

## One Umpire System – Slow Pitch

In the One Umpire System, you are responsible for every call during the game. It is obvious that not everything that happens will be seen. The single umpire must hustle around the diamond to get to the best possible position to stop and make the call.

With Runners on base, give the lead Runner priority in your positioning. On every hit ball, the umpire must quickly move out from behind the plate and into the Infield for the best view of the play that develops. It is important to always try to keep the ball in view. Take a quick look at the Runners as they touch bases, especially when scoring at home. Watch as the play progresses, anticipate and move towards the base where the first play will occur, be prepared to quickly reset and move towards the next play.

If the first play is potentially a routine call, shift towards where the next play may occur, especially if it is a possible tag play. Try and get into the best position to see the ball, the fielder, and the Runner to give yourself the best possible view to make the correct call. Make sure your position for one play does not put you in the way of a player or a thrown ball.

You must watch for, Tags, Obstruction, Interferences, Touched Bases, Runners passing each other, Blocked Balls, etc.



Try to keep the following **Four Elements** 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**

Any time the ball is thrown, you must know where the runners are in case the ball is thrown out of play. It is always important to hustle. You don't have a partner to assist you. You should never make a call without moving out from behind the plate. When the ball is in the infield and no further play is evident call and signal 'Time' and quickly return to your position behind the plate.

## Conventions

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

1. The plate umpire is referred to as 'Plate' or 'P'
2. Runners at 1st, 2nd and 3rd bases are indicated with 'R'
3. Movement of the umpire is   
Movement of the ball is 
4. Icons used in this manual:

		
Plate Umpire	Runner	Fielder

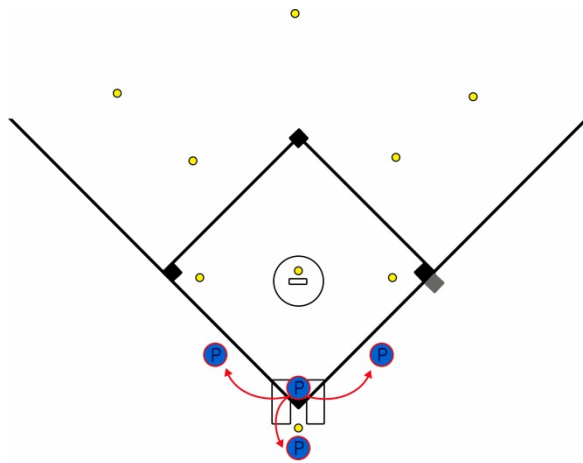
## Plate Umpire Starting Position

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 up a position in the slot between the batter and the catcher.
- After each pitch, you should call Ball or Strike, give signals as required and then relax, while maintaining good general awareness.
- Also responsible for calling:
  - Illegal Pitches
  - Fair/Foul Balls
  - Batting infractions
  - Safes and Outs
- On every hit exit from behind the catcher via the left (even on a left handed batter) and rotate to your position.
- If the ball is close to the foul line, move to the line and straddle the line to make the fair/foul call.

Plate movement following a batted ball will be explained for each case. Movements shown are examples of possible movements and are meant to be guidelines. Umpire movements should always be dictated by the principle of keeping the four elements in front of you.

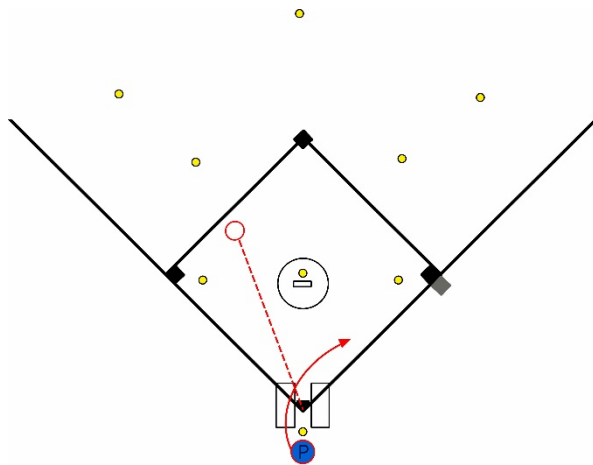
## Starting Position



### Plate umpire

- Move to a position on the side of the team coming off the field
- Hustle the teams on and off the field
- Stand approximately one third from home plate toward first base in one half inning and third base in the other half inning
- Stand about 30cm (1 foot) in Foul Territory off the line
- 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 inning after the first)
- 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 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 to observe the Warm-Ups after making the Line-up changes and announcing them to the Official Scorer

