

# GENERAL DUTIES AND RESPONSIBILITIES

## Plate Umpire

1. Call balls and strikes
2. Rule fair/foul on any batted ball that is played on or comes to rest in front of the front edge of the base down the first-base line with the first base ump in Position A and down the third-base line with third base ump in position D. If either field ump is in the infield, rule fair/foul all the way to the foul pole on the exposed side.
3. Rule catch/no catch on all foul fly balls behind home plate and up to the first and third-base bags, or on any fly balls which are taken by the catcher, and on fly balls or line drives to the pitcher.
4. When the ball is hit, move out from behind the plate in order to be ready to go to cover a base or line up a fly ball when responsible for the touch or tag-up.
5. Signal partners in an infield-fly situation or when a two-out time play is possible.
6. Watch every play as if it were yours to call, both because your partners may appeal to you for help and because as umpire-in-chief you may be required to decide on play situations involving rules.

## First base umpire

1. Make calls at first base on plays in the infield.
2. Rule fair/foul on ground balls down the first-base line from the front of the bag, especially on balls bounding over the bag, and on fly balls from the bag to the foul pole if in Position A. Call all foul balls hitting the batter in the batter's box.
3. Rule catch/no catch on fly balls and line drives in the infield that are taken by the first or second basemen.
4. Move with the pitch (one or two steps), so that when the ball is hit, you are ready to move and cover any plays for which you are responsible.
5. Signal partners in an infield-fly situation or when a two-out time play is possible.

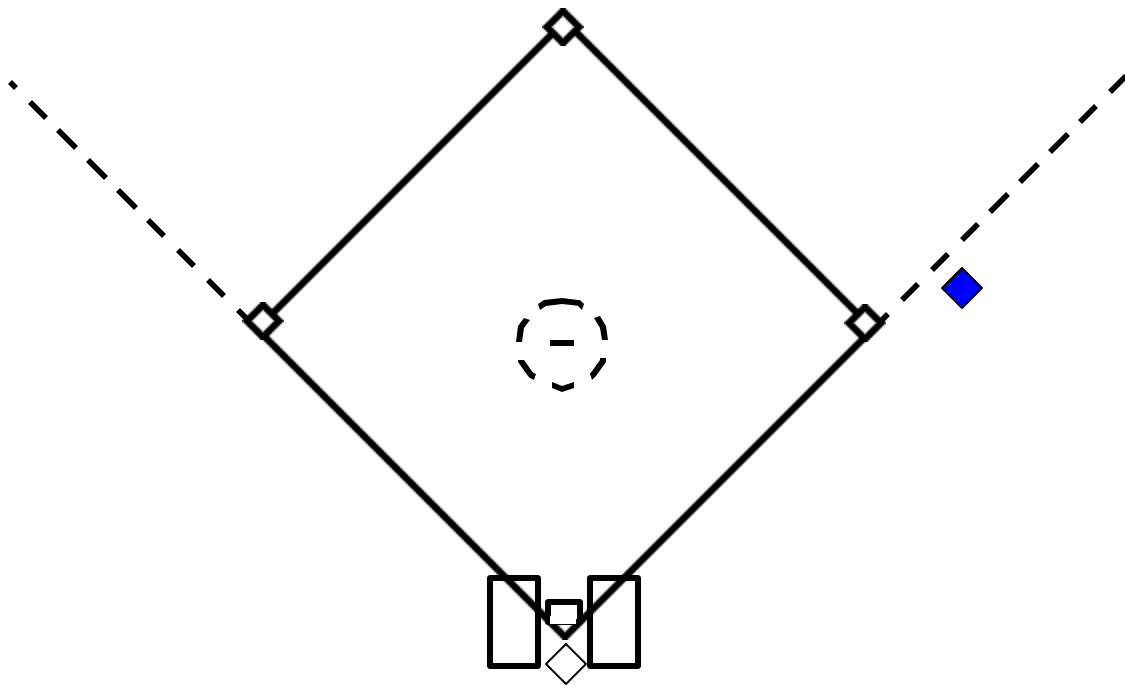
## Third base umpire

1. Move toward Position C on ground balls or base hits in order to cover plays at second base.
2. Rule fair/foul on ground balls down the third-base line from the front of the bag, especially on balls bounding over the bag, and on fly balls from the bag to the foul pole if in Position D. Call all foul balls hitting the batter in the batter's box.
3. Rule catch/no catch on fly balls or line drives in the infield that are handled by the shortstop or third baseman.
4. Move with the pitch (one or two steps), so that when the ball is hit, you are ready to move and cover any plays for which you are responsible.
5. Signal partners in an infield-fly situation or when a two-out time play is possible.
6. Rule on possible interference by runner at second base on an attempted double play.

NOTE: If either field ump goes out, coverage reverts to the two-man system. THE UMPIRE WHO GOES OUT -- STAYS OUT!

