

2-umpire mechanics



Playing vs Umpiring

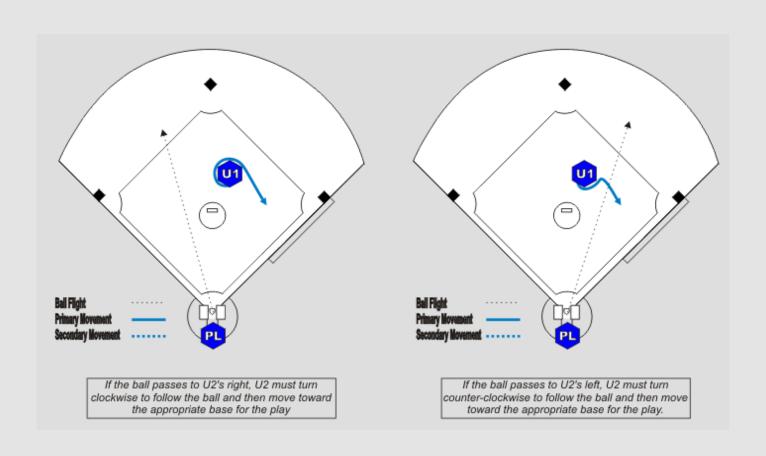
Playing is a factor of TIME

Umpiring is a factor of ANGLES

Basic Principles

- There are only TWO of you out there
- Communication
- Responsibilities for Runner/Ball
- Going Out
- Plate Umpire
- "Fill the Hole"
- Stay ahead of the lead runner
- Never abandon a trailing runner

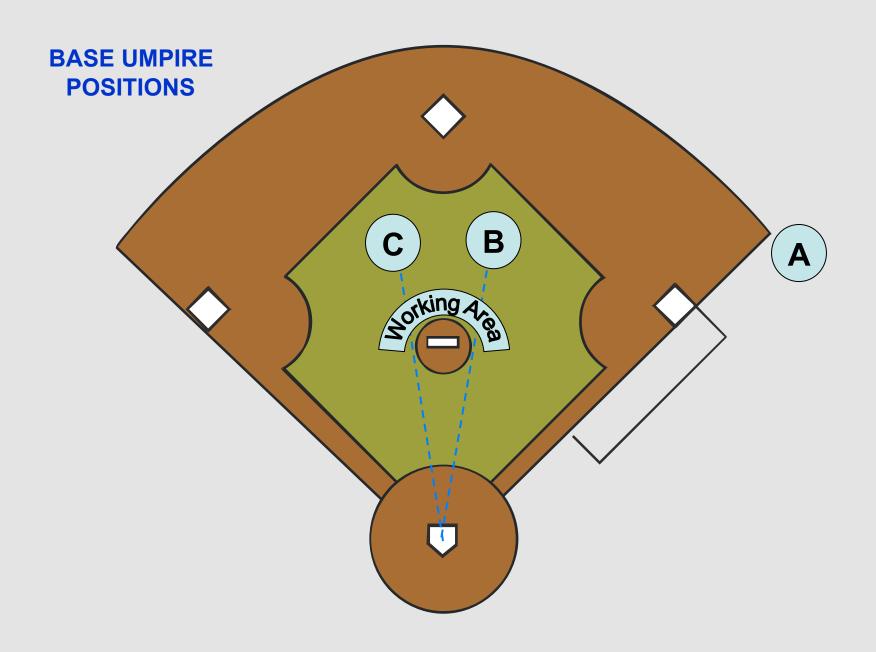
Keep Your Chest to the Ball ("Open the Gate")



Base Umpire "Crossing the Dirt"

 U1 does not "go out" to rule on a fly ball when in "B" or "C"

 Certain circumstances may require that he go out to make a proper ruling AFTER a catch/no catch attempt or other play



Stepping into the Pitch

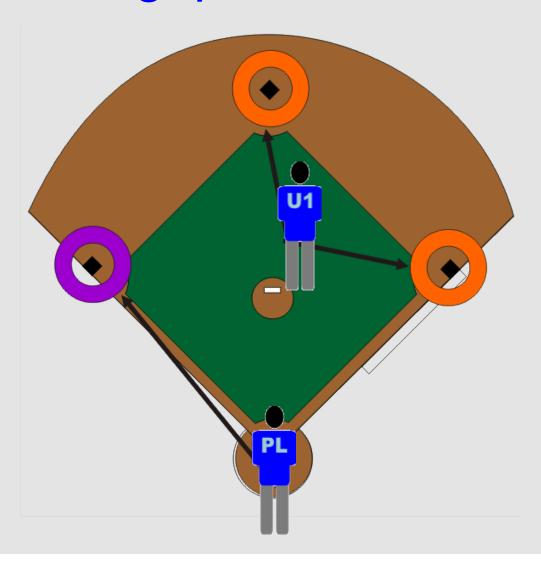
Only when in Position "A"

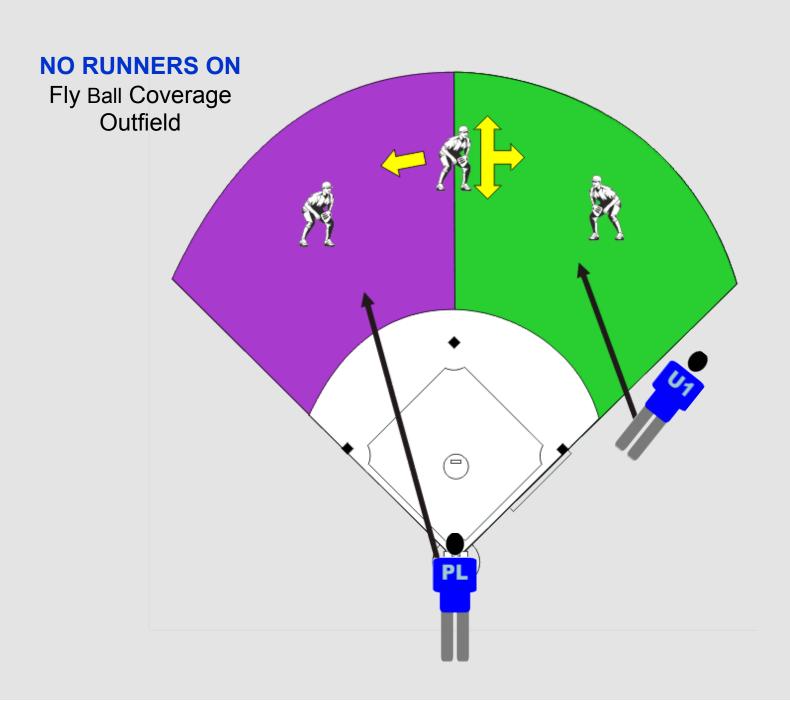
As pitcher starts his motion

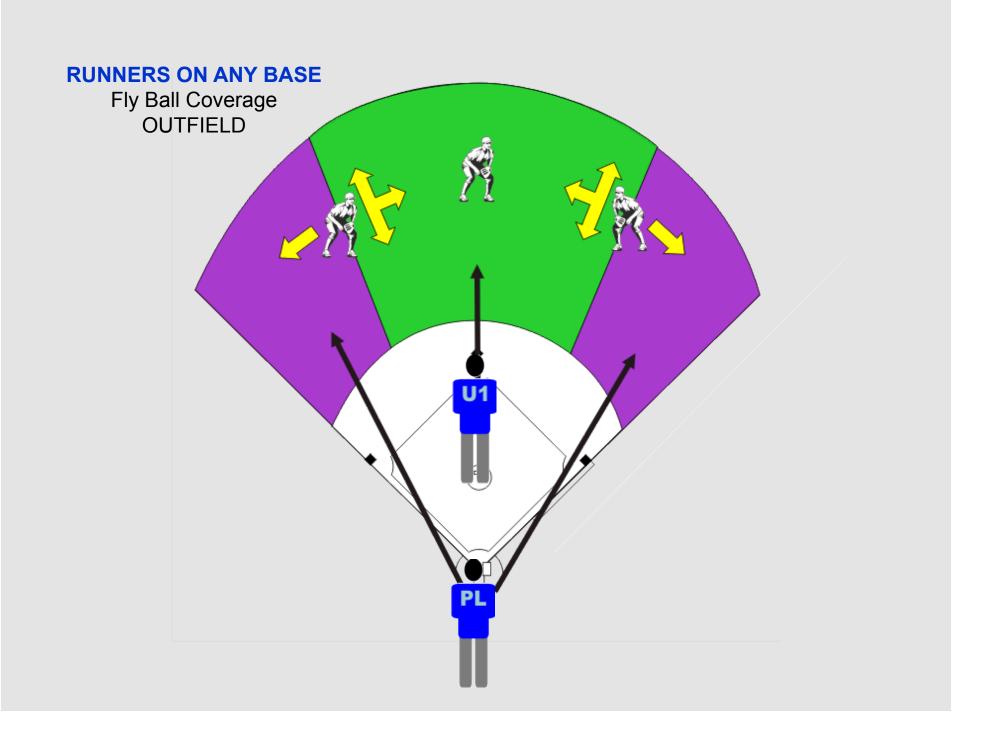
Come SET

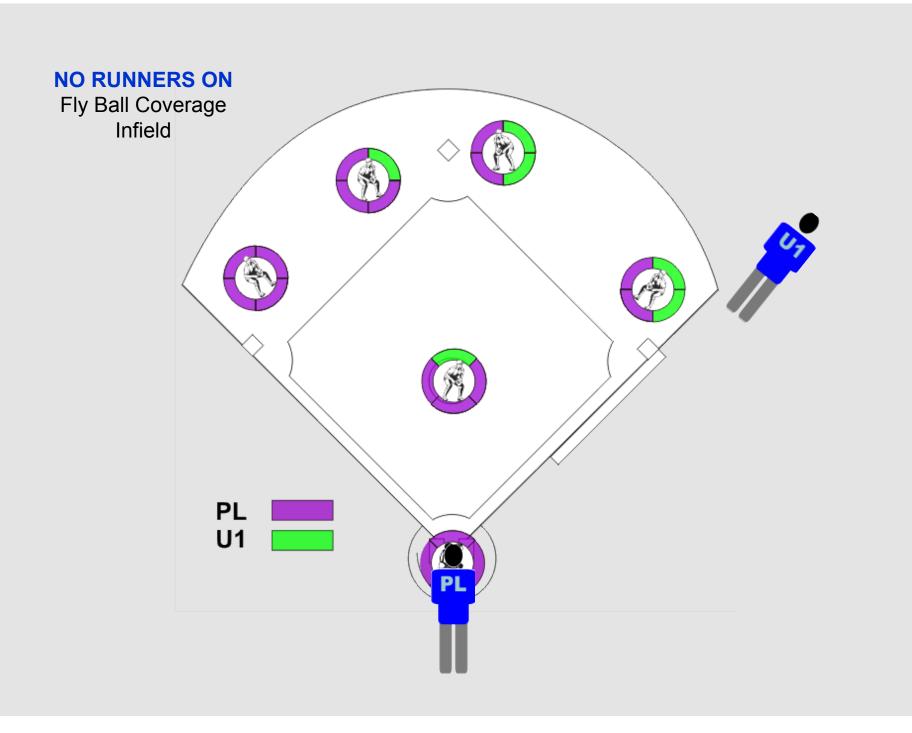
Observe what happens at the plate

Primary Responsibility for Tagups and Touches

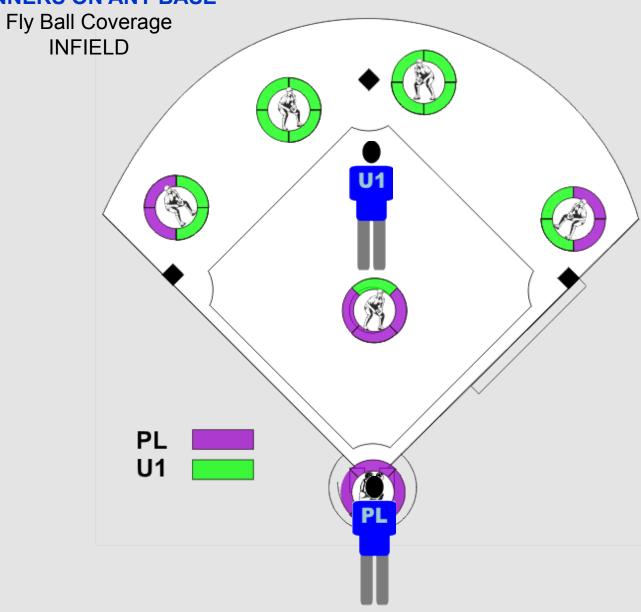


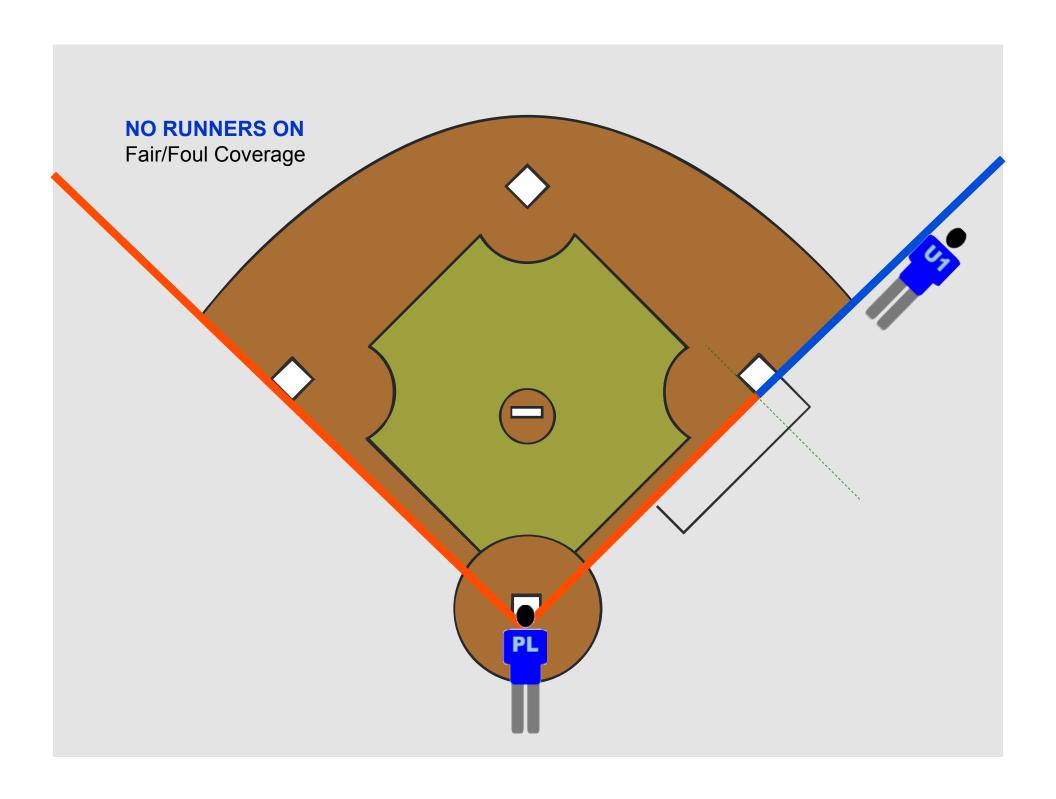


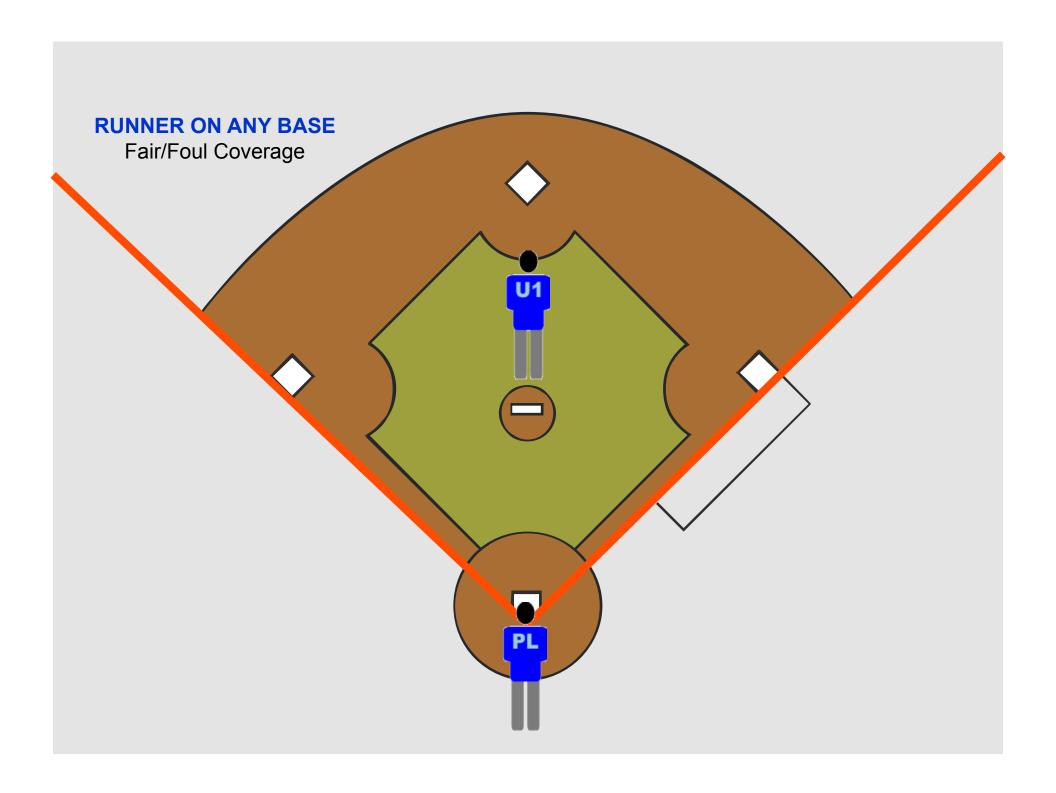


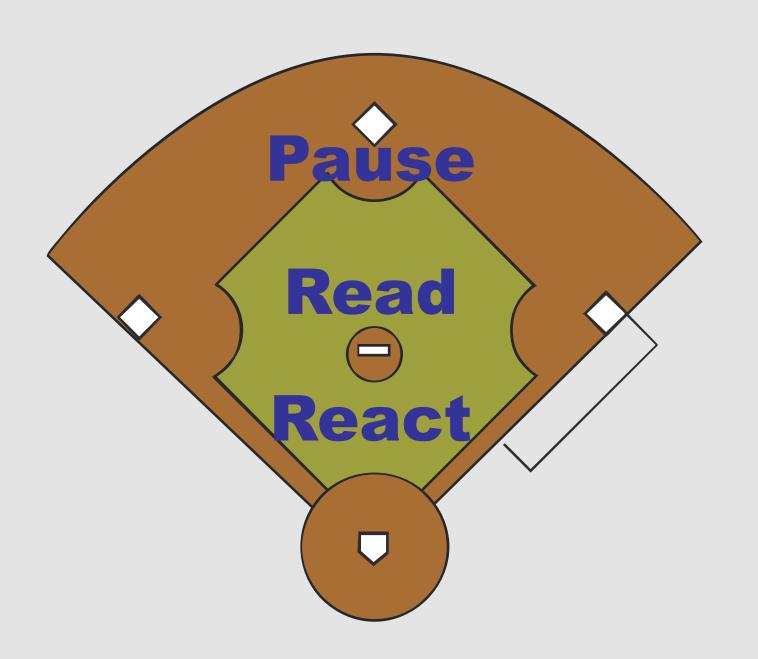


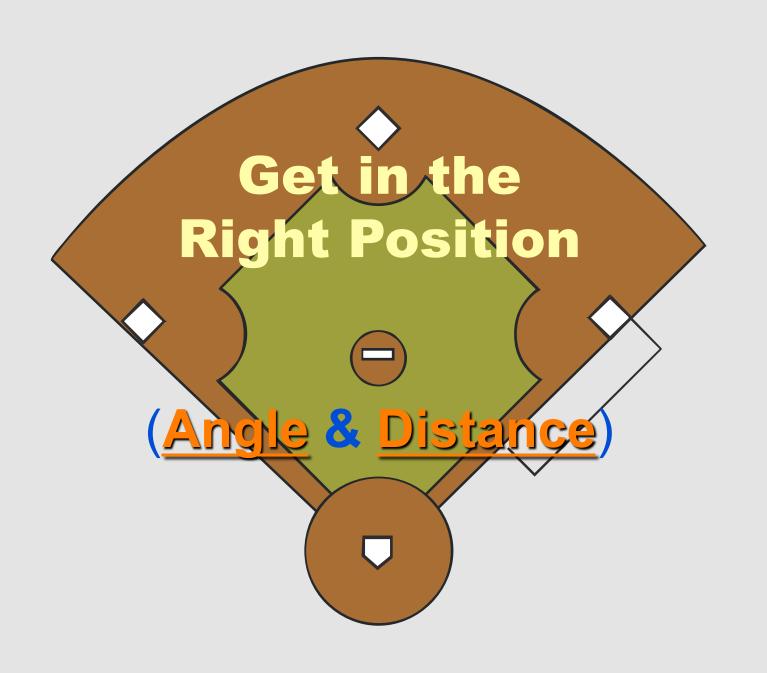
RUNNERS ON ANY BASE













Common Mistakes

- Too Close
- Following the ball to the glove
- Timing
- Not "Reading" the player's actions
- Not adjusting to the play

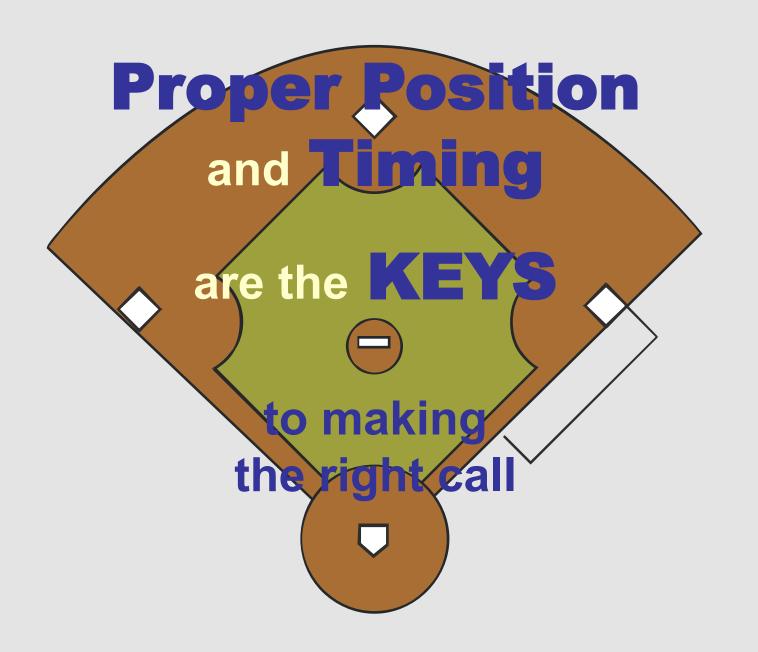


Basic Umpire Mechanics

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

TIMING

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



Umpire Signals

Purpose of signaling is

Communication

Umpire Signals Types of signals

Calls and plays

Among umpires

Umpire Signals Steps required

- Position
- Stance
- See the COMPLETE play
- Make a decision
- Proper timing
- Proper, crisp signal
- Verbal call

Umpire Signals

- We use a relatively standard set of signals to communicate our calls for <u>plays</u> in the field
 - These are generally accompanied by verbal announcement of the call as well

Umpire Signals

B all

Strike

Fair

Foul

Safe

Out

Catch

No Catch

Time

Infield Fly

Delayed

Dead Ball

Foul Tip

Off the base

Play/Play ball

Do not pitch

Spectator interference

Score the

run

Do NOT

score the

run

Substitution

Giving the Count

Umpire Communications (Among ourselves)

