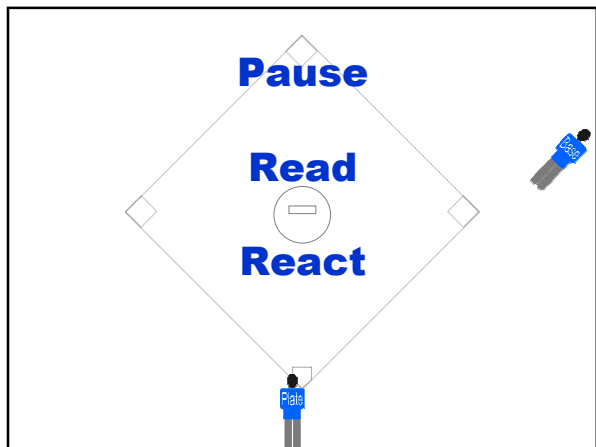
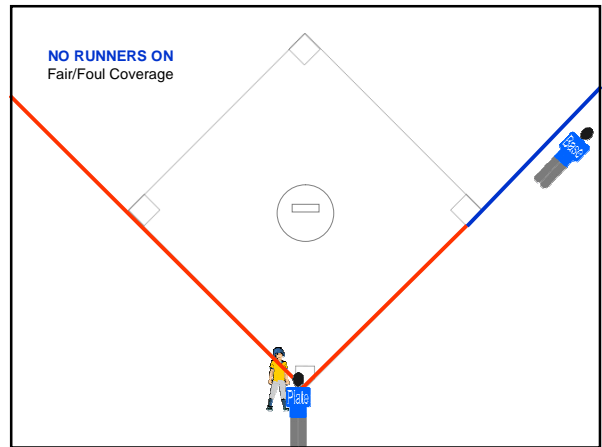
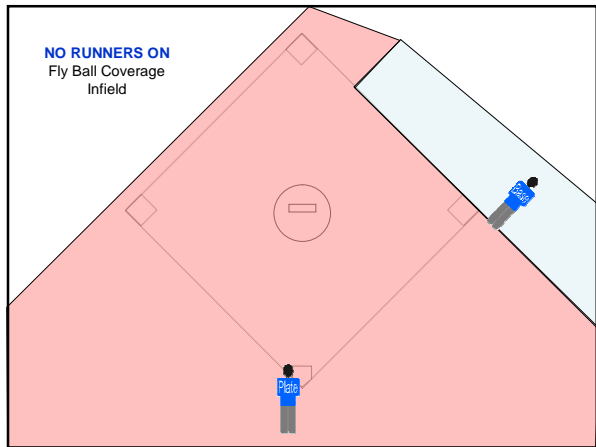
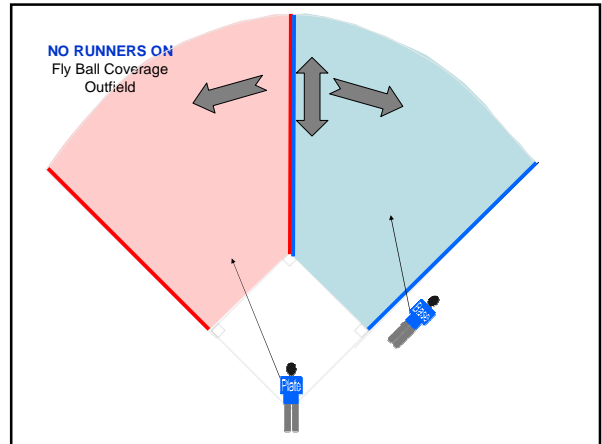
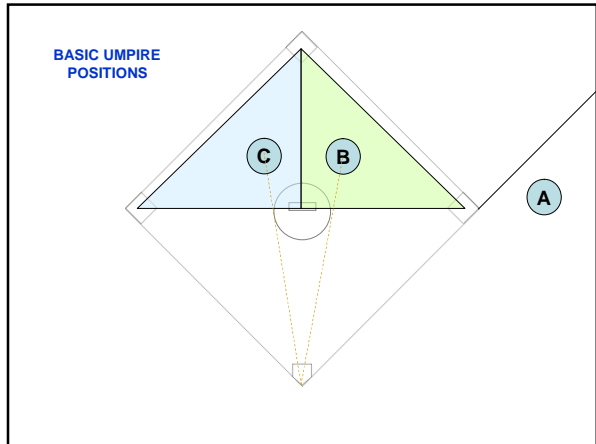


**TASO - Baseball
Austin Chapter**

**Two – Umpire
Mechanics**

NFHS



If you can't get both

Always take

(Angle over Distance)

Set

Observe

Call It

Basic Umpire Mechanics

- We work from two primary “set” positions
 - Full set
 - Standing set
- These are used when observing any action that may result in a call

Basic Umpire Mechanics

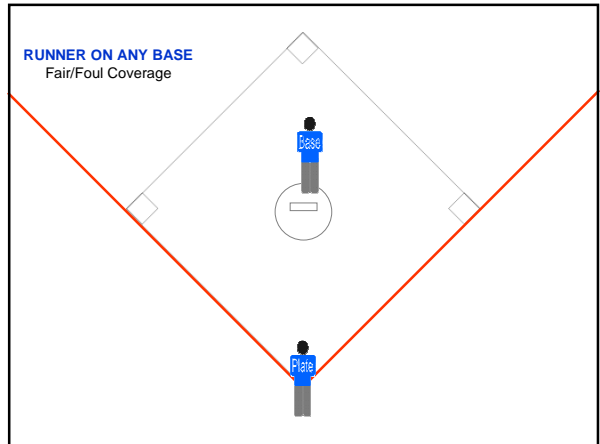
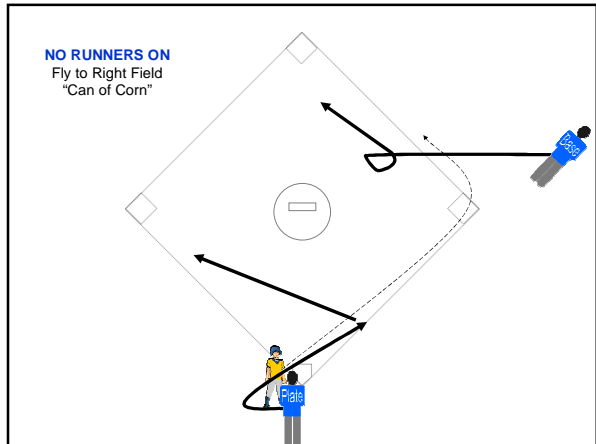
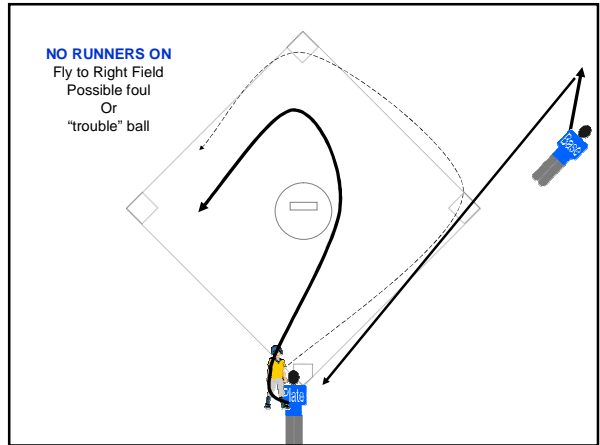
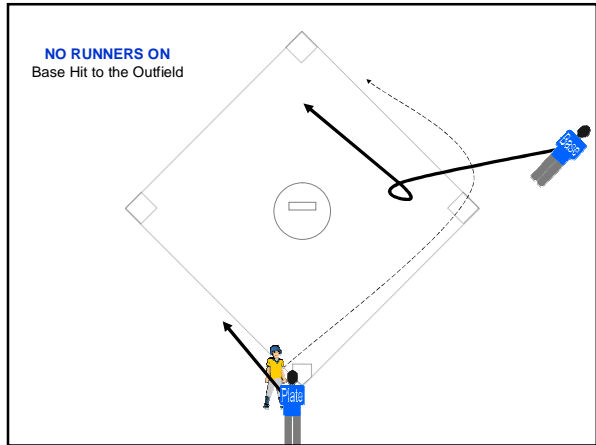
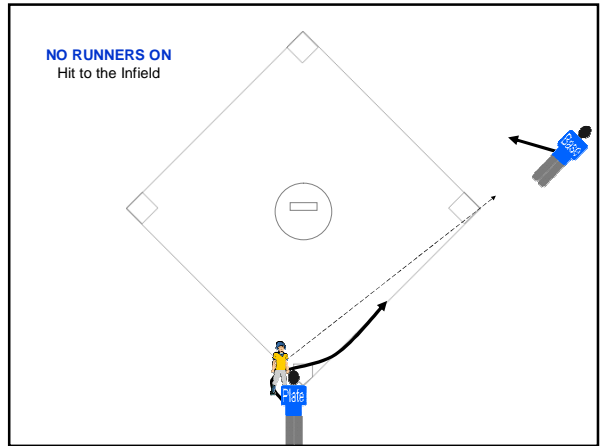
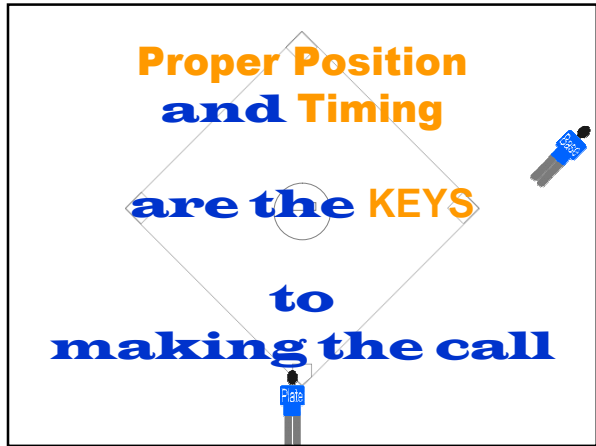
- We also use a relatively standard set of signals to communicate our calls for **plays** in the field
 - These are accompanied by verbal announcement of the call as well
 - Safe
 - Out
 - Ball
 - Strike
 - Time