## No Runners on Base

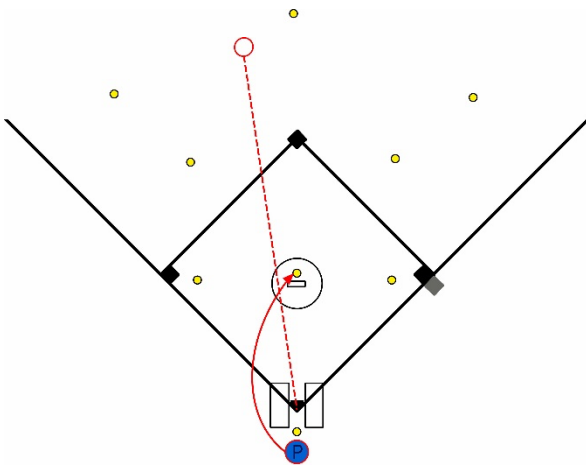


### Starting position

- Take a position in the slot behind the Catcher as described in the Plate Umpire Mechanics
- On every hit, move out in front of home plate

### Ball hit to the infield

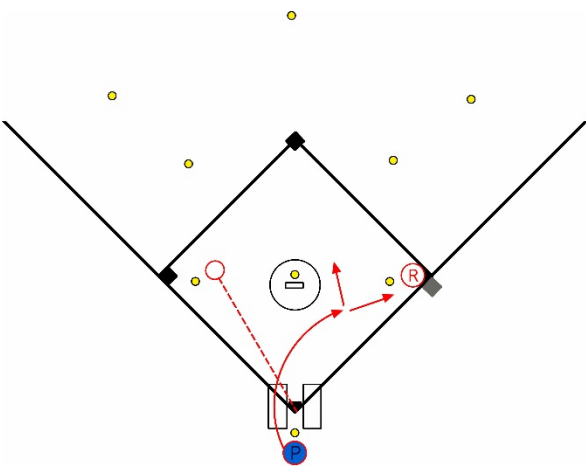
- Hustle out in front of the home plate towards the pitcher
- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul
- Keep your eyes on the ball
- Let the ball turn you into the play
- Observe the Batter Runner (BR) down the 1st base line
- Stop... Wait... Call and Signal
- With the ball in the infield, you should call and signal 'Time' when all play has ceased



### Ball hit to the outfield

- Hustle out in front of the home plate and move towards the pitcher's area
- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul
- Keep your eyes on the ball
- Judge Catch/No Catch
- Move quickly towards the base where the play will be made
- You should call and signal 'Time' when the ball returns to the Infield and all play has ceased

### Runner at First Base



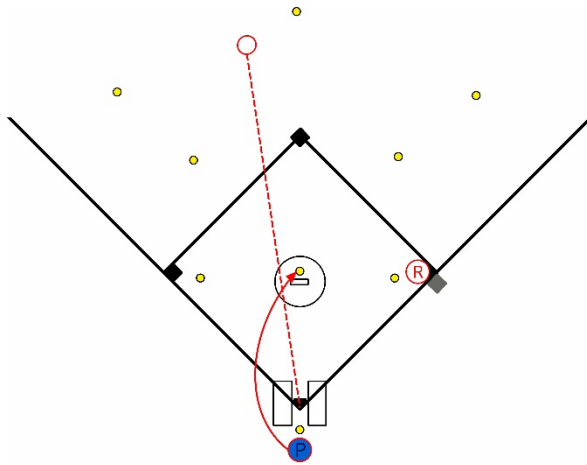
### Starting position

- Take a position in the slot behind the Catcher as described in the Plate Umpire Mechanics
- On every hit, move out in front of home plate