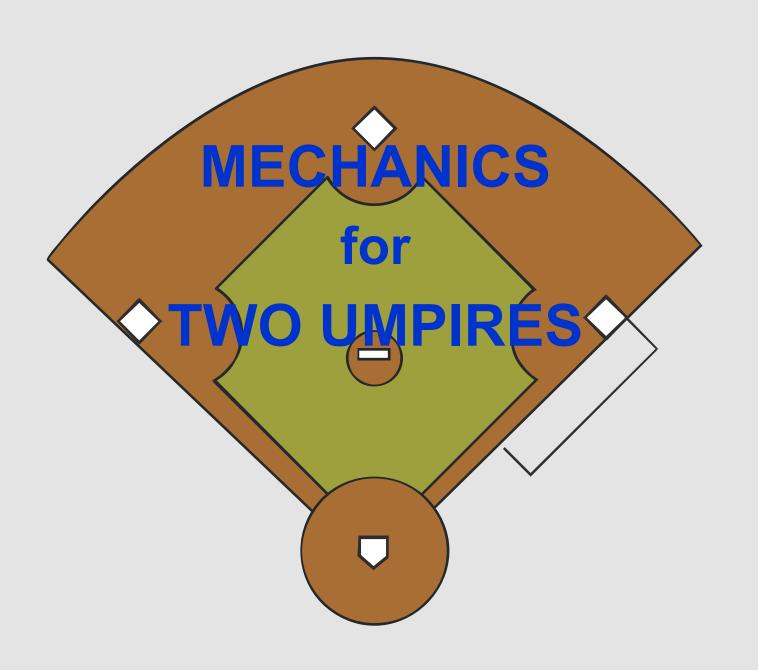
 We use a relatively standard set of signals to communicate among ourselves to relay information to each other

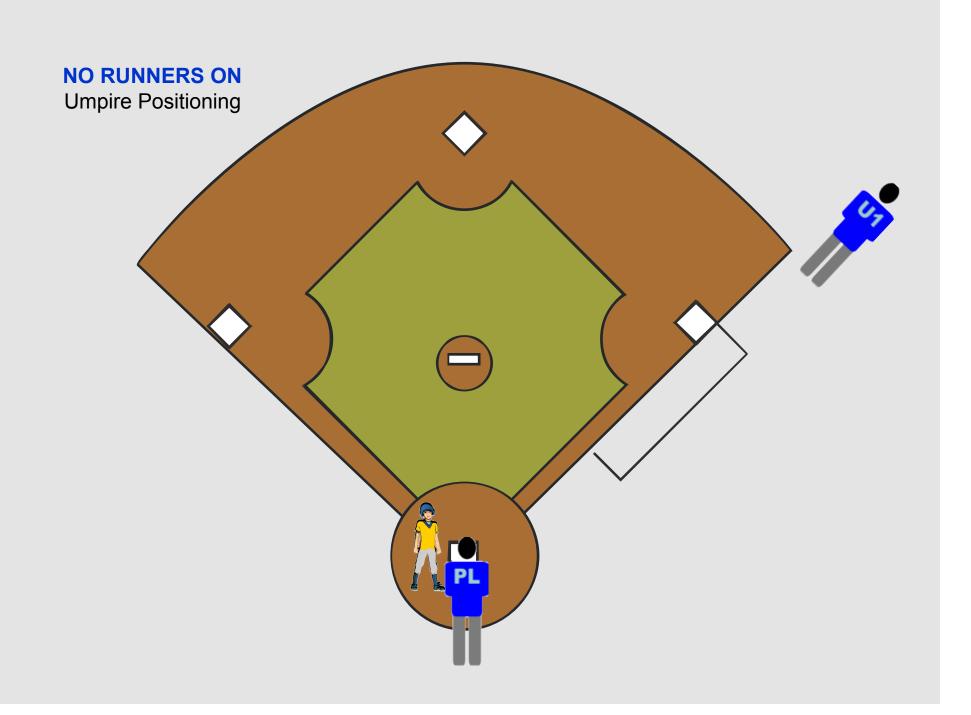
- Most are non-verbal
- Verbal is generally used only during a play

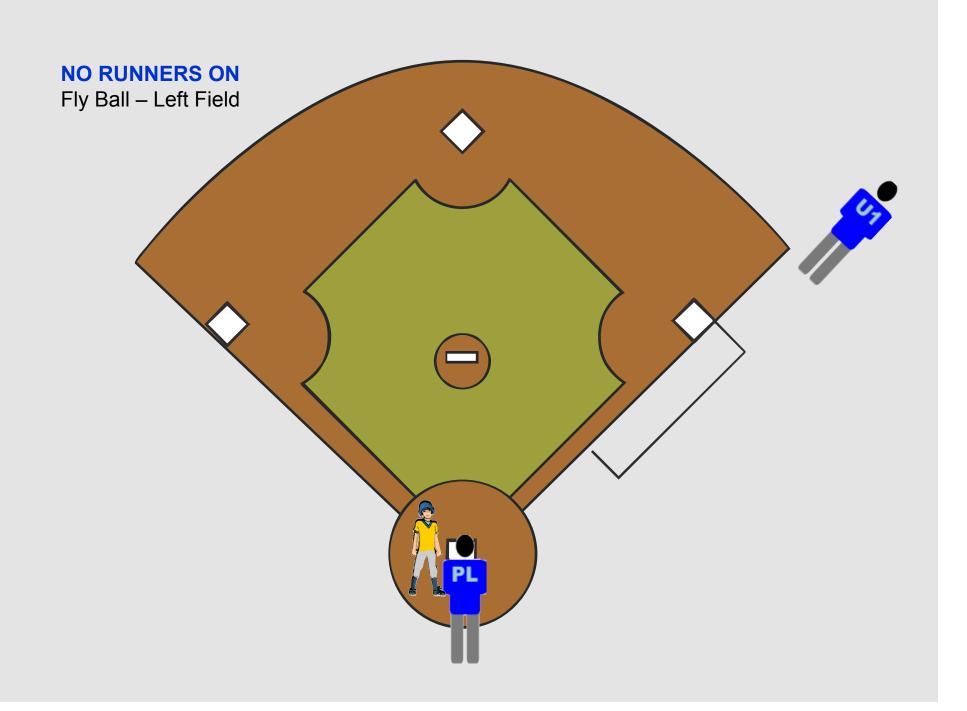
Umpire Communications (Among ourselves)

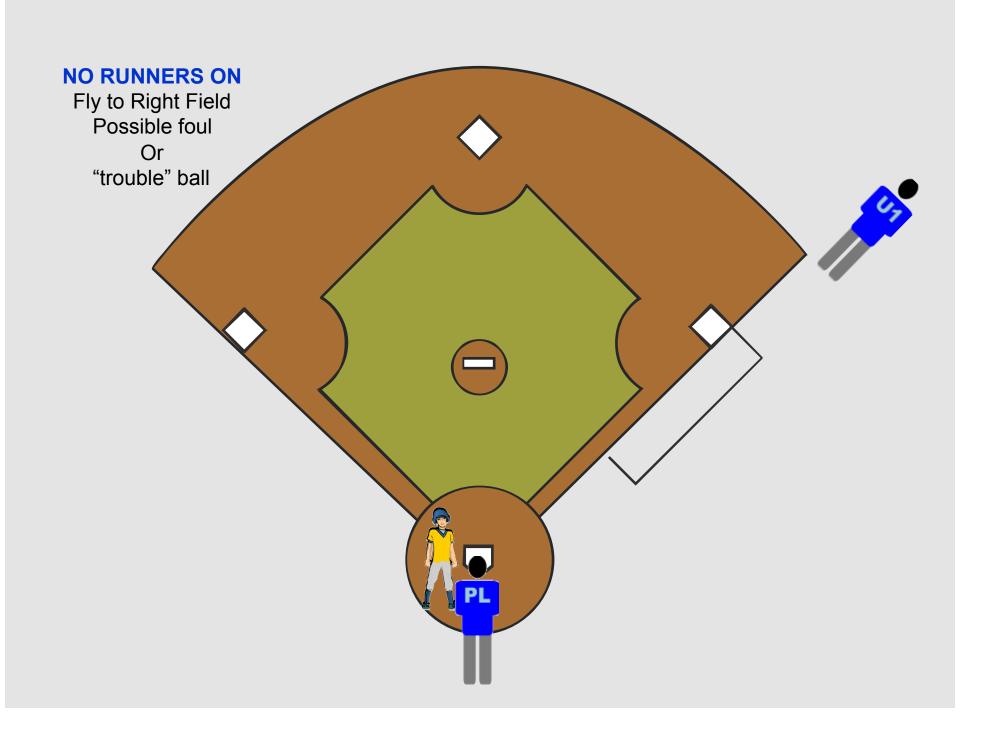
- Infield fly situation
- Outs (to your partner)
- Rotating (on a hit)
- Staying at Home
- Timing Play
- My call

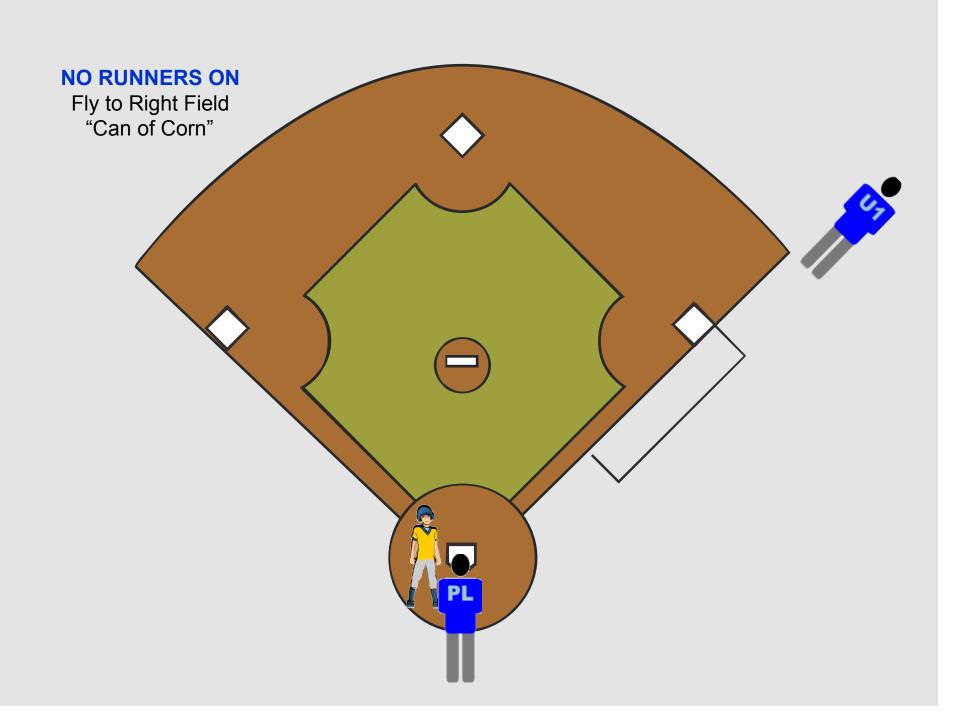
- Getting help
 - Check Swing
 - On the bases
- What's the count?
- Verbal Communication
- Acknowledging verbal communication