## Base umpire

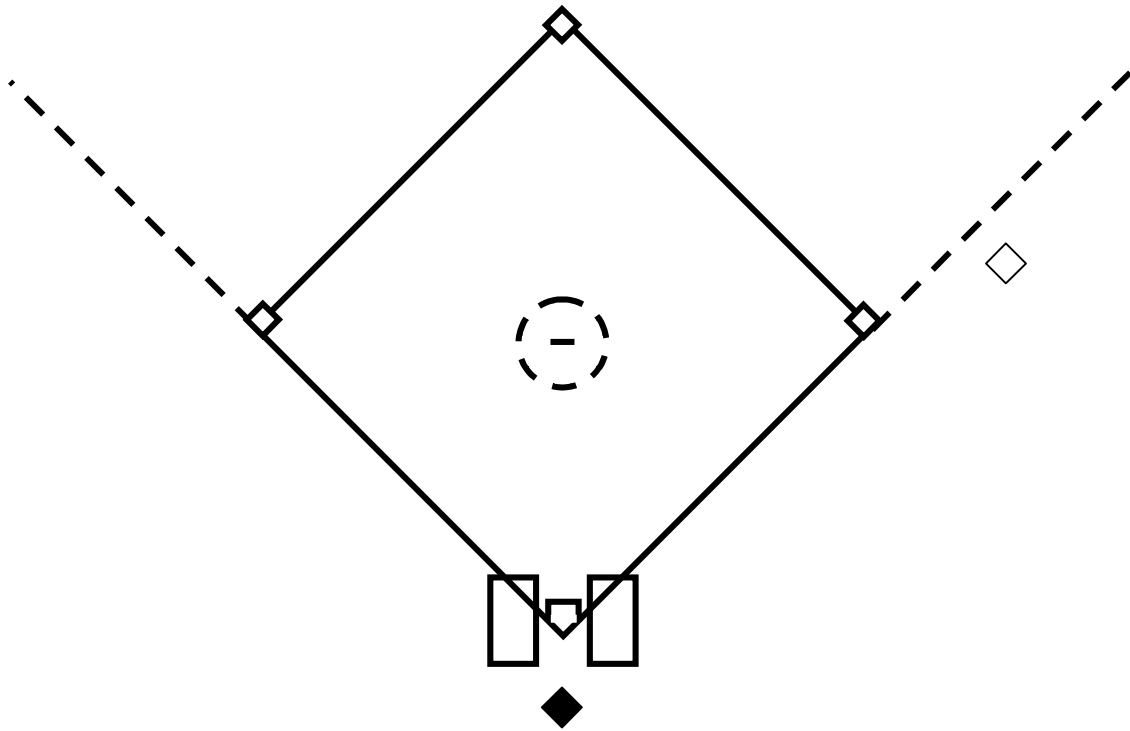
## Nobody on base



1. Move to make all calls at 1<sup>st</sup>.
2. On base hit – come in and pivot, watch batter-runner touch 1<sup>st</sup> and be ready to move to second if he attempts to advance.
3. On extra-base hit - come in and pivot, watch batter-runner touch 1<sup>st</sup> and take him to second. Home plate has the play at third. Watch for runner returning to second. If overthrow at third, cover home plate.
4. Call fly balls down the right field foul line. Be ready to take home if home plate umpire is at third for play.
5. 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 plate umpire has the bases behind you. If you are going to take the catch, make sure you tell the plate ump – “I’ve got the ball”.
6. Watch for check swings on right-handed batters.

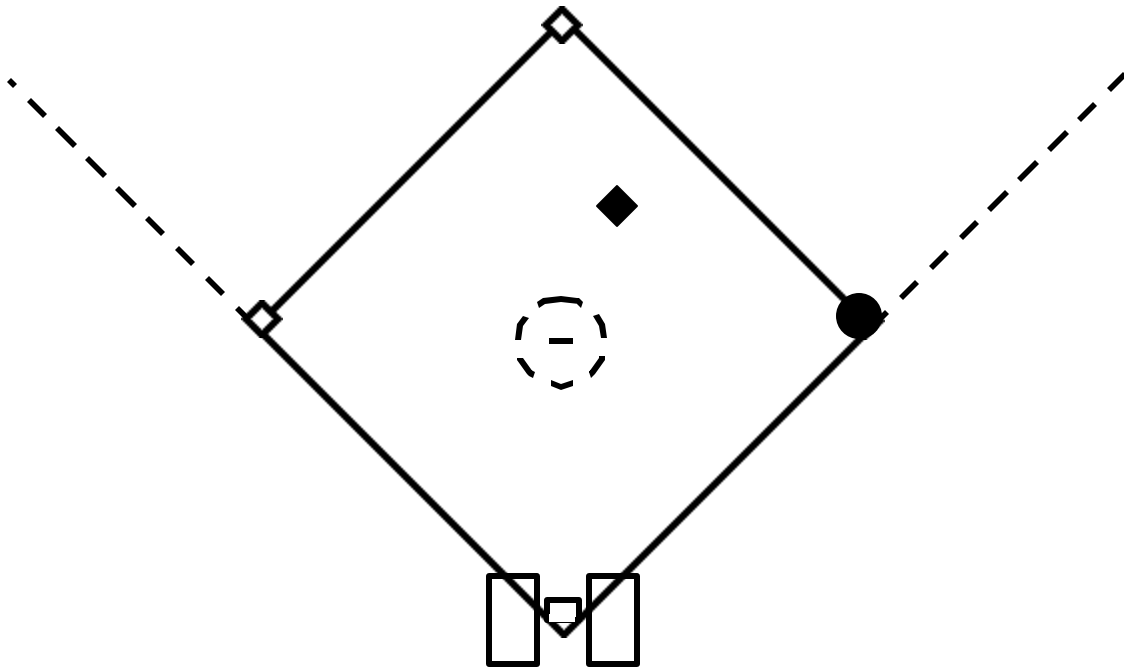
## Plate umpire

## Nobody on base

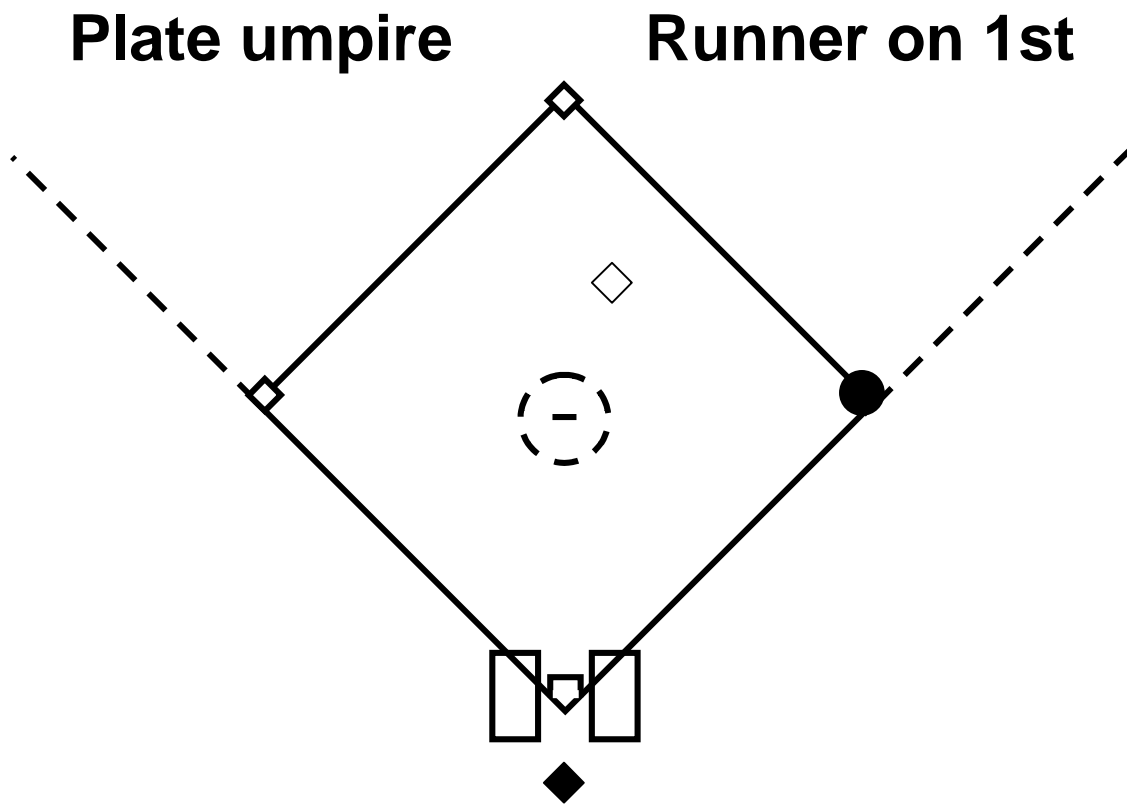


1. Move out on all batted balls; be ready to move to make call on batter-runner advancing to third. You are responsible for the ground rules on an overthrow at first.
2. If base ump goes out on a fly ball, move to watch batter-runner touch first and cover play on returning runner or to make a call at second base if field ump is held up by a ball down the line.
3. Call catch/no catch on all fly balls to left side of the infield or fielded by the first baseman between the plate and first base bag.
4. Call catch/no catch on all fly balls to left field or on which the center fielder turns his back to the field ump. Make the call verbally to assist your ump who is watching the batter-runner touch first.
5. Appeal checked swings to first base umpire.
- 6.** Call fair/foul on all batted balls down the third base line to the foul pole in left, 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.

