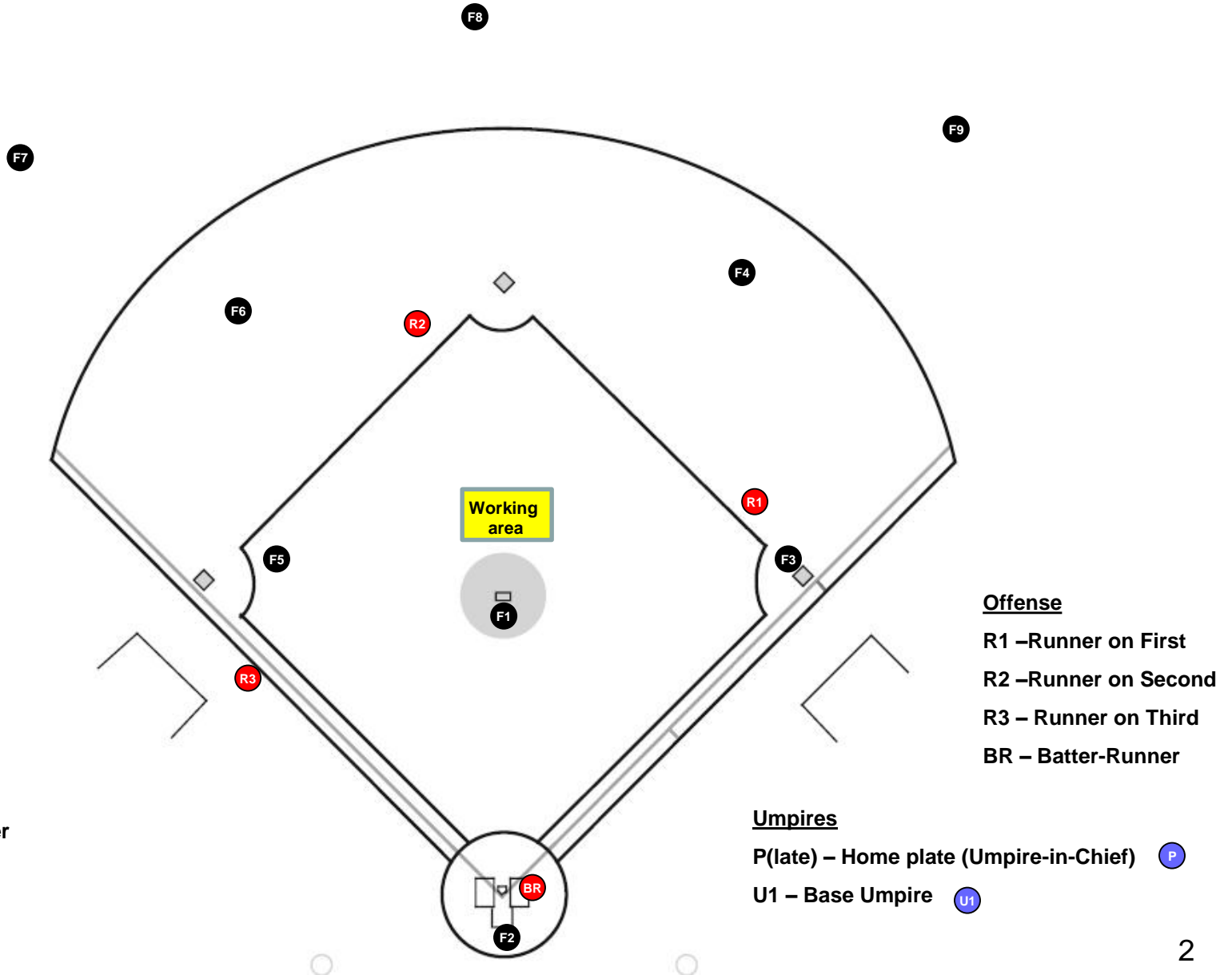


Broward Baseball Umpires Association

2 Umpire Mechanics



ABBREVIATIONS



U1 IN POSITION A

Fair/Foul Responsibilities

- Plate – Up to the front edge of 1st base bag, and all the way to the foul pole up the 3rd baseline.
- U1 – Passed the front edge of 1st base bag to the foul pole.