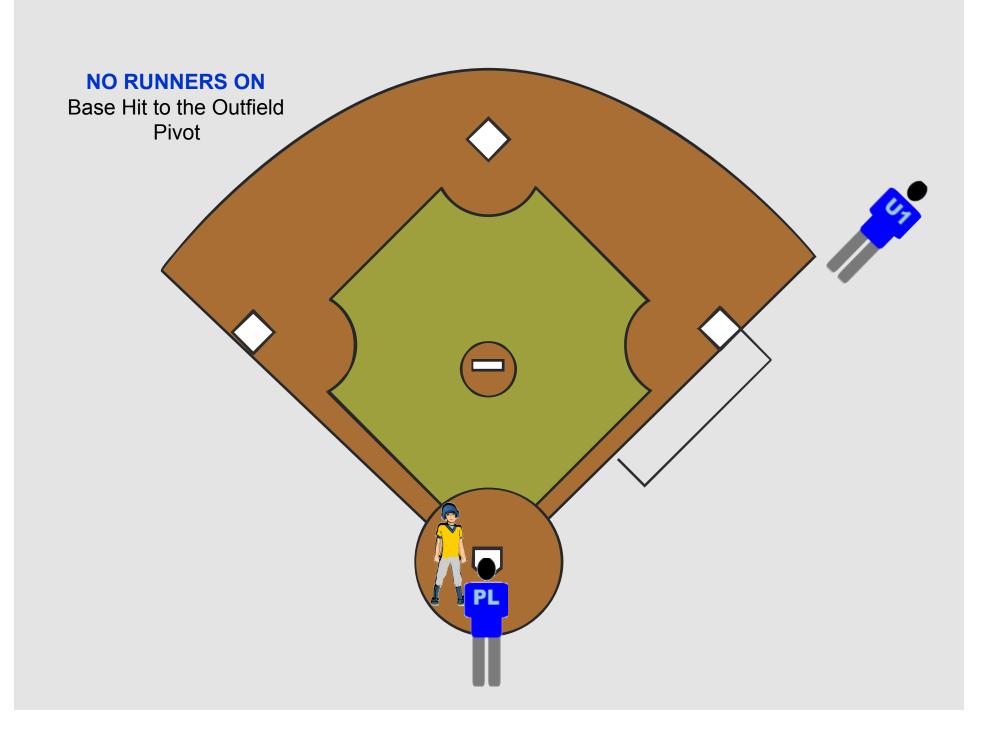


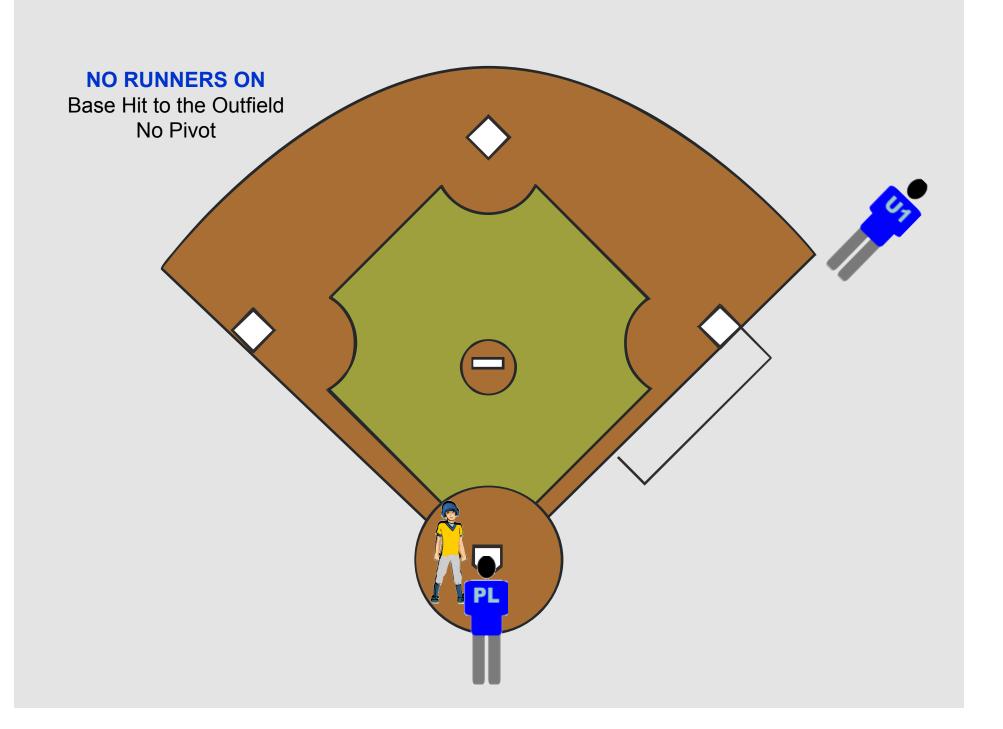


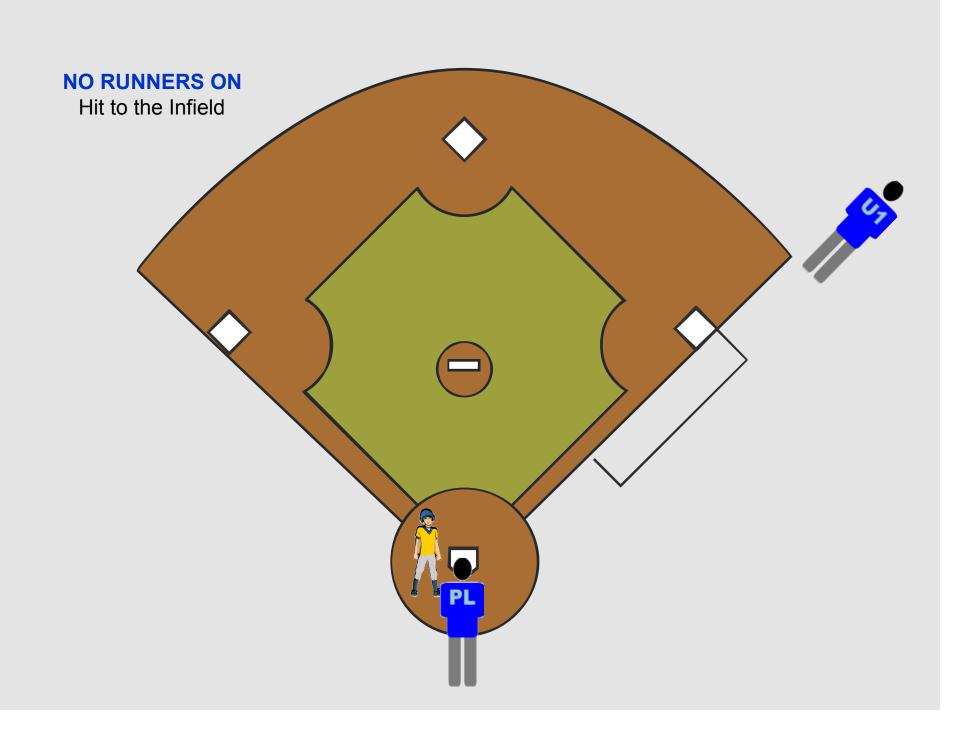


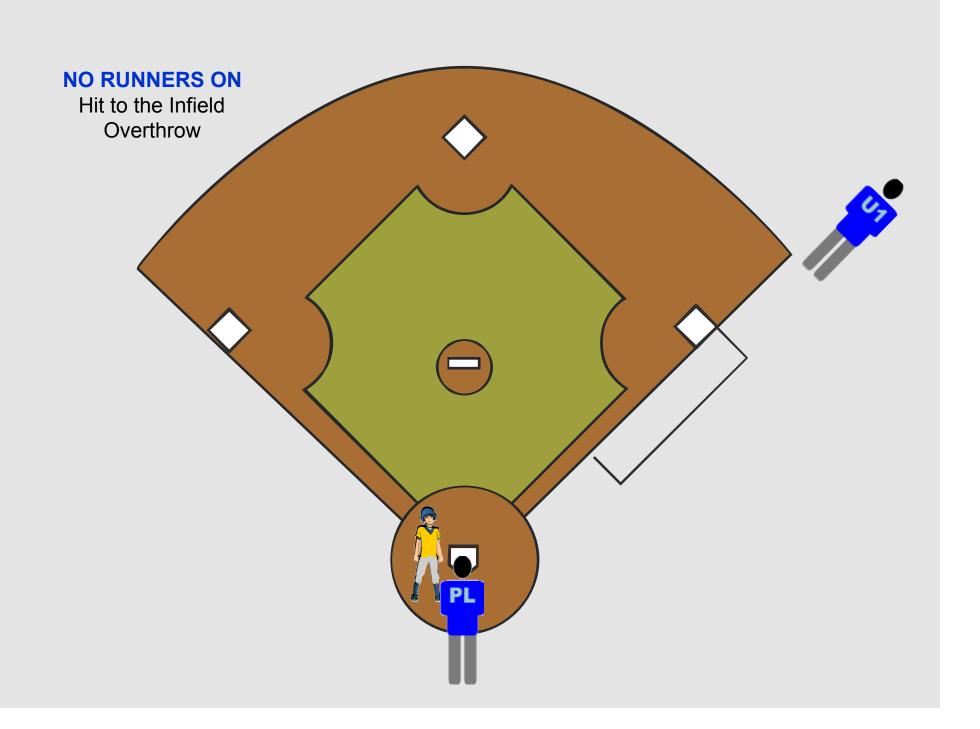


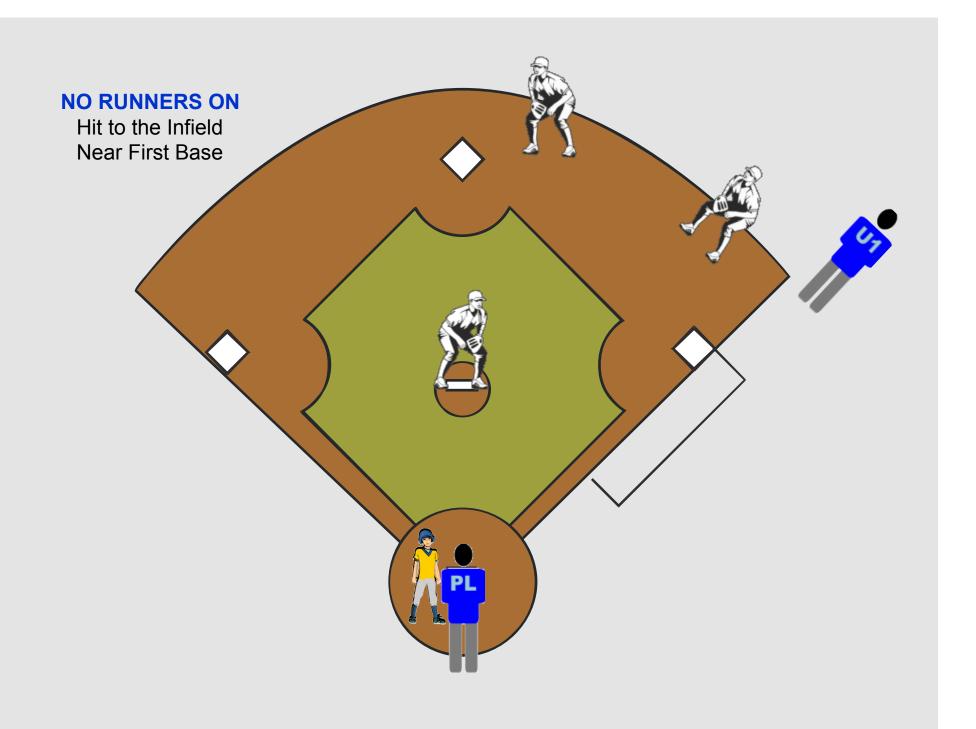


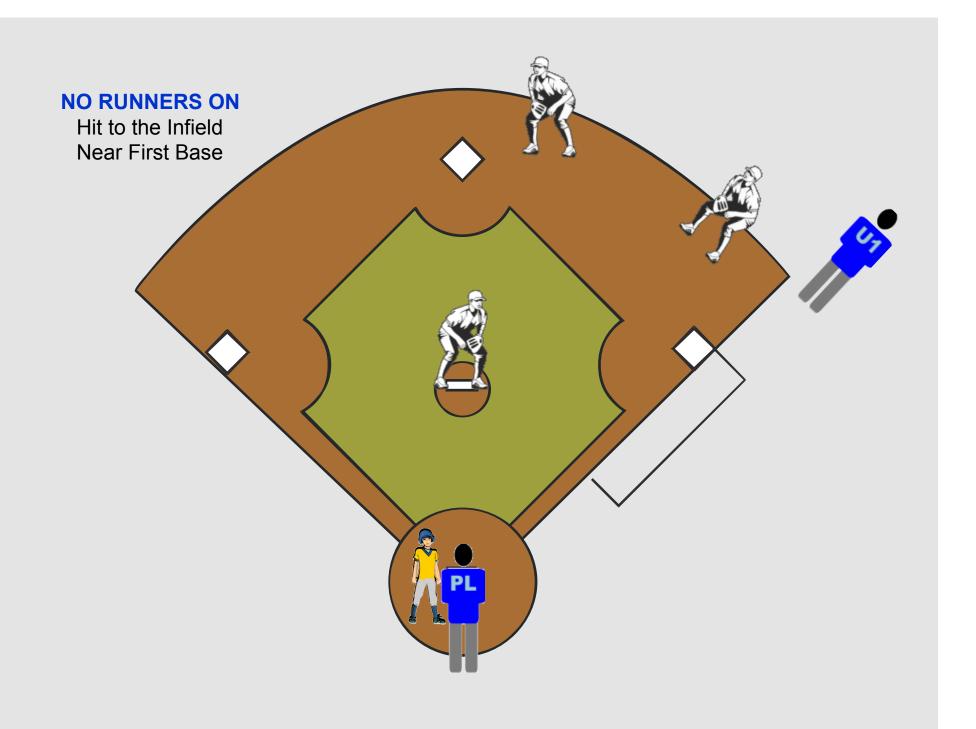


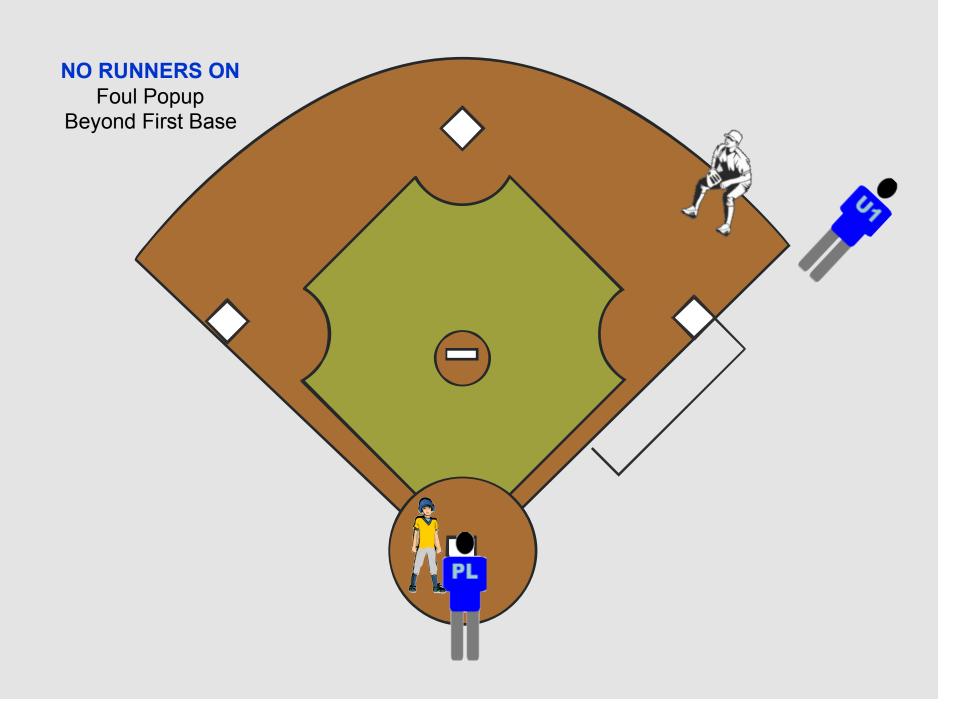


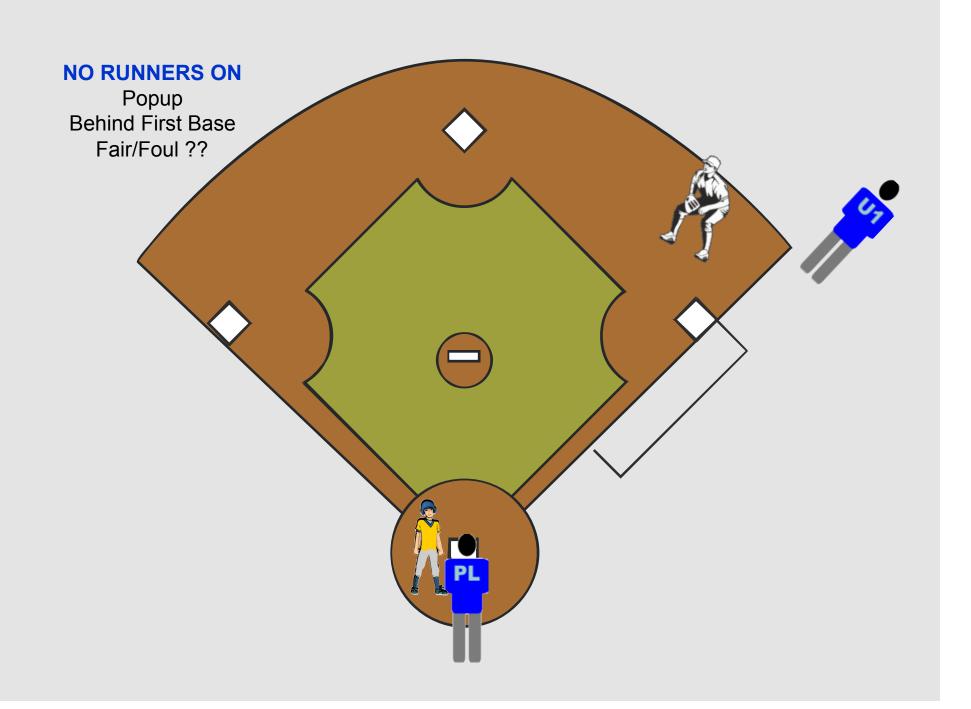


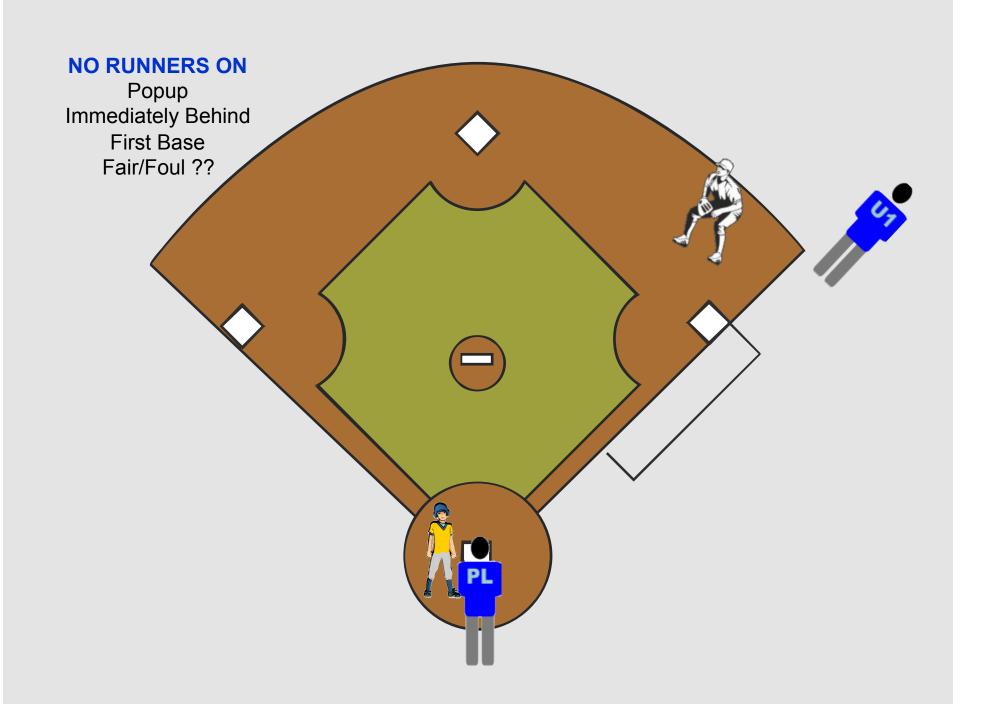


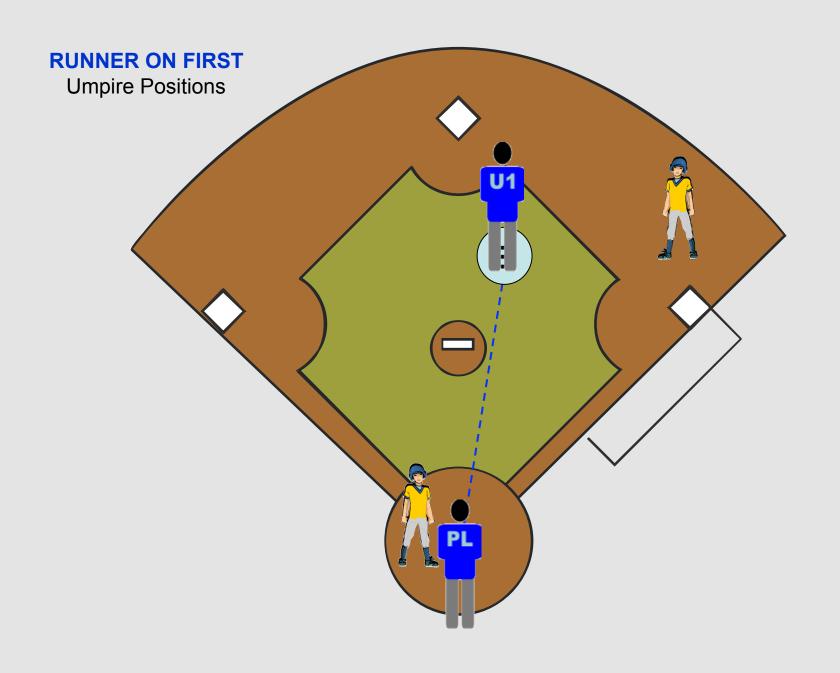


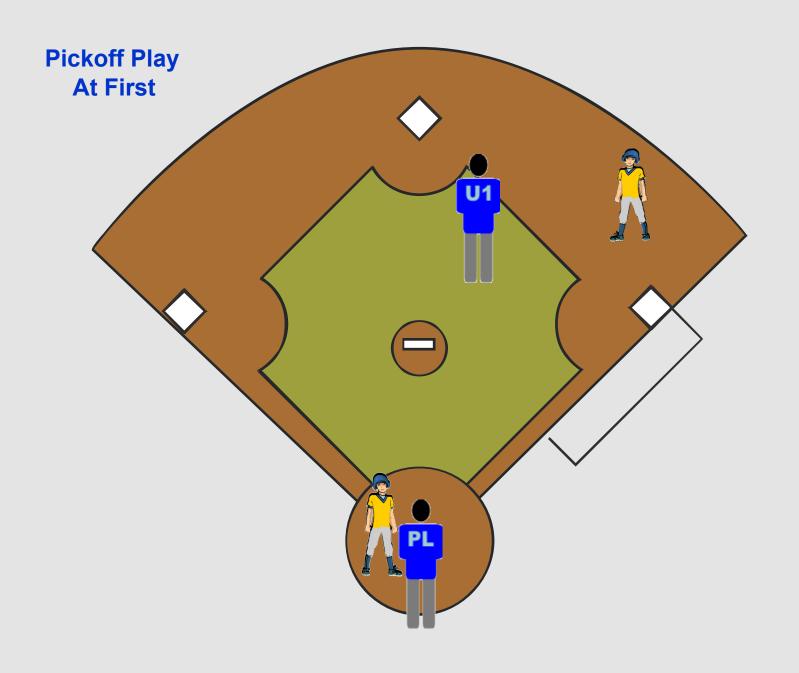


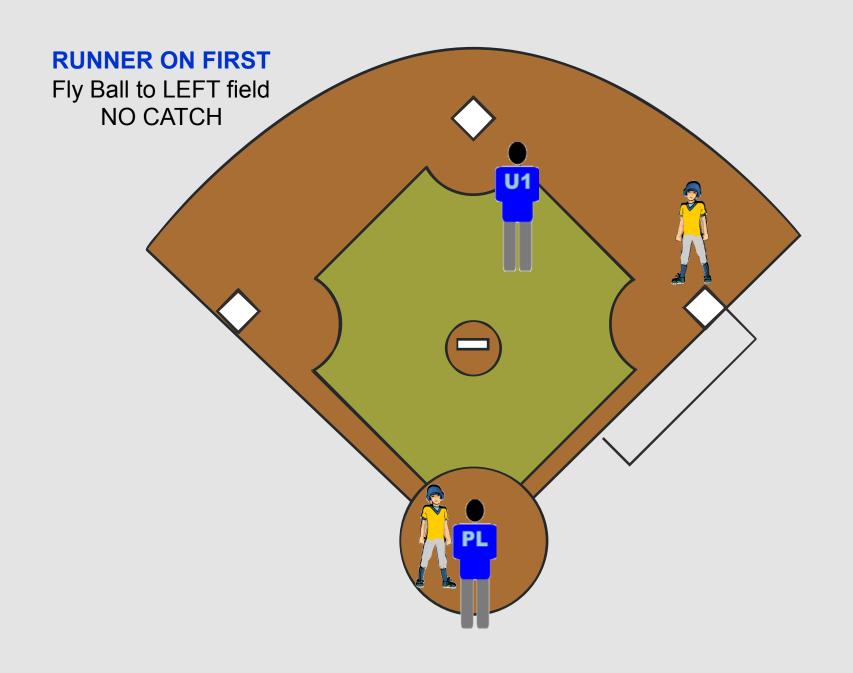


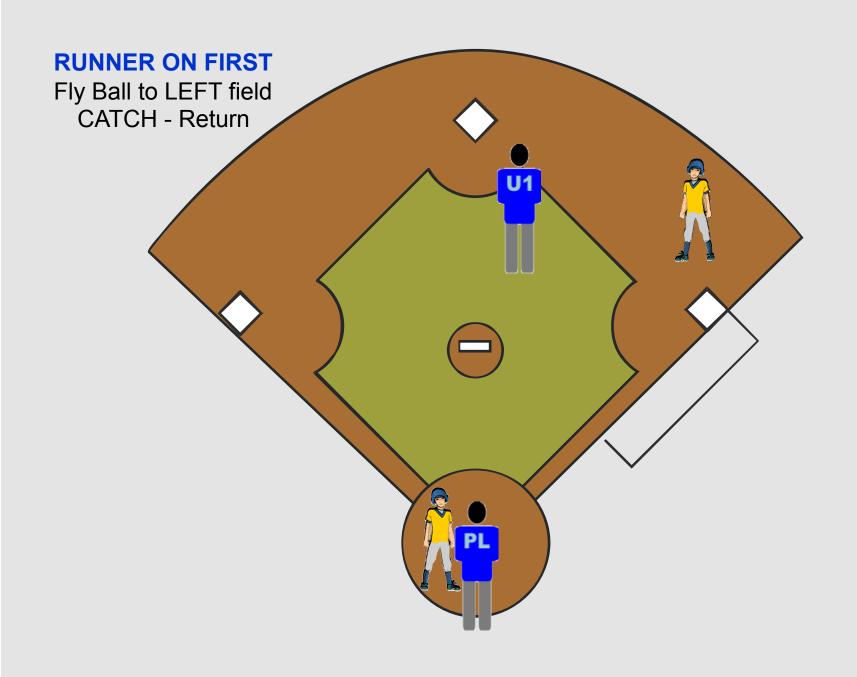


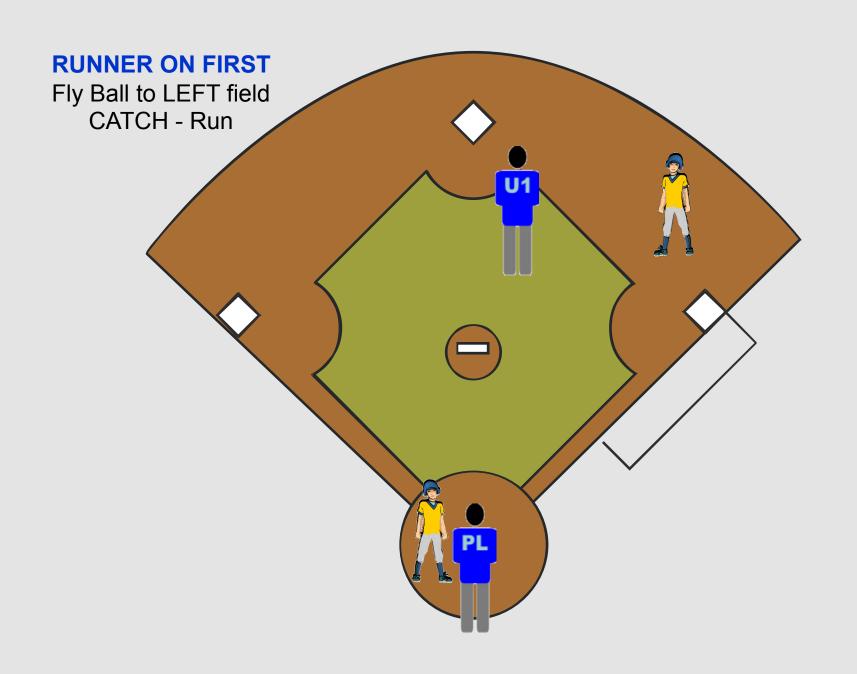


