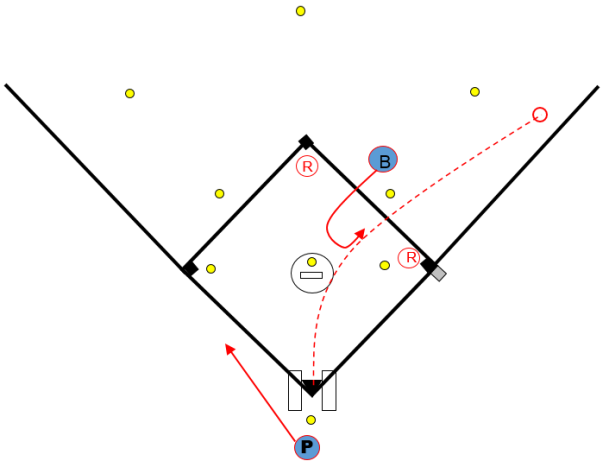
- Exit to the left of the catcher and move into Foul Territory toward third base
- Keep your eyes on the ball
- Responsibility to judge Fair/Foul, Catch/No Catch
- Hesitate to see where the play occurs
- Responsible for:
  - Overthrow out of play
  - Three Foot Line Interference
- Watch the Runner(s) touch base(s)

Base Umpire

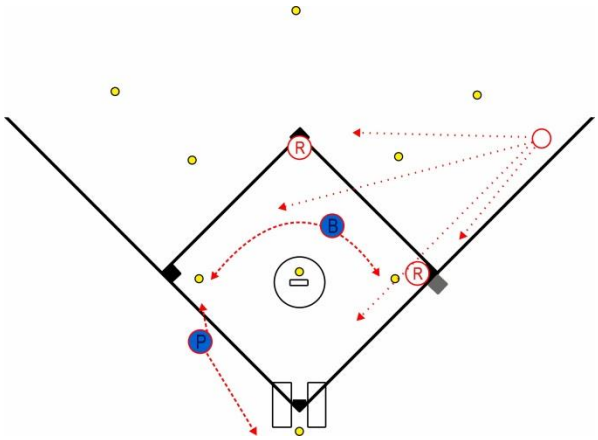
- Watch the ball
- See where the play will be made
- Move quickly to the base where the play is made
- Call all plays made on the first throw of the ball on the bases, except throws to 3rd base.
- Let the ball turn you into the play
- Stop… Wait… Call and Signal
- Watch the Runner(s) touch base(s)

Runners at First & Second Base

1st Movement



2nd Movement



Hit to the Outfield

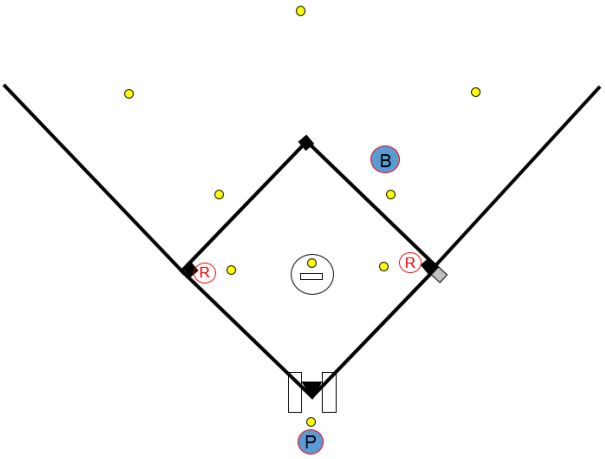
Plate Umpire

- Exit to the left of the catcher and move into Foul Territory toward third base
- Keep your eyes on the ball
- Make position to judge Fair/Foul, Catch/No Catch
- Be ready for a play a play at third or home plate
- Move quickly toward the base where the play is made
- Let the ball turn you into the play
- Stop… Wait… Call and Signal
- Watch the Runner(s) touch base(s)
- Assist your partner