### Ball hit in the infield

- Hustle out in front of the home plate and move towards the pitcher's area

- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul
- Keep your eyes on the ball
- Let the ball turn you into the play
- Observe the BR down the 1st base line
- Stop ... Wait ... Call and Signal
- With the ball in the infield, you may call and signal 'Time' when all play has ceased



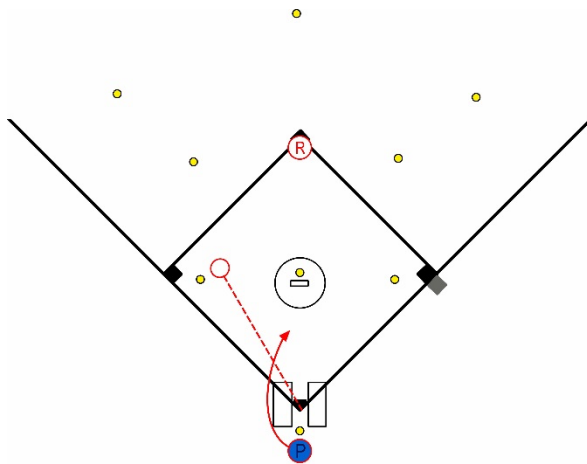
#### **Ball hit to the outfield**

- Hustle out in front of the home plate and move towards the pitcher's area
- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul
- Keep your eyes on the ball
- Judge Catch/No Catch
- Move quickly towards the base where the play will be made
- You may call and signal 'Time' when the ball returns to the infield and all play has ceased

## Runner at Second Base

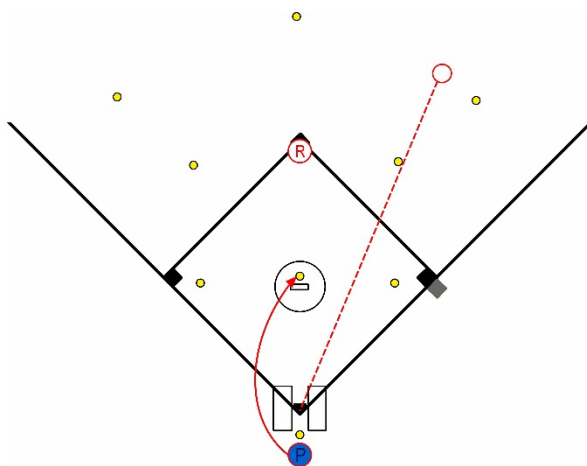
### Starting position

- Take a position in the slot behind the Catcher as described in the Plate Umpire Mechanics
- On every hit, move out in front of home plate



### Ball hit in the infield

- Hustle out in front of the home plate towards the pitcher
- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul
- Keep your eyes on the ball
- Let the ball turn you into the play
- Observe the BR down the 1st base line
- Stop... Wait... Call and Signal
- With the ball in the infield, you should call and signal 'Time' when all play has ceased

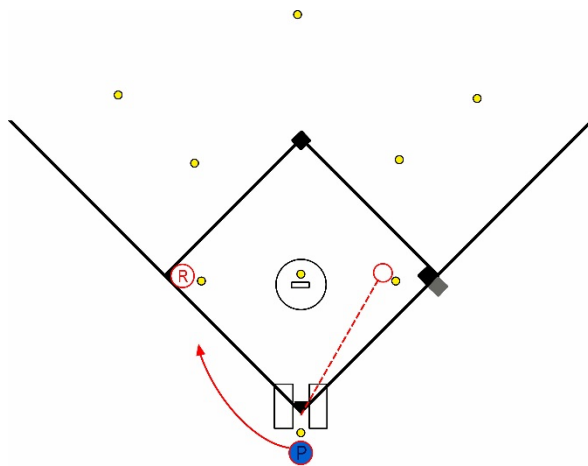


### Ball hit to the outfield

- Hustle out in front of the home plate and move towards the pitcher's area
- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul
- Keep your eyes on the ball
- Judge Catch/No Catch