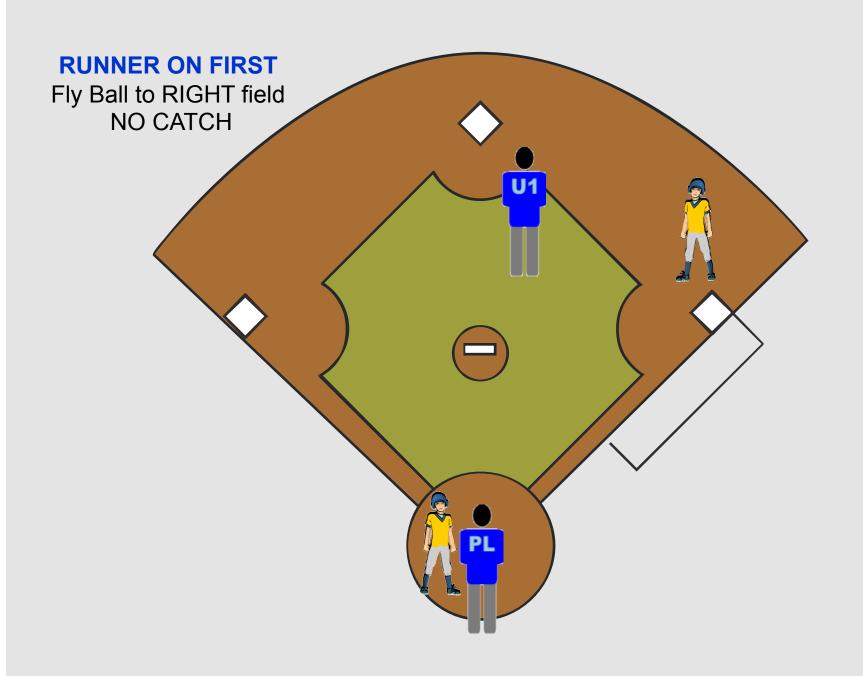


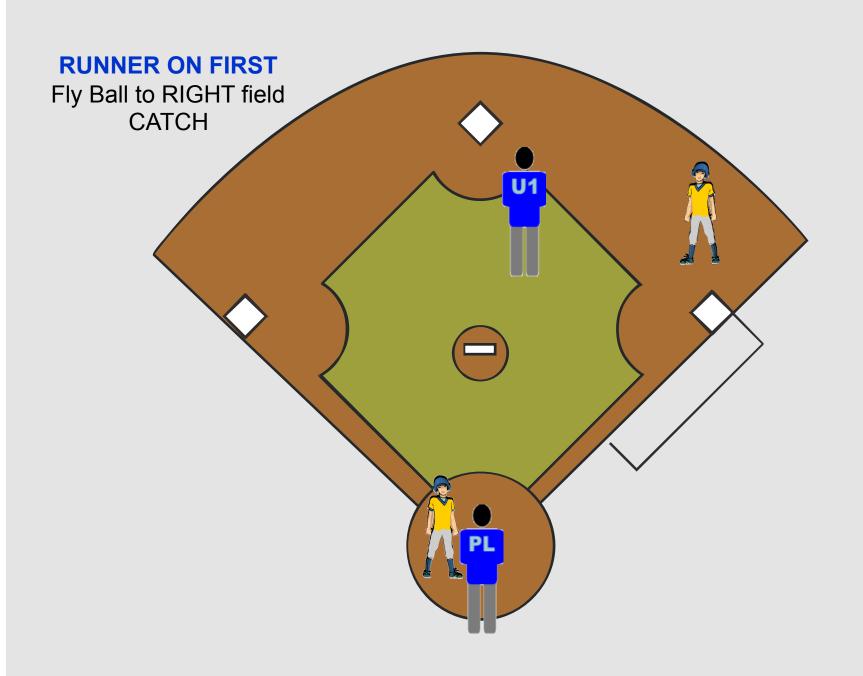


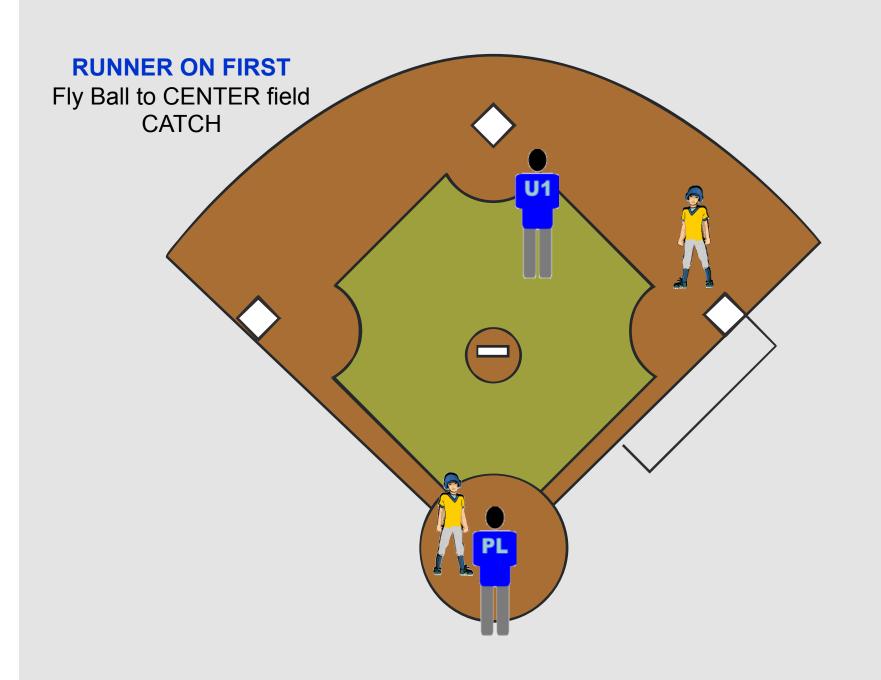


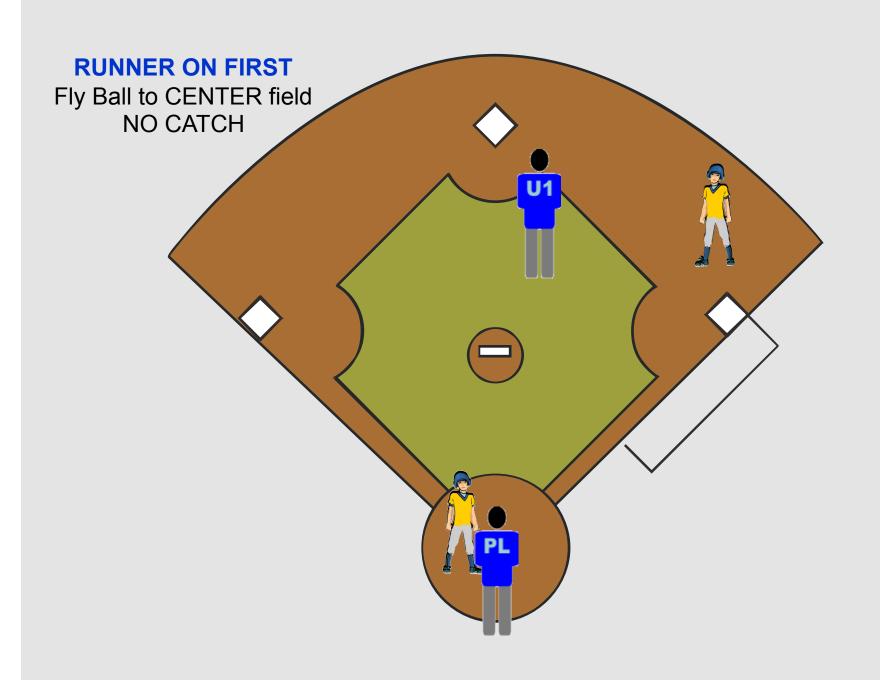


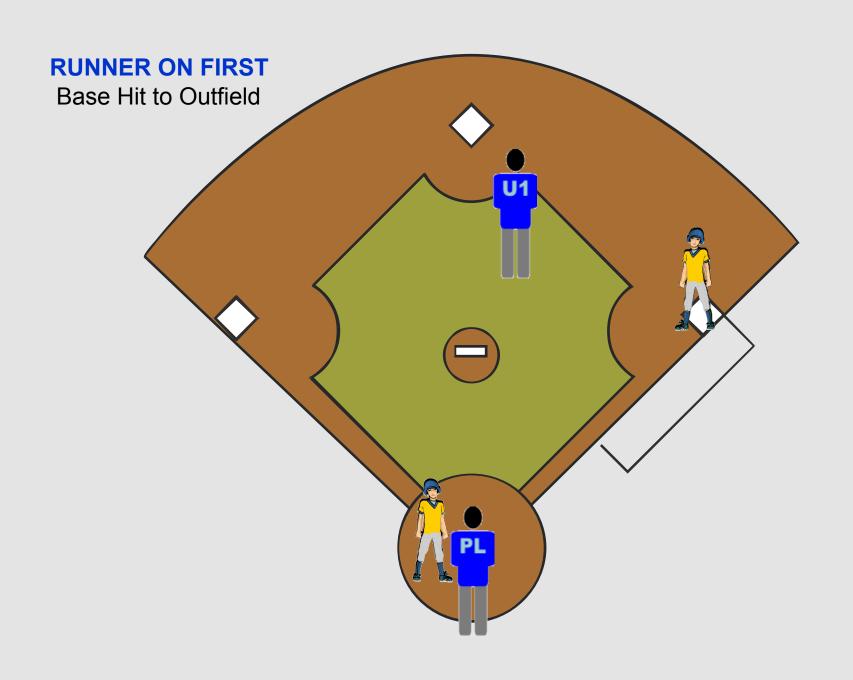


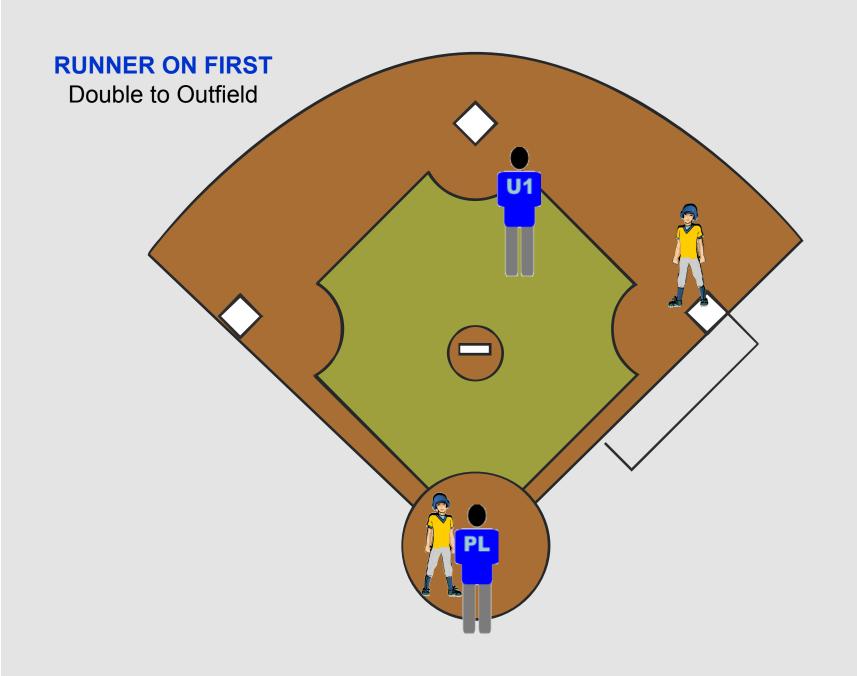


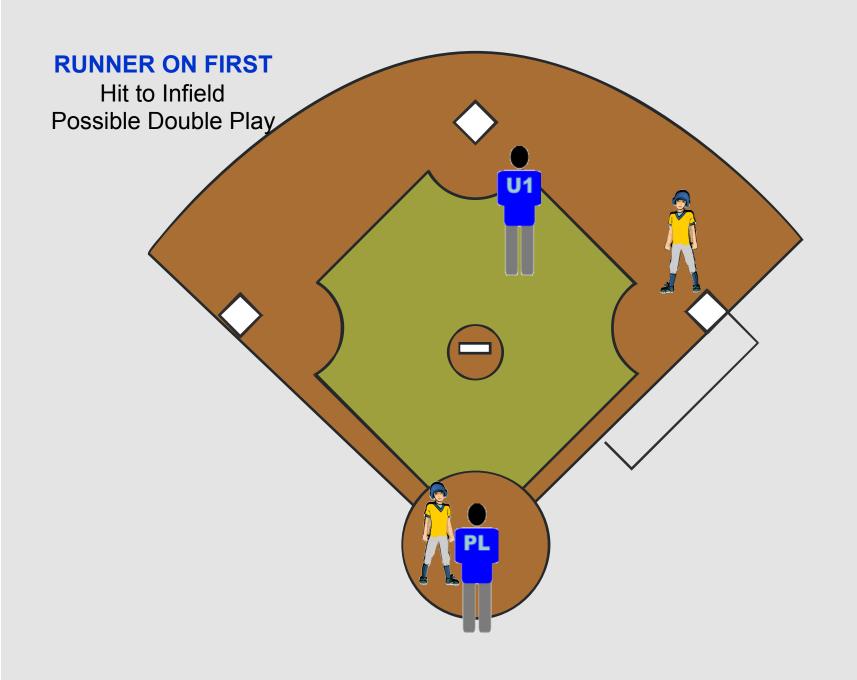


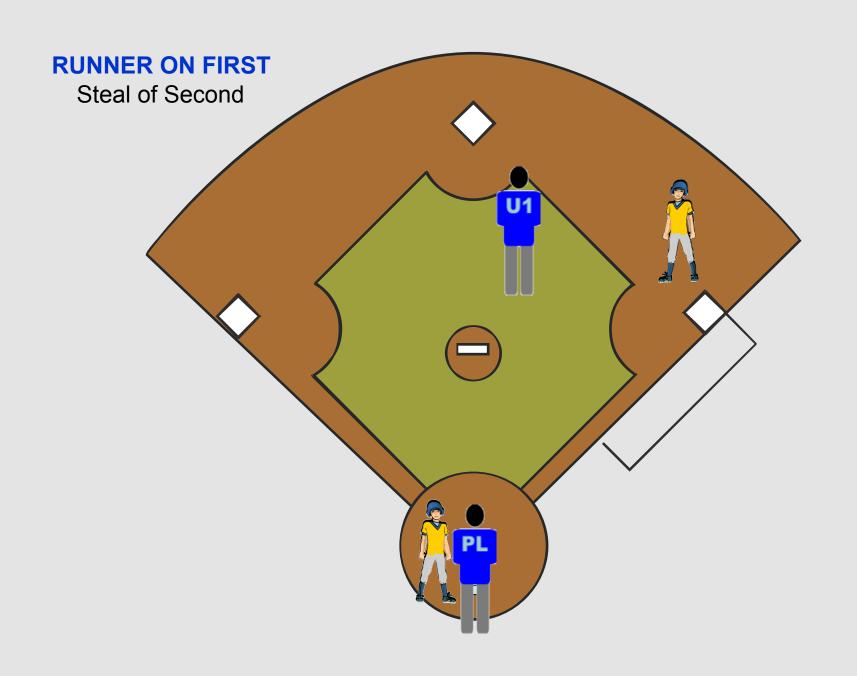


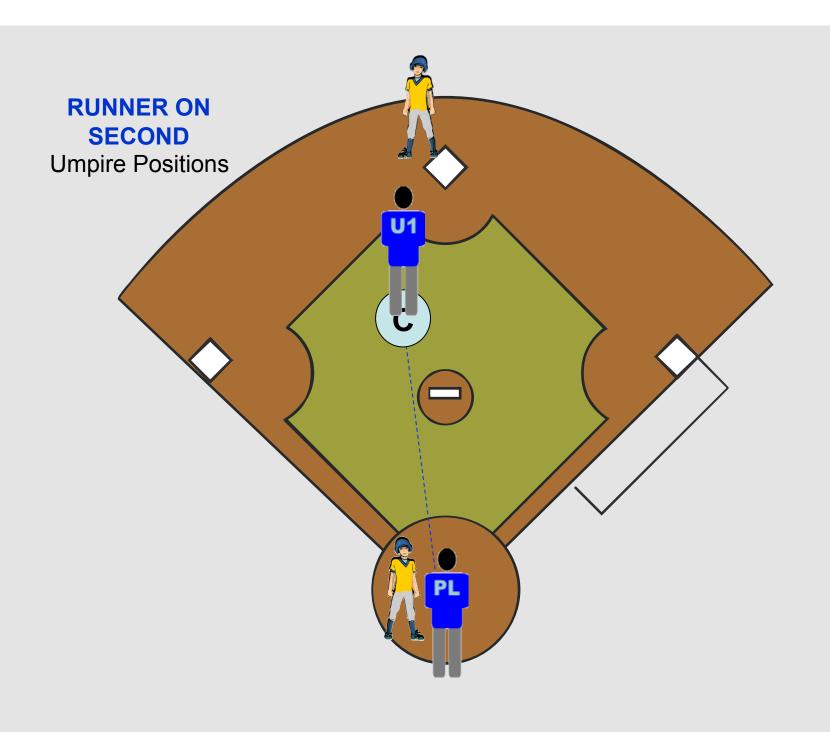


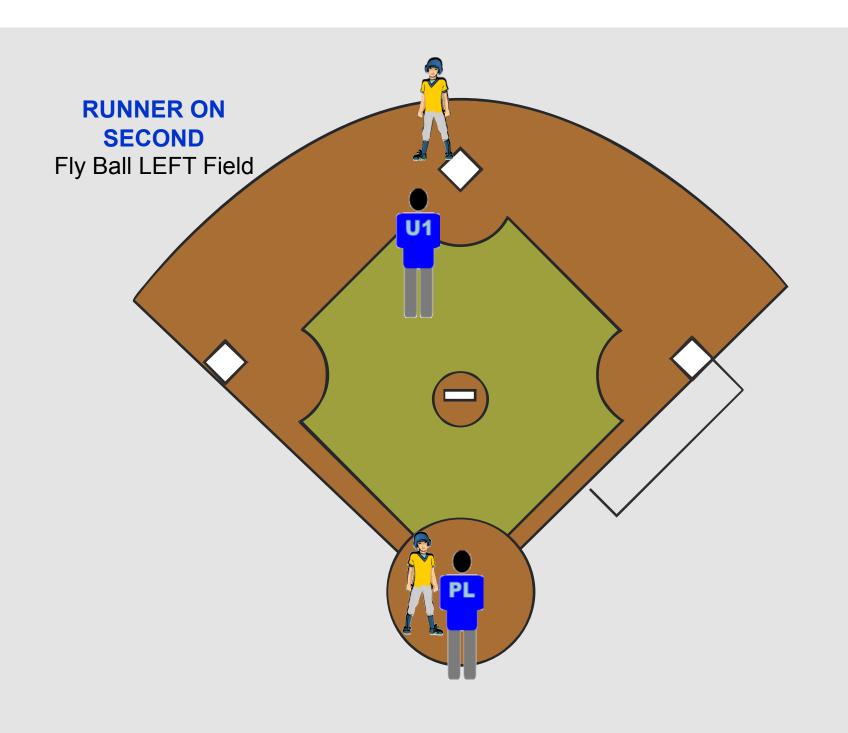


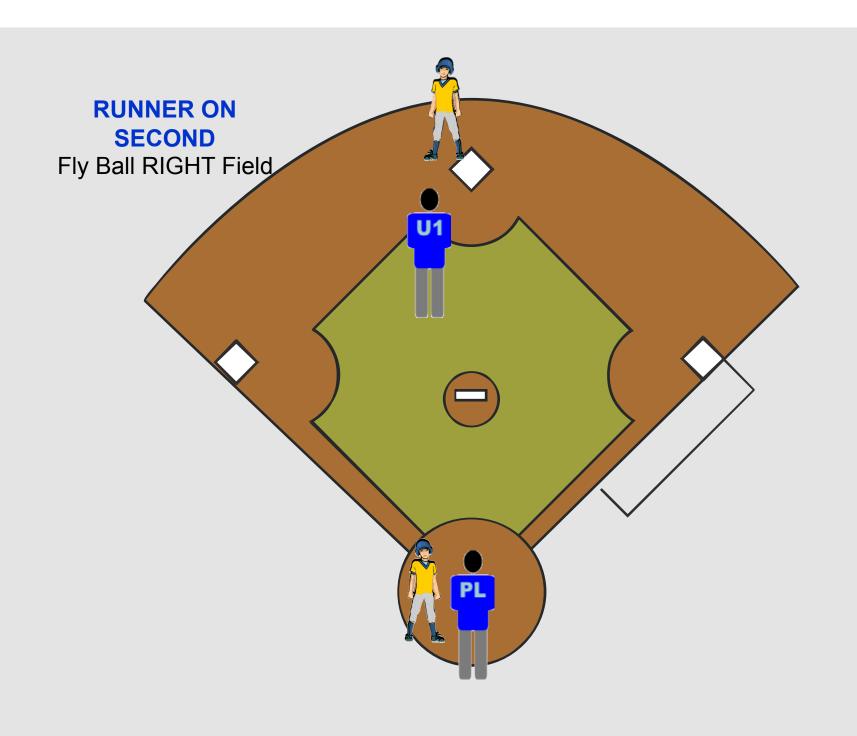


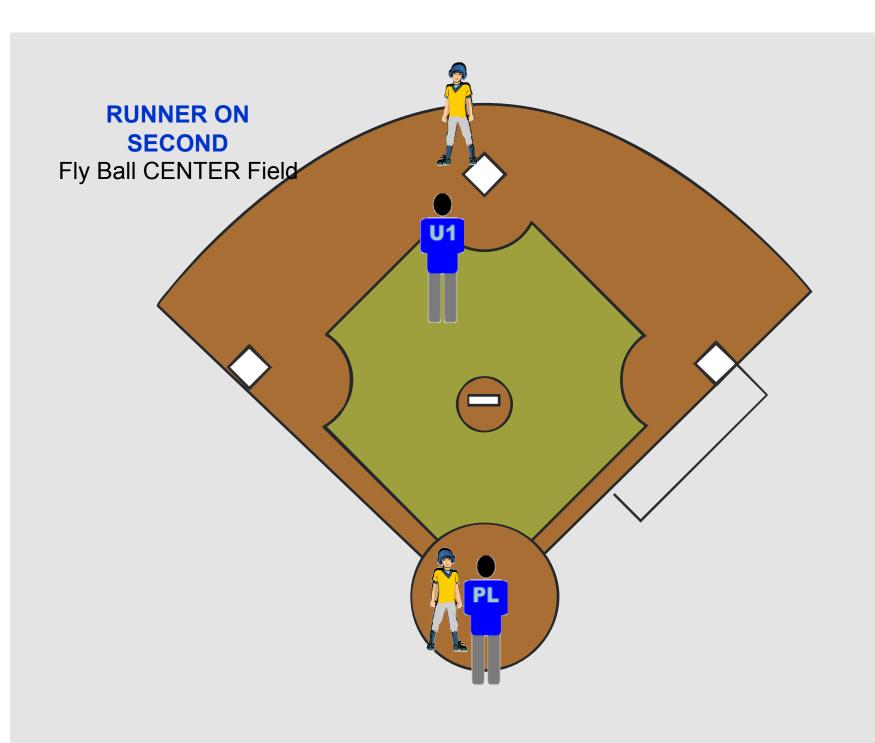


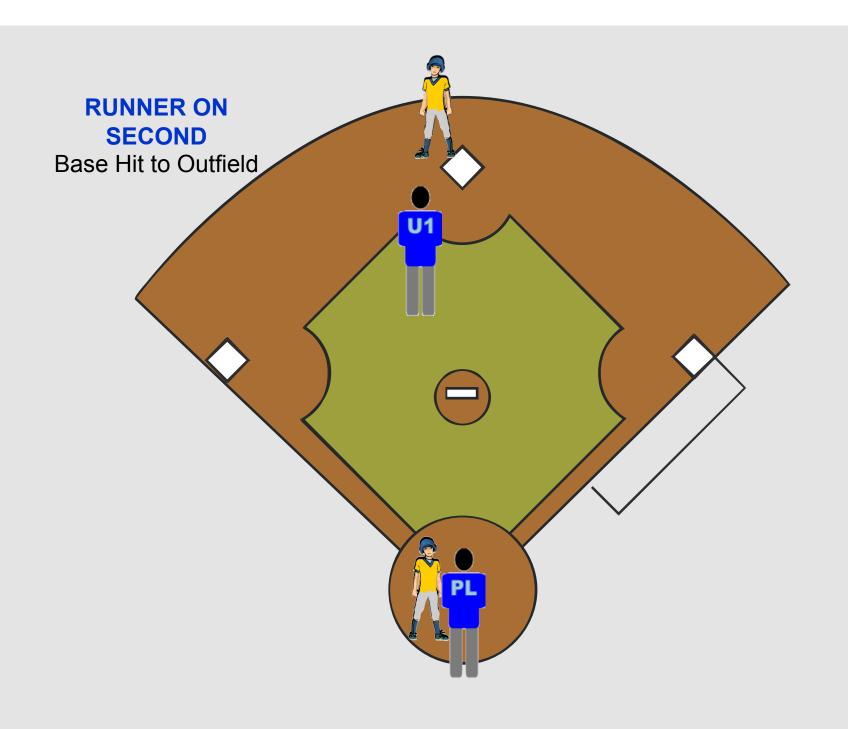


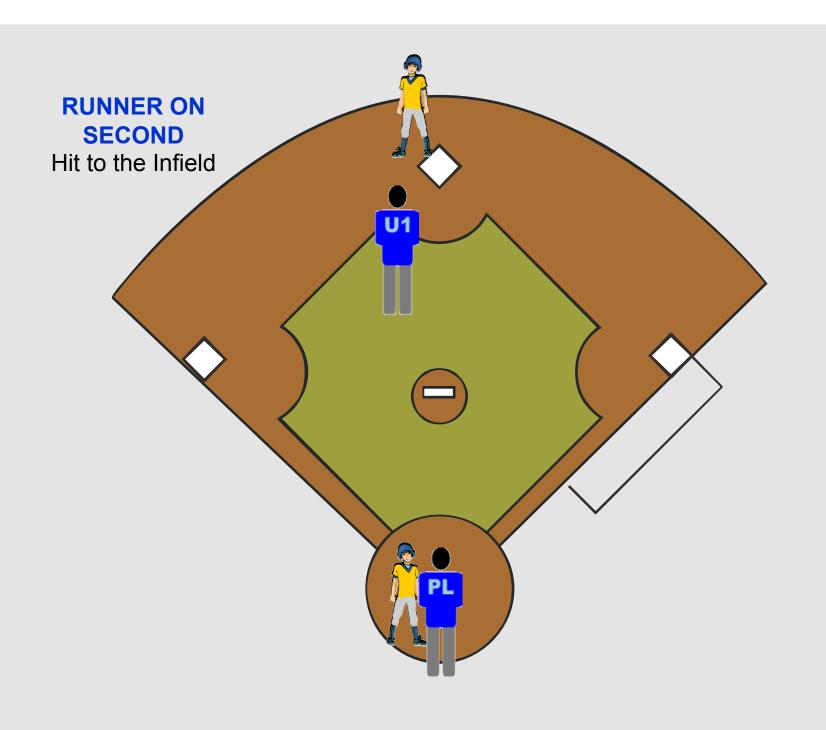