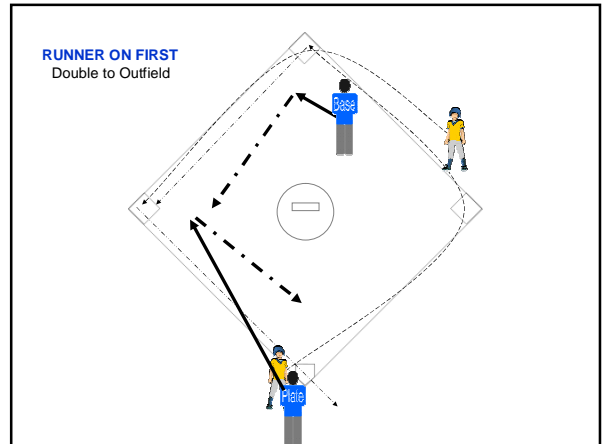
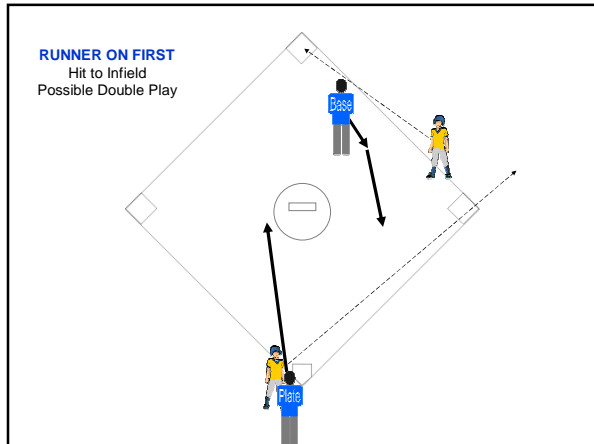
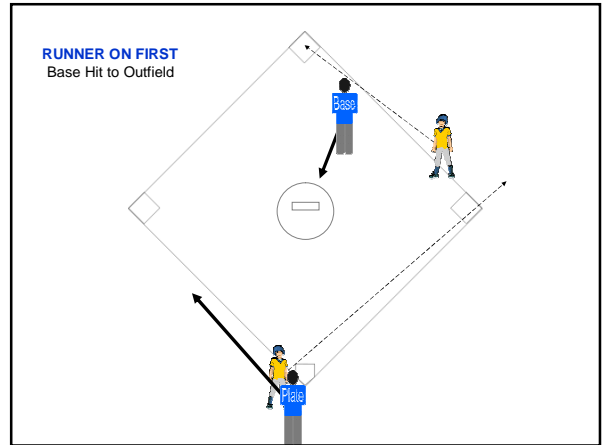
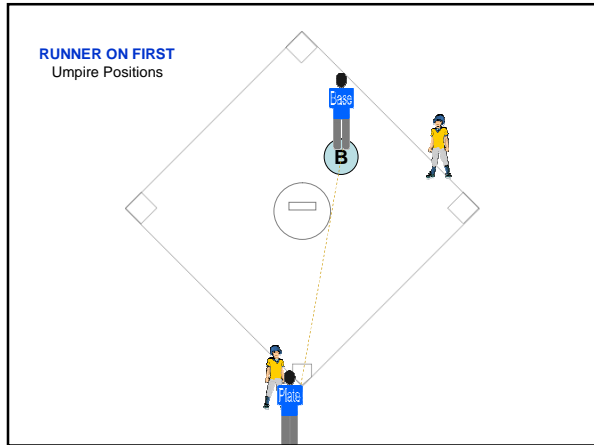
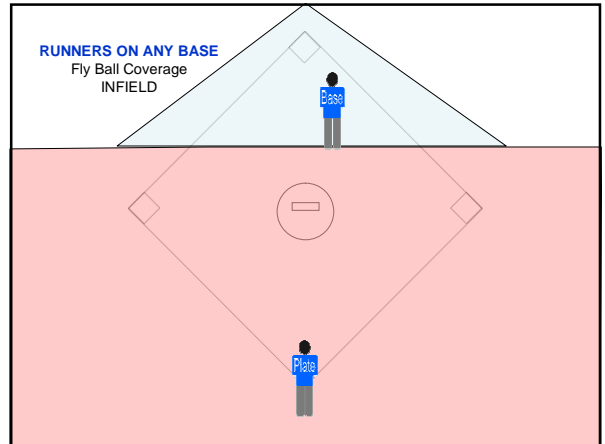
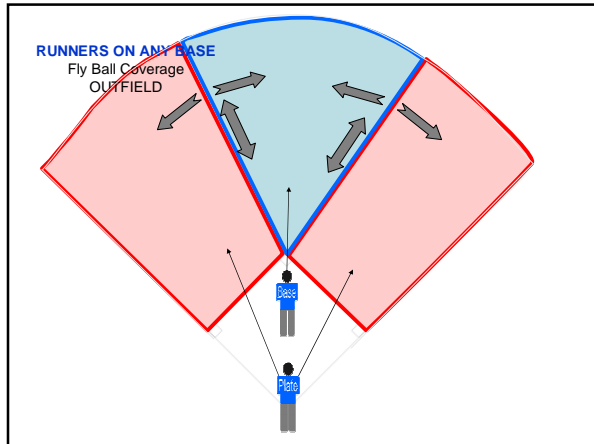
Basic Umpire Mechanics