# Field umpire      Runner on 1st



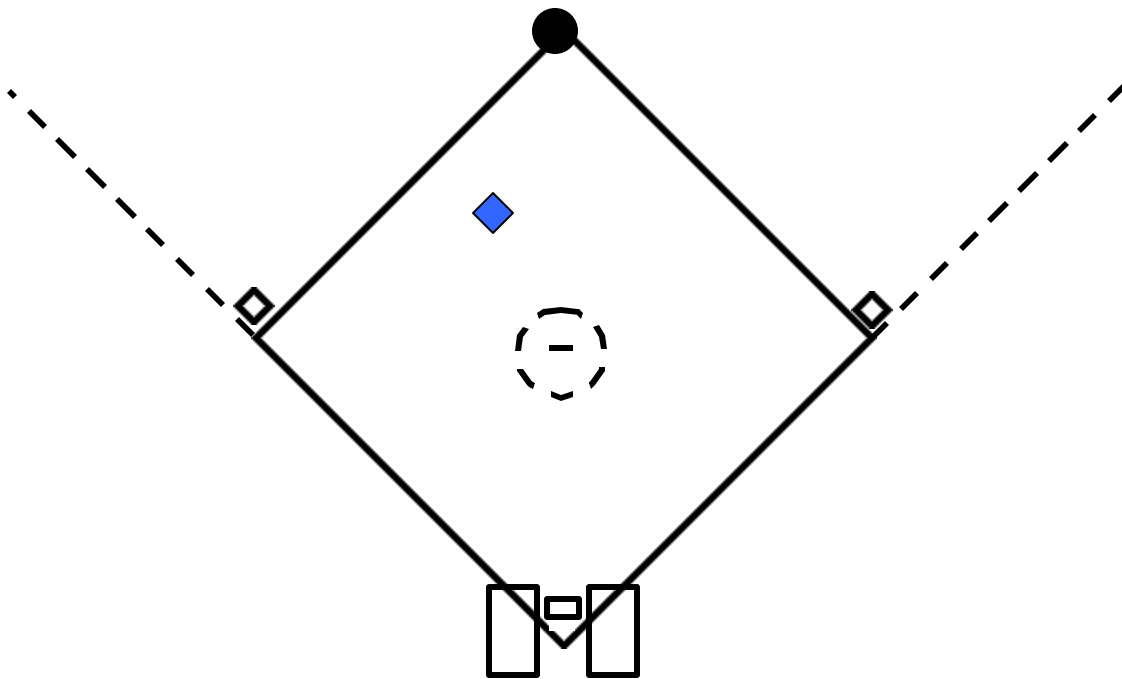
1. Set up to watch pick-off and balk.
2. Move to make all calls at first on plays in infield.
3. Watch runner from 1<sup>st</sup> touch 2<sup>nd</sup> and the batter-runner touch 1<sup>st</sup>.
4. Call the first play in the infield; on double plays, after seeing the force at 2<sup>nd</sup>, turn and move to see the play at first.
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.



1. Move out on all batted balls; be ready to move to cover play at third. The second play in the infield at third base belongs to you. If the runner at first advances to third on a base hit, it's your call unless the ball was hit down the right field line; in that case the field ump would take the runner at third.
2. Call catches to pitcher/catcher or down either line, on all foul fly balls, and any fly balls to the outfield in which the left or right fielder moves toward his foul line.
3. Call fair/foul balls all the way down to both foul poles. Follow bunted balls down the line.
4. If first base ump goes out, watch the tag of runner at first and the touch by the batter-runner at first.
5. Watch all plays in the infield in order to help if asked. Be sure to watch for interference by the retired runner at second base, then look to see if the first baseman keeps his foot on the bag if asked by your partner.

**Base umpire**

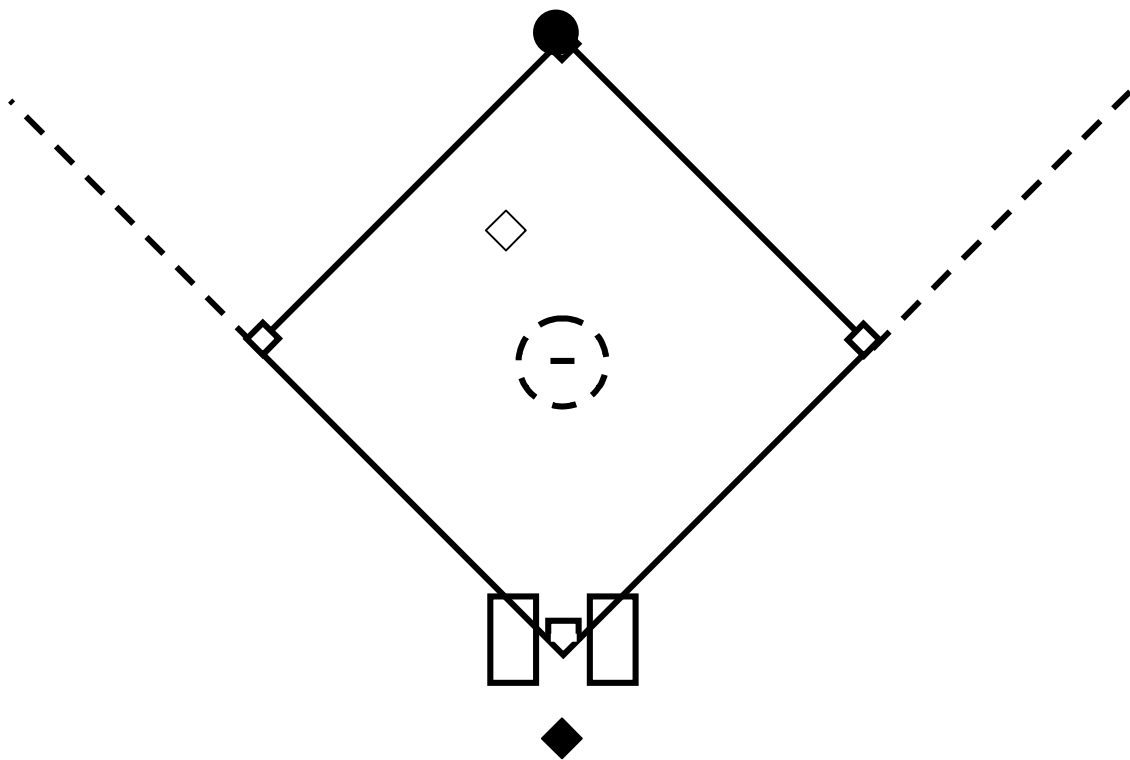
**Runner on 2nd**



1. Watch for pickoff attempt at second.
2. Be alert for steal at third.
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 bag, get set, make the call, and then take a step or two toward the bag 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. Line up tag of runner at second advancing to third after catch but the plate ump has the call at third.
6. If plate ump goes down right field line on a catch/no catch then take the call at third.
7. On routine fly balls or plays in the infield on which the runner at second is not advancing to third, be alert for throws to second base attempting to catch him off the bag.
8. On base hits, watch the batter-runner touch first and second.