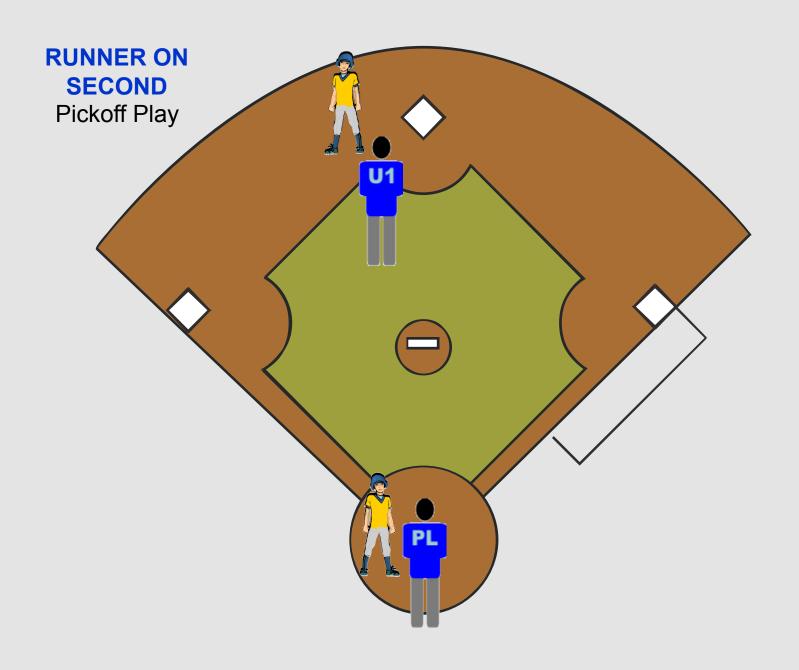


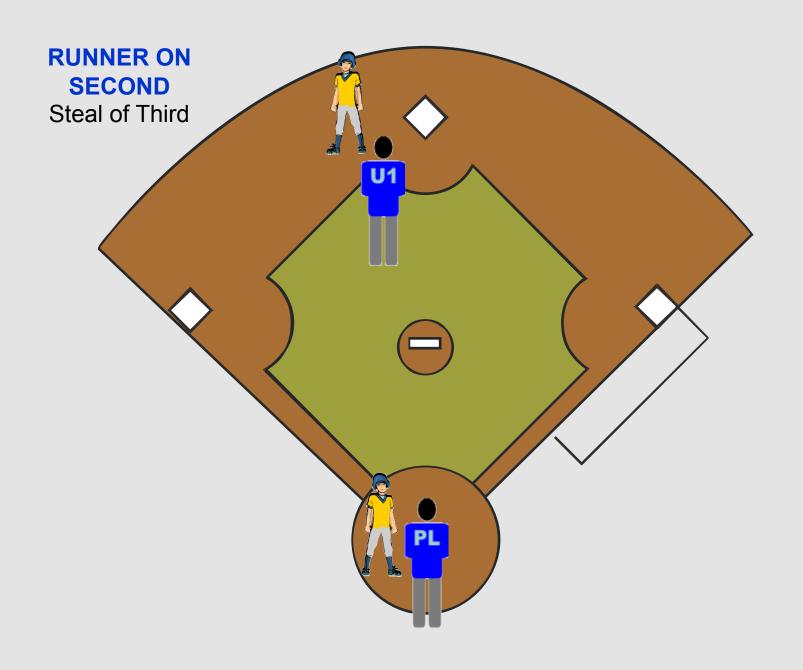


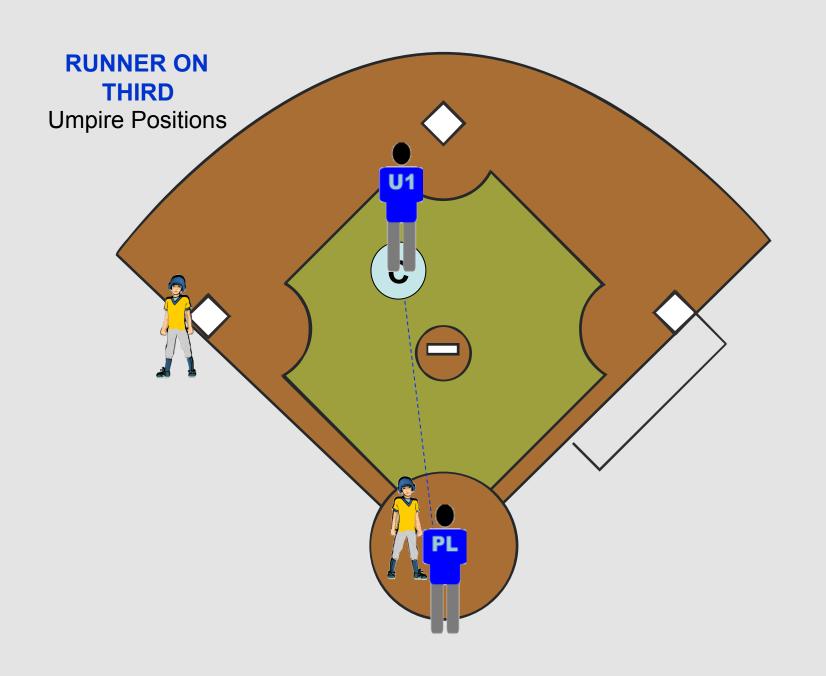


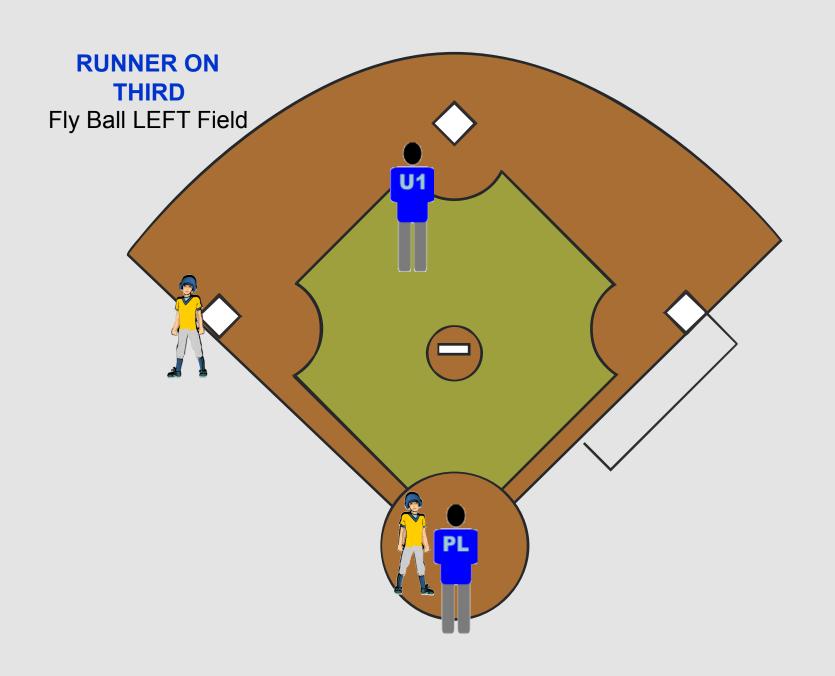


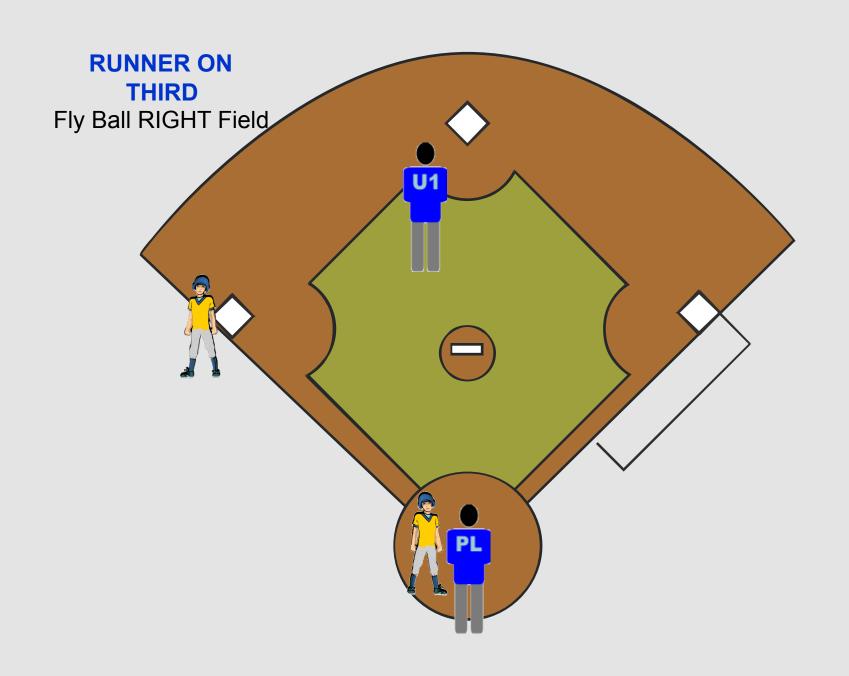


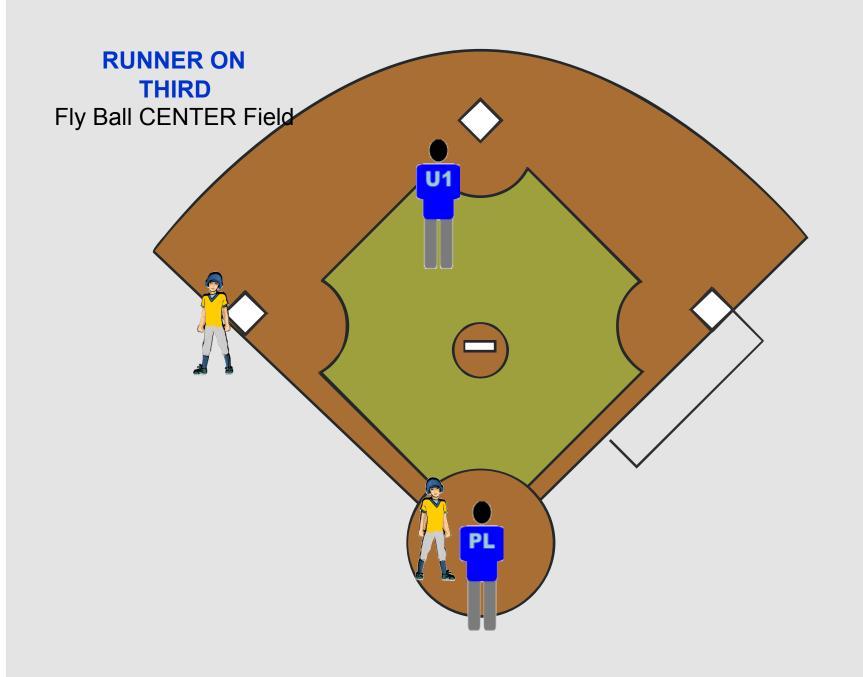


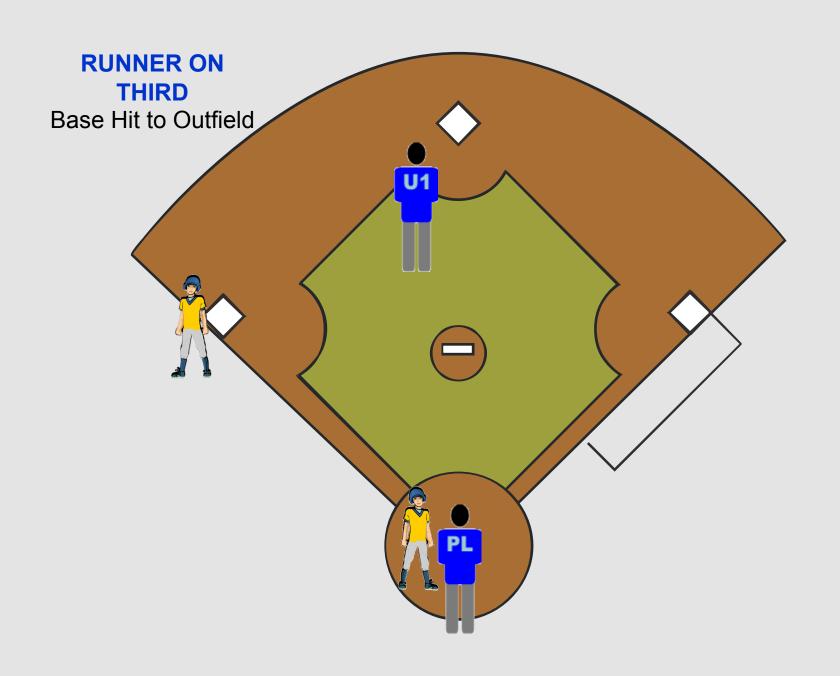


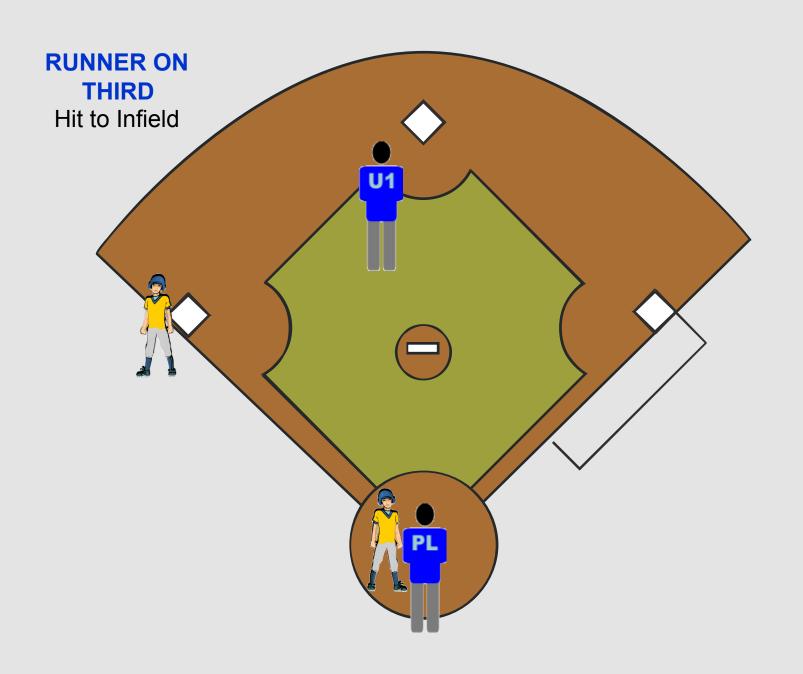


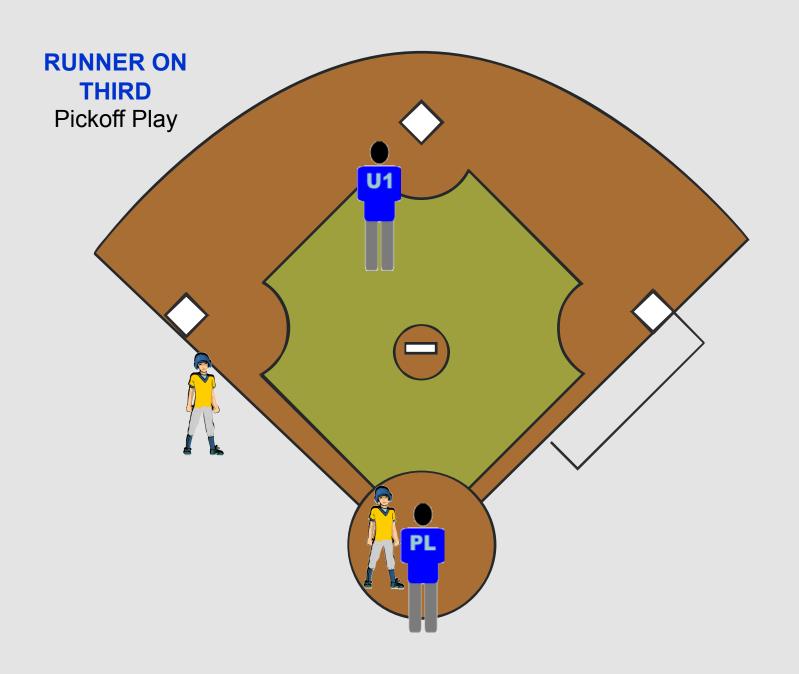


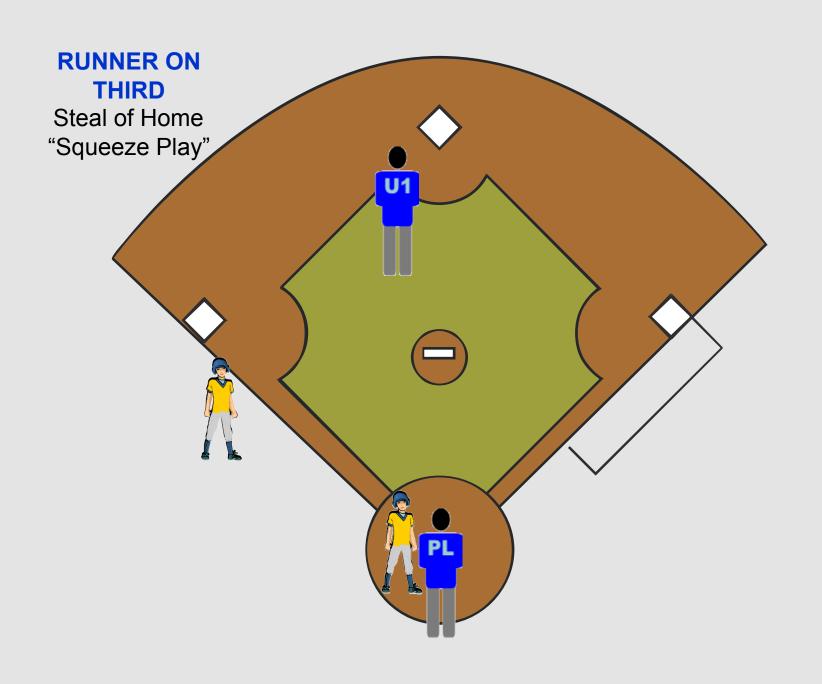


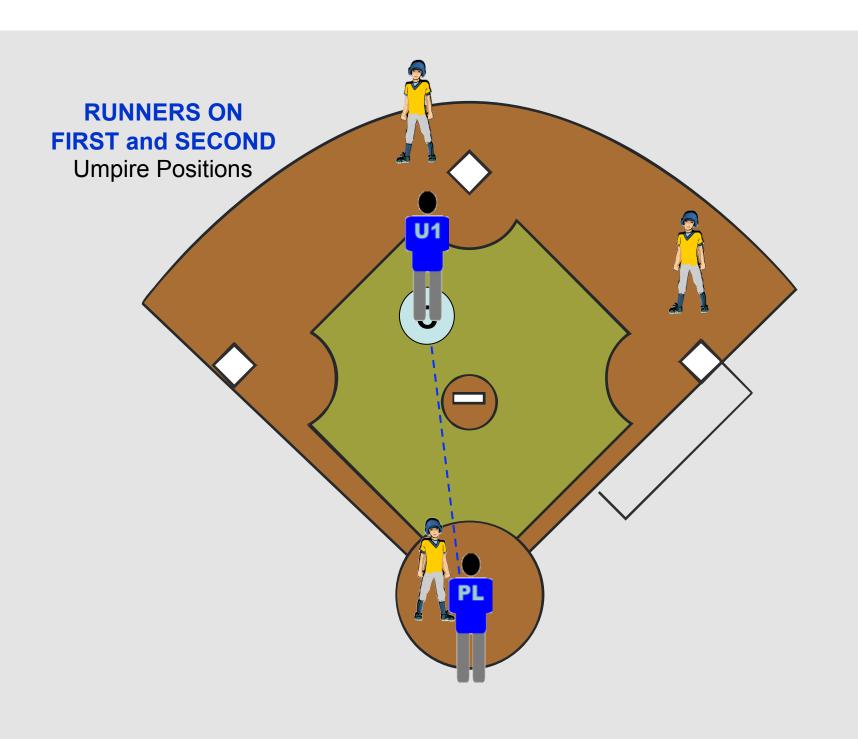


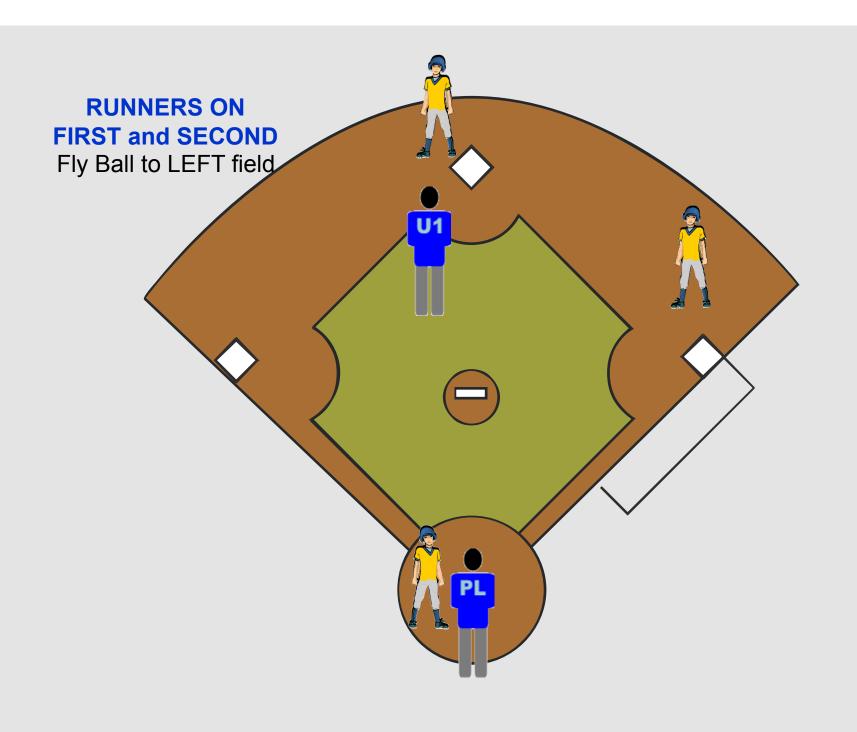


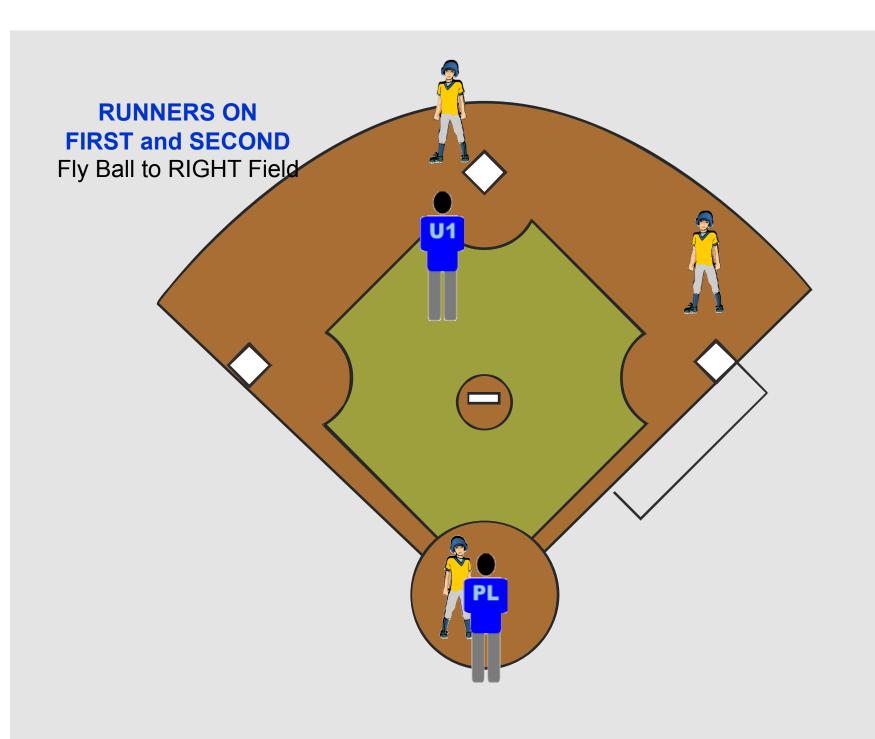