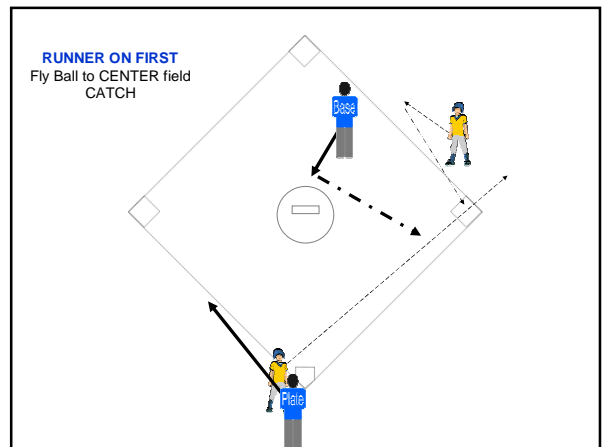
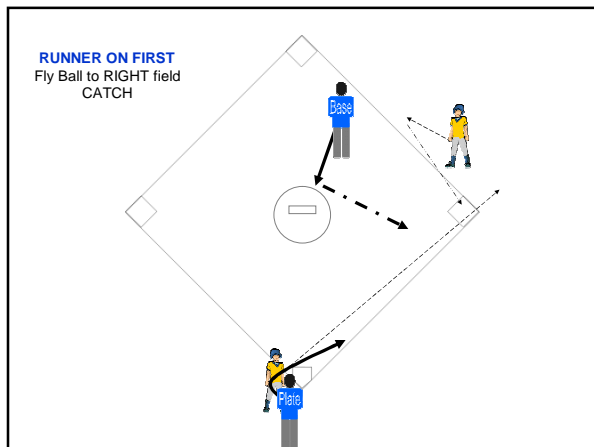
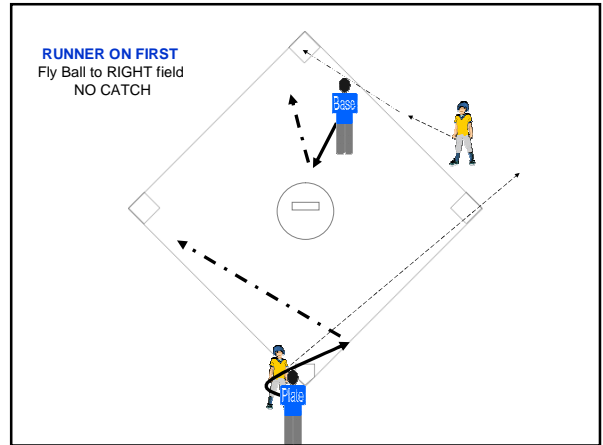
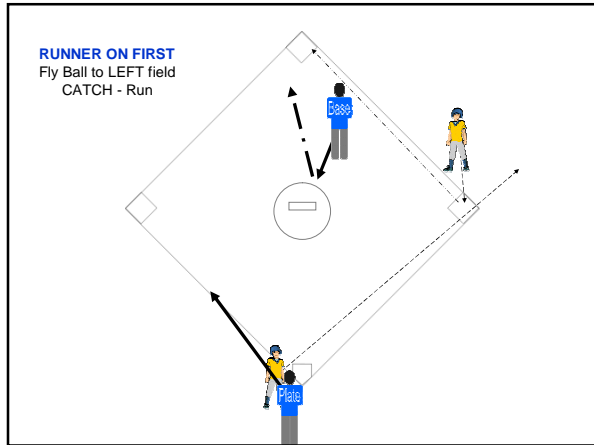
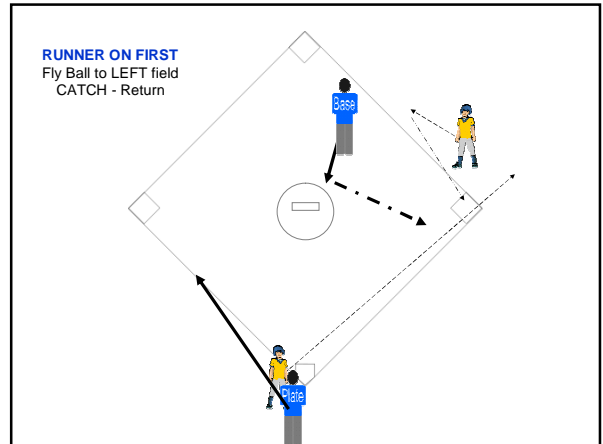
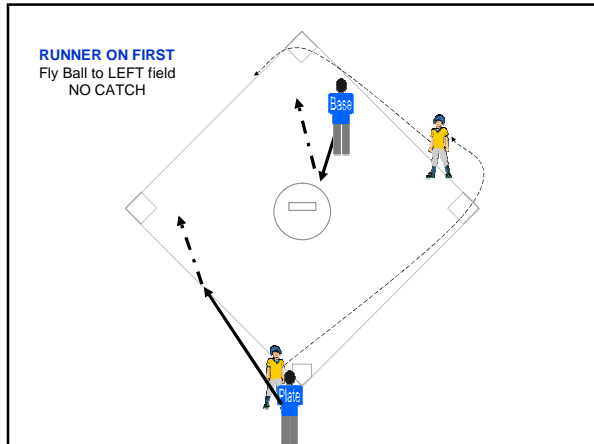
- We also communicate **with our partners** using a set of standard hand and/or verbal signals
 - Rotation on a play
 - Number of outs
 - “I’m staying at home”
 - Infield fly situation
 - Timing Play situation
 - “I lost the count, what is it?”
 - Good call

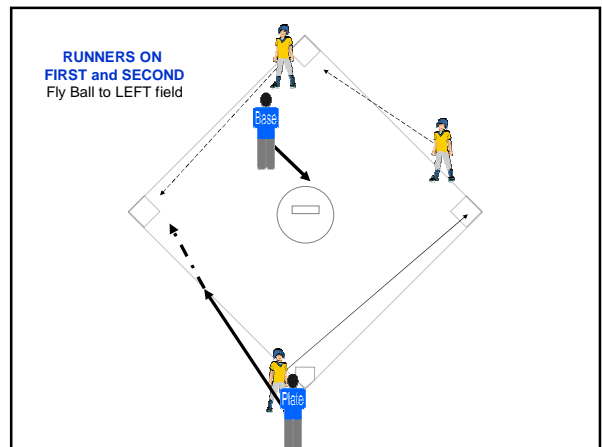
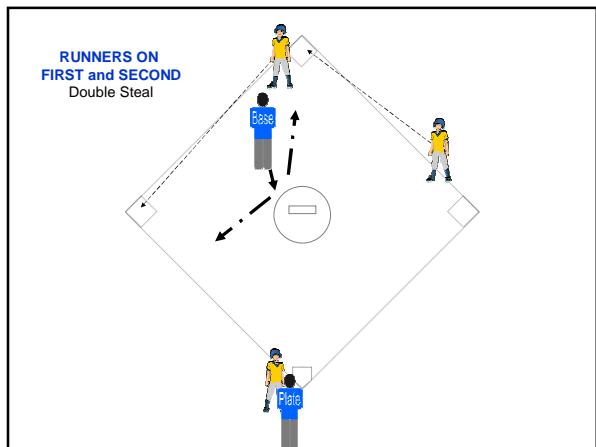
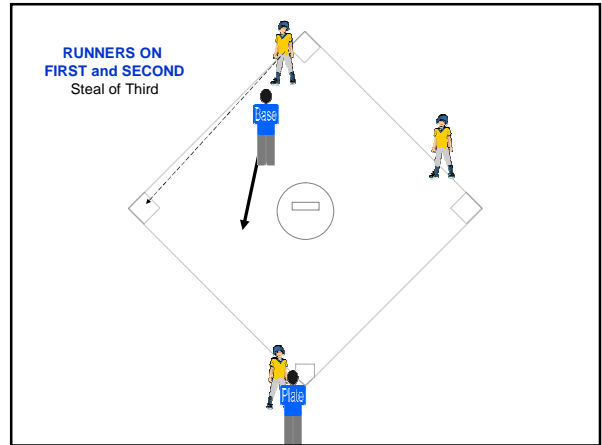
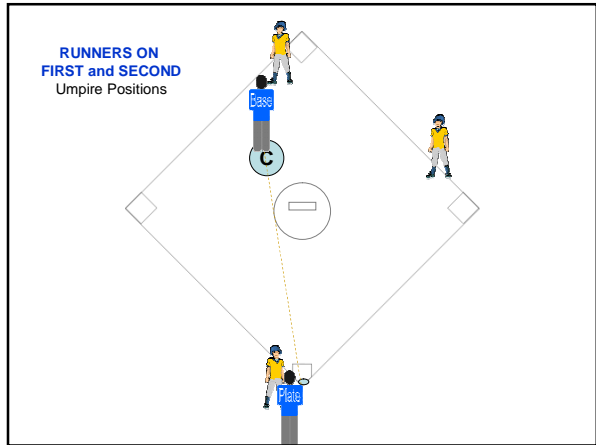
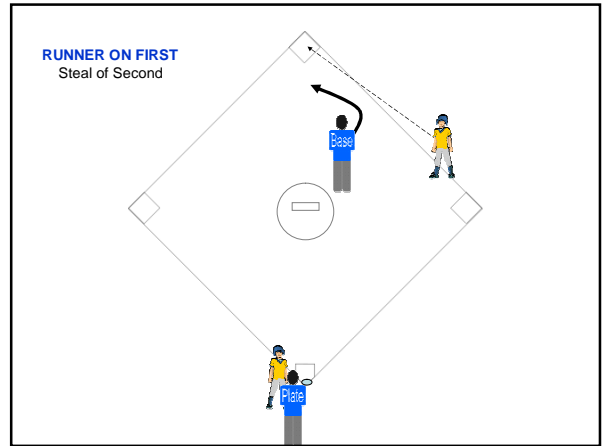
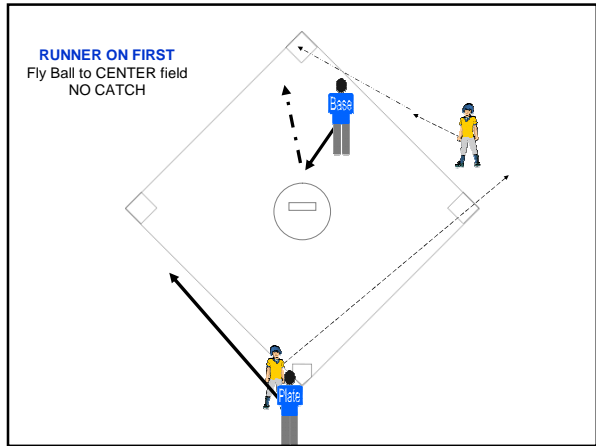
TIMING