**Plate umpire**

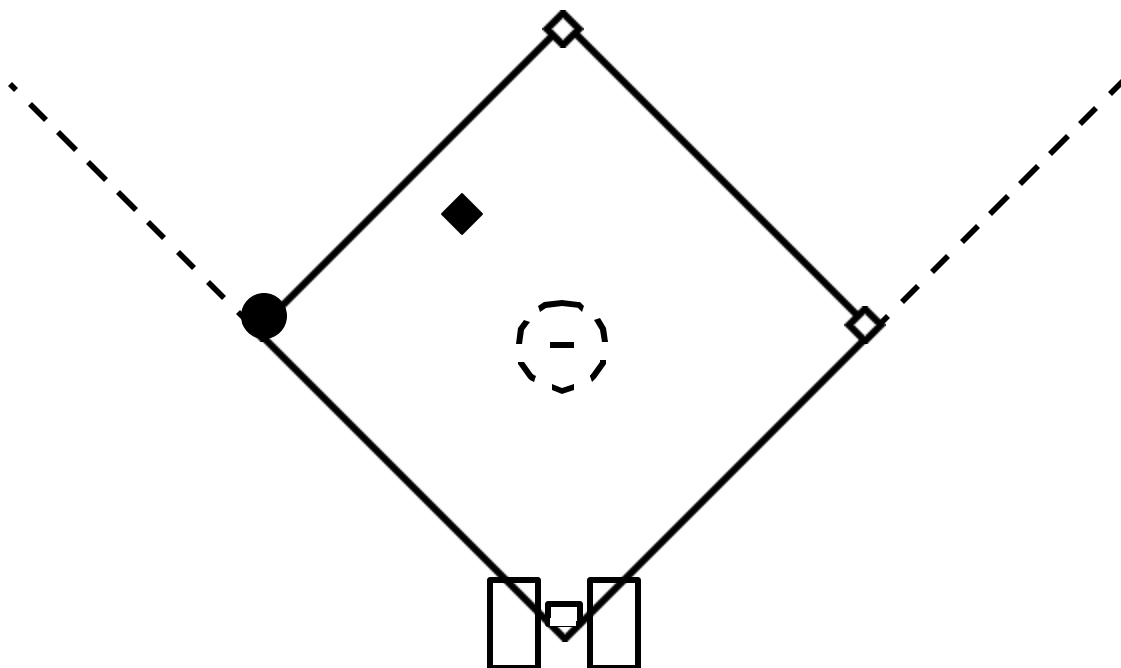
**Runner at 2<sup>nd</sup> base**



1. Call fair/foul on grounders from home to the foul poles down both lines; follow all bunted balls down the line.
2. Be ready to make call on runner on second coming into home.
3. On a base hit, watch runner from second touch third and be in position to make call on him if he returns to third.
4. On an extra base hit, move up to make the call on the batter-runner at third.
5. On a grounder to infield, watch the batter-runner touch first if the runner at second is caught in a rundown.
6. Call fair flies taken by pitcher or catcher.
7. Call safe/out on runner advancing after a caught fly ball, except a fly down the right-field line.
8. Be ready to make to make the call at third if it is the second play in the infield
9. Make all calls on runners advancing to home.

**Base umpire**

**Runner on 3rd**

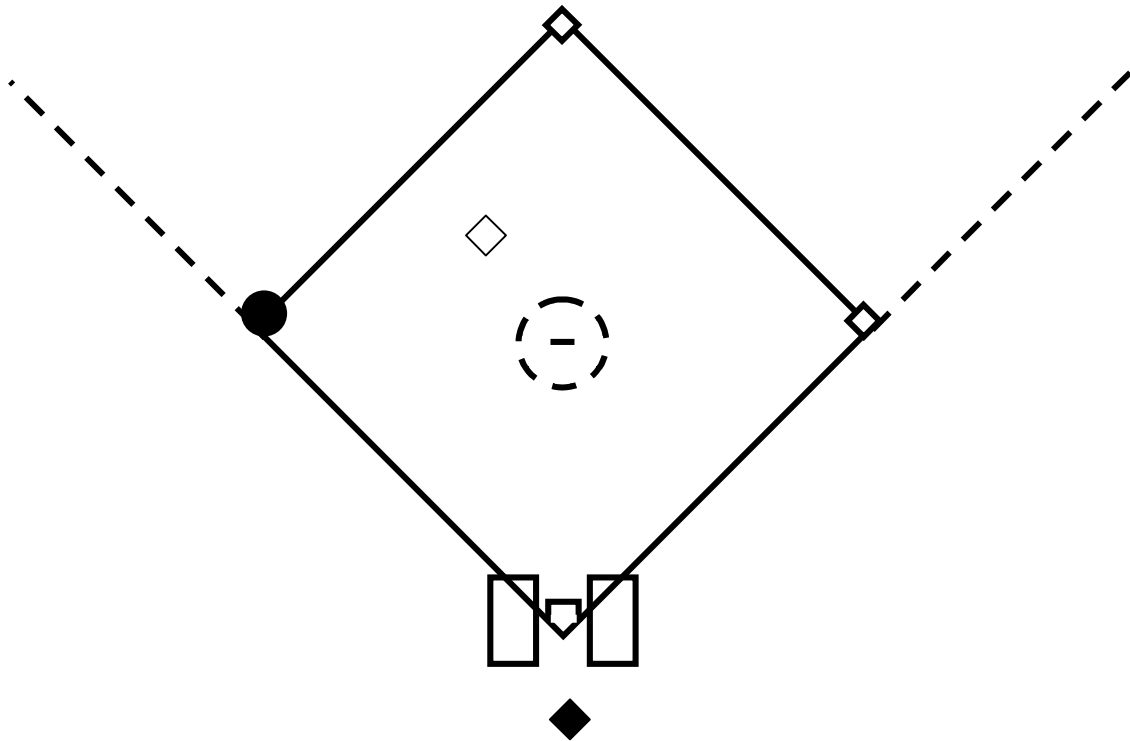


1. Be alert for pickoff attempts by catcher or pitcher.
2. On ground balls in the infield, watch the ball as it is fielded and let the throw turn you into the play. Remember, the first play is not always to first.
3. Call catch/no catch on fly balls fielded in the middle of the infield and on fly balls to the outfield in between the left and right fielders. Stay in; do not cross the baselines.
4. On base hits, watch the batter-runner touch first and second bases.