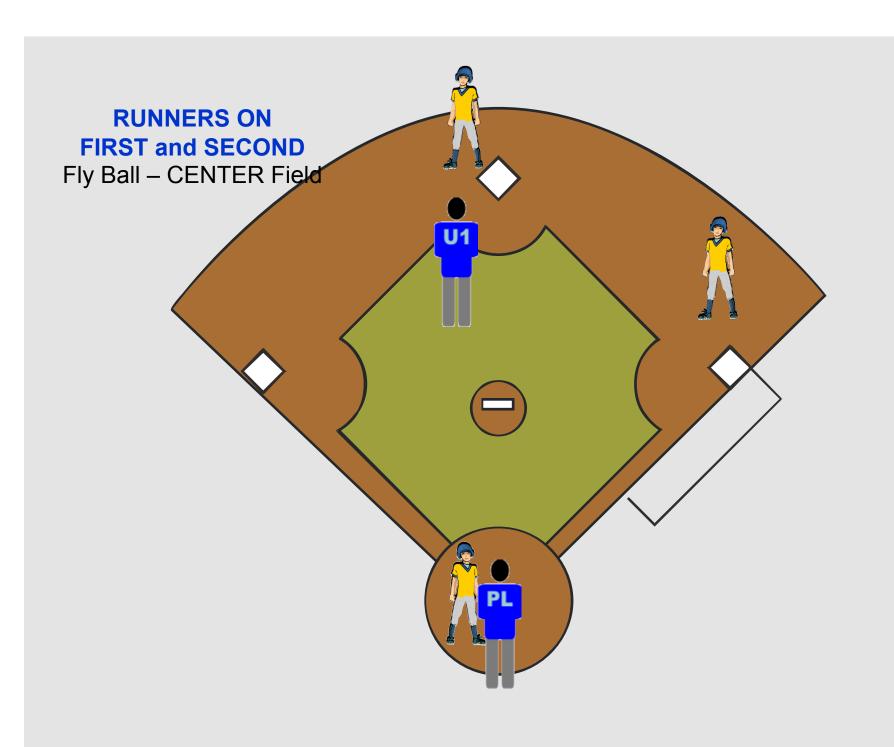


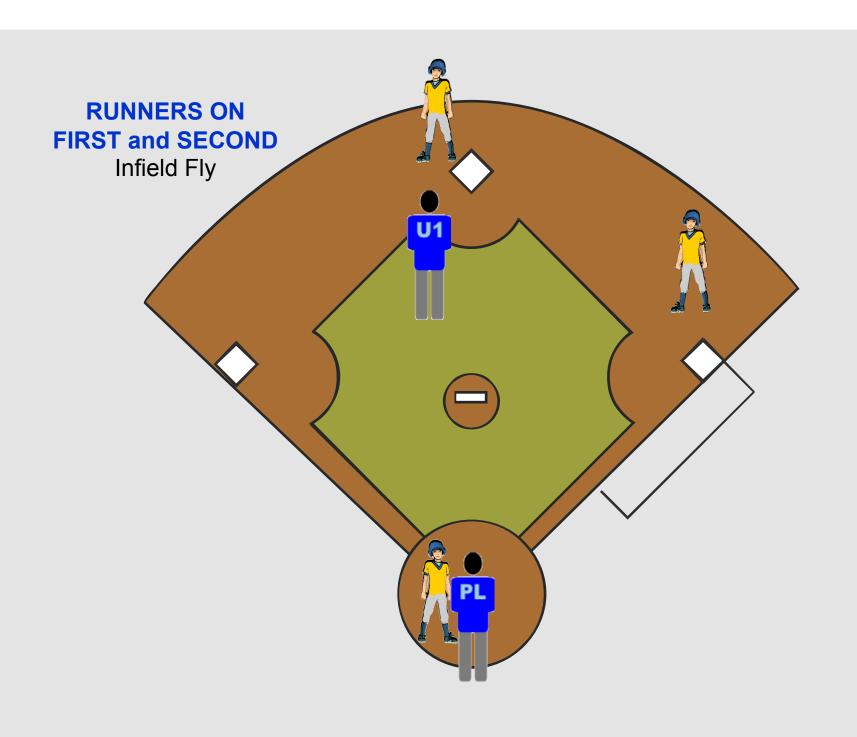


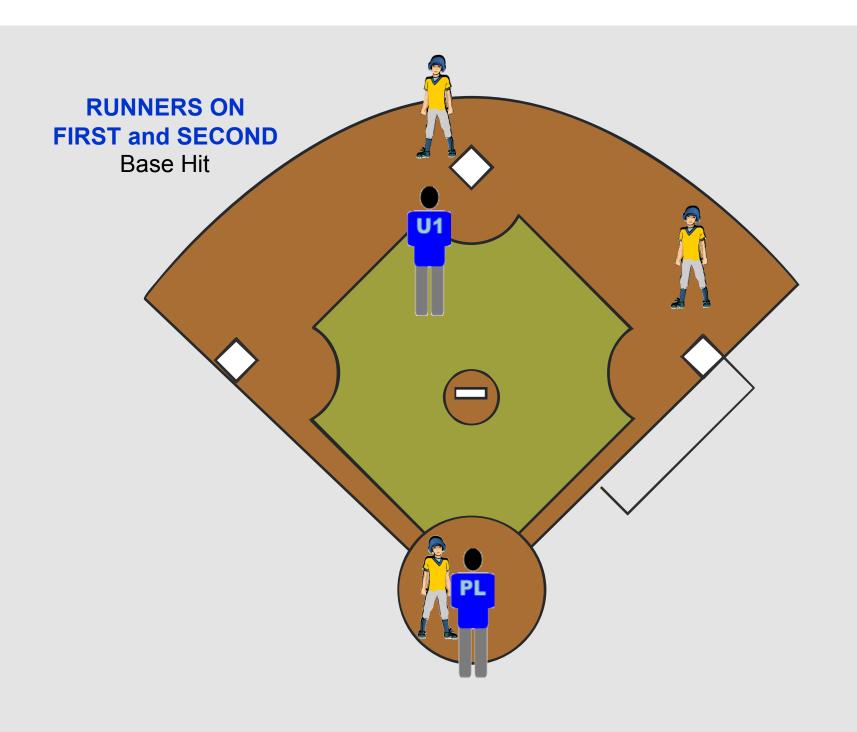


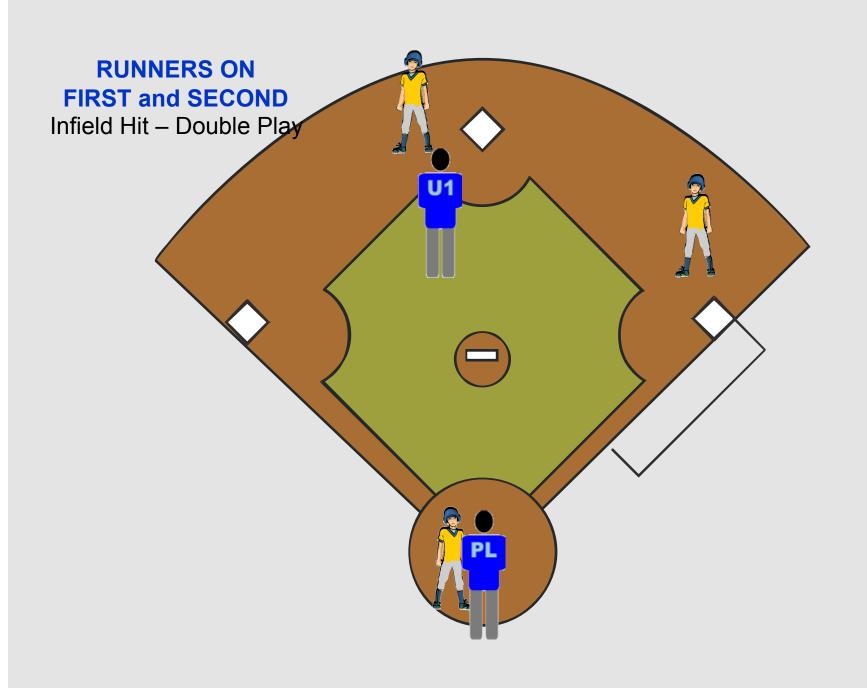


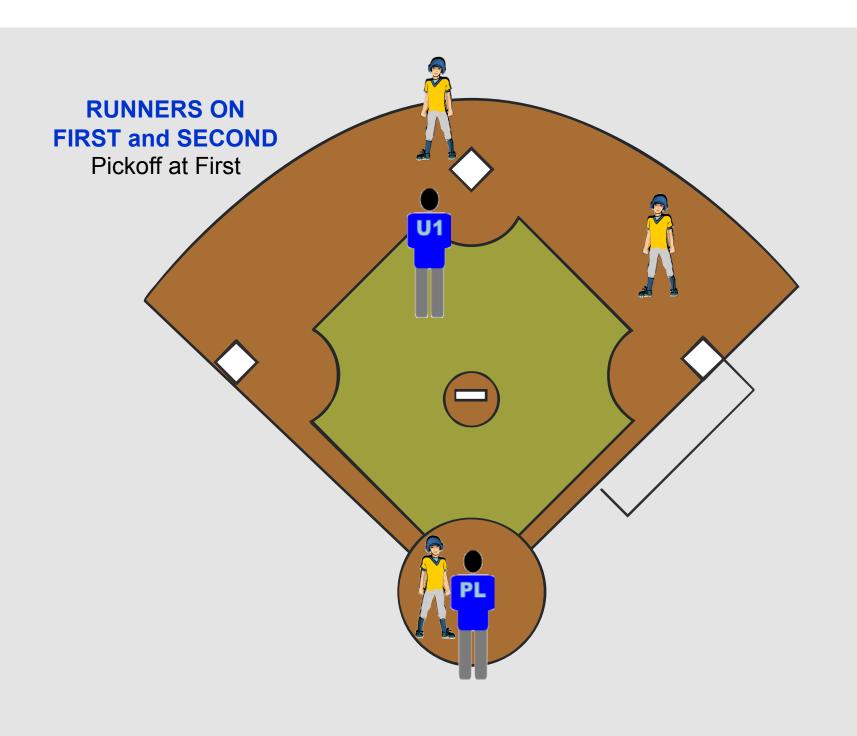


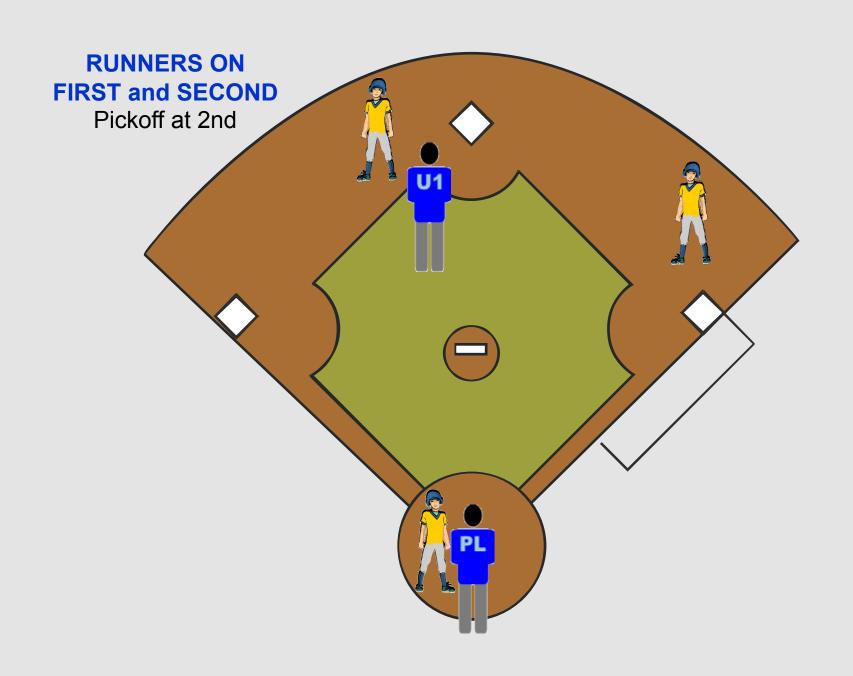


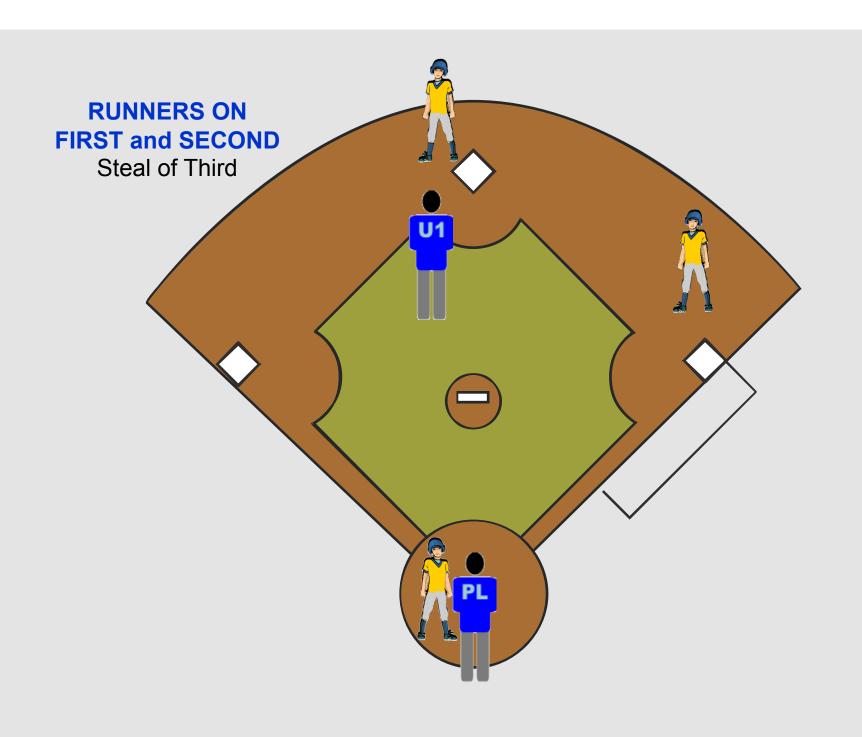


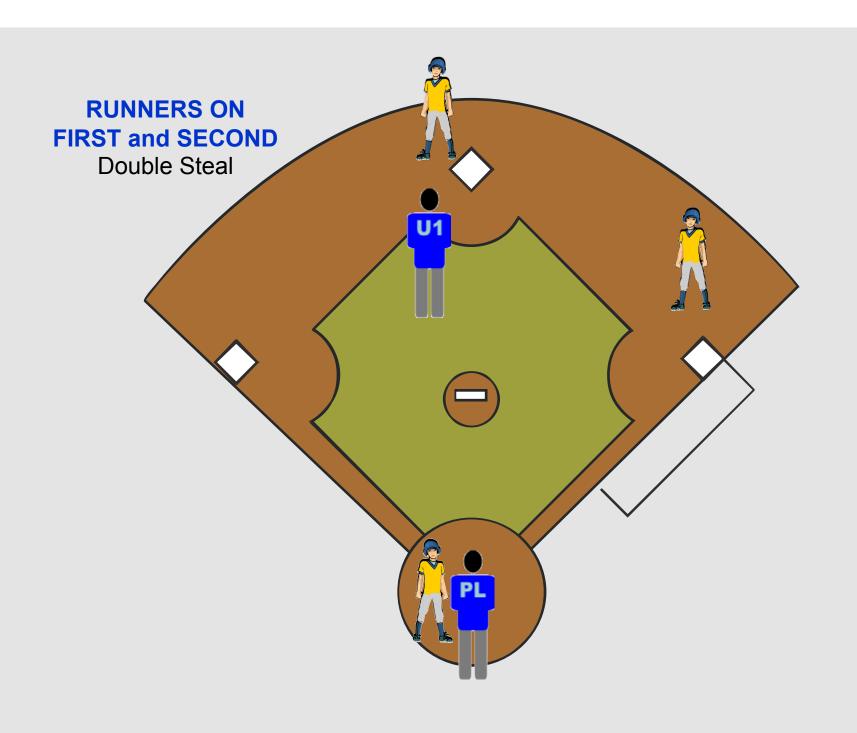


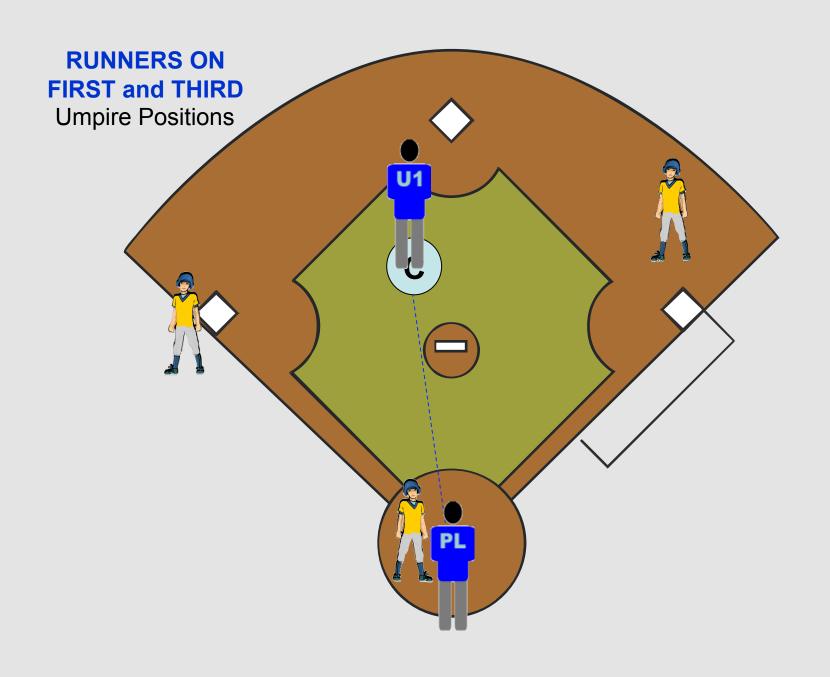


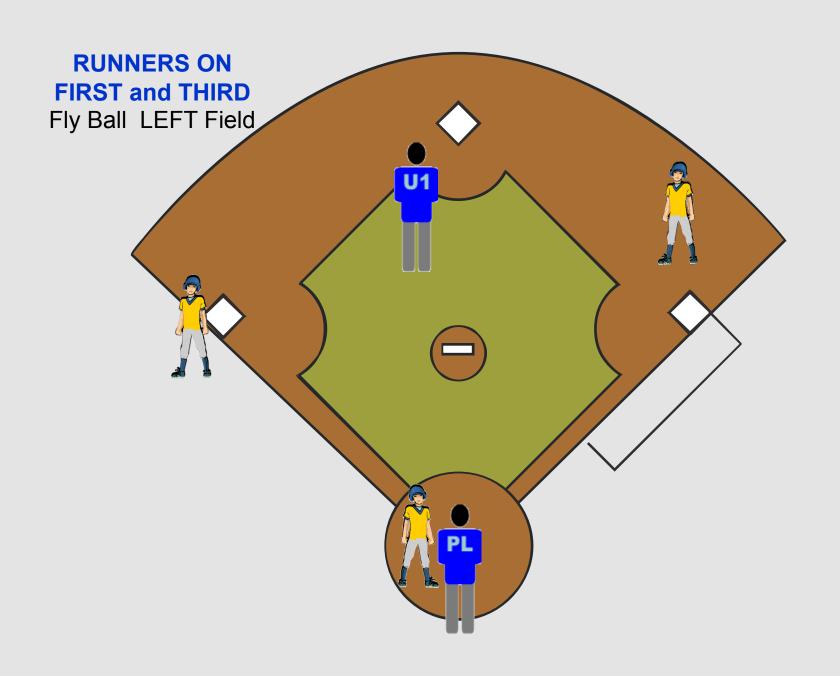


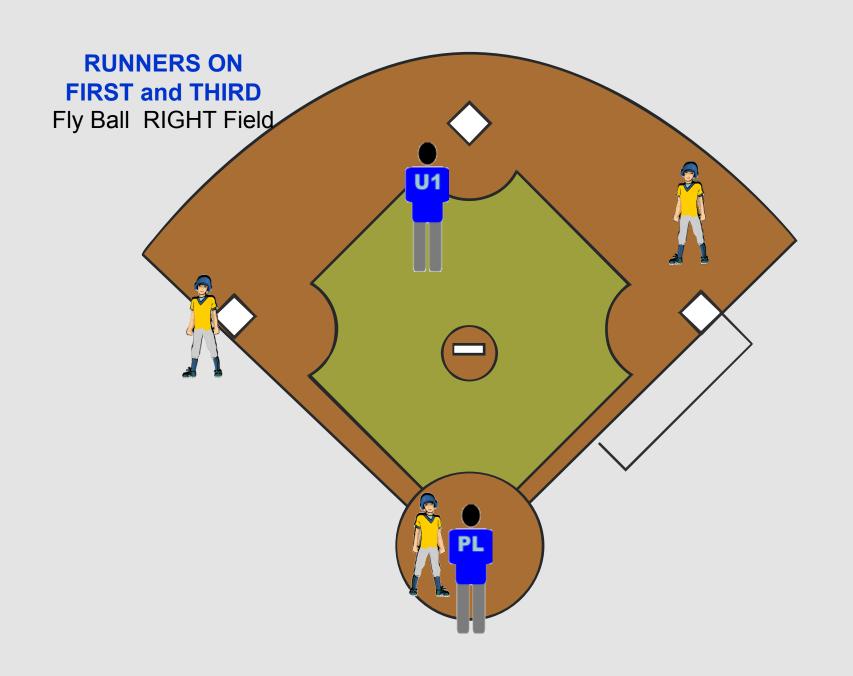


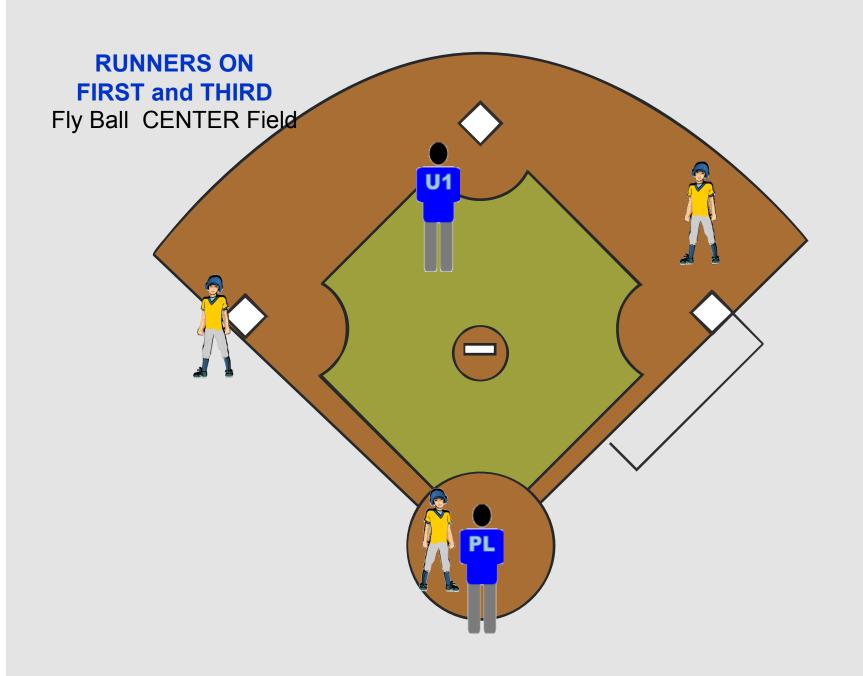


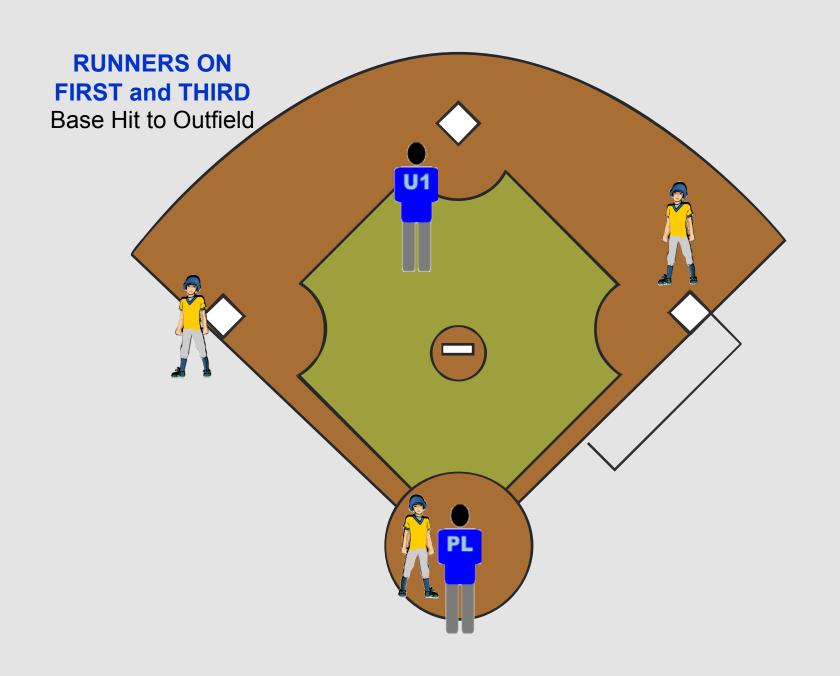


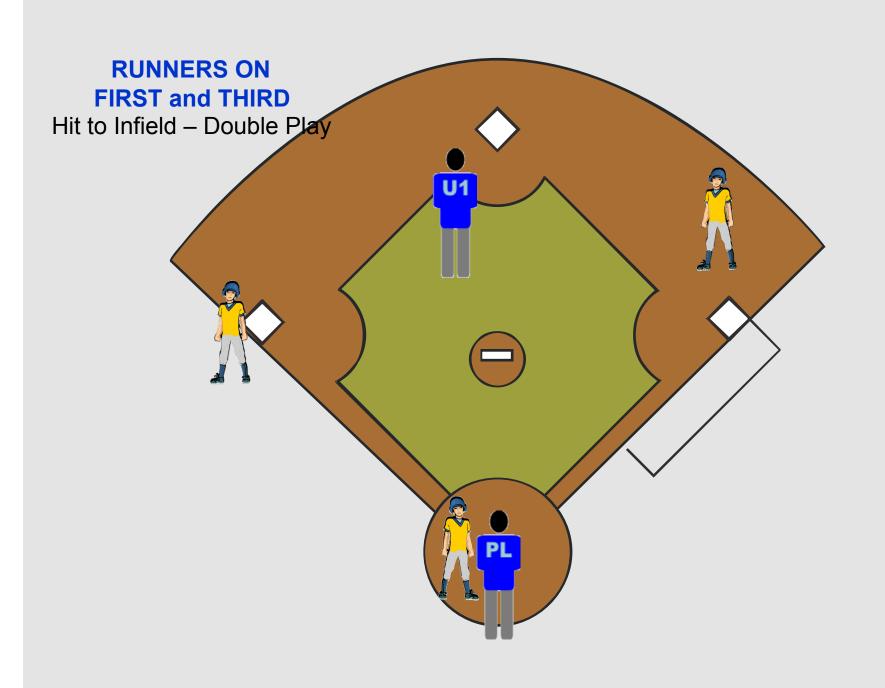