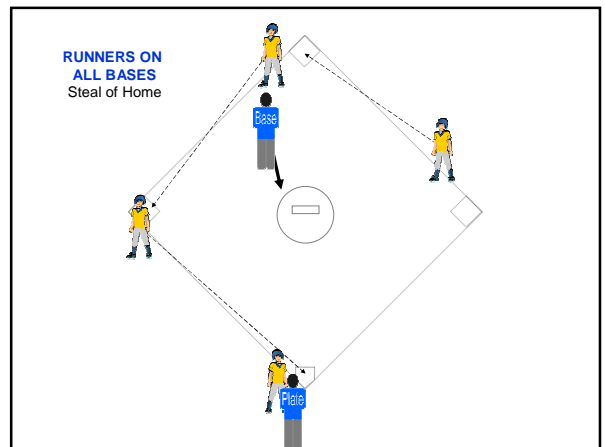
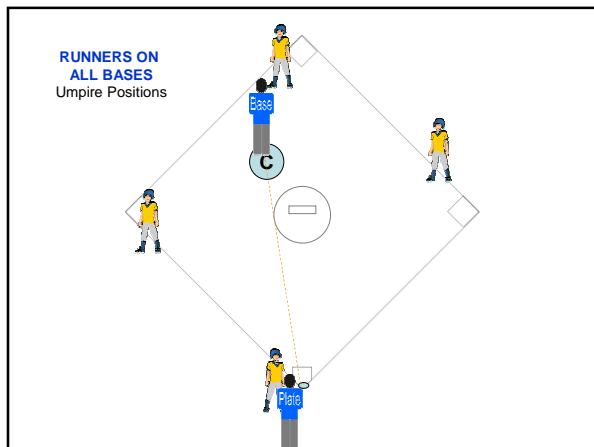
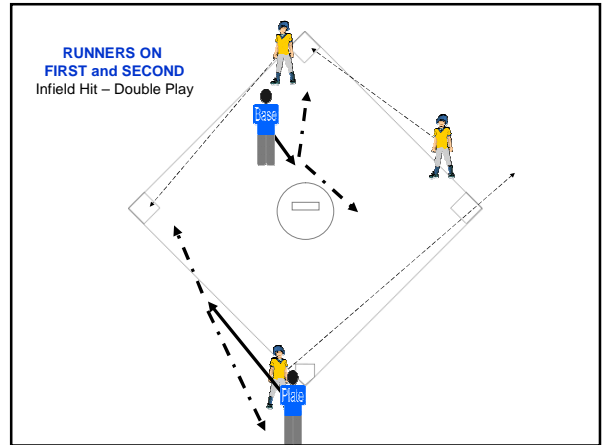
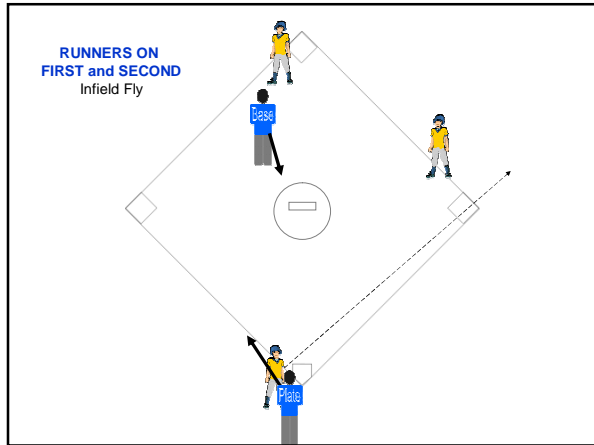
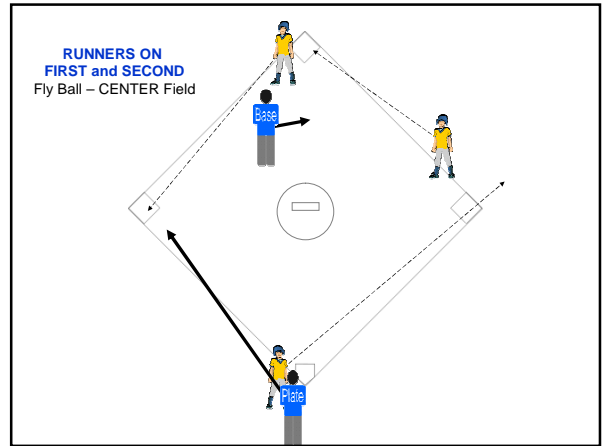
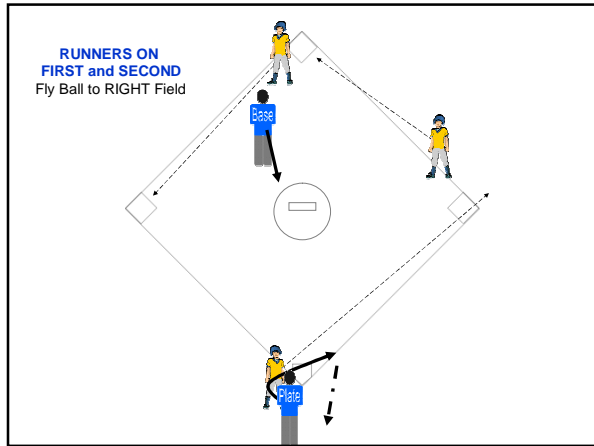
- **Don't Anticipate**
- **Make sure ALL playing action that may affect the call is completed**
- **Pause**
- **THEN ----- Call it**

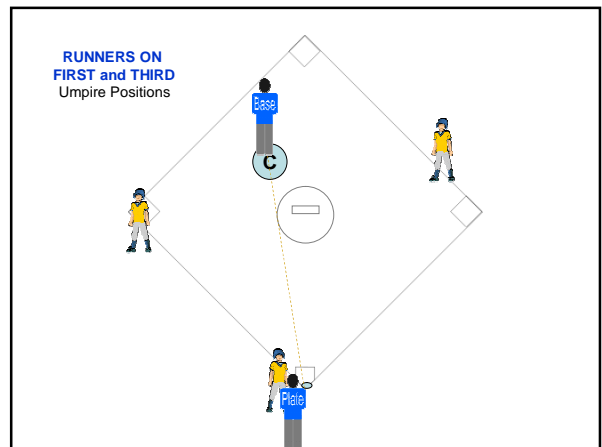
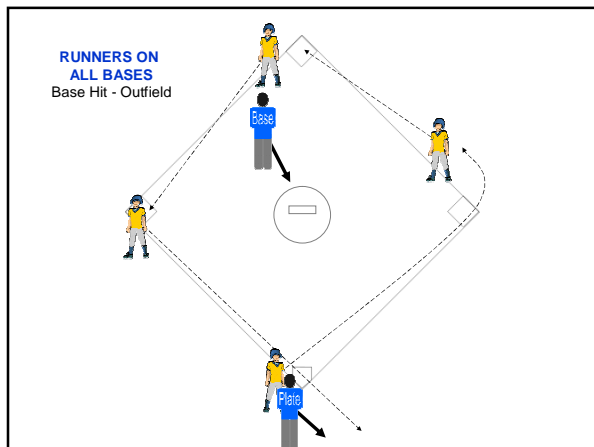
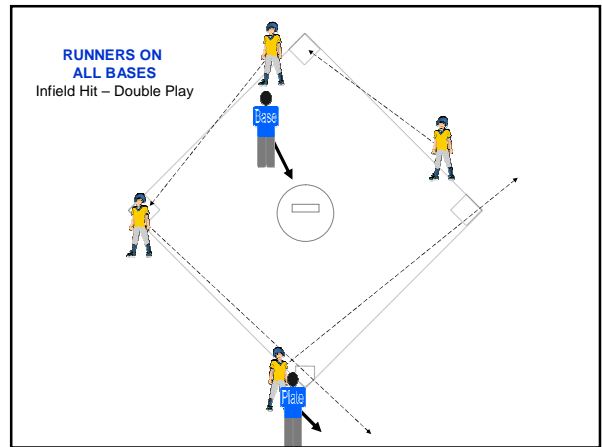
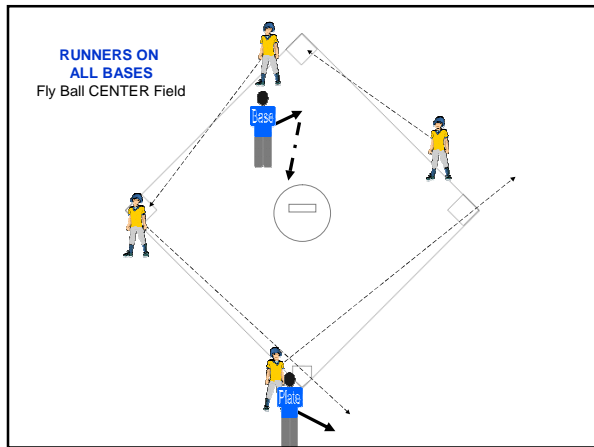
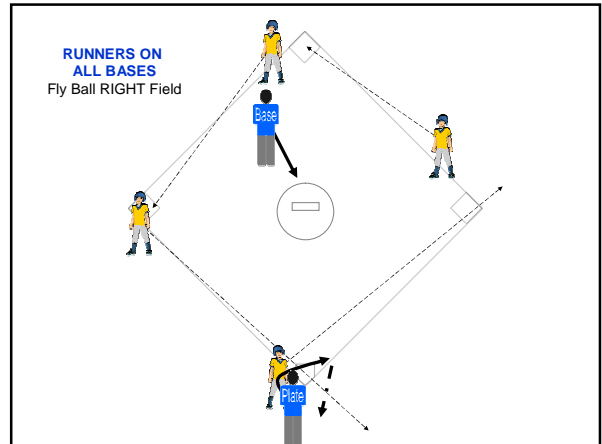
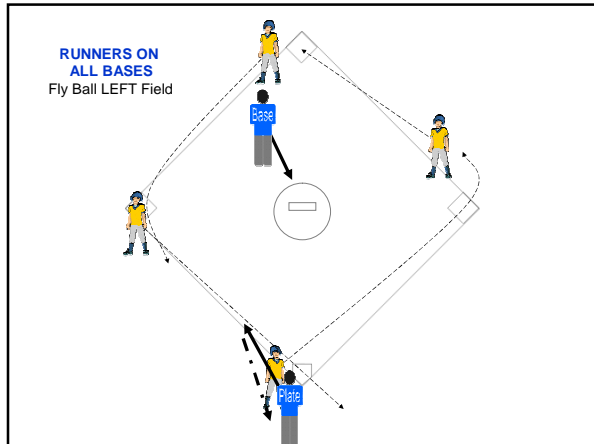