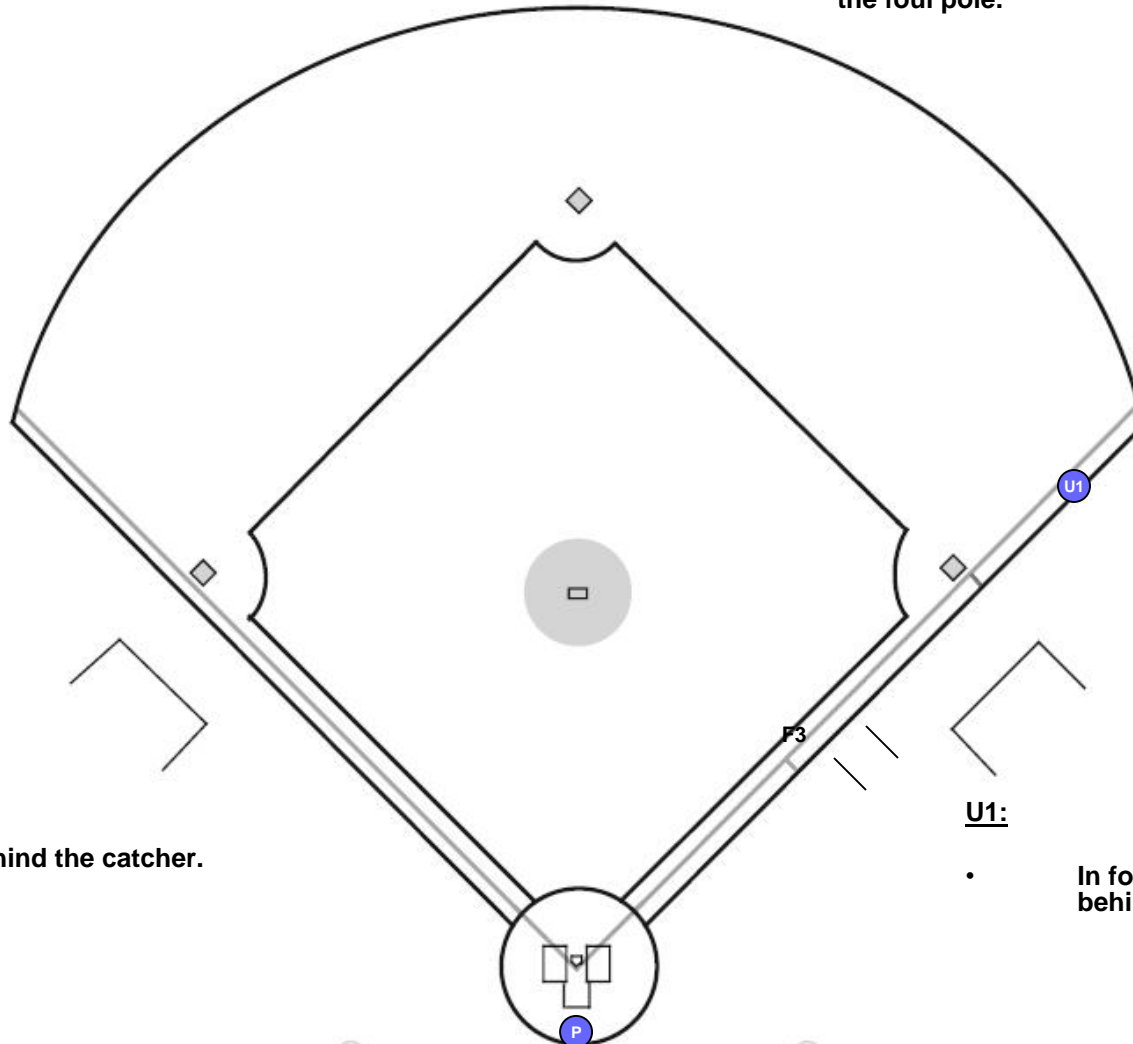


PLATE:

- Behind the catcher.

U1:

- In foul territory 10 feet behind F3.

FLY BALL/LINE DRIVE RESPONSIBILITIES

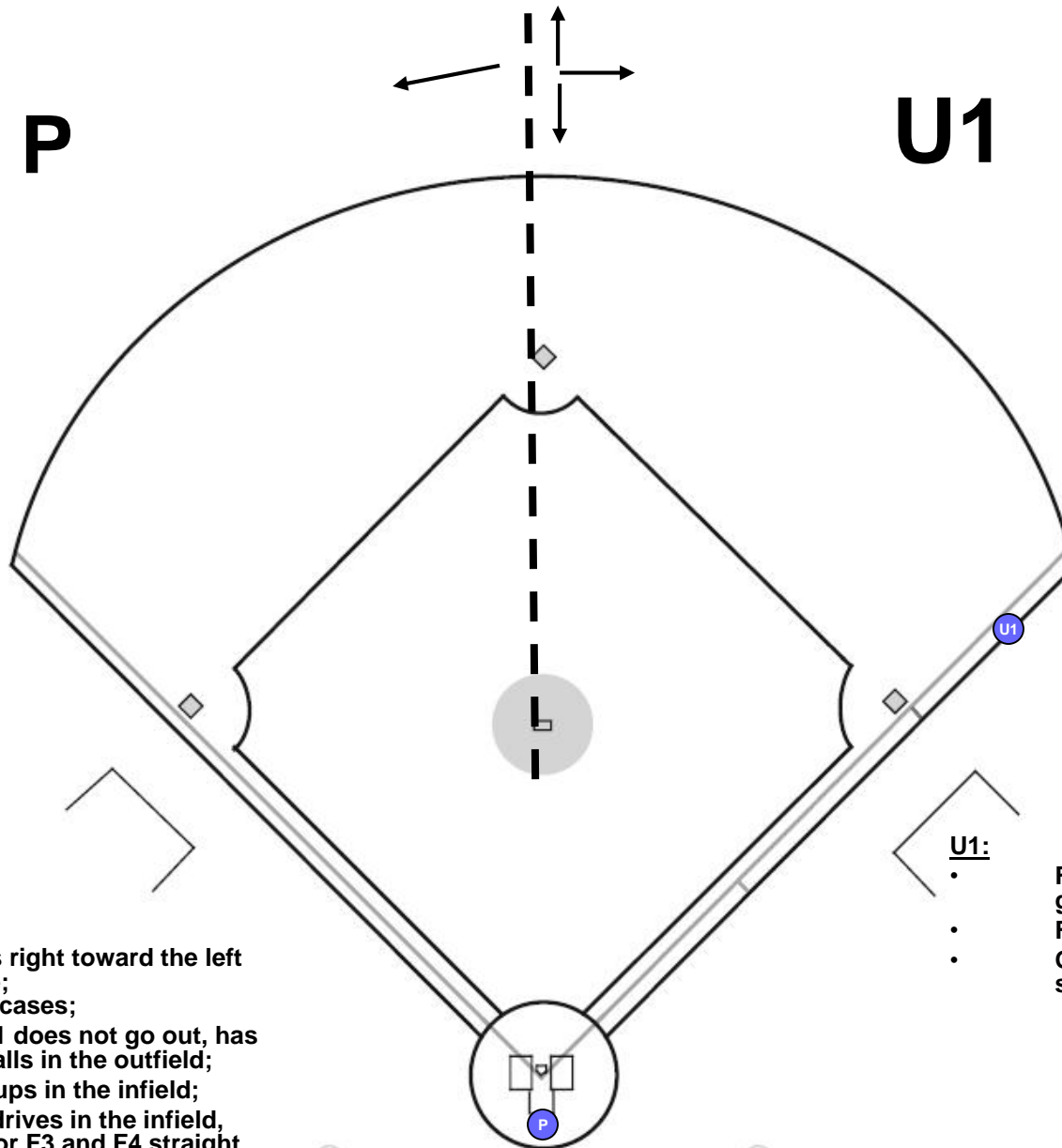


PLATE:

- F8 to his right toward the left field line;
- F7 in all cases;
- When U1 does not go out, has all the calls in the outfield;
- All pop-ups in the infield;
- All line-drives in the infield, except for F3 and F4 straight in or diving to their left.

U1:

- F8 coming in, going back, and going toward the right field line;
- F9 in all cases;
- Quick line drives to F3 and F4 straight in or diving to their left.