Base Umpire

- Watch the ball
- Move quickly into the Infield and keep the play in front of you
- Take the tag-ups at first and second base
- Take R1 into second and the BR into first, second and third base
- Move quickly toward the base where the play is made
- Let the ball turn you into the play
- Stop… Wait… Call and Signal
- Watch the Runner(s) touch base(s)

Runners at First & Third Base



Starting Position

Plate Umpire

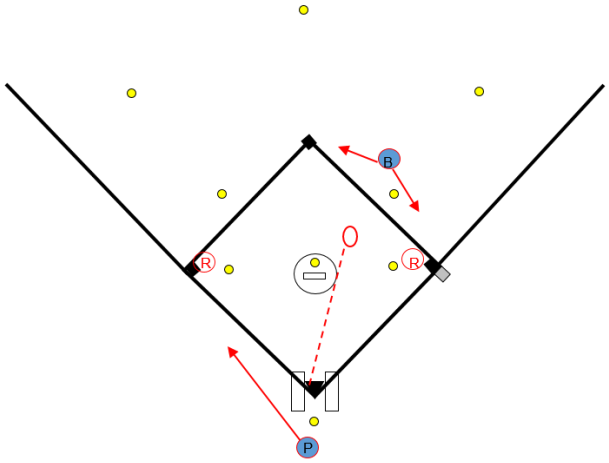
- Take a position in the slot as described in The Plate Umpire Mechanics
- Responsible for:
  - Illegal Pitches
  - Fair/Foul balls
  - Batting infractions

Base Umpire

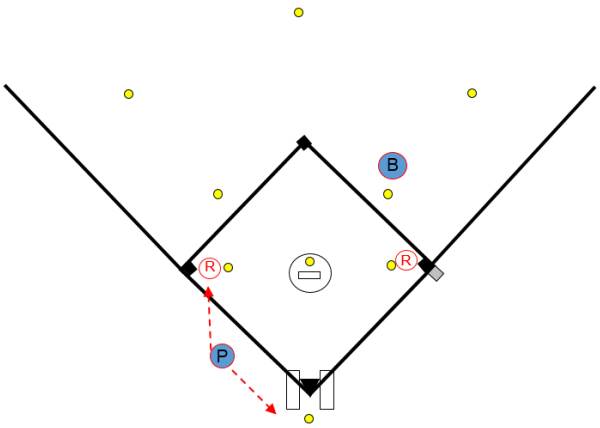
- Face in the direction of home plate with shoulders square to home plate
- Take a position off of the 2nd base person shading towards 2nd base. Set up on an imaginary line running between the closest players playing in the infield ensuring a view of the pitcher, runners and home plate area.
- Go into the 'ready position' when the pitch starts
- Share responsibility for calling Illegal Pitches

Runners at First & Third Base

1st Movement



2nd Movement



Ball hit in the Infield

Plate Umpire

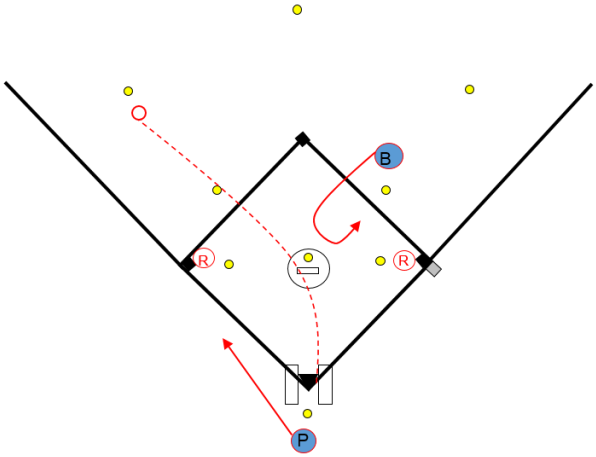
- Exit to the left of the catcher and move into Foul Territory toward third base
- Keep your eyes on the ball
- Responsible for:
  - Overthrow out of play
  - Three Foot Line Interference
- Hesitate to see where the play occurs
- Watch the Runner(s) touch base(s)