**Plate umpire**

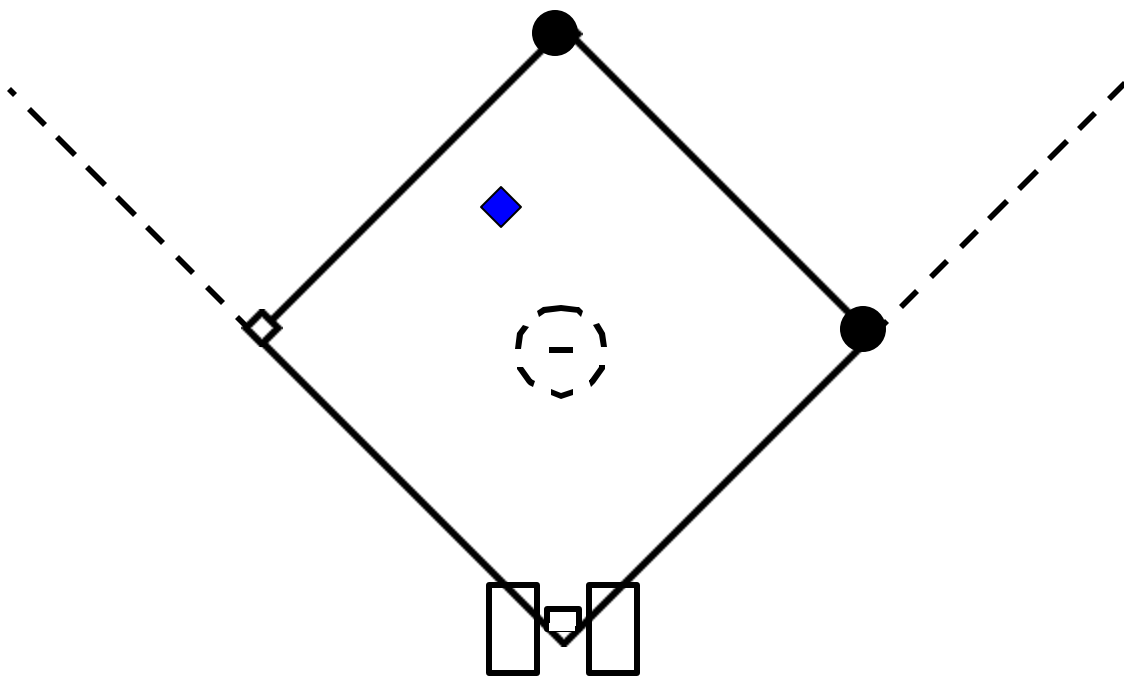
**Runner on 3rd**



1. Make call on runner advancing from third to home.
2. Be alert for attempted steal at home.
3. Be alert for squeeze play.
4. Be alert for passed ball.
5. Make sure pitch is legal then call the play.
6. On base hit, come in, pivot and watch touch at 1<sup>st</sup>.
7. Call fly balls to pitcher or catcher and any fly balls to the outfield in which the left or right fielder goes to his respective foul line.
8. On all fly balls, move to take the tag of runner at third and then at home.
9. Call fair/foul flys all the way to poles.

**Base umpire**

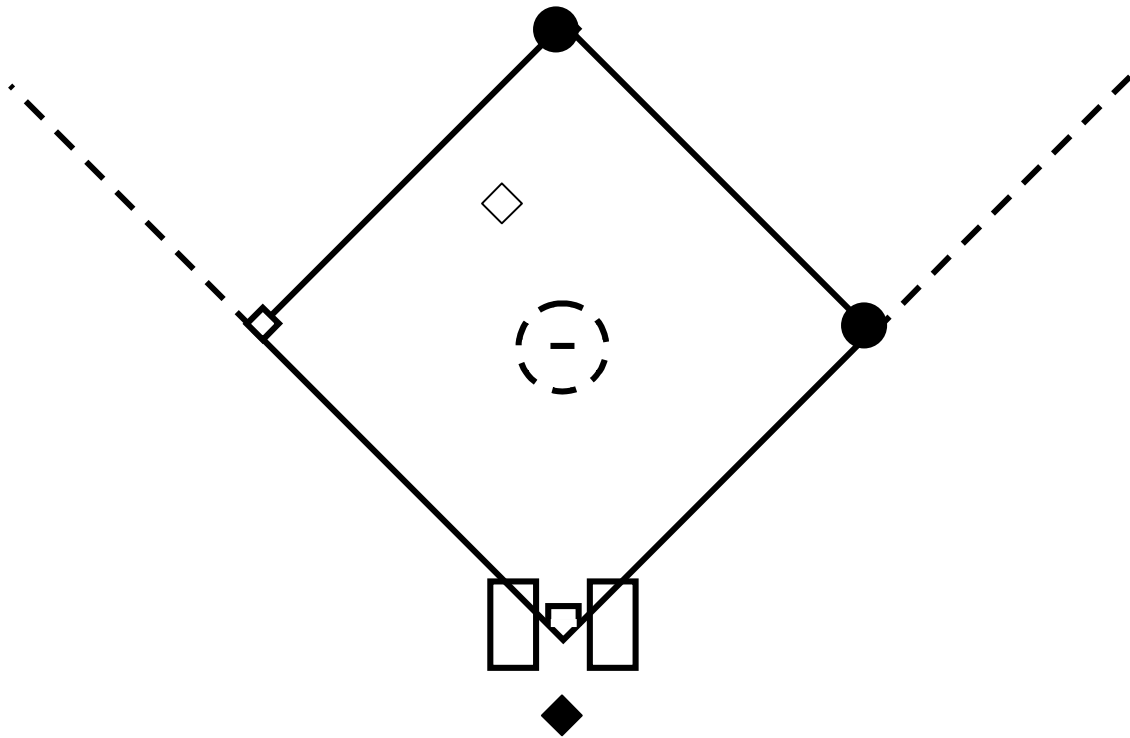
**Runners on 1<sup>st</sup> & 2<sup>nd</sup>.**



1. Be aware of infield fly situation and signal your partner.
2. Call catch/no catch on fly balls fielded on the middle of the infield and on fly balls to the outfield between the left and right fielders. Be alert for line drives that may be double plays.
3. Call the first play in the infield; on double plays, after seeing the force out, turn and move to get position on the back end of the play. Don't anticipate
4. On fly balls to the outfield, observe the tag of runner at first. Runner at first advancing to second or runner coming back to second is your call. Be prepared to take runner from second going to third if the plate umpire is going down the right field line to make a call on a catch/no catch.
5. On base hits, watch the runner from 1<sup>st</sup> touch second, then turn to pick up the batter-runner touching first. Be prepared to take following runners into third if plate ump has call at home.