- Move quickly towards the base where the play will be made
- You should call and signal 'Time' when the ball returns to the Infield and all play has ceased

## Runner at Third Base



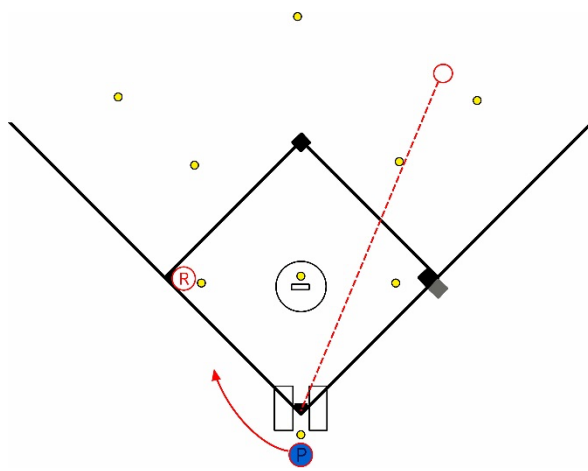
### Starting position

- Take a position in the slot behind the Catcher as described in the Plate Umpire Mechanics

### Ball hit in the infield

- Move into Foul Ball Territory toward third base
- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul
- Keep your eyes on the ball
- Let the ball turn you into the play
- Observe the BR down the 1st base line
- Stop... Wait... Call and Signal
- With the ball in the infield, you should call and signal 'Time' when all play has ceased





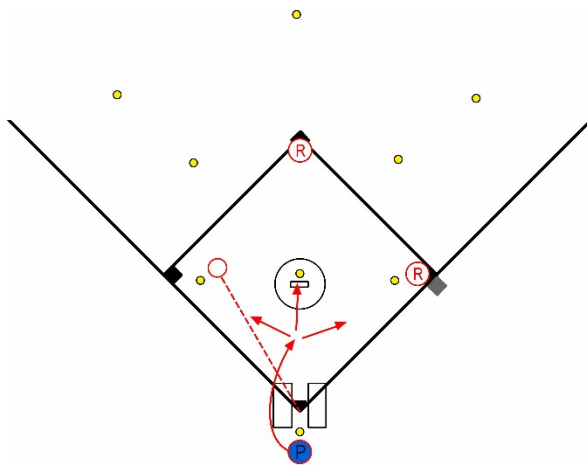
### Ball hit in the outfield

- Move into Foul Ball Territory toward third base
- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul
- Keep your eyes on the ball
- Judge Catch/No Catch
- Move quickly towards the base where the play will be made
- You should call and signal 'Time' when the ball returns to the Infield and all play has ceased

## Runners at First & Second Base

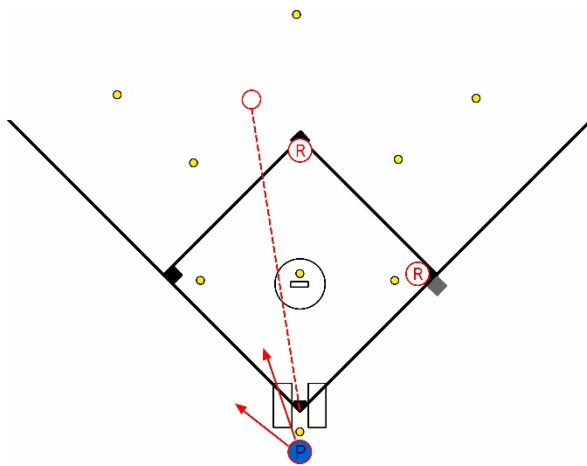
### Starting position

- Take a position in the slot behind the Catcher as described in the Plate Umpire Mechanics
- On every hit, move out in front of home plate



### Ball Hit in the Infield

- Hustle out in front of the home plate towards the pitcher
- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul
- Keep your eyes on the ball
- Let the ball turn you into the play
- Observe the BR down the 1st base line
- Stop... Wait... Call and Signal
- With the ball in the infield, you should call and signal 'Time' when all play has ceased