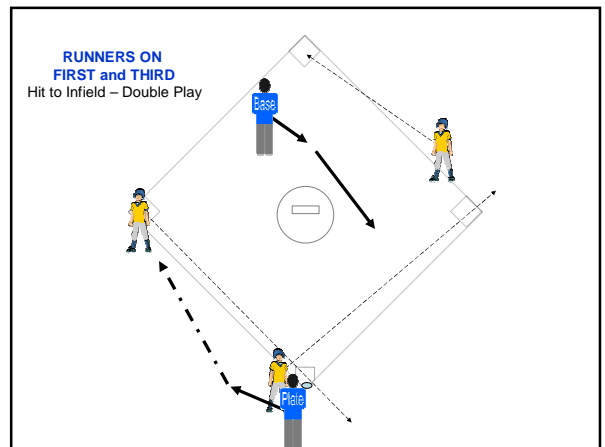
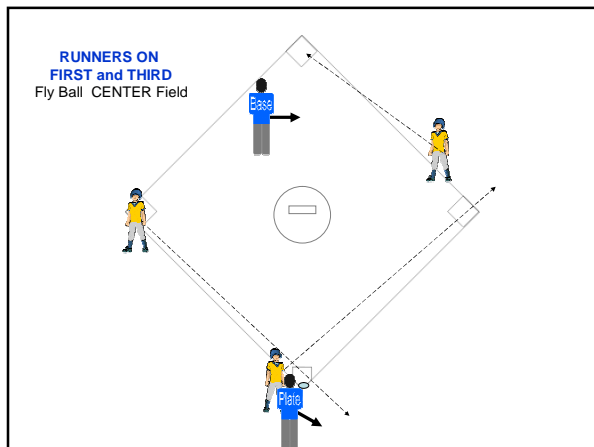
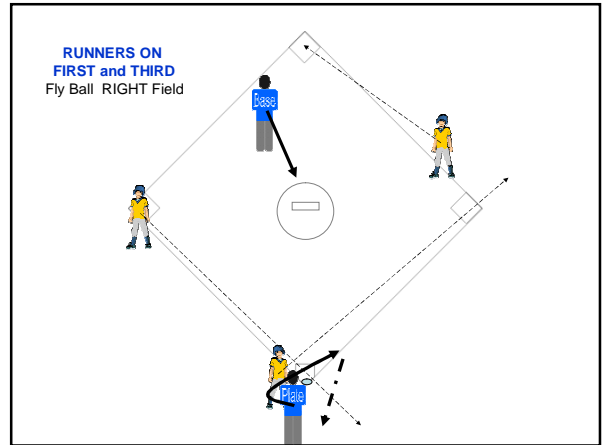
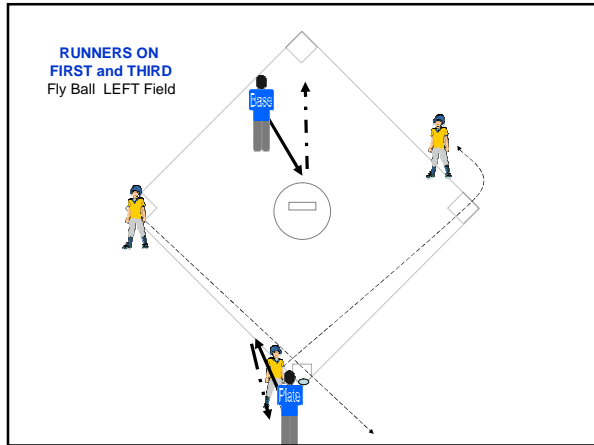
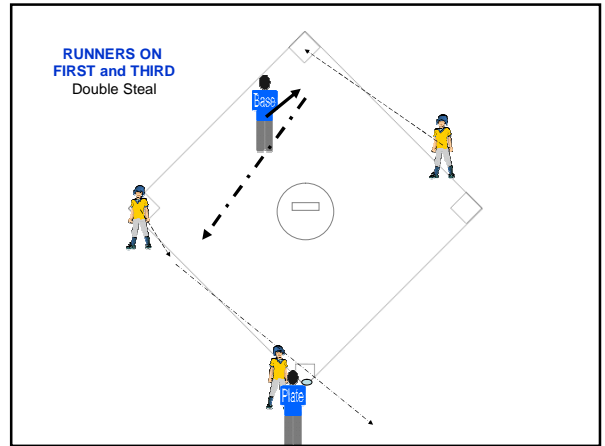
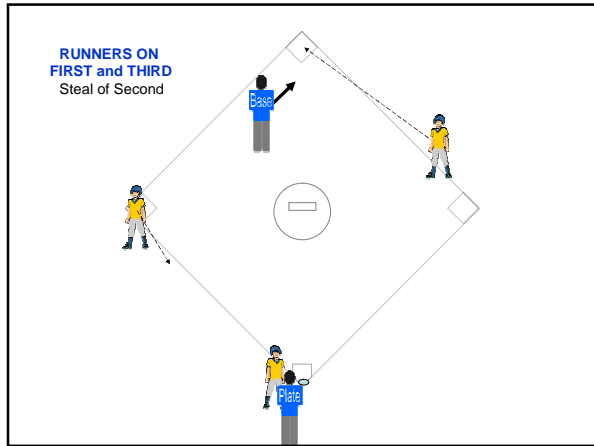