**Plate umpire**

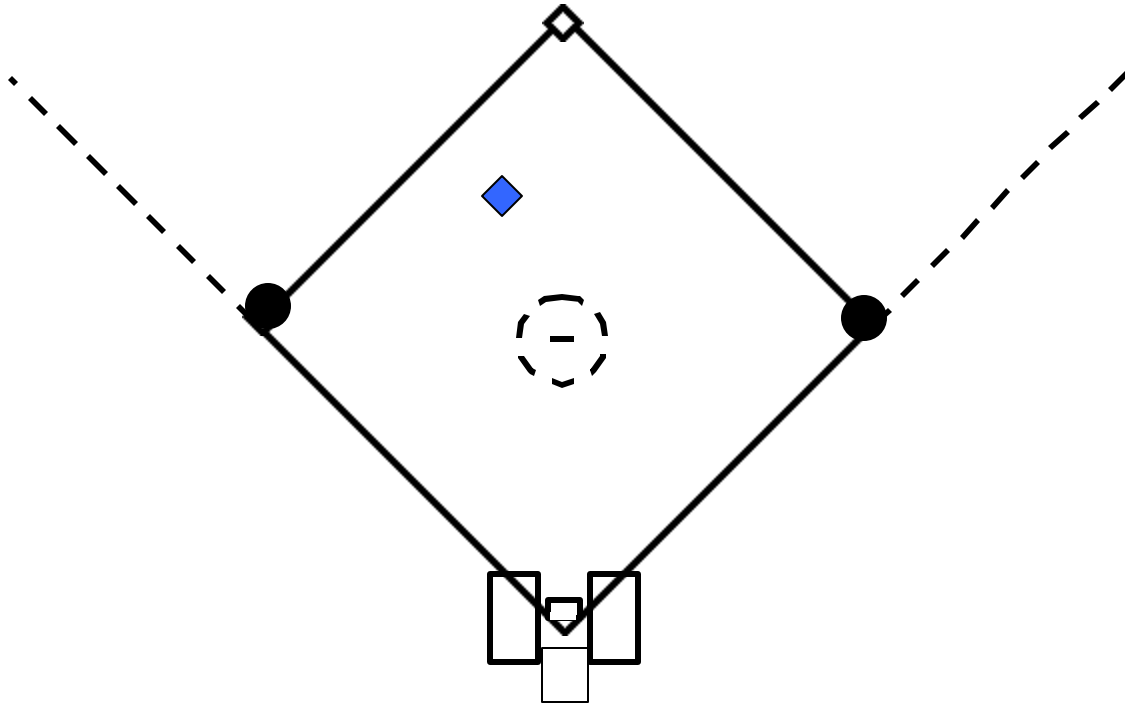
**Runners on 1<sup>st</sup> & 2<sup>nd</sup>**



1. Move out on all batted balls and be in position to watch touch of third base by runner from second on a base hit. Be ready to retreat to home to cover play on runner from second.
2. Call catch/no catch on flies in which the left or right fielder moves toward his respective line.
3. Watch the tag at second on any ball hit to the outfield.
4. Call flies in which left fielder moves toward line.
5. Call fair/foul down both lines to the poles.
6. Call flies taken by pitcher or catcher.
7. Follow bunted balls all the way.
8. Move to make call on runner from second advancing after a caught fly ball UNLESS ruling on a ball down the right field line.
9. On base hits, move to watch runner from second touch third and be ready to take him to home.
10. Be prepared for call at third if it is the second play in the infield UNLESS first runner is going home.

**Base umpire**

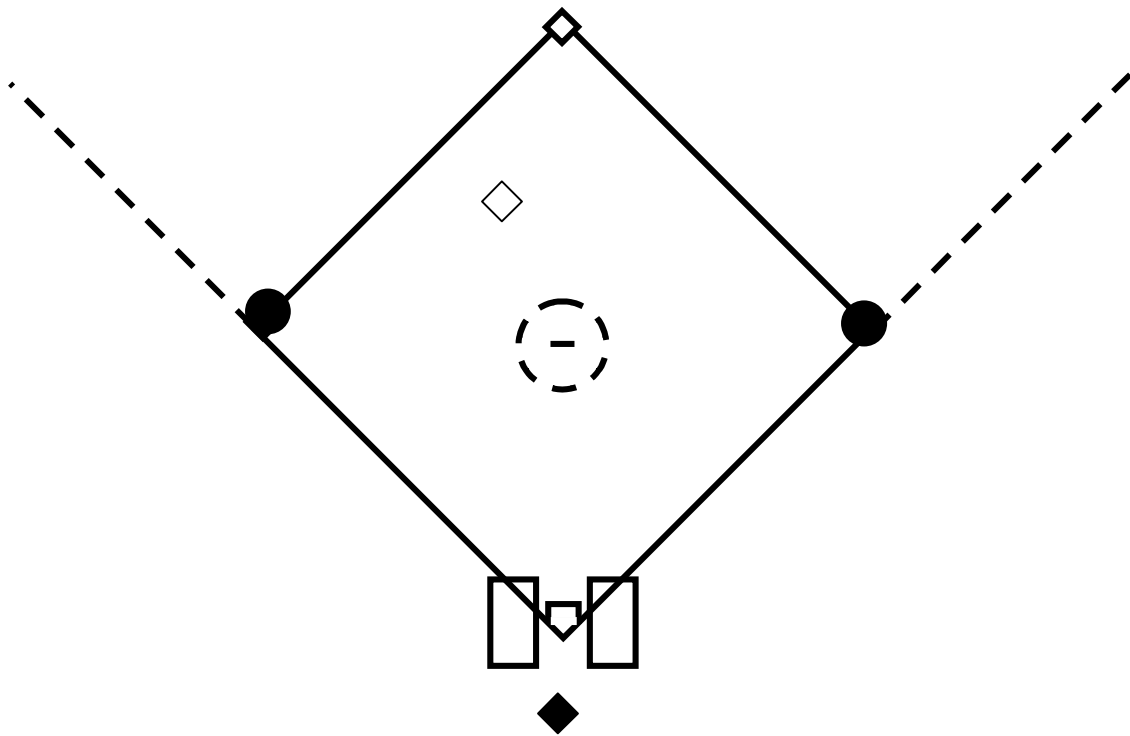
**Runners on 1<sup>st</sup> & 3<sup>rd</sup>**



1. Be alert for pickoff attempts by the catcher or pitcher at first or third.
2. Especially with two outs, watch for the delayed double steal rundown play. Be sure to make a loud, clear call on the putout.
3. Make any call on the first play by an infielder if not at the plate. Be alert for line drives that may become double plays. On ground ball double plays, watch the force out, then move and turn to get into position for the call on the back end of the play.
4. Call catch/no catch on fly balls fielded on the middle of the infield and on fly balls to the outfield between the left and right fielders.
5. On base hits, watch runner from first touch second, then look to see the batter-runner touch first. Stay aware of the positions of the runners and your partner, since the runner from first could either try to return to second or get caught in a rundown between 2<sup>nd</sup> and 3<sup>rd</sup>, in which case the play at second is yours. If the batter-runner attempts to reach second, the play at second is also yours. **COMMUNICATE.**