INITIAL MOVEMENT

SECONDARY MOVEMENT

BALL FLIGHT

FLY BALL OR LINE DRIVE TO RIGHT FIELD

Pause Read React

Pause, Read, React

- *Pause- open up toward the ball*
- *Read- focus on fielder(s)*
- *React- if you see trouble, go out.*

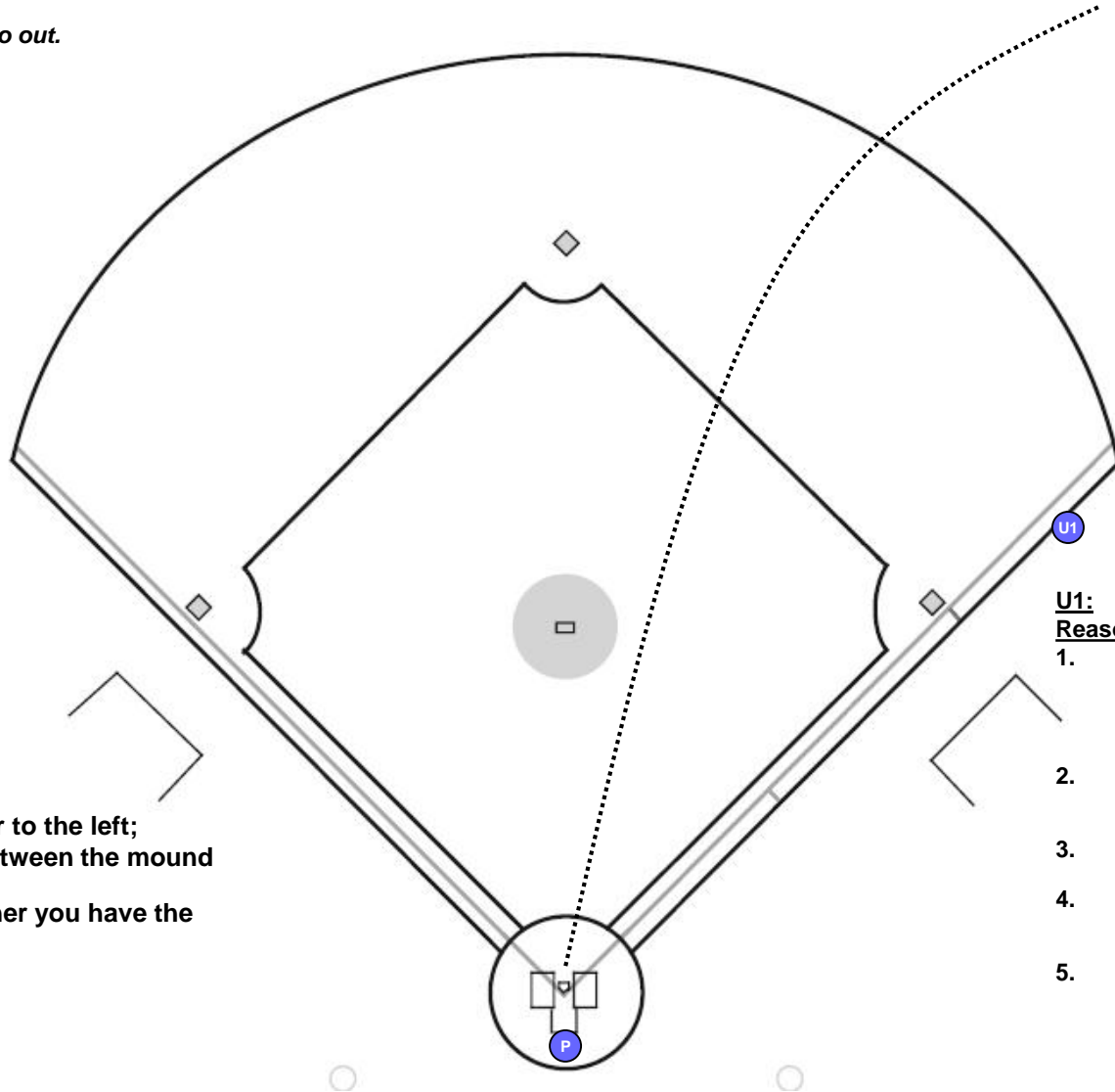


Plate:

- Always clear catcher to the left;
- Move in direction between the mound and first base;
- Read U1 as to whether you have the ball or the runner.

U1:

Reasons to go out:

1. F8 or F9 are running hard in towards the infield as if to make the catch on the dead run or dive to make the catch;
2. F8 or F9 turn their back to the infield and move towards the outfield wall;
3. F8, F9, and a infielder are converging on the ball;
4. F9 is running toward the foul line and a fair/foul decision may be needed;
5. Infielders are going back on the ball and it could possibly be a diving catch.