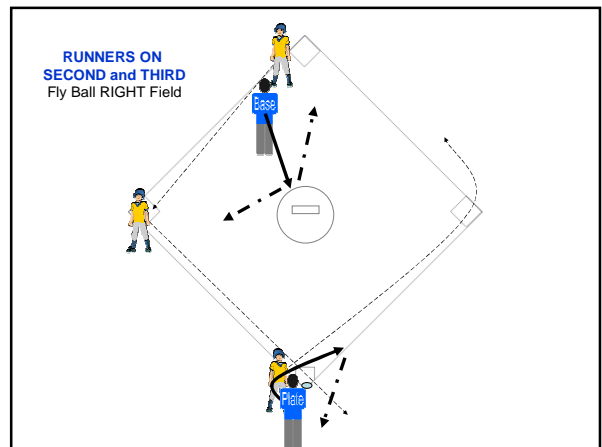
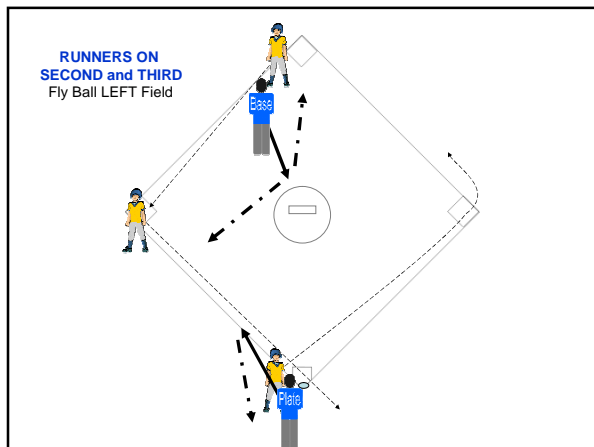
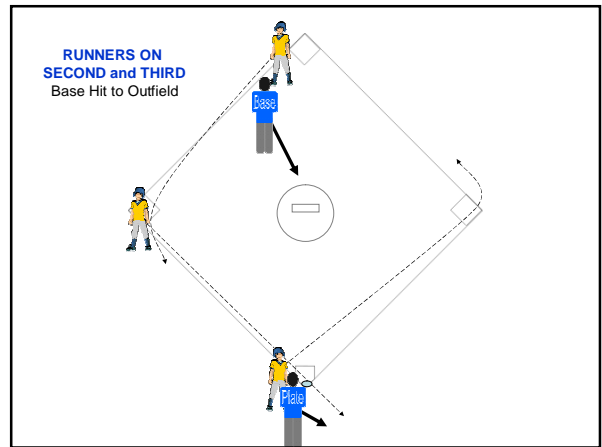
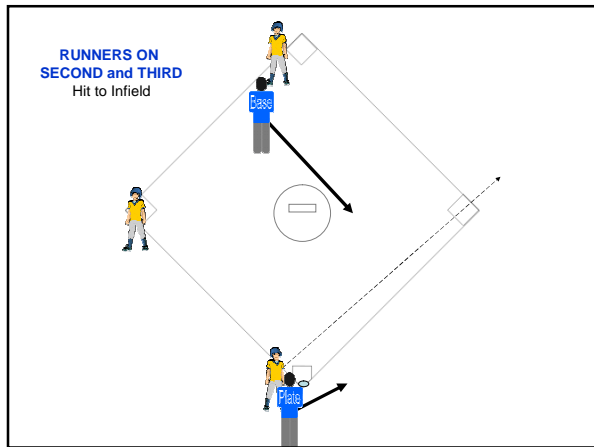
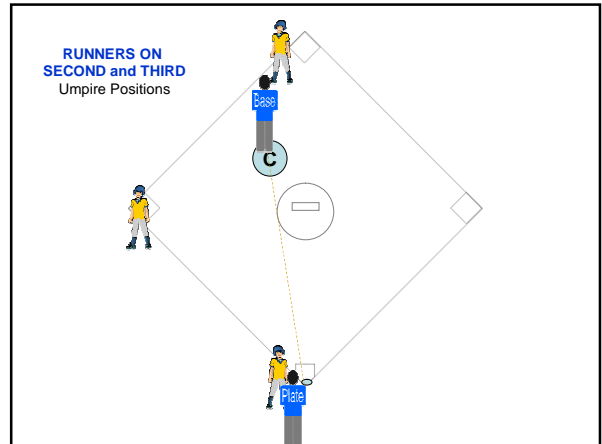
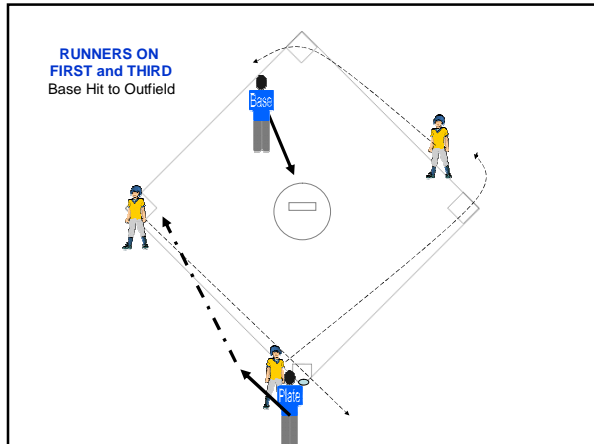


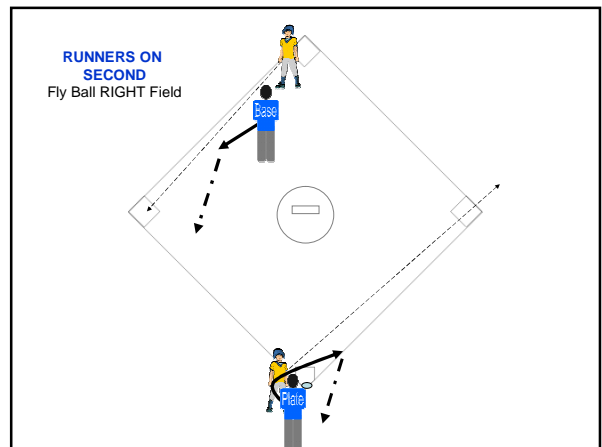
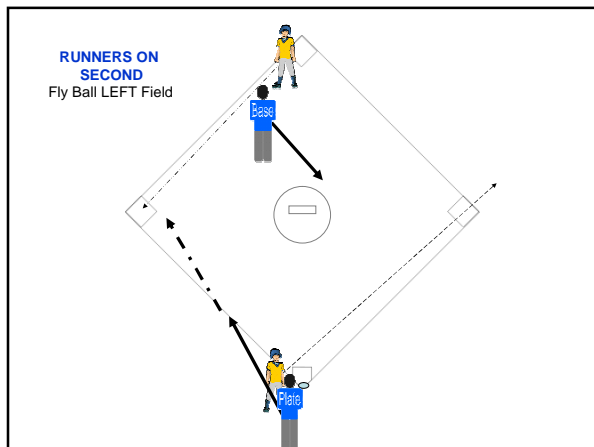
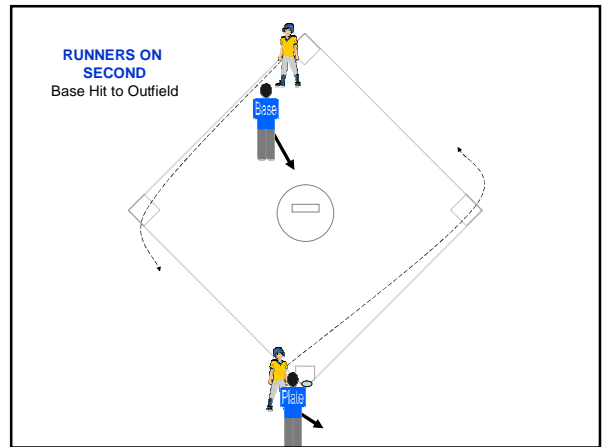
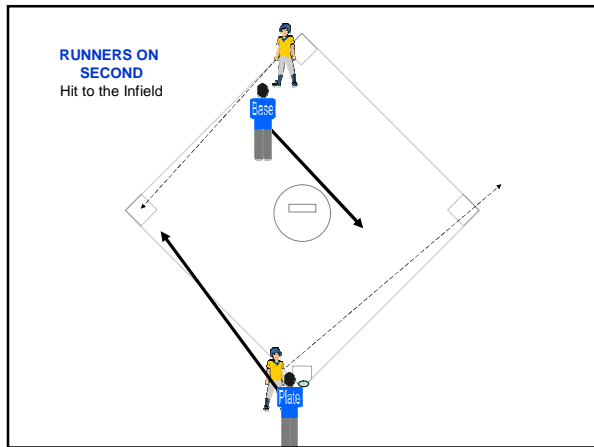
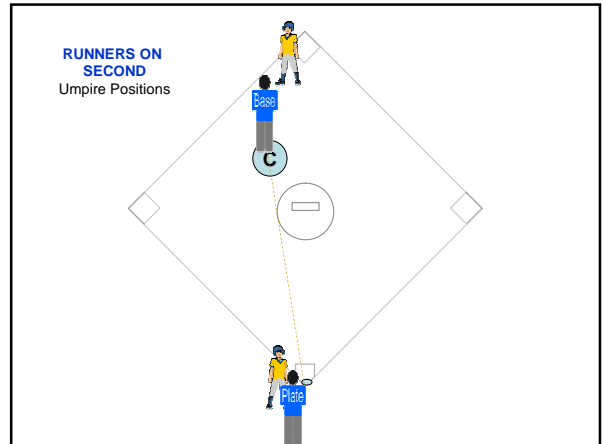
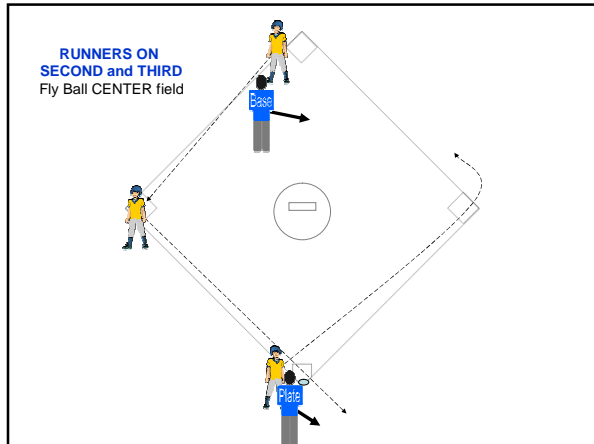


