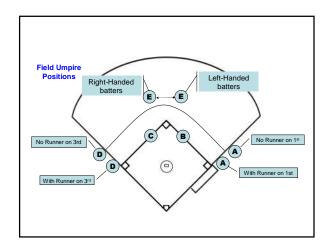
TASO - Baseball Austin Chapter

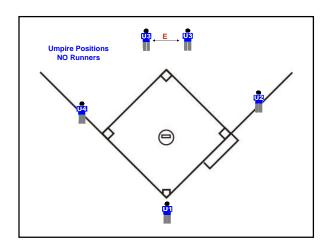
Four – Umpire Mechanics

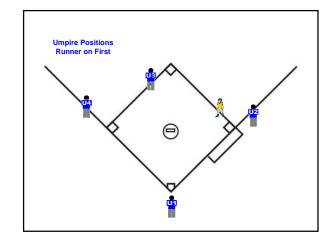
NFHS

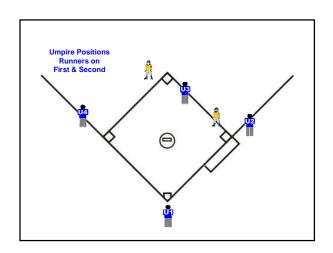
The objectives of 4-umpire mechanics

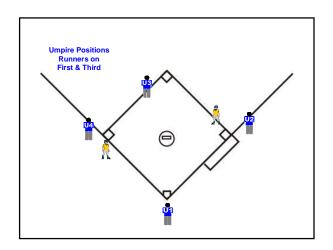
- Have an umpire at every base or close to every play
- Try to keep one umpire AHEAD of the lead runner
- If possible, "box" the runner between three umpires

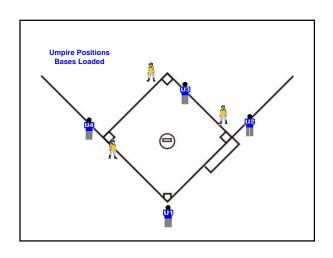


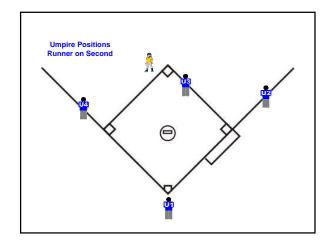


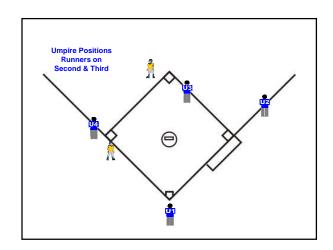






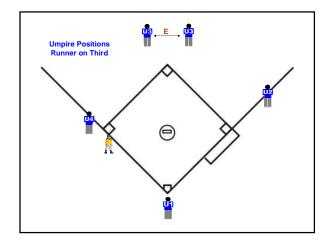






ANYTIME there is a runner on 1st or 2nd......

U3 will be in B or C



With NO RUNNERS or a Runner on 3rd ONLY

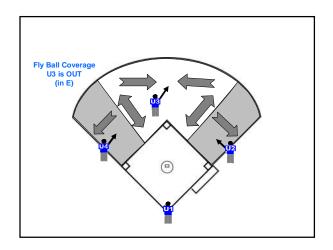
U3 will be in E

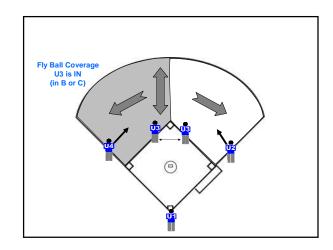
Fly Ball Coverage

Someone goes out on EVERY fly ball ----Except for very obvious 'cans of corn'

If you GO OUT

You <u>STAY OUT</u>

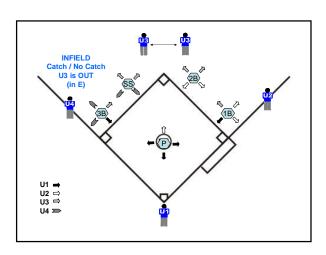


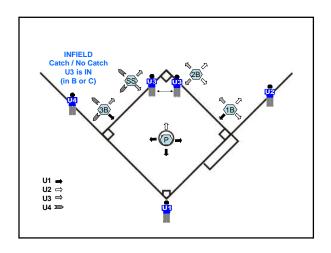


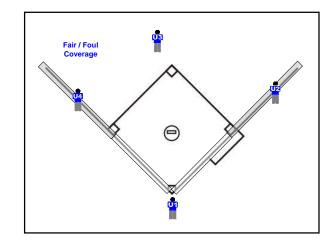
Fly Ball Coverage

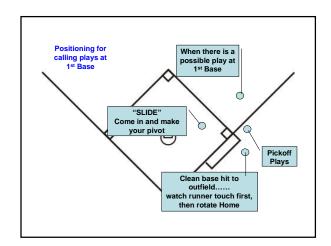
When U3 is inside (in B or C)
He STAYS inside