Base Umpire

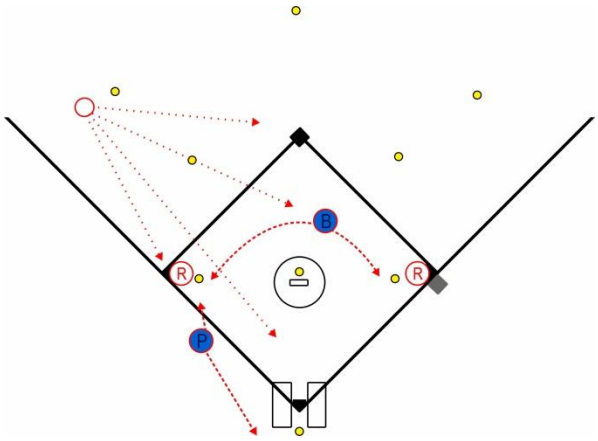
- Watch the ball
- Wait to see where the play will be made
- Move quickly to the base where the play is made
- Let the ball turn you into the play
- Stop… Wait… Call and Signal
- Watch the Runner(s) touch base(s)

Runners at First & Third Base

1st Movement



2nd Movement



Ball hit to the Outfield

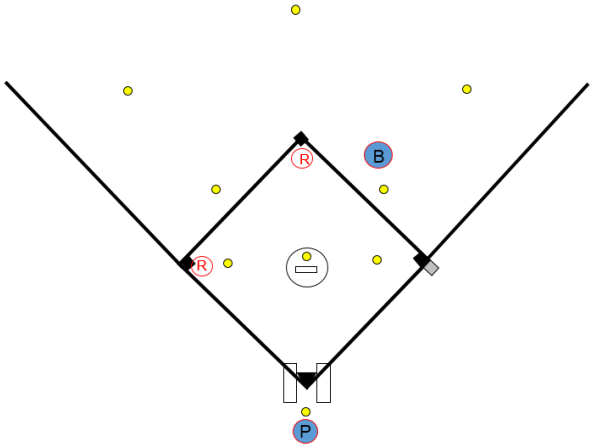
Plate Umpire

- Exit to the left of the catcher and move into Foul Territory toward third base
- Keep your eyes on the ball
- Judge Catch or No Catch
- Move to the holding position to watch the tag-up at third base
- Be prepared for a play at third or home plate
- Move quickly toward the base where the play is made
- Let the ball turn you into the play
- Stop… Wait… Call and Signal
- Watch the Runner(s) touch base(s)

Base Umpire

- Watch the ball
- Move quickly into the Infield and keep the play in front of you
- Watch the touches and tag-ups at first and second base
- Take R1 into second and the BR into first, second and third base
- Move quickly toward the base where the play is made
- Let the ball turn you into the play
- Stop… Wait… Call and Signal
- Watch the Runner(s) touch base(s)

Runners at Second & Third Base



Starting Position

Plate Umpire

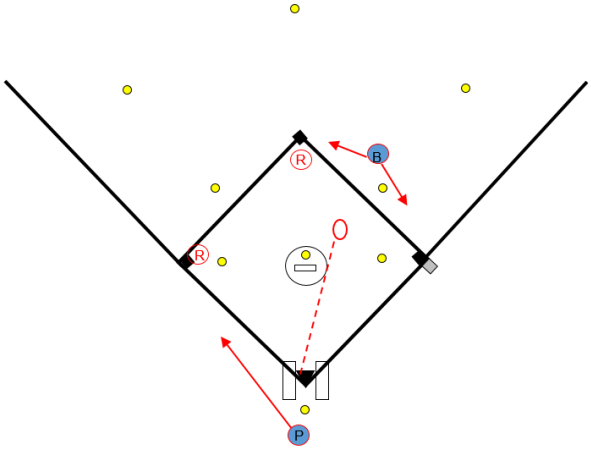
- Take a position in the slot as described in The Plate Umpire Mechanics
- Responsible for:
  - Illegal Pitches
  - Fair/Foul balls
  - Batting infractions