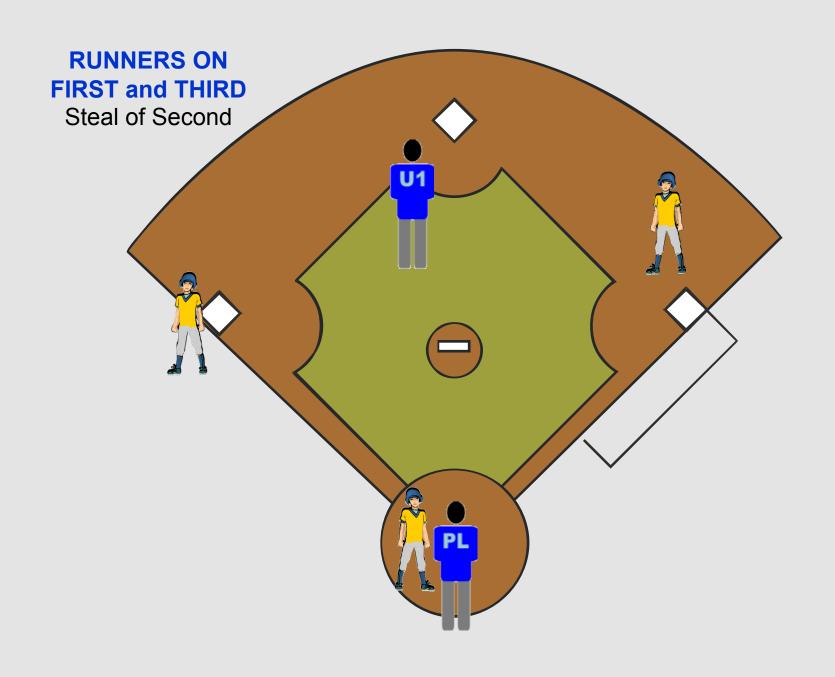


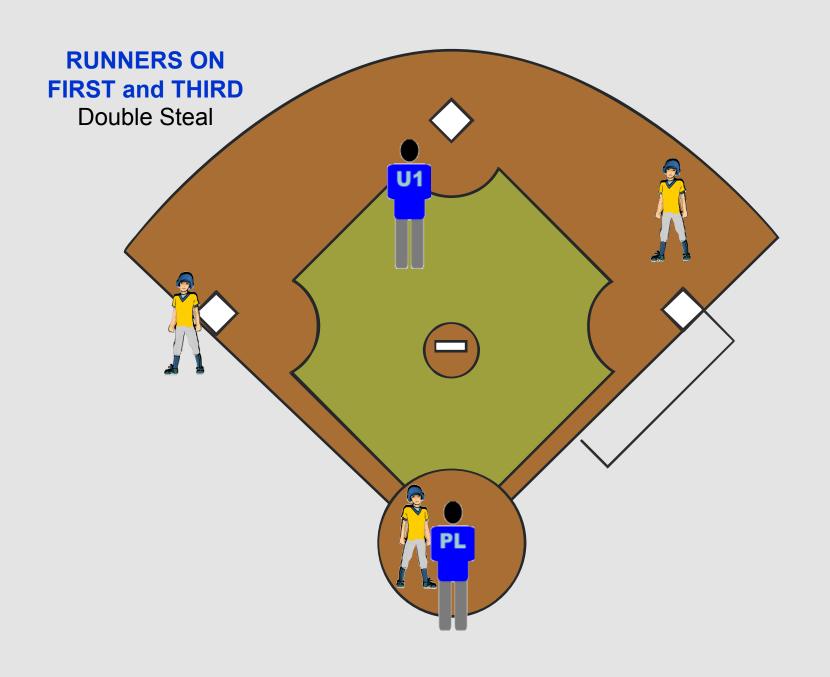


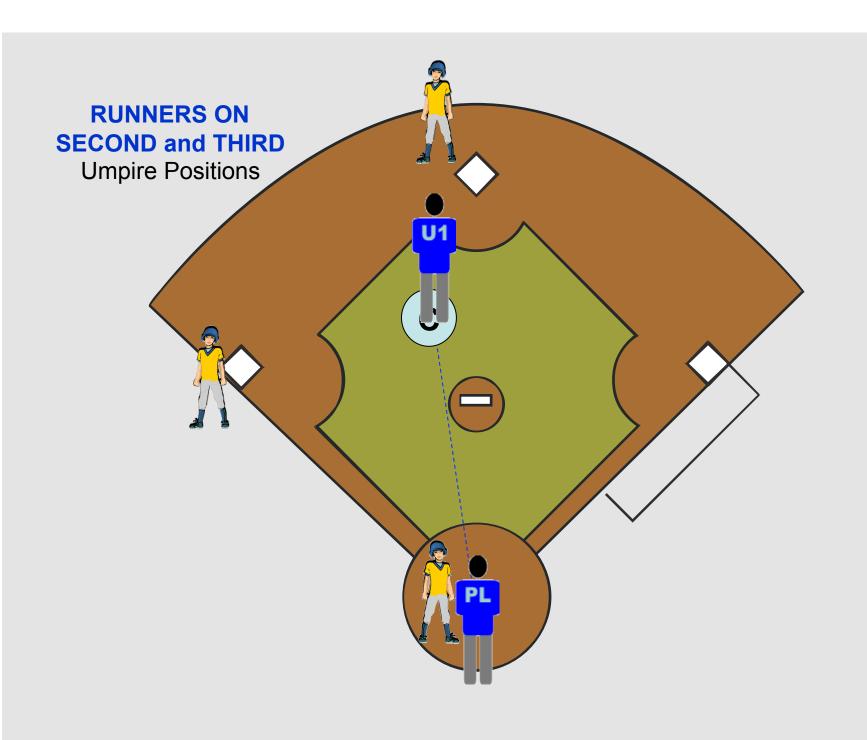


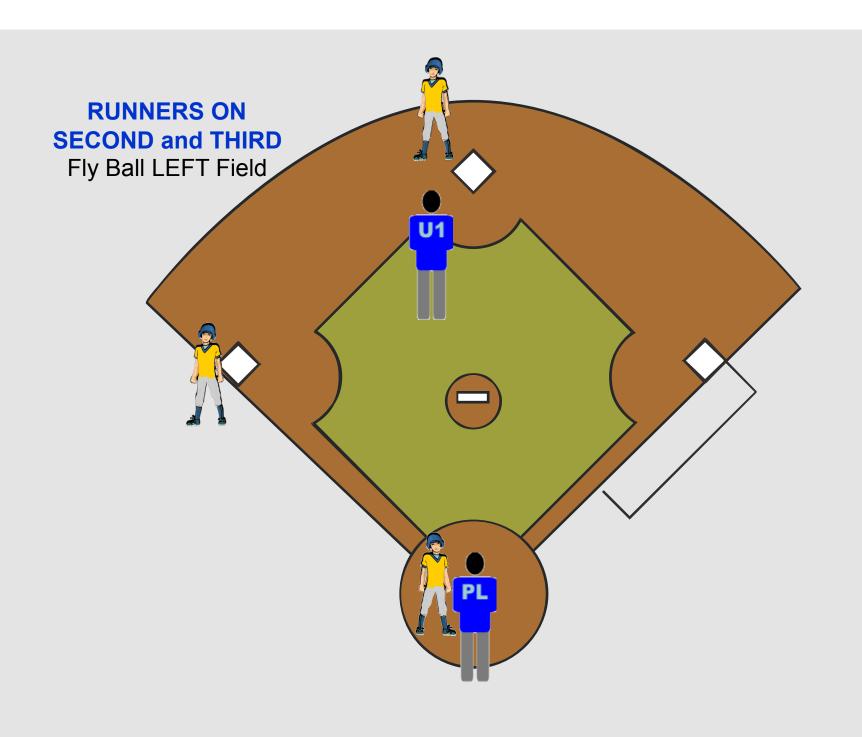


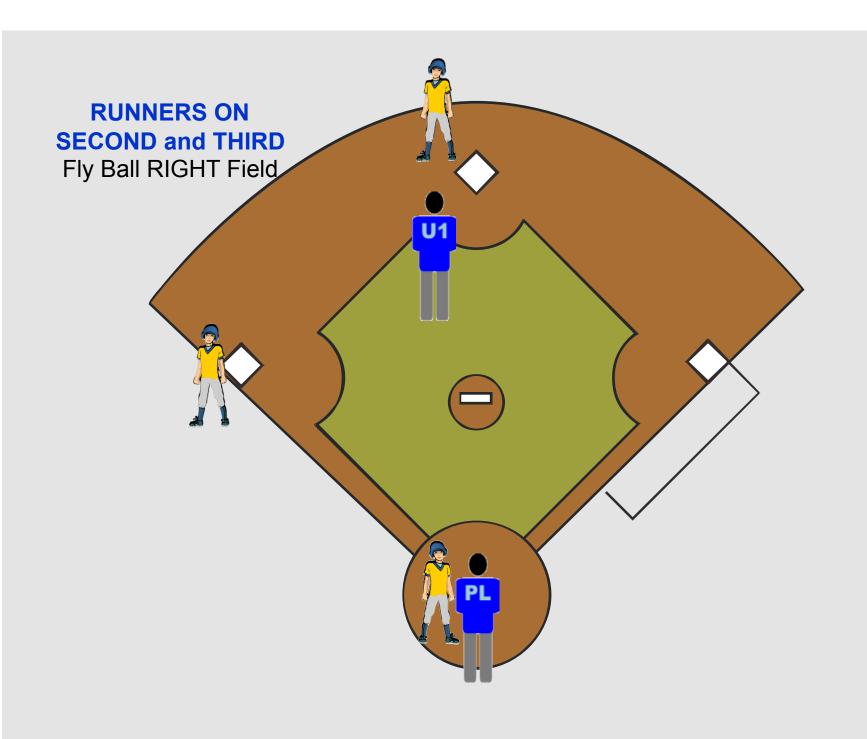


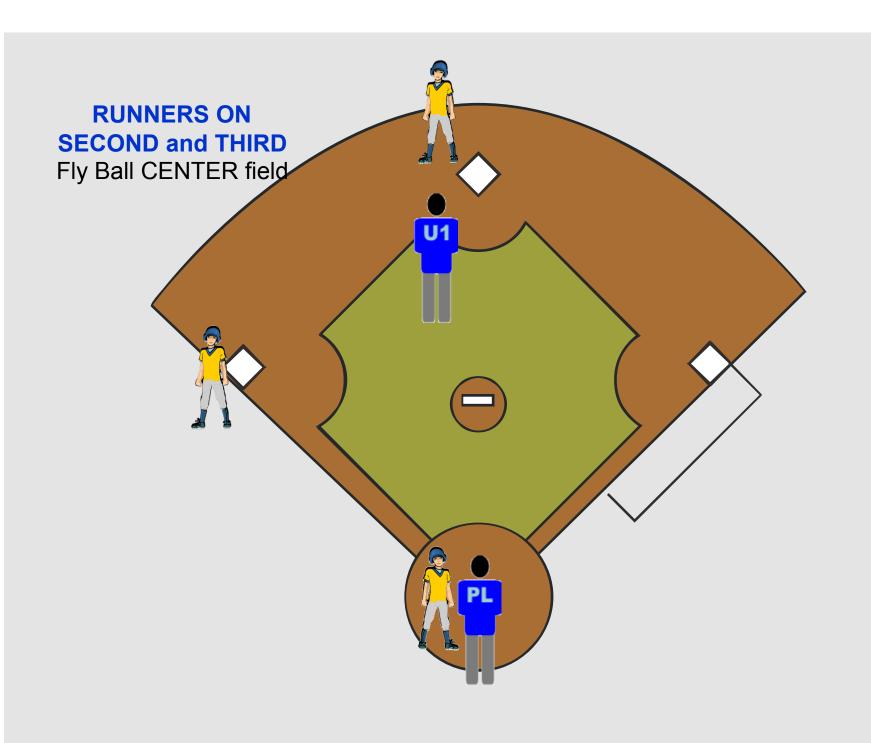


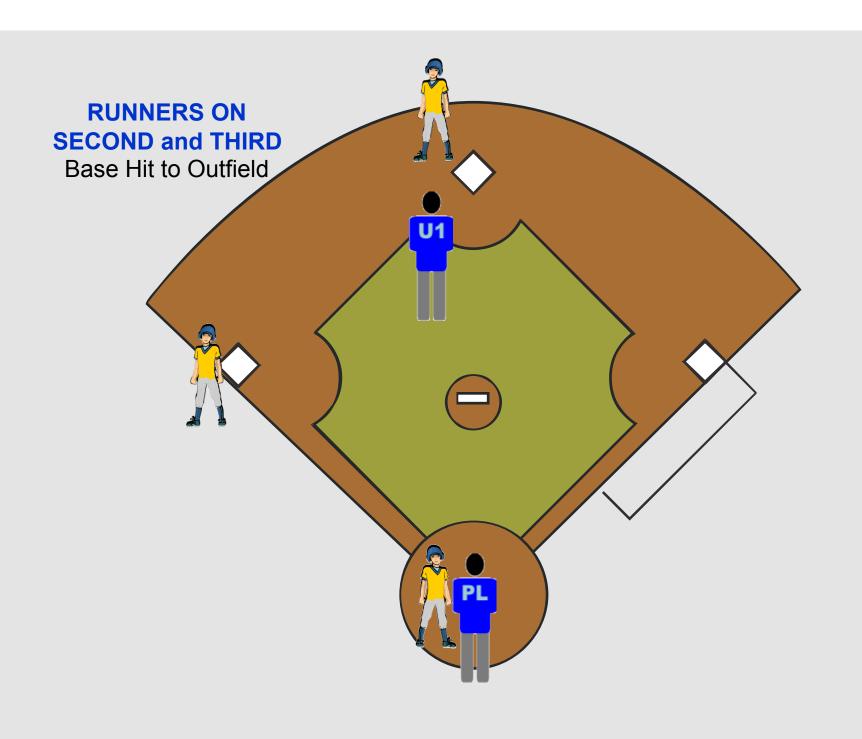


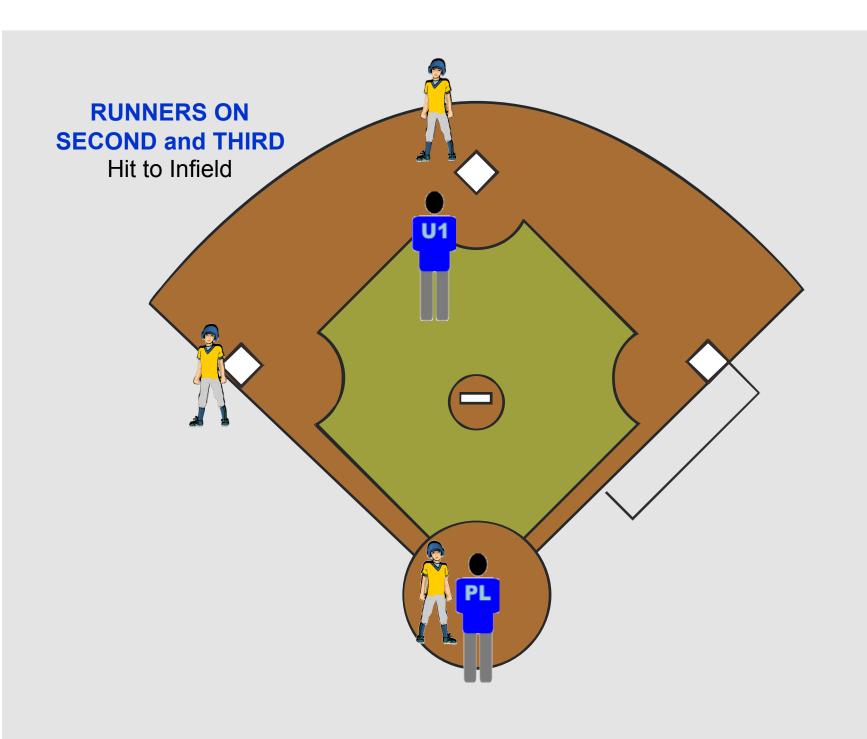


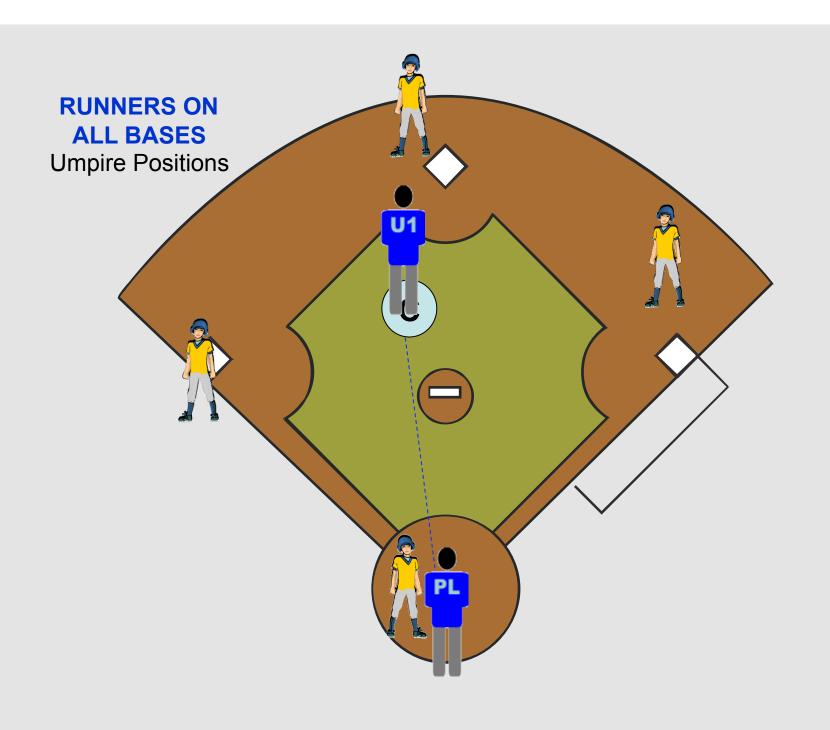


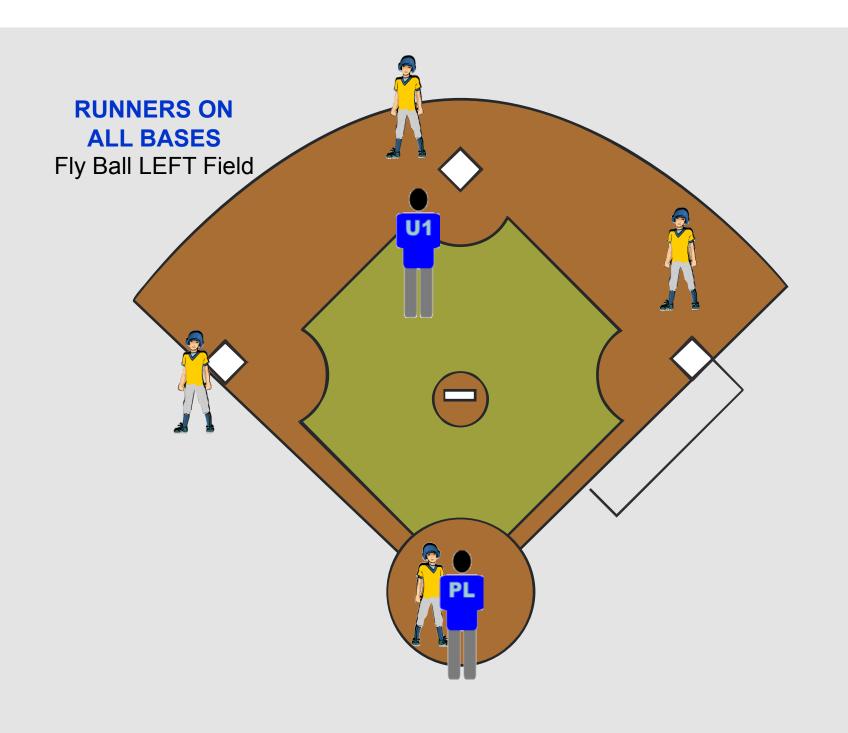


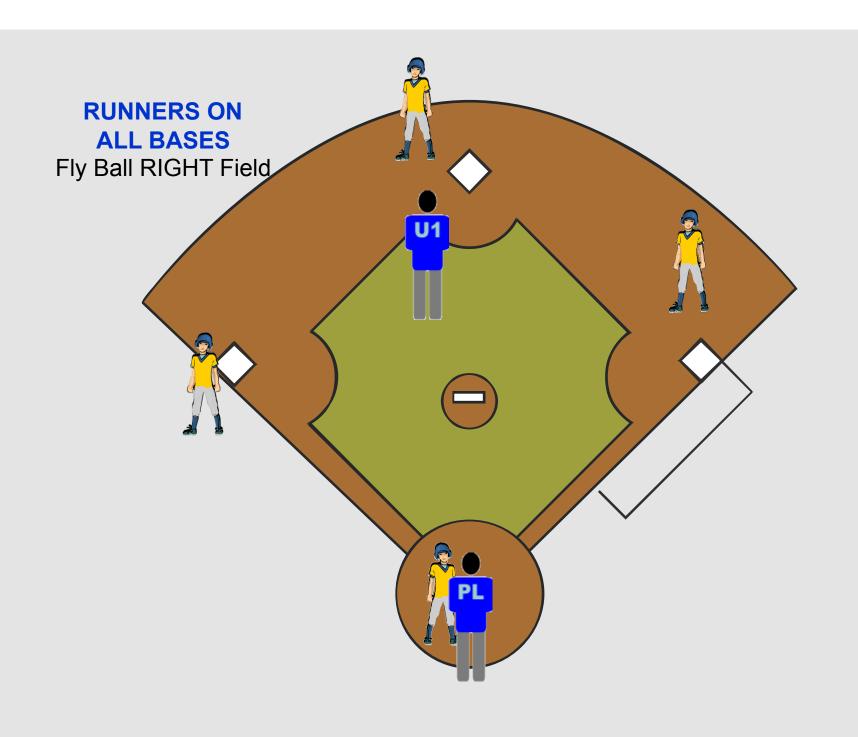


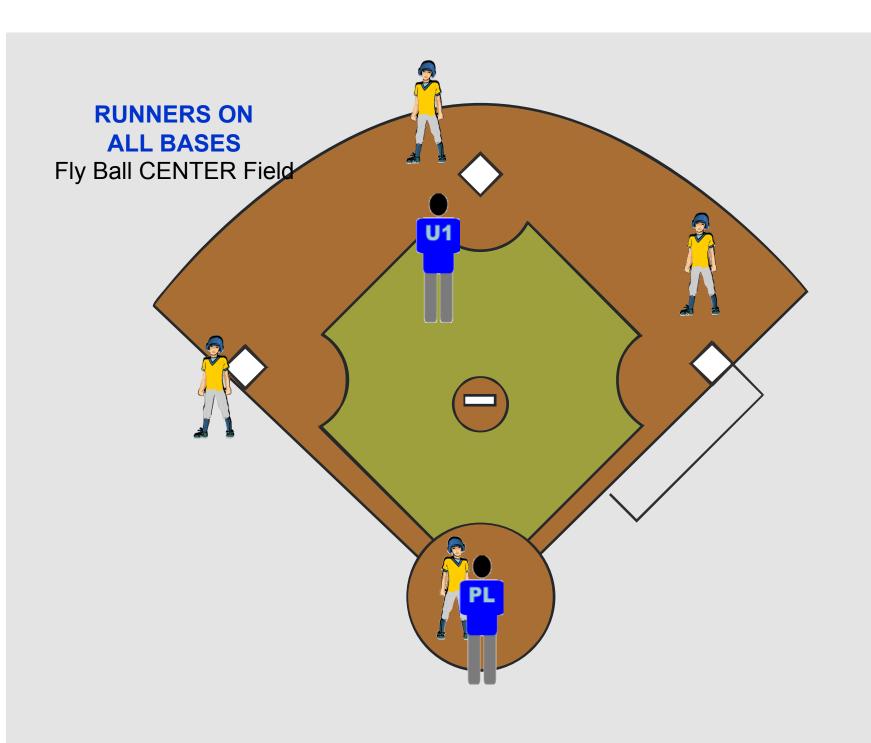


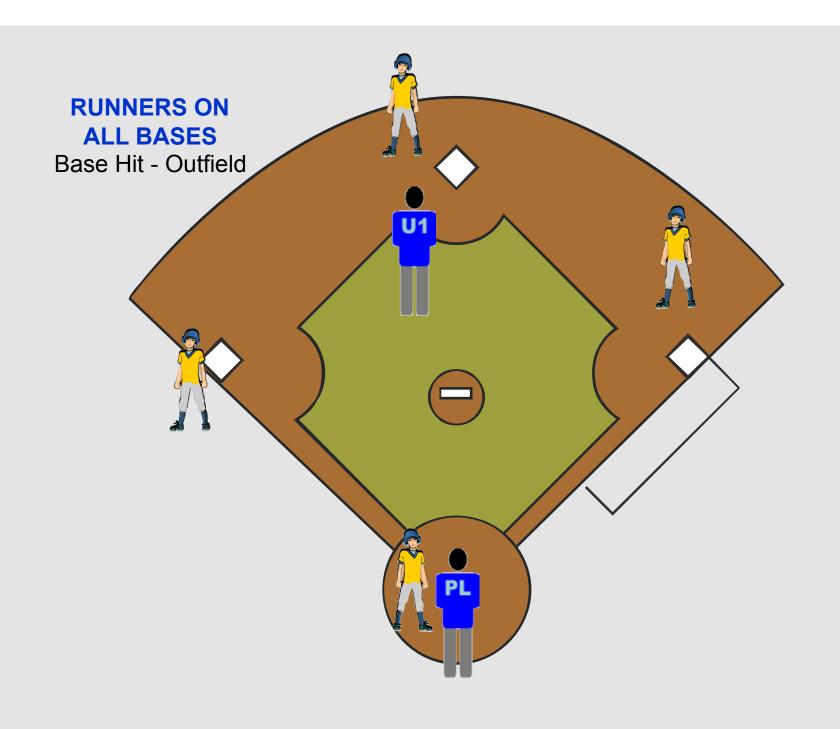


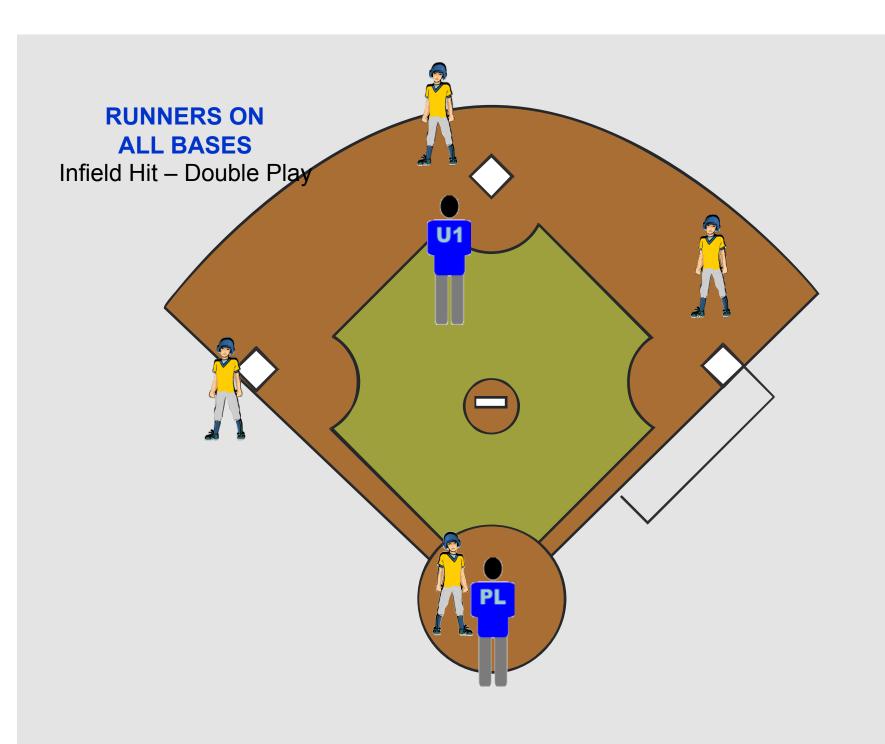