INITIAL MOVEMENT

SECONDARY MOVEMENT

BALL FLIGHT

FLY BALL OR LINE DRIVE TO RIGHT FIELD

U1 GOES OUT

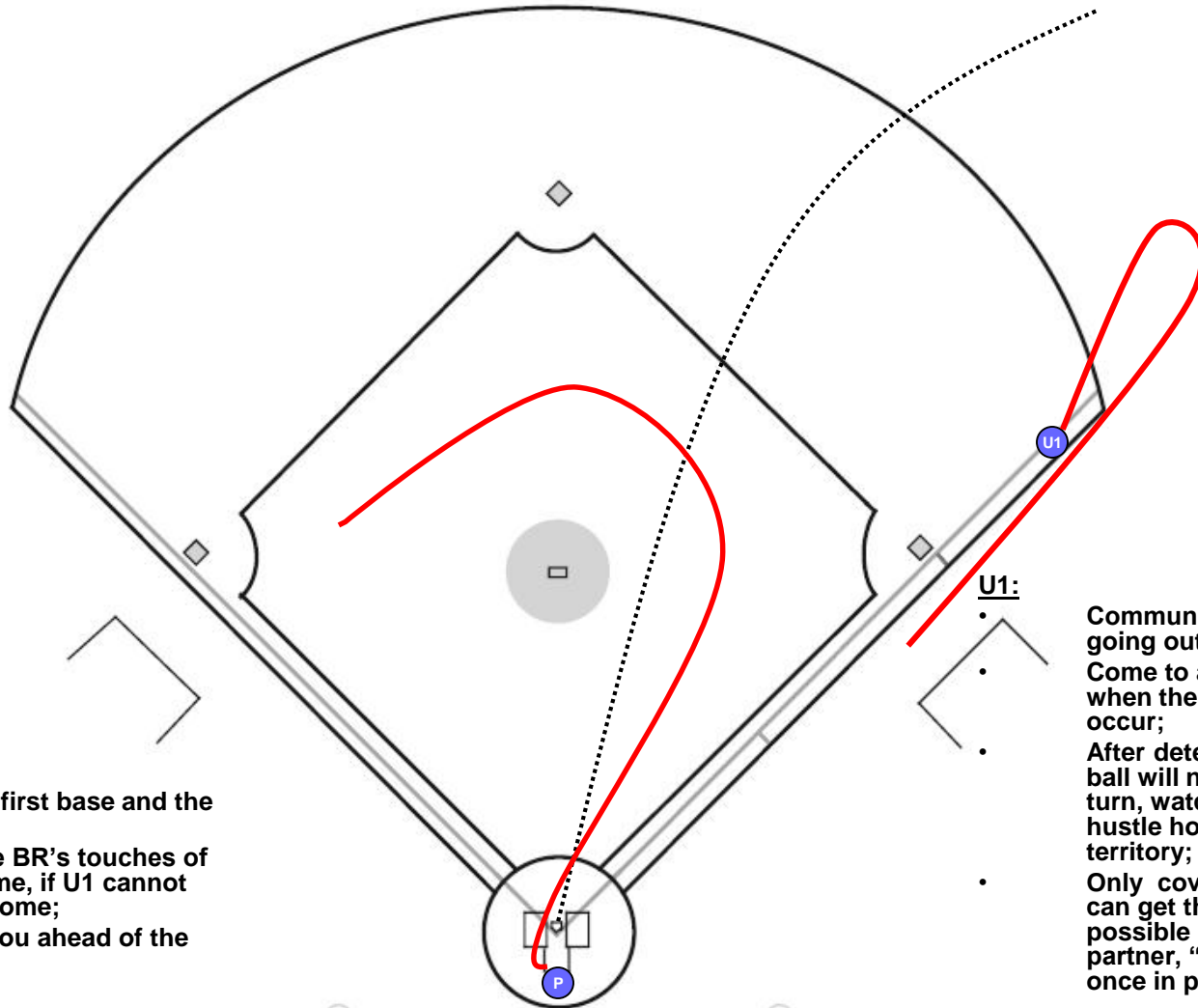


PLATE:

- Come out between first base and the mound;
- Responsible for the BR's touches of 1st, 2nd, 3rd, and home, if U1 cannot get back to cover home;
- Path should keep you ahead of the BR.

U1:

- Communicate that you're going out.
- Come to a **COMPLETE** stop when the catch is about to occur;
- After determining that the ball will not go out-of-play, turn, watching the ball, and hustle home in foul territory;
- Only cover the plate if you can get there prior to a possible play. Inform your partner, "I've got home!" once in position.

INITIAL MOVEMENT
SECONDARY MOVEMENT

BALL FLIGHT

FLY BALL OR LINE DRIVE TO RIGHT FIELD

U1 DOES NOT GO OUT

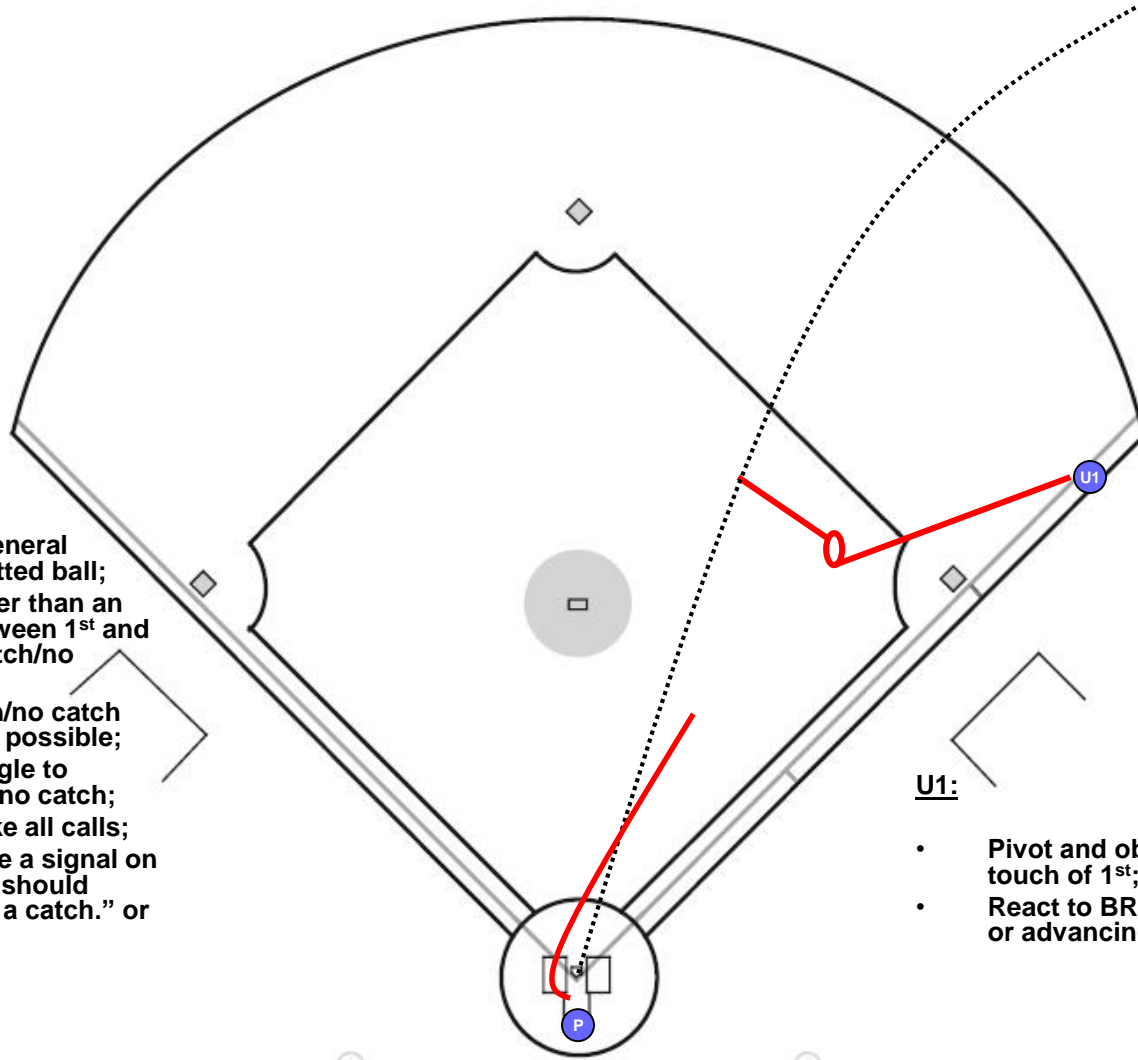


PLATE:

- Come out in the general direction of the batted ball;
- Come out no further than an imaginary line between 1st and 3rd on a routine catch/no catch;
- On a difficult catch/no catch move out as far as possible;
- Obtain the best angle to observe the catch/no catch;
- Be stopped to make all calls;
- Do not need to give a signal on a routine play, but should inform U1, "That's a catch." or "Ball's down.";

U1:

- Pivot and observe the BR's touch of 1st;
- React to BR going back into 1st or advancing to 2nd.