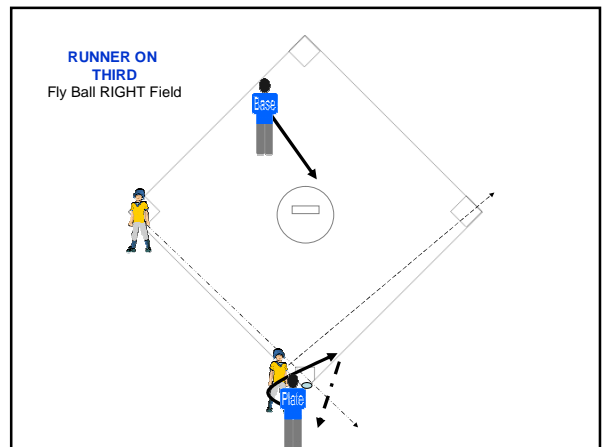
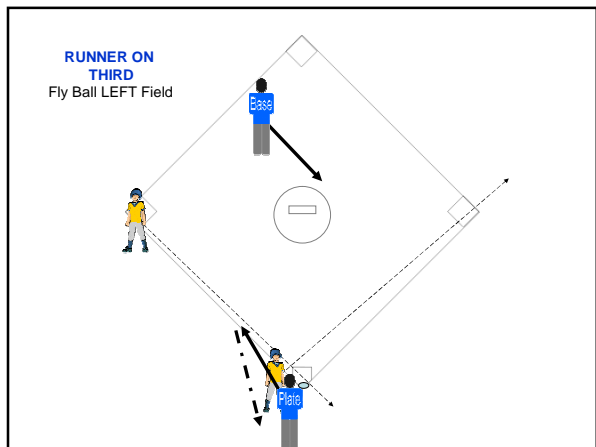
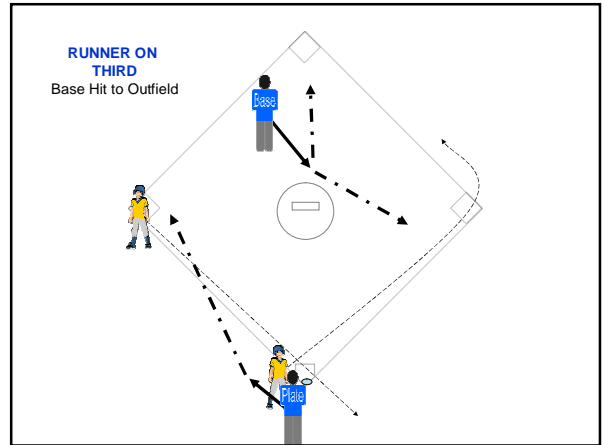
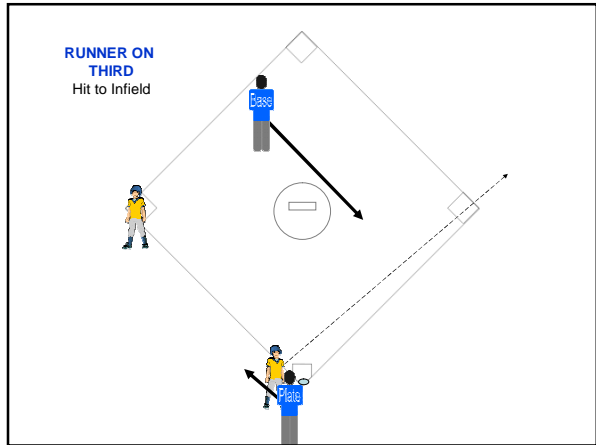
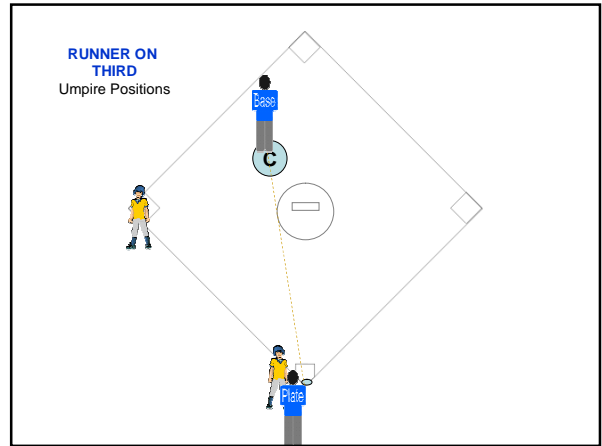
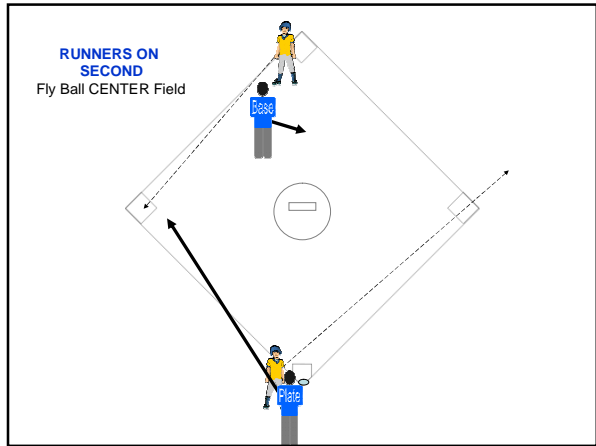


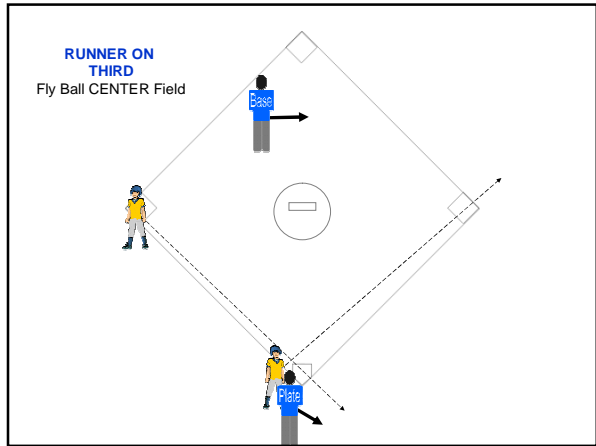




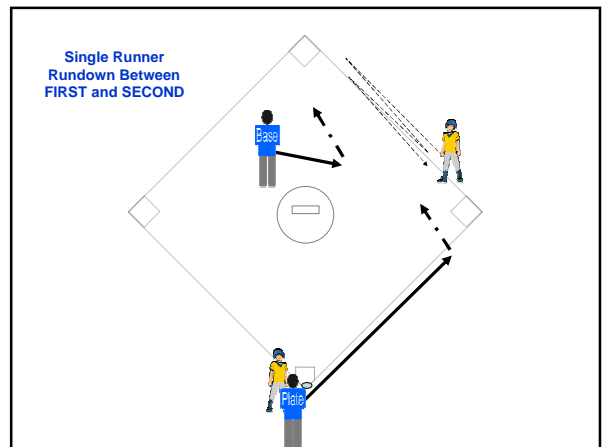
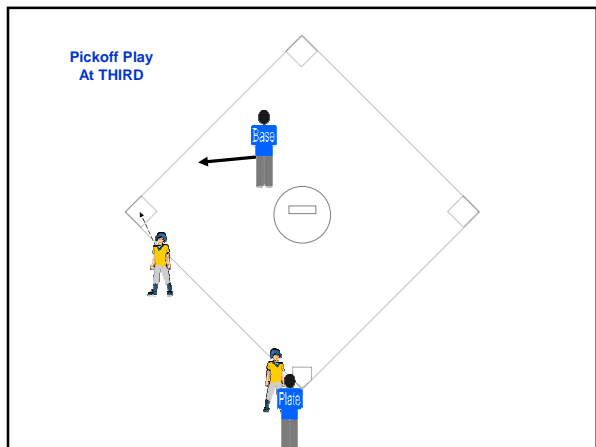
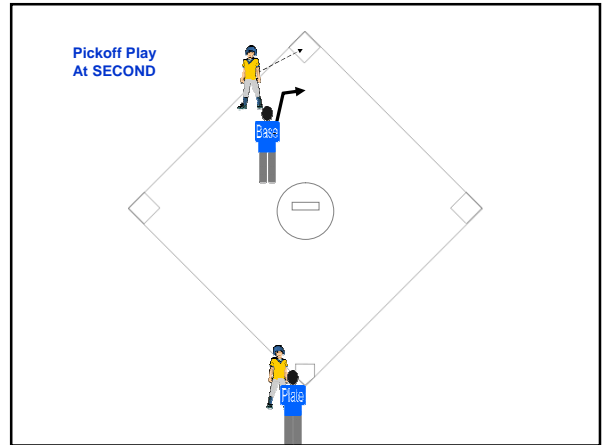
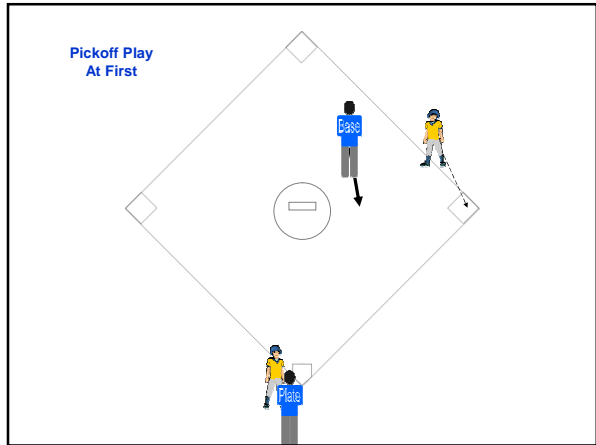