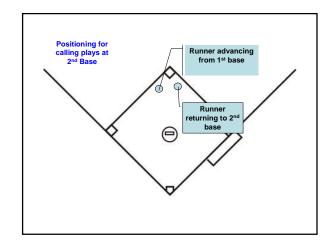
U3 does NOT go out for a fly ball, leave that to U2 and U4

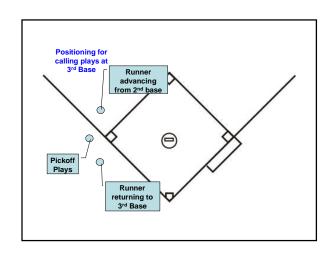


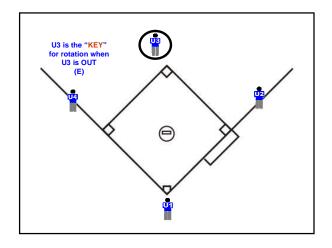


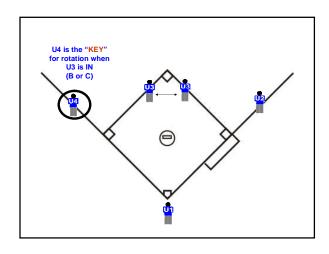


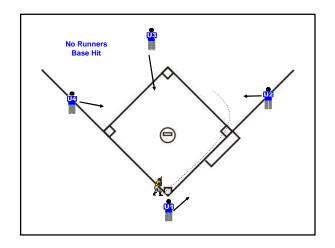


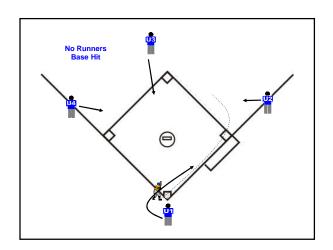






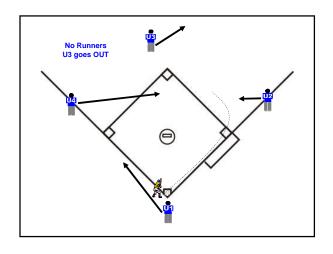


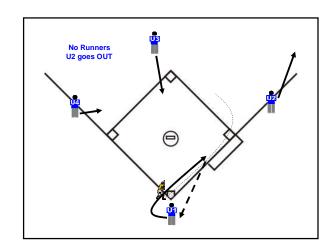


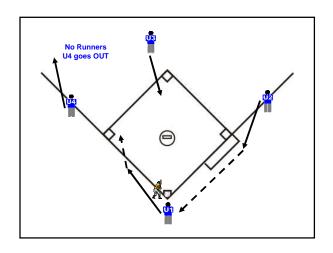


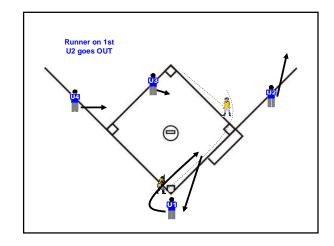
If ANY umpire goes out on a fly ball......

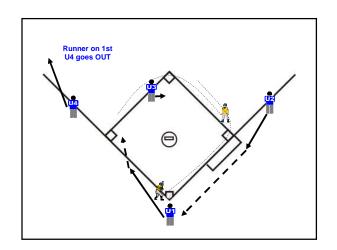
Revert to THREE-UMPIRE Mechanics

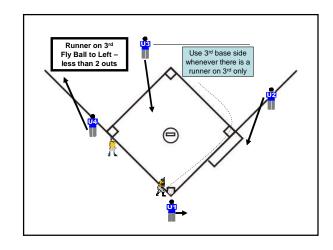


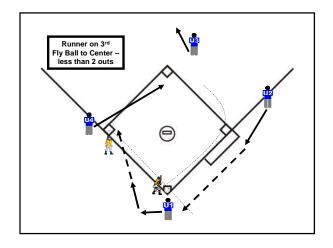












No Matter What Happens....or Who misses a rotation

FILL THE HOLE!!!

We can talk about missed coverage later.....but
SOMEONE has to MAKE THE CALL