### Ball hit to the outfield

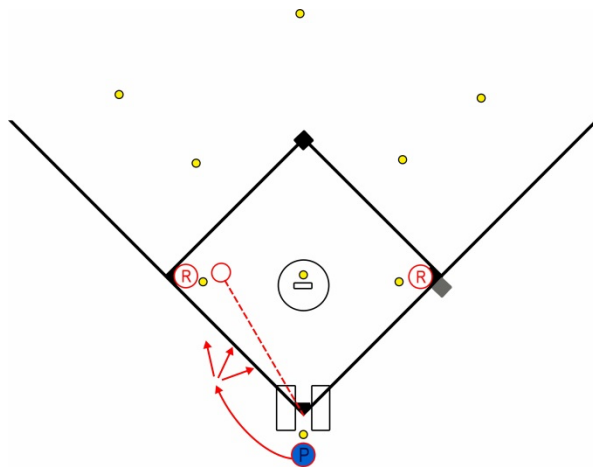
- Hustle out in front of the home plate and move towards the pitcher's area
- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul
- Keep your eyes on the ball
- Judge Catch/No Catch

- Move quickly towards the base where the play will be made
- You should call and signal 'Time' when the ball returns to the Infield and all play has ceased

## Runners at First & Third Base

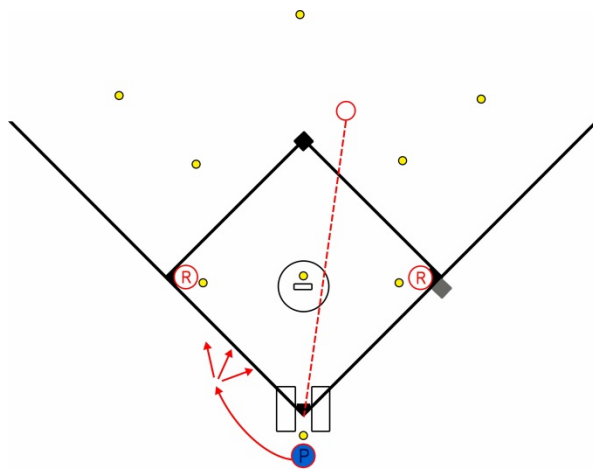
### Starting position

- Take a position in the slot behind the Catcher as described in the Plate Umpire Mechanics



### Ball hit in the infield

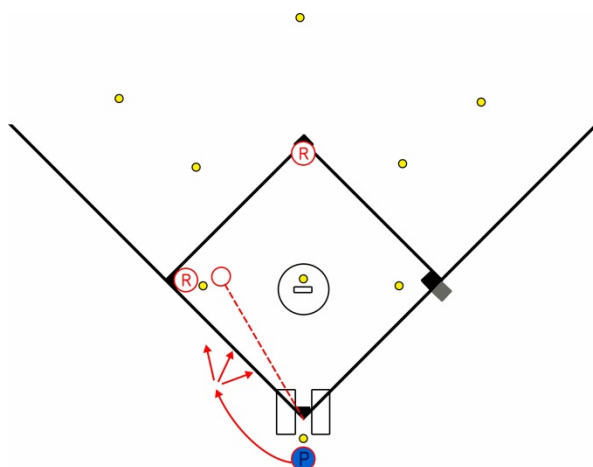
- Move into Foul ball territory toward third base
- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul
- Keep your eyes on the ball
- Let the ball turn you into the play
- Observe the BR down the 1st base line
- Stop... Wait... Call and Signal
- With the ball in the infield, you should call and signal 'Time' when all play has ceased



### Ball hit to the outfield

- Move into Foul ball territory toward third base
- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul
- Keep your eyes on the ball
- Judge Catch/No Catch
- Move quickly towards the base where the play will be made
- You may call and signal 'Time' when the ball returns to the Infield and all play has ceased

## Runners at Second & Third Base



### Starting position

- Take a position in the slot behind the Catcher as described in the Plate Umpire Mechanics