**Plate umpire**

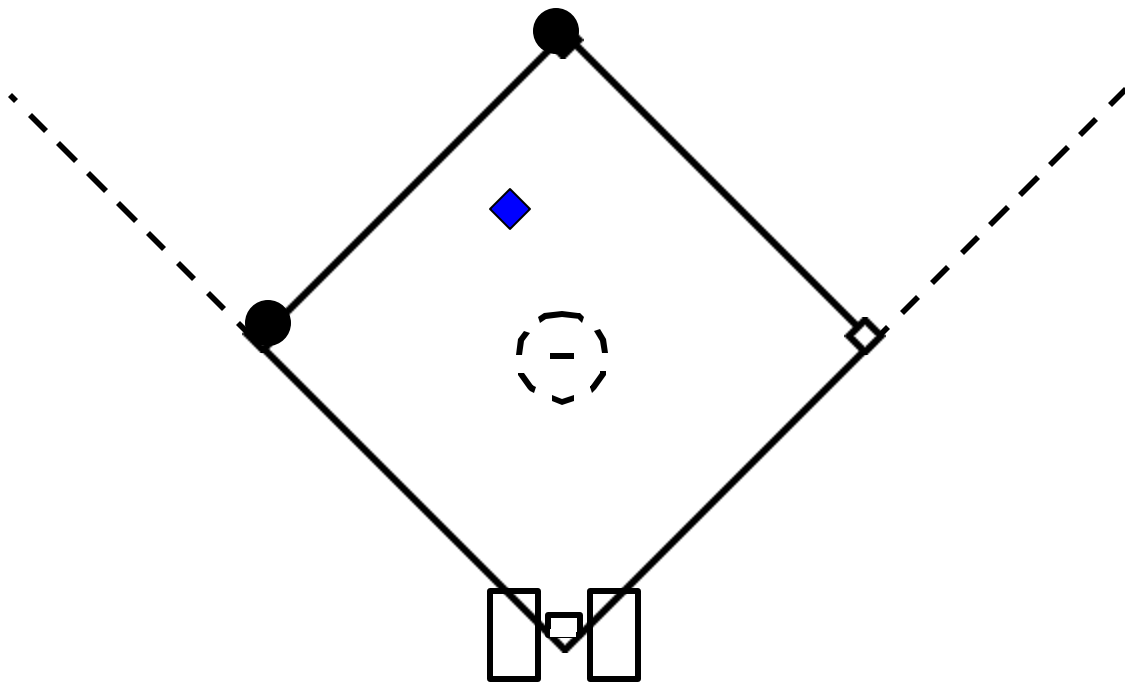
**Runners on 1<sup>st</sup> & 3<sup>rd</sup>**



1. Make all calls on runner advancing home. Be alert for steal, passed ball or double steal.
2. Line up tag at 3<sup>rd</sup> on fly ball then take home.
3. Take all fly balls to the outfield when the left and right fielder moves toward their lines.
4. Call flies taken by pitcher/catcher.
5. On any play situation, move to watch runner from third touch home, then cover other plays. On ground balls in infield, your second responsibility is to watch for interference on a double play at second.
6. Watch runner tag home and move to cover runner going to third or batter-runner going to third.
7. Call fair/foul on batted balls all the way on both foul lines. Make the call from base line extended to keep position for call advancing to home.
8. On base hits, move to third in foul ground ready to cover play or retreat to home if second runner tries to come home.

**Base umpire**

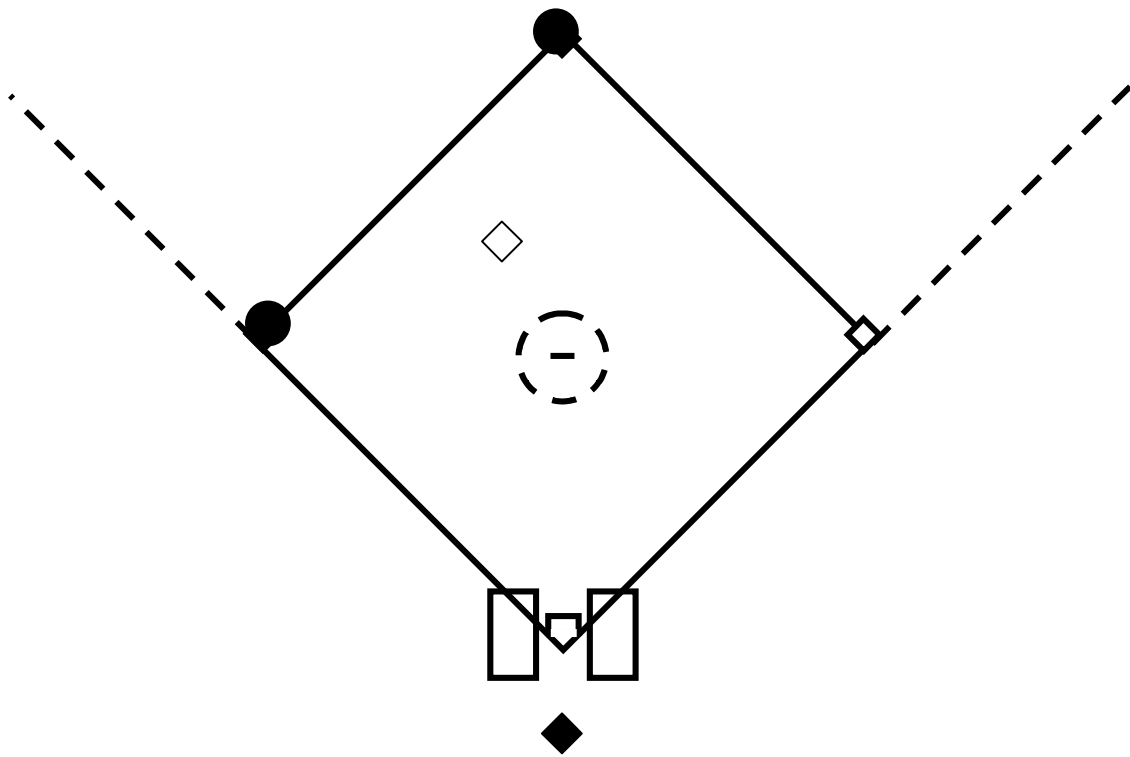
**Runners on 2<sup>nd</sup> & 3<sup>rd</sup>**



1. Be alert to see pick-off at second or third by pitcher or catcher.
2. Call catch/no catch on fly balls fielded on the middle of the infield and on fly balls to the outfield between the left and right fielders.
3. On fly balls hit to the outfield, line up tag at second.
4. With two outs, be alert for a timing play involving the batter-runner and the runner at second. Single your out call loudly on the batter-runner 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 or returning to first base.