Base Umpire

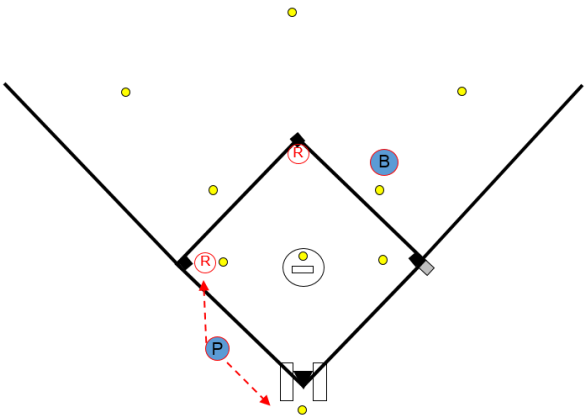
- Face in the direction of home plate with shoulders square to home plate
- Take a position off of the 2nd base person shading toward the runner on 2nd base. Set up on an imaginary line running between the closest players playing in the infield ensuring a view of the pitcher, runners and home plate area.
- Go into the 'ready position' when the pitch starts.
- Share responsibility for calling Illegal Pitches

Runners at Second & Third Base

1st Movement



2nd Movement



Ball Hit in the Infield

Plate Umpire

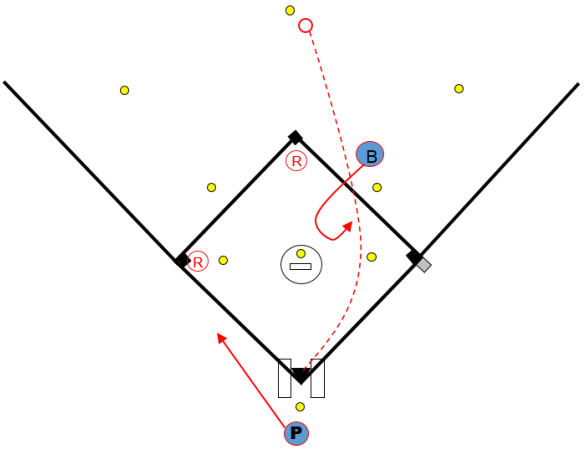
- Exit to the left of the catcher and move into Foul Territory toward third base
- Keep your eyes on the ball
- Responsible for:
  - Illegal Pitches
  - Fair/Foul balls
  - Batting infractions
- Move quickly toward the base where they play is made
- Let the ball turn you into the play
- Stop… Wait… Call and Signal
- Watch the Runner(s) touch base(s)

Base Umpire

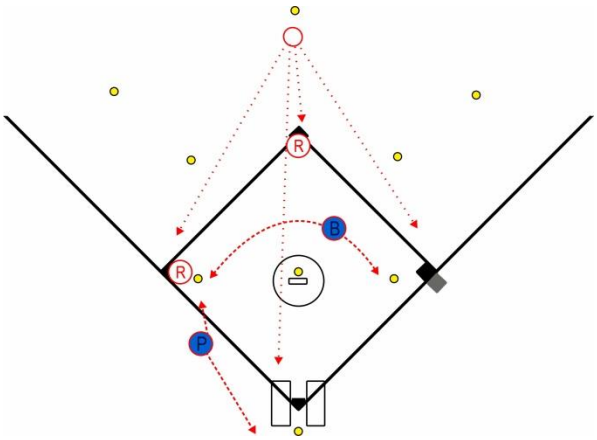
- Watch the ball
- Wait to see where the play will be made
- Avoid a thrown ball.
- Move quickly to the base where the play is made.
- Let the ball turn you into the play
- Stop… Wait… Call and Signal
- Watch the Runner(s) touch base(s