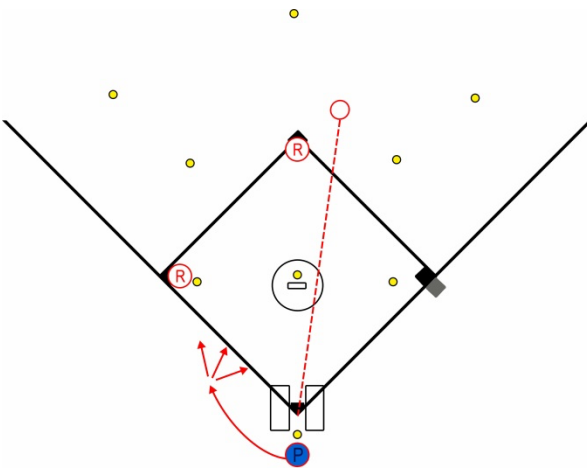
### Ball Hit in the Infield

- Move into Foul ball territory toward third base
- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul
- Keep your eyes on the ball
- Let the ball turn you into the play
- Observe the BR down the 1st base line
- Stop... Wait... Call and Signal

- With the ball in the infield, you should call and signal 'Time' when all play has ceased

#### Ball hit to the outfield

- Move into Foul ball territory toward third base
- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul
- Keep your eyes on the ball
- Judge Catch/No Catch
- Move quickly towards the base where the play will be made
- You should call and signal 'Time' when the ball returns to the Infield and all play has ceased



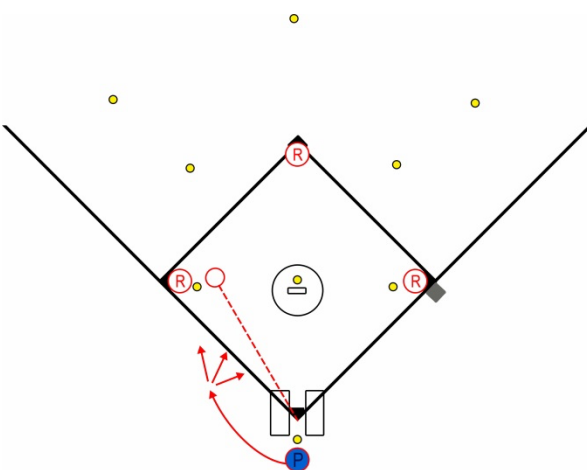
#### Bases Loaded

##### Starting position

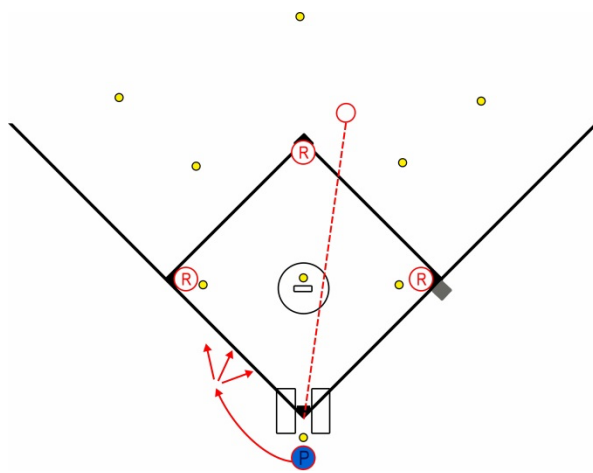
- Take a position in the slot behind the Catcher as described in the Plate Umpire Mechanics

##### Ball Hit in the Infield

- Move into Foul ball territory toward third base
- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul
- Keep your eyes on the ball



- Let the ball turn you into the play
- Observe the BR down the 1st base line
- Stop... Wait... Call and Signal
- With the ball in the infield, you should call and signal 'Time' when all play has ceased



#### **Ball hit to the outfield**

- Move into Foul ball territory toward third base
- If the ball is hit near the Foul Line, stay close to the line to call Fair/Foul
- Keep your eyes on the ball
- Judge Catch/No Catch
- Move quickly towards the base where the play will be made
- You should call and signal 'Time' when the ball returns to the Infield and all play has ceased