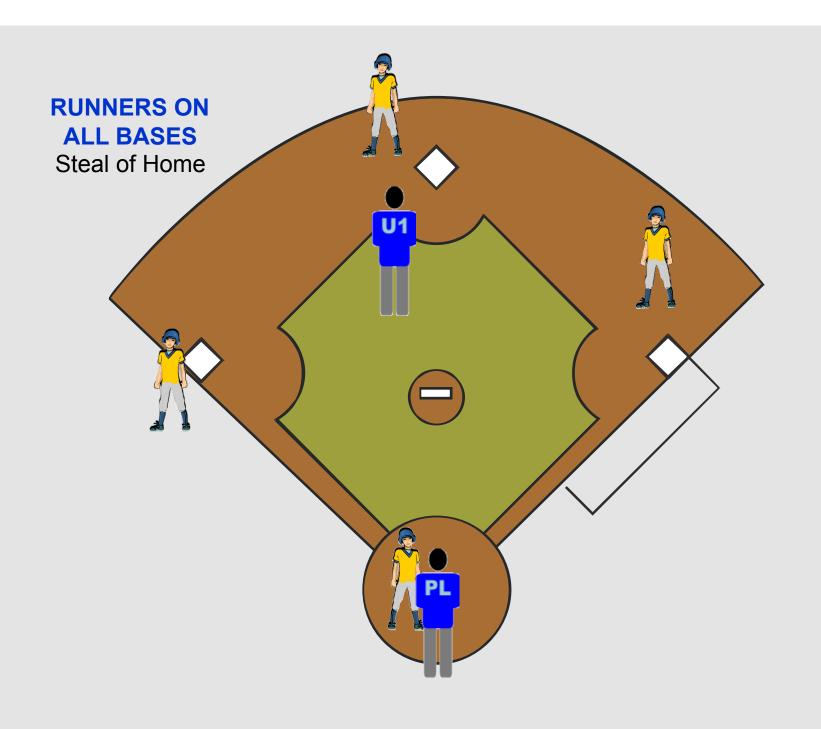


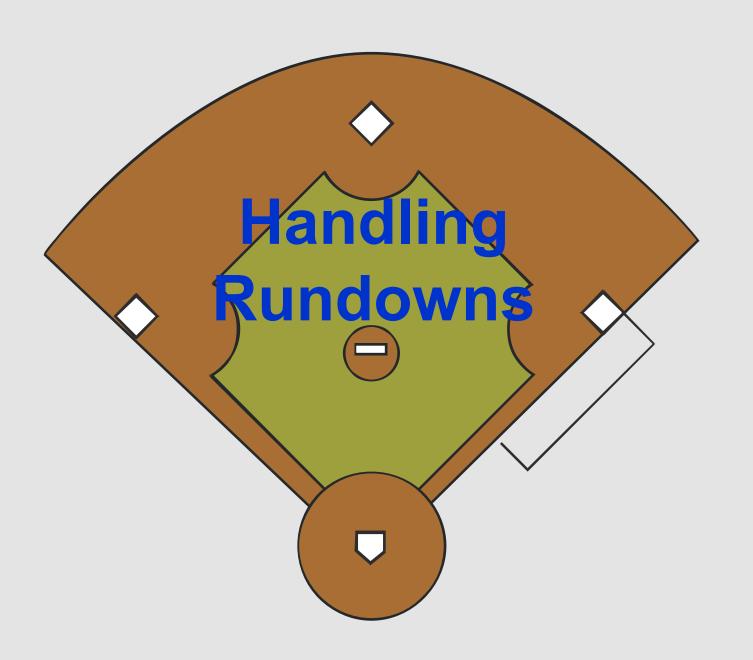


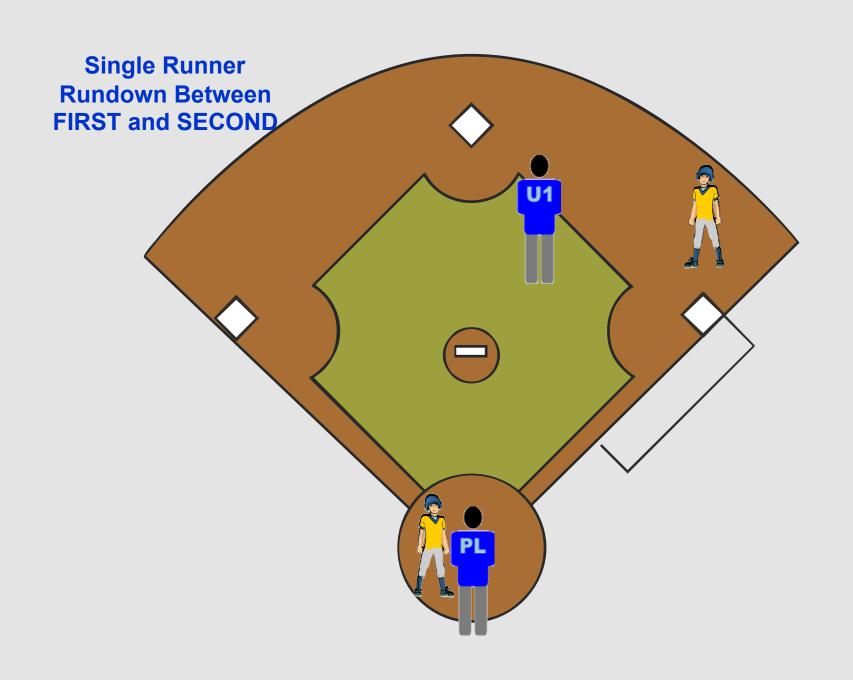


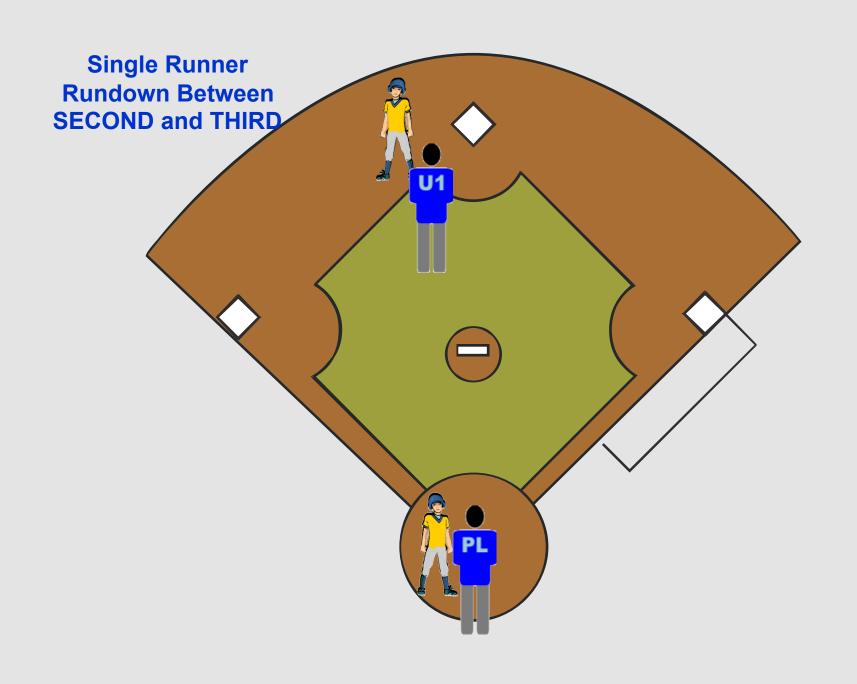


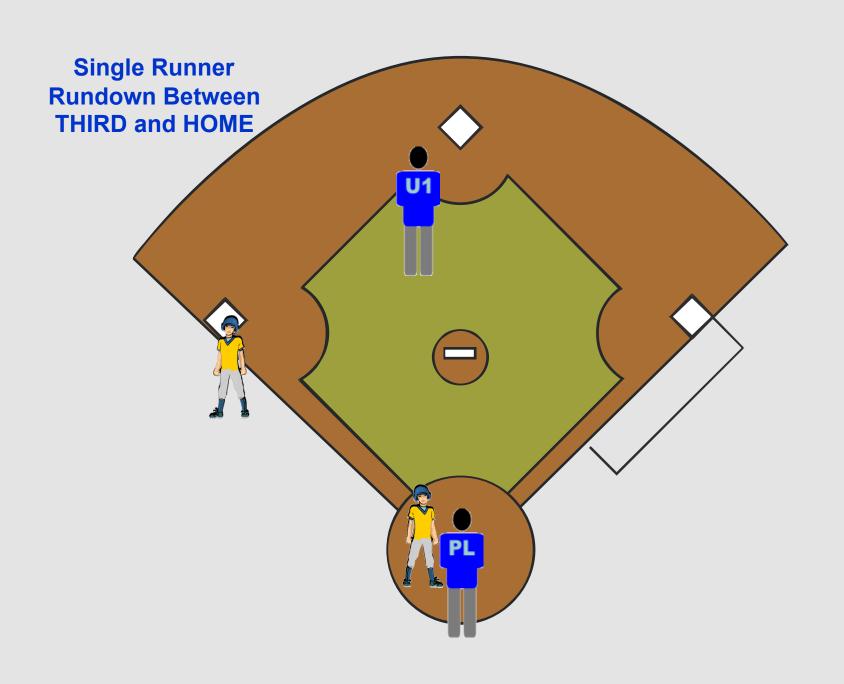


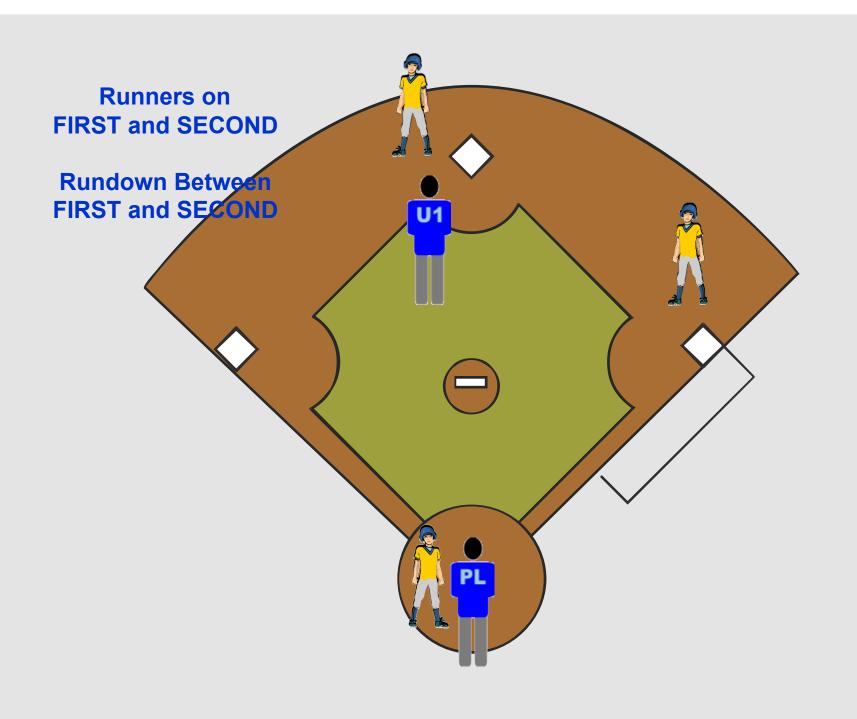


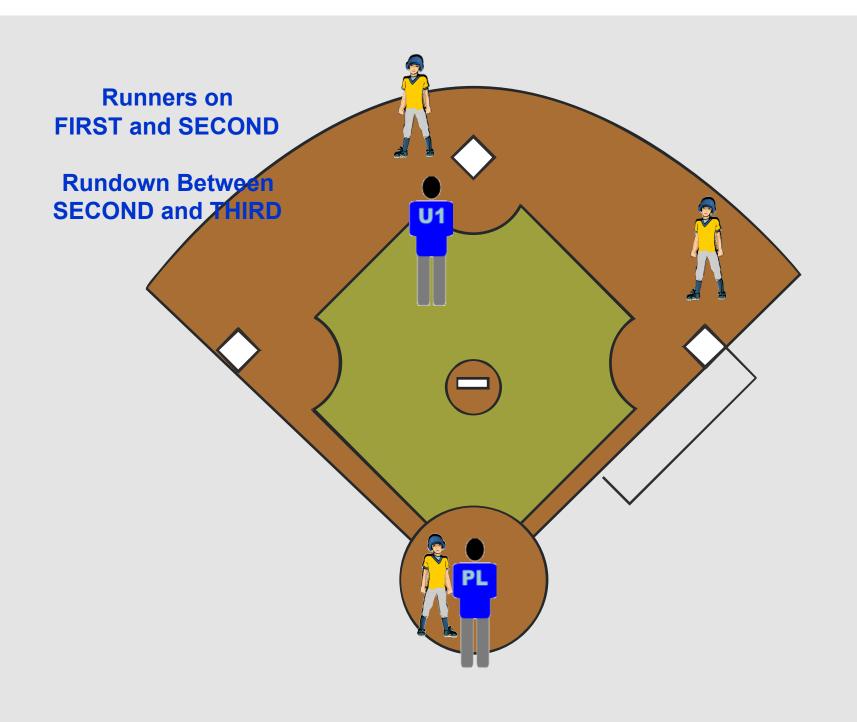


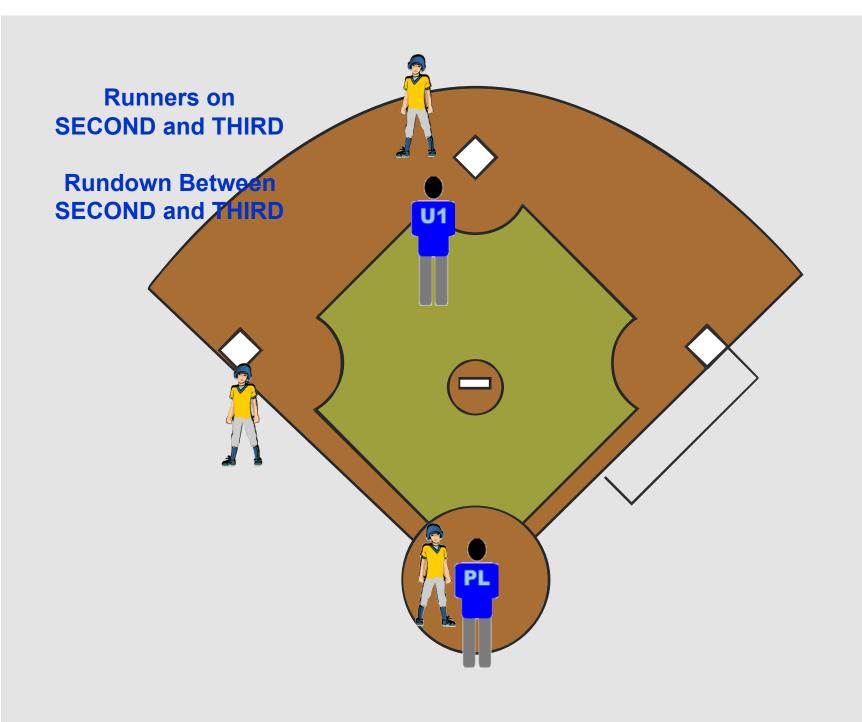


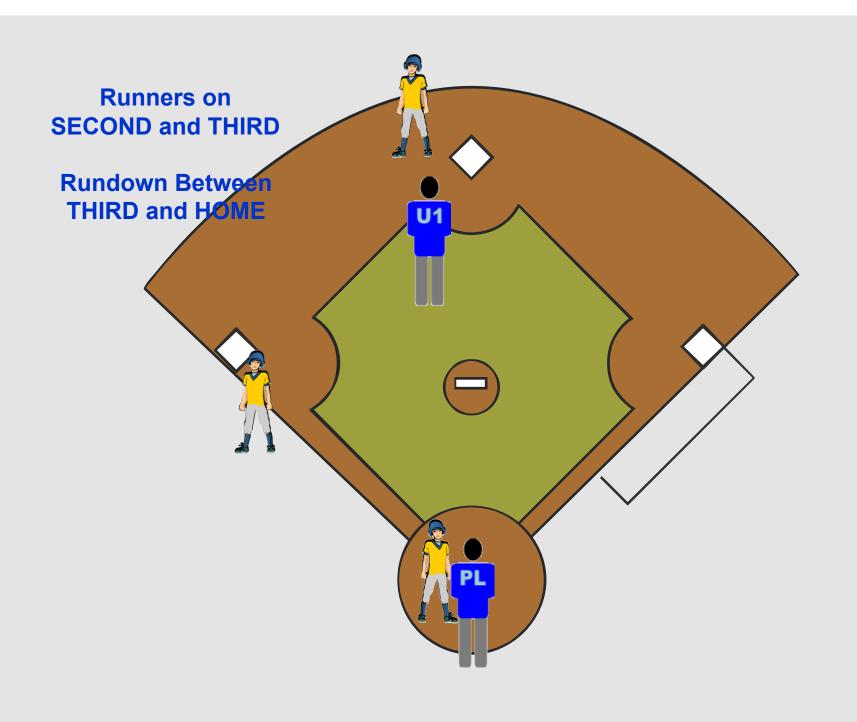


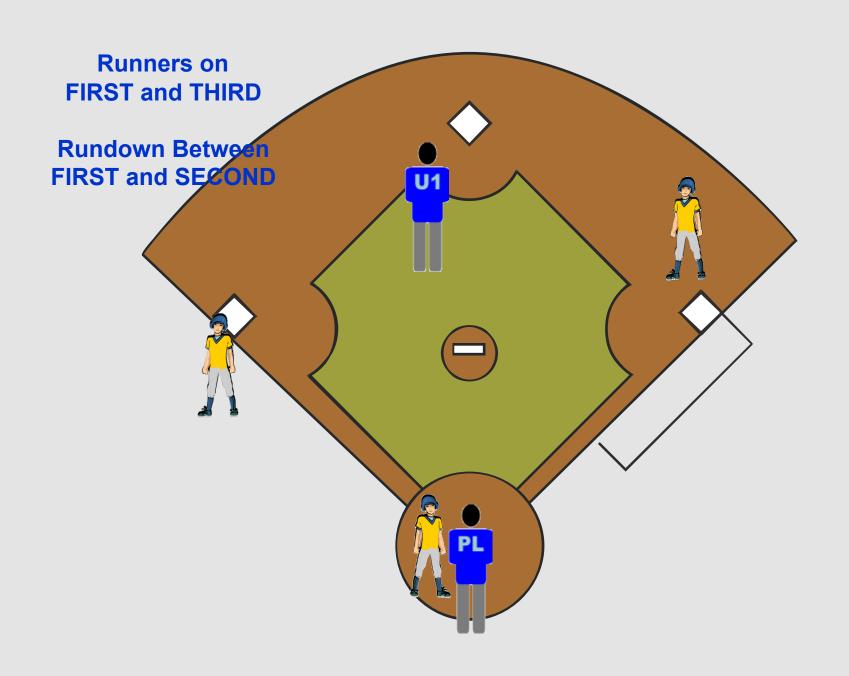


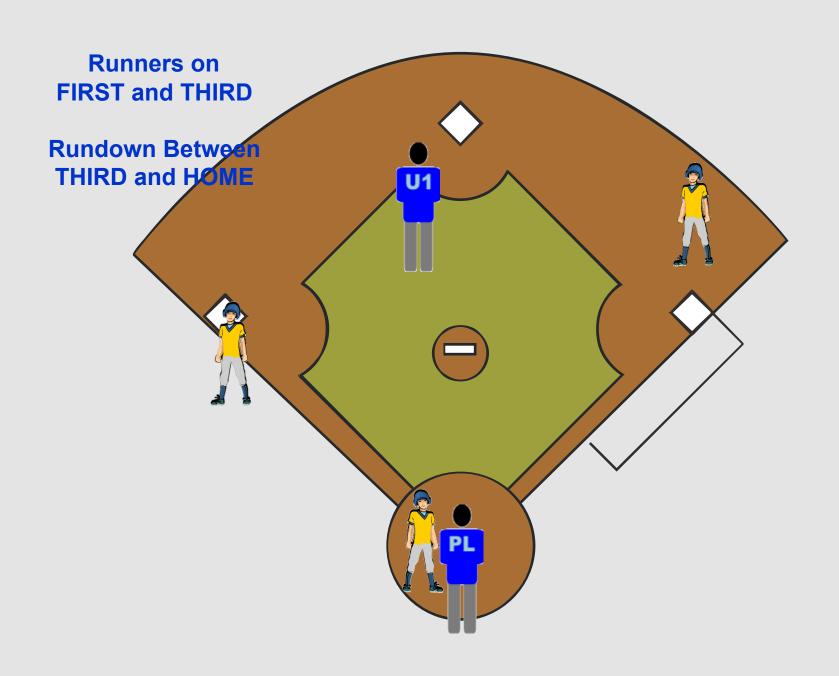












REMEMBER

Pause - Read - React
Get in the Proper POSITION
Get Set - Observe It - Call It
Use Proper TIMING