Runners at Second & Third Base

1st Movement



2nd Movement



Ball Hit to the Outfield

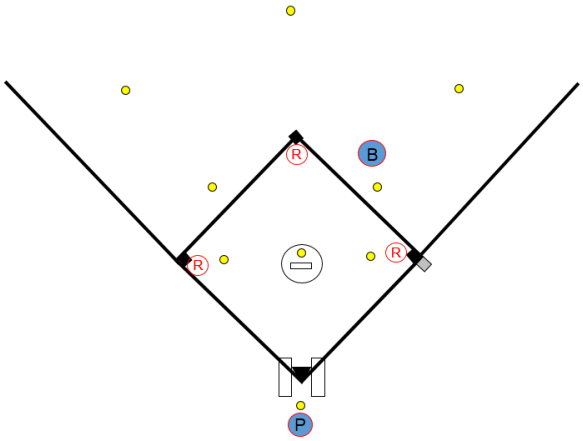
Plate Umpire

- Exit to the left of the catcher and move into Foul Territory toward third base
- Keep your eyes on the ball
- Judge Catch or No Catch
- Watch the tag-up at third base
- Be prepared for a play at third or home plate
- Move quickly toward the base where the play is made
- Let the ball turn you into the play
- Stop… Wait… Call and Signal
- Watch the Runner(s) touch base(s)

Base Umpire

- Watch the ball
- Move into the Infield and keep the play in front of you
- Watch the touches and tag-ups at first and second base
- Take R1 into second and the BR into first, second and third base
- Move quickly toward the base where the play is made
- Let the ball turn you into the play
- Stop… Wait… Call and Signal
- Watch the Runner(s) touch base(s)

Bases Loaded



Starting Position

Plate Umpire

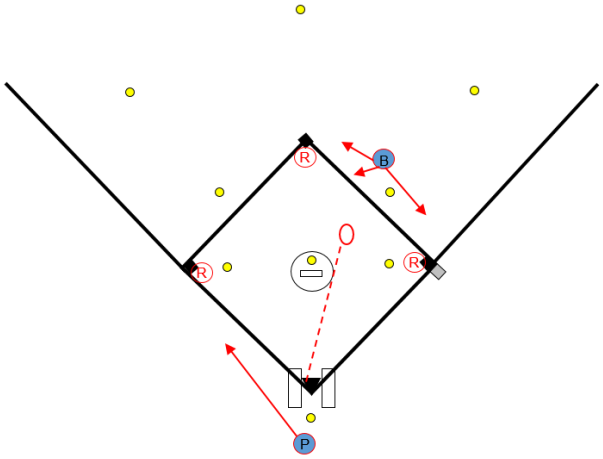
- Take a position in the slot as described in The Plate Umpire Mechanics
- Responsible for:
  - Illegal Pitches
  - Fair/Foul balls
  - Batting infractions
  - Infield Fly (if less than two out)

Base Umpire

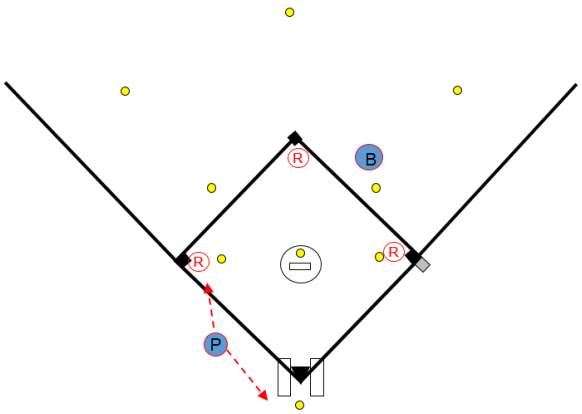
- Face in the direction of home plate with shoulders square to home plate
- Take a position off of the 2nd base person shading towards the runner on 2nd base. Set up on an imaginary line running between the closest players playing in the infield ensuing a view of the pitcher, runners and home plate area.
- Go into the 'ready position' when the pitch starts
- Share responsibility for calling Illegal Pitches