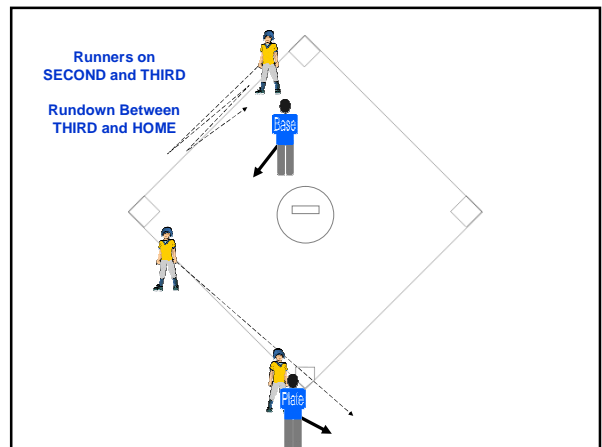
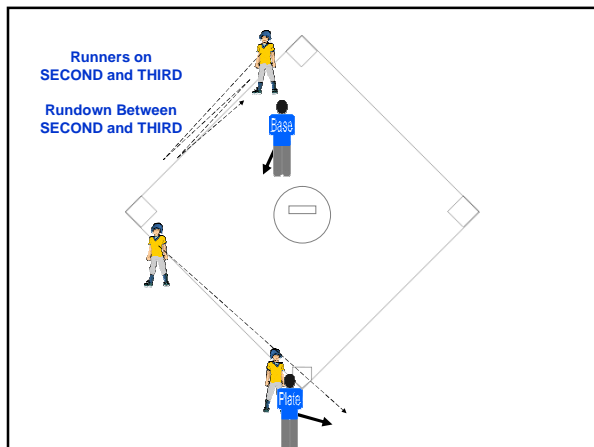
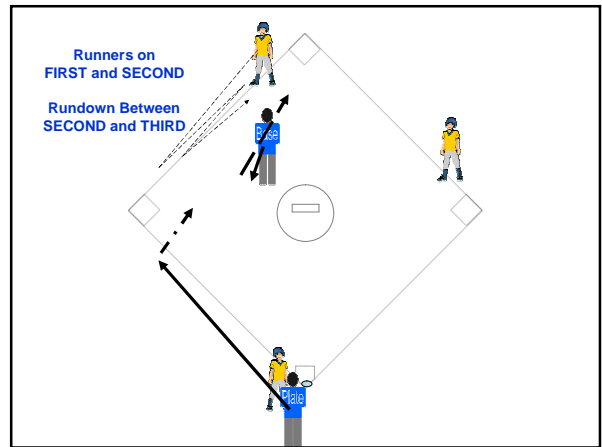
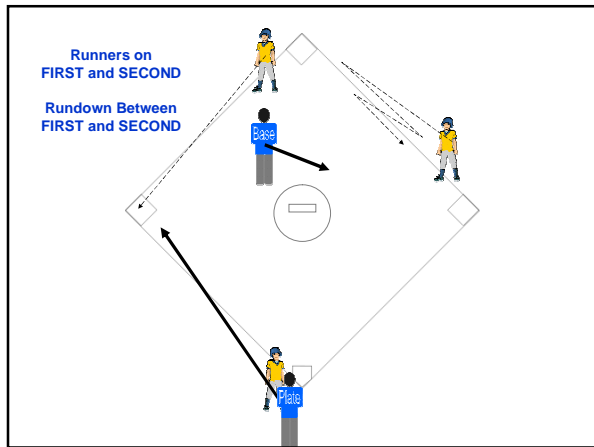
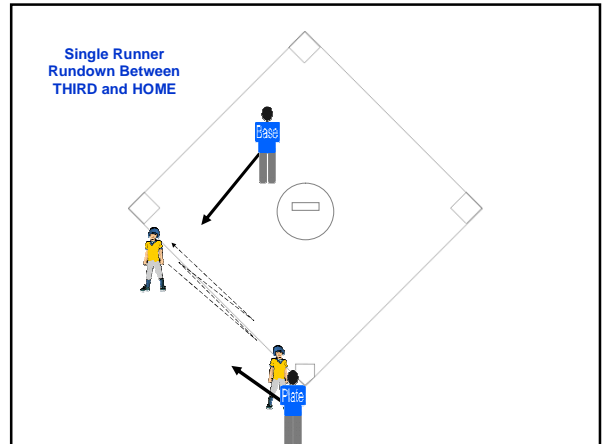
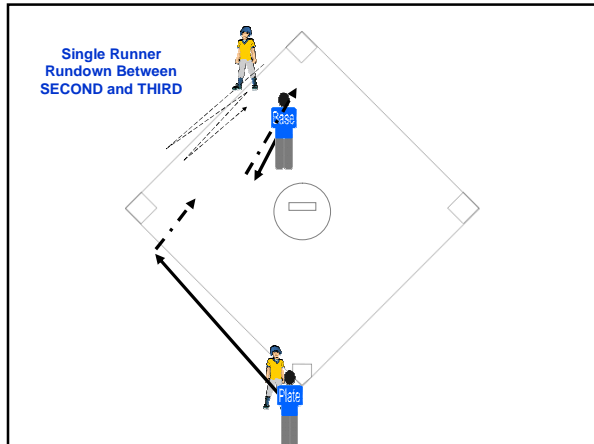


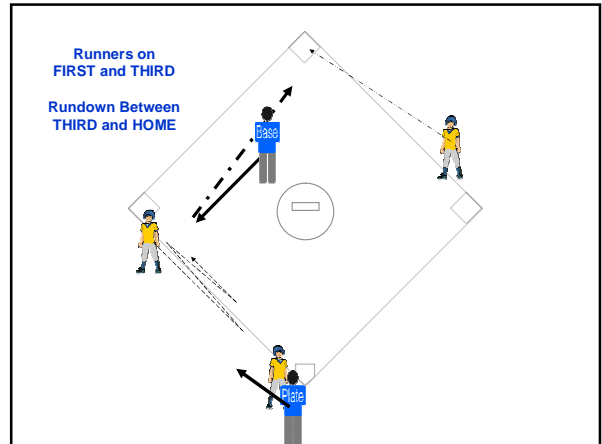
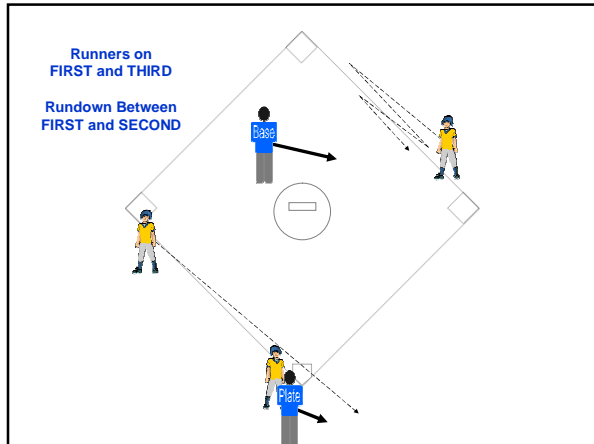




Special Plays and Coverages







REMEMBER

Pause - Read - React

Get in the Proper POSITION

Set - Observe - Call It

Use Proper TIMING