INITIAL MOVEMENT
SECONDARY MOVEMENT

BALL FLIGHT

FLY BALL OR LINE DRIVE TO LEFT FIELD

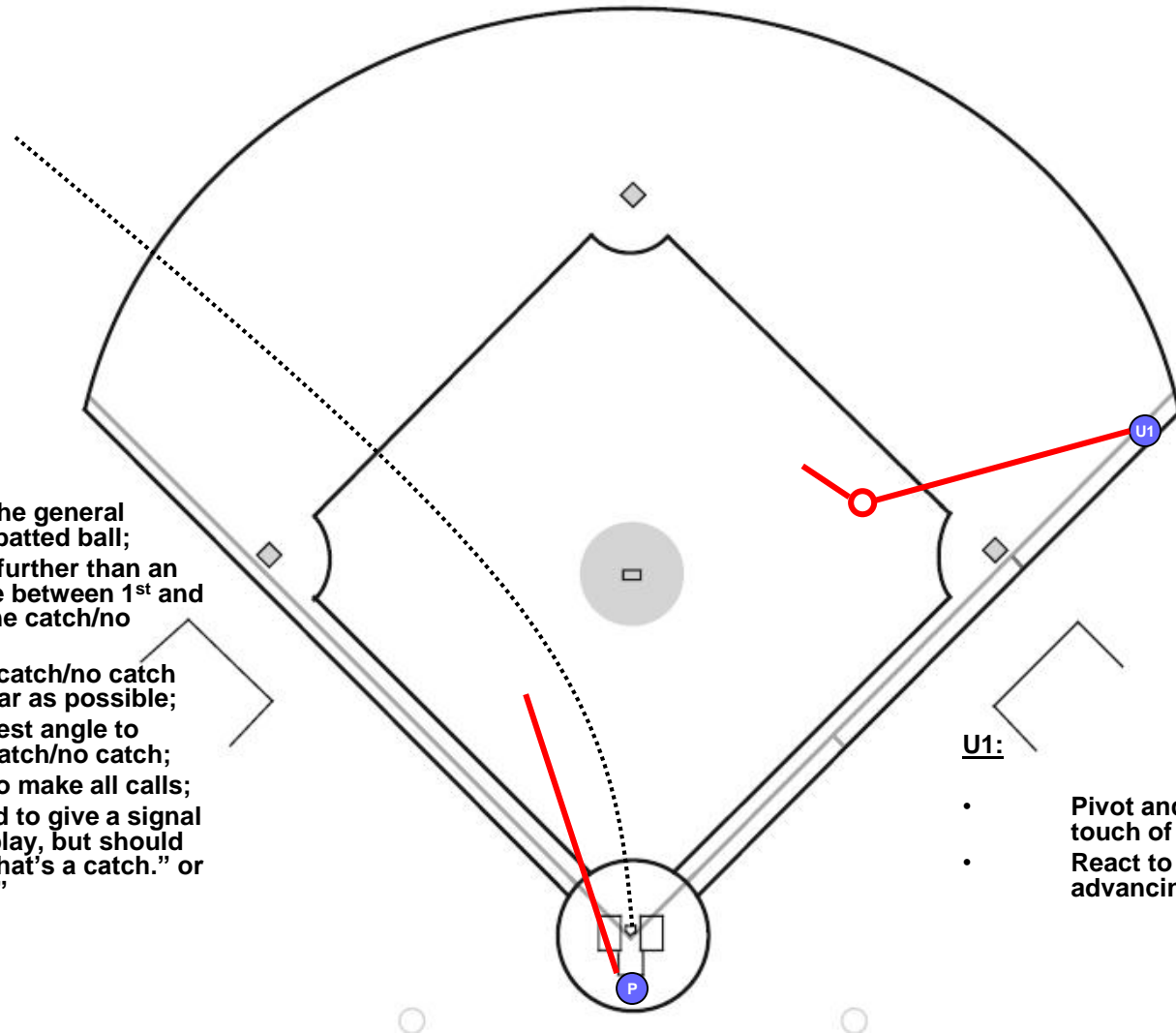


PLATE:

- Come out in the general direction the batted ball;
- Come out no further than an imaginary line between 1st and 3rd on a routine catch/no catch;
- On a difficult catch/no catch move out as far as possible;
- Obtains the best angle to observe the catch/no catch;
- Be stopped to make all calls;
- Does not need to give a signal on a routine play, but should inform U1, "That's a catch." or "Ball's down."

U1:

- Pivot and observe the BR's touch of 1st;
- React to the BR back into 1st or advancing to 2nd.