**Plate umpire**

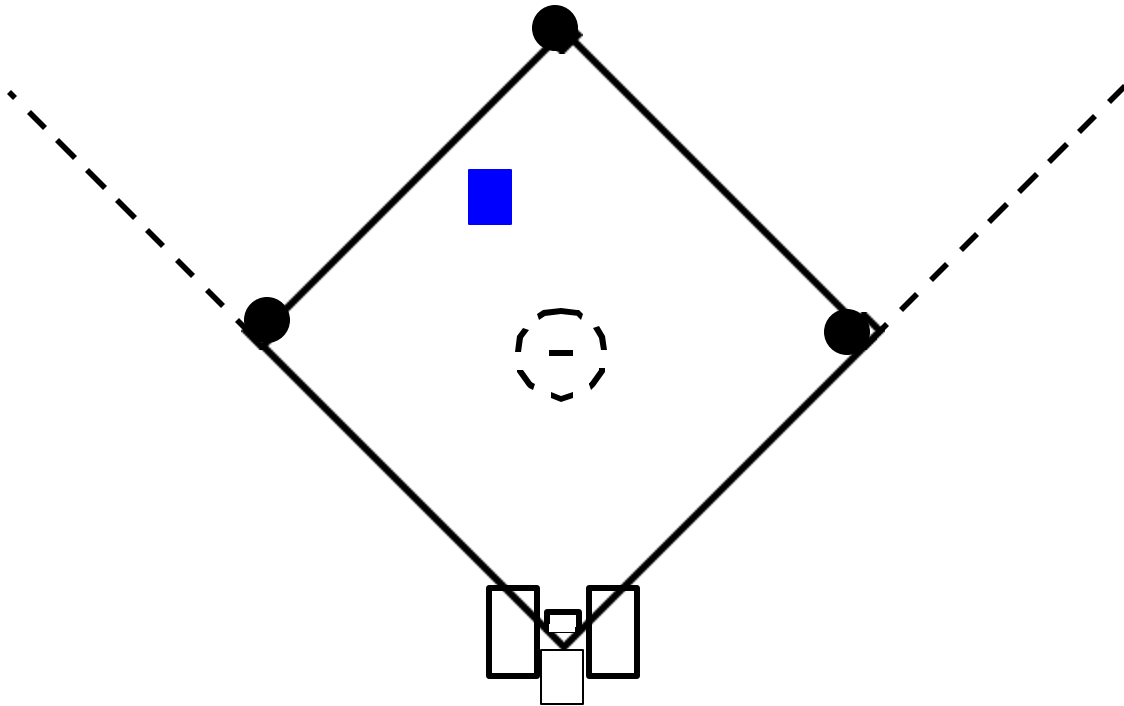
**Runners on 2<sup>nd</sup> & 3<sup>rd</sup>**



1. Be alert to steal, passed ball, squeeze play and play on runners coming to plate.
2. Move to line up tag on runner at third during catch by outfielder.
3. Call fly balls on which the right fielder moves to foul line.
4. Call flys taken by catcher/pitcher or down either line and all foul balls and any fly to the left or right fielder when he is moving toward his respective line.
5. Call fair/foul all the way down both lines.
6. With two outs, be alert for a time play situation involving runner at second and the batter-runner. Watch the play on runner from second and listen for partners call if runner from third scores before the third out.
7. On a ground ball in the infield with the first play at first, move up the line toward third and watch first runner touch home then get into position for next call at third.

## Base umpire

## Bases loaded

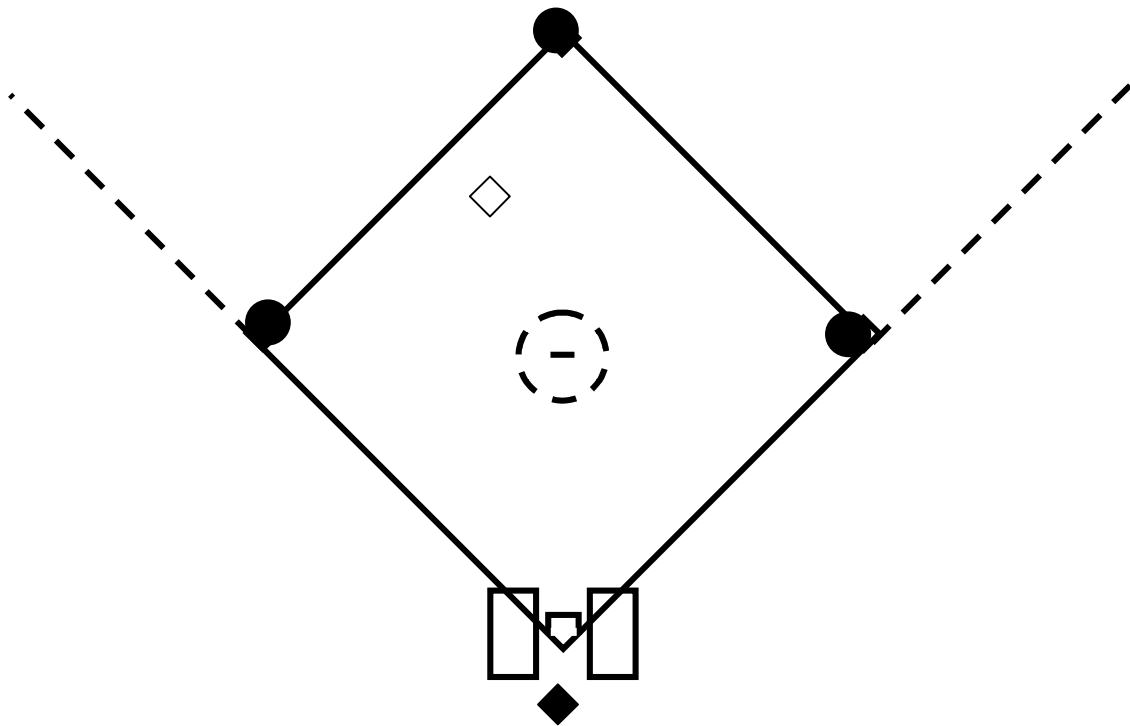


1. Be alert to see pick-offs.
2. Call catch/no catch on fly balls fielded on the middle of the infield and on fly balls to the outfield between the left and right fielders.
3. Make the call on the first play on a ground ball in the infield at any base except home.
4. Move to line up tag of runner at second on fly balls hit to the outfield; look back at first to get some hint as to the runner at first's tag. If the throw after the catch goes to the plate, be ready to move to any base for a play on advancing or returning runner.
5. On base hits, watch the runner from first touch second, then look to see if the batter-runner has touched first.  
**COMMUNICATE**
6. Signal "timing play" with two outs infield fly plays and signal your partner.



**Plate umpire**

**Bases loaded**



1. Be alert for steal, passed ball or squeeze play; call pitch first then the play.
2. Hold position on balls in play in infield or outfield in order to be ready to make call on runners advancing home.
3. Call fair/foul on balls down both lines to the foul poles when the outfielder moves toward his respective foul line.
4. Move to line up tag at third on fly balls.
5. Take all fly balls by pitcher or catcher.
6. On all balls in play, first watch runner at third touch home plate, then look to cover other plays, such as interference on an attempted double play.
7. Be alert for possible time play situations with two outs or infield fly situations with less than two outs, and signal your partner in either situation.