Bases Loaded

1st Movement



2nd Movement



Ball Hit to the Infield

Plate Umpire

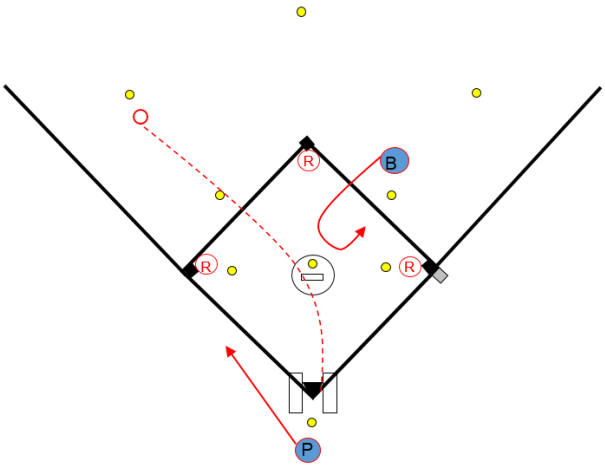
- Exit to the left of the catcher and move into Foul Territory toward third base
- Keep your eyes on the ball
- You are responsible for:
  - Judging Fair or Foul
  - Overthrow out of play
  - Three-foot line Interference
- Be prepared for a play at home plate
- Move quickly toward the base where the play is made
- Let the ball turn you into the play
- Stop… Wait… Call and Signal
- Note: The 1st play at any base is a force play
- Watch the Runner(s) touch base(s)

Base Umpire

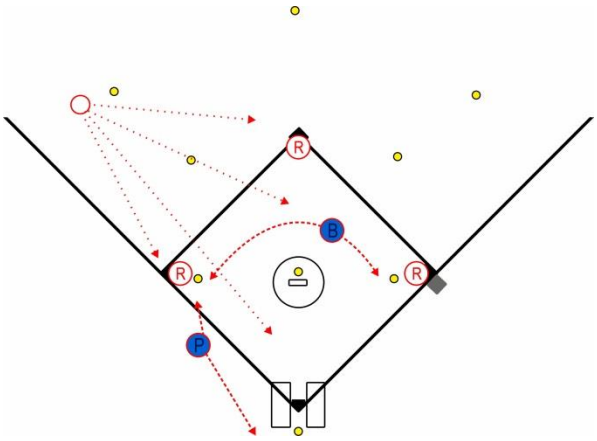
- Watch the ball
- Wait to see where the play will be made
- Move quickly to the base where the play is made
- Let the ball turn you into the play
- Stop… Wait… Call and Signal
- Avoid a thrown ball and Runners
- Watch the Runner(s) touch base(s)

Bases Loaded

1st Movement



2nd Movement



Ball hit to the Outfield

Plate Umpire

- Exit on the left side of the catcher and move into Foul Territory toward third base
- Keep your eyes on the ball
- Judge Catch or No Catch
- Wait to watch the tag-up at third base
- Be prepared for a play at third or home plate
- Move quickly toward the base where the play is made
- Let the ball turn you into the play
- Stop… Wait… Call and Signal
- Watch the Runner(s) touch base(s)

Base Umpire

- Watch the ball
- Move quickly into the Infield and keep the play in front of you
- Watch the touches and tag-ups at first and second base
- Take R1 into second and the BR into first, second and third base
- Move quickly toward the base where the play is made
- Let the ball turn you into the play
- Stop… Wait… Call and Signal
- Watch the Runner(s) touch base(s)