POPOP ON THE INFIELD

INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

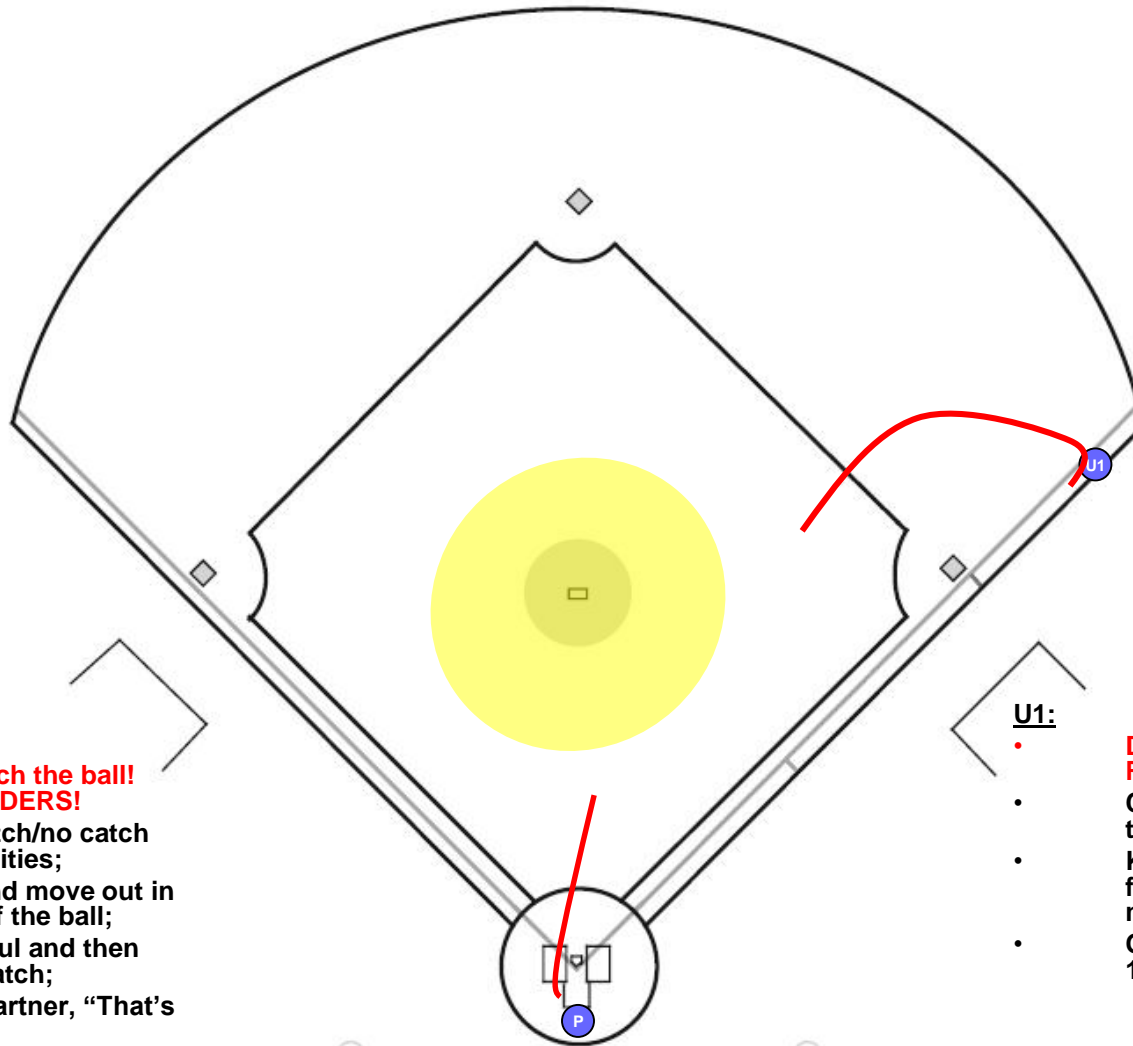


Plate:

- **Do not watch the ball!
READ FIELDERS!**
- Take all catch/no catch responsibilities;
- Clear F2 and move out in direction of the ball;
- Rule fair/foul and then catch/no catch;
- Tell your partner, "That's a catch."

U1:

- **Do not watch the ball!
READ FIELDERS!**
- Clear F3 and move into the infield;
- Keep distance from fielder(s) that are making a play;
- Observe BR's touch of 1st.

INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

FOUL POP-UP BETWEEN HOME AND 1ST

BOTH F2 AND F3 GO FOR THE BALL

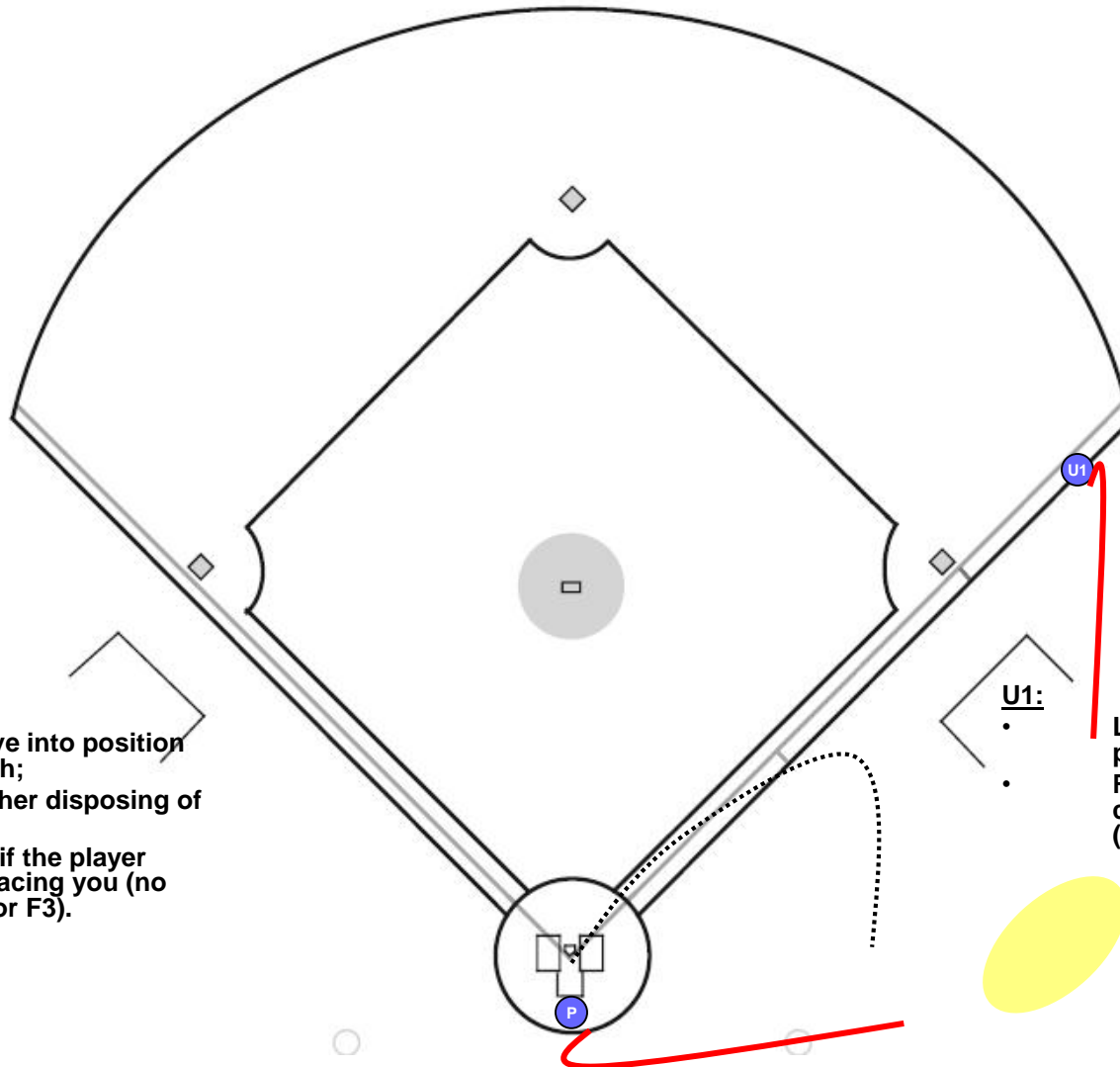


PLATE:

- Let F2 clear and move into position to rule catch/no catch;
- Be aware of the catcher disposing of his mask;
- Rule catch/no catch if the player catching the ball is facing you (no matter if it is the F2 or F3).

U1:

- Let F3 clear and move into position to rule catch/no catch;
- Rule catch/no catch if the player catching the ball is facing you (no matter if it is the F2 or F3).

INITIAL MOVEMENT
 SECONDARY MOVEMENT
 BALL FLIGHT

BASE HIT POSSIBLE TRIPLE

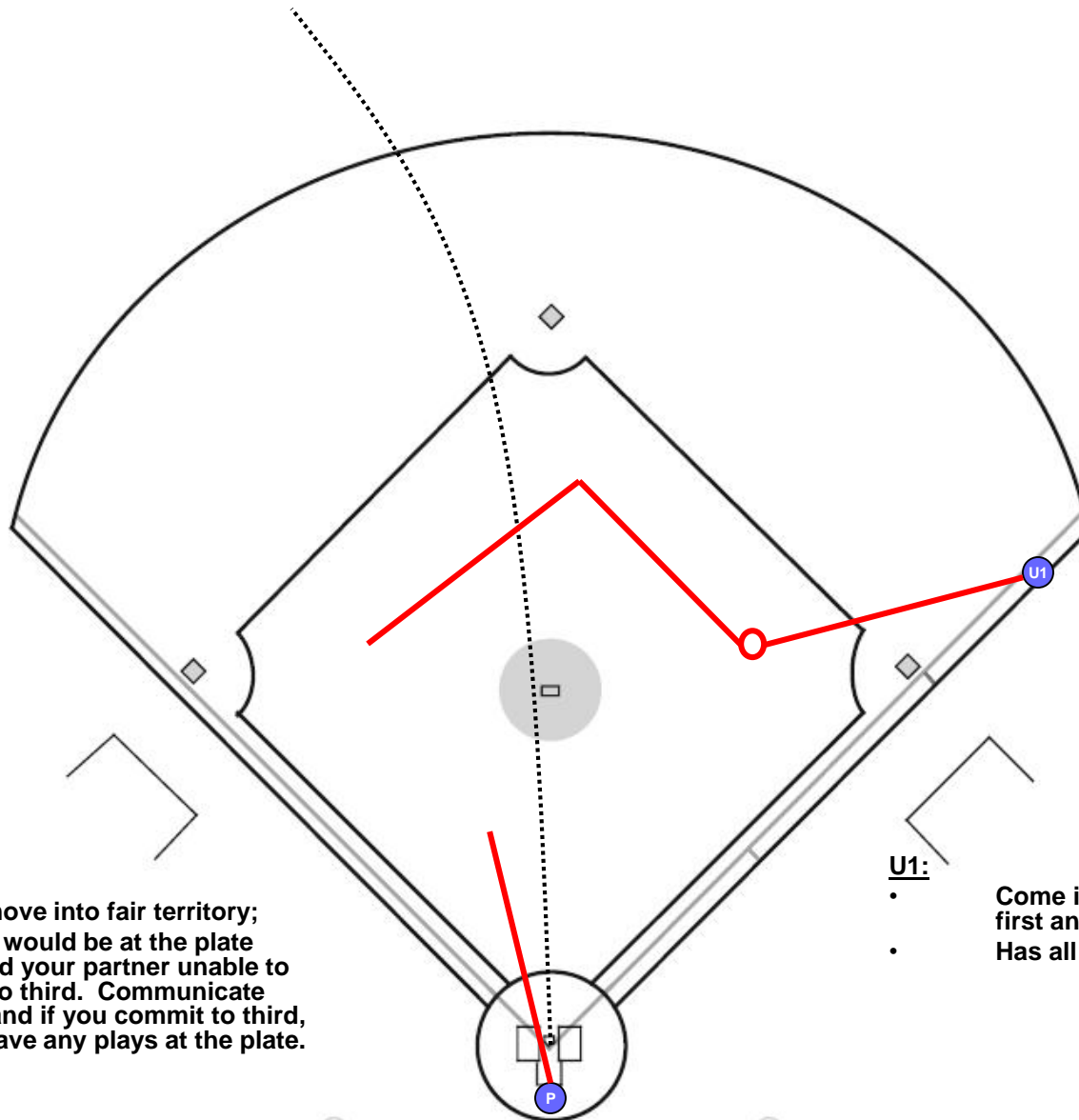


PLATE:

- Clear F2 and move into fair territory;
- Your next play would be at the plate unless you read your partner unable to take runner into third. Communicate your location and if you commit to third, you will also have any plays at the plate.

U1:

- Come in and pivot, watch touch of first and stay ahead of runner;
- Has all plays at 1st, 2nd and 3rd.

INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

GROUND BALL

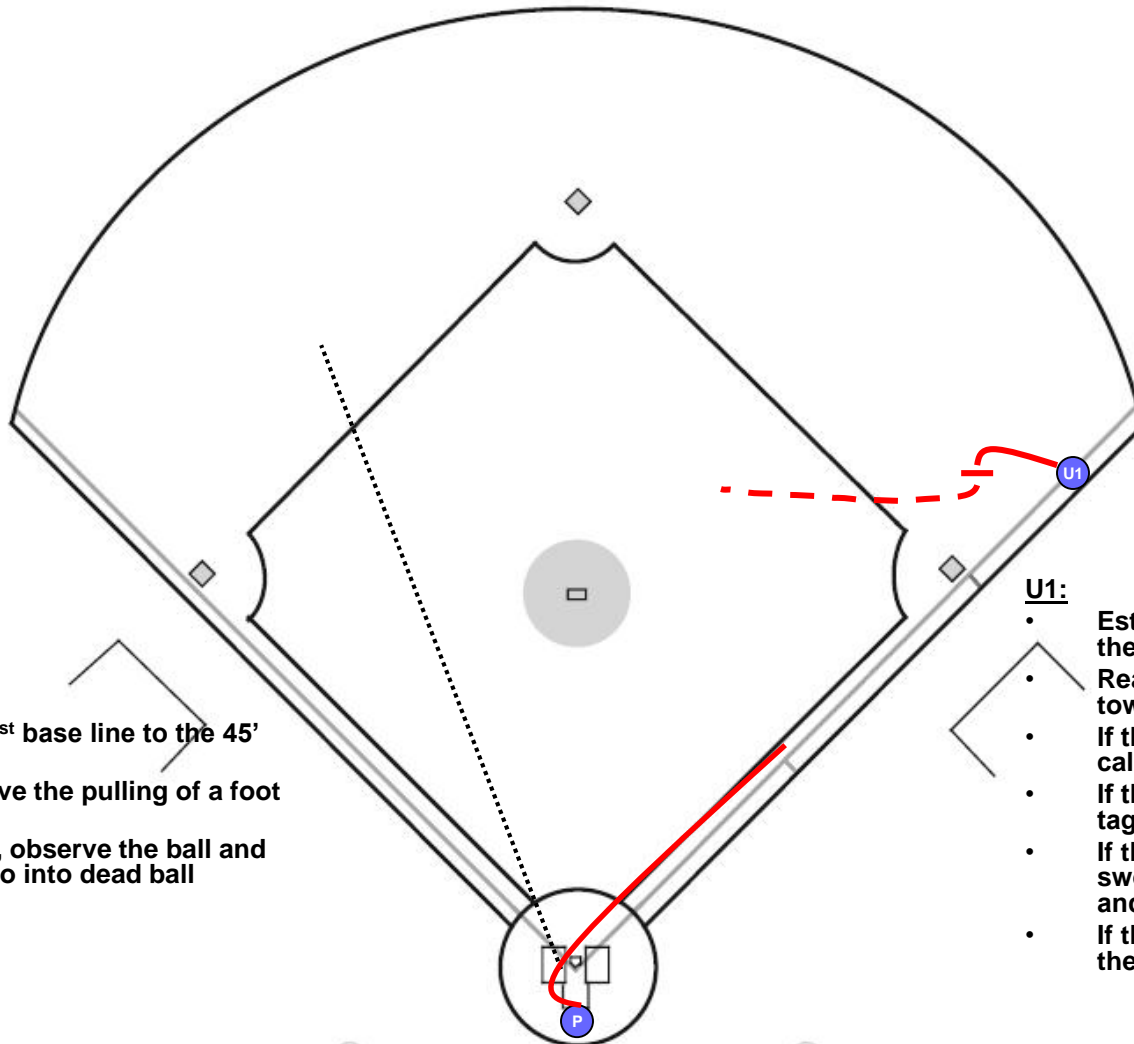


PLATE:

- Trail the BR up the 1st base line to the 45' line;
- Be stopped to observe the pulling of a foot or a swipe tag;
- If the ball gets by F3, observe the ball and be sure it does not go into dead ball territory.

U1:

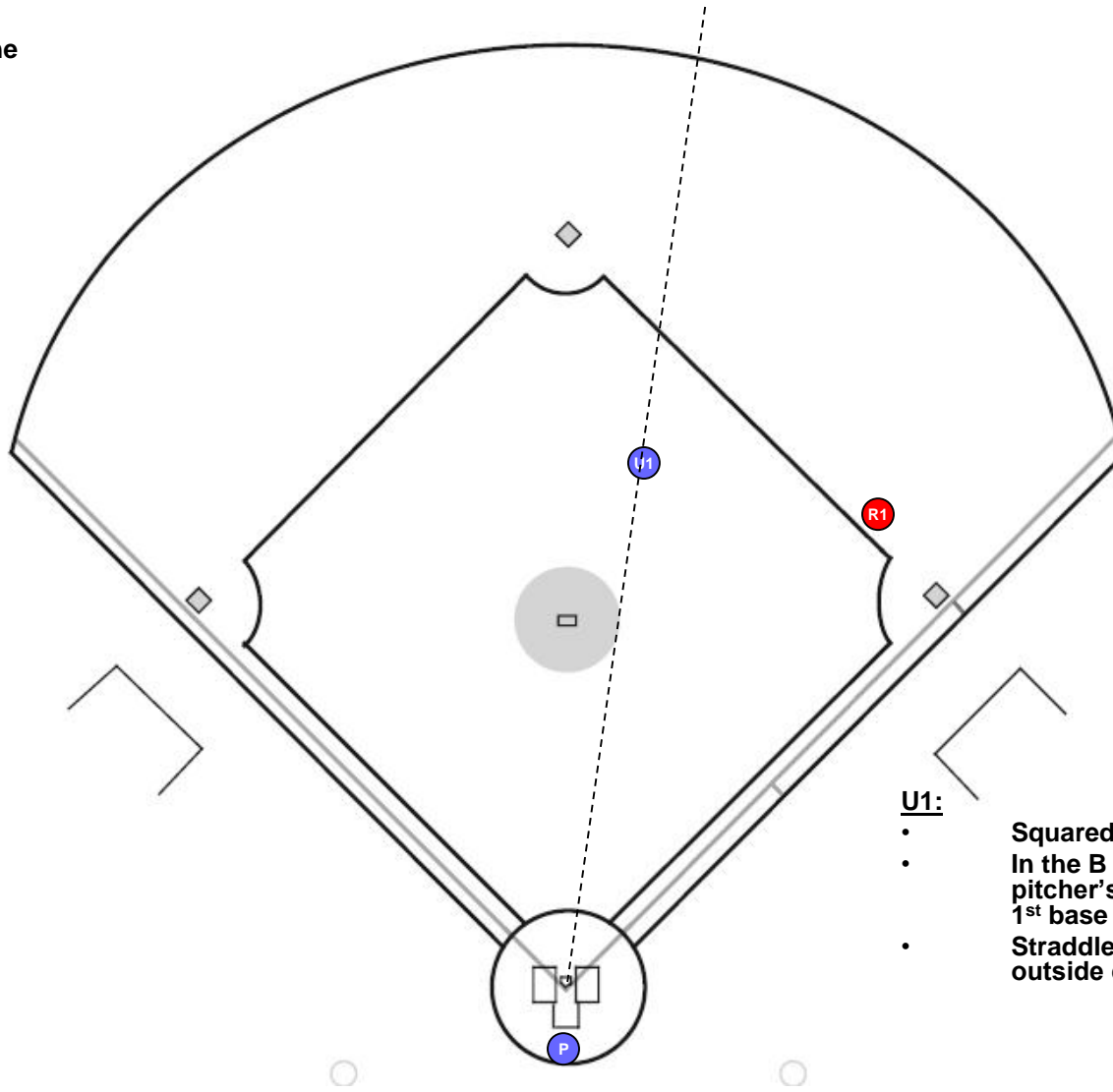
- Establish a 90 degree angle to the expected throw;
- Read the throw and then turn toward the base;
- If the play is close, "sell" the call;
- If there is a tag, say, "On the tag.";
- If the foot is pulled, give a sweeping motion with both arms and say, "Off the bag.";
- If the ball gets by F3, move into the infield avoiding the BR.

RUNNER ON FIRST

Communication:
Standard Rotation (S14)

Fair/Foul Responsibilities

- Plate – both lines to the foul poles.
- U1 – None



U1:

- Squared facing home plate;
- In the B position, halfway between the pitcher's mound and 2nd base, on the 1st base side of the infield;
- Straddle an imaginary line off the outside edge of the pitcher's mound.

FLY BALL/LINE DRIVE RESPONSIBILITIES

(Same for all situations with U1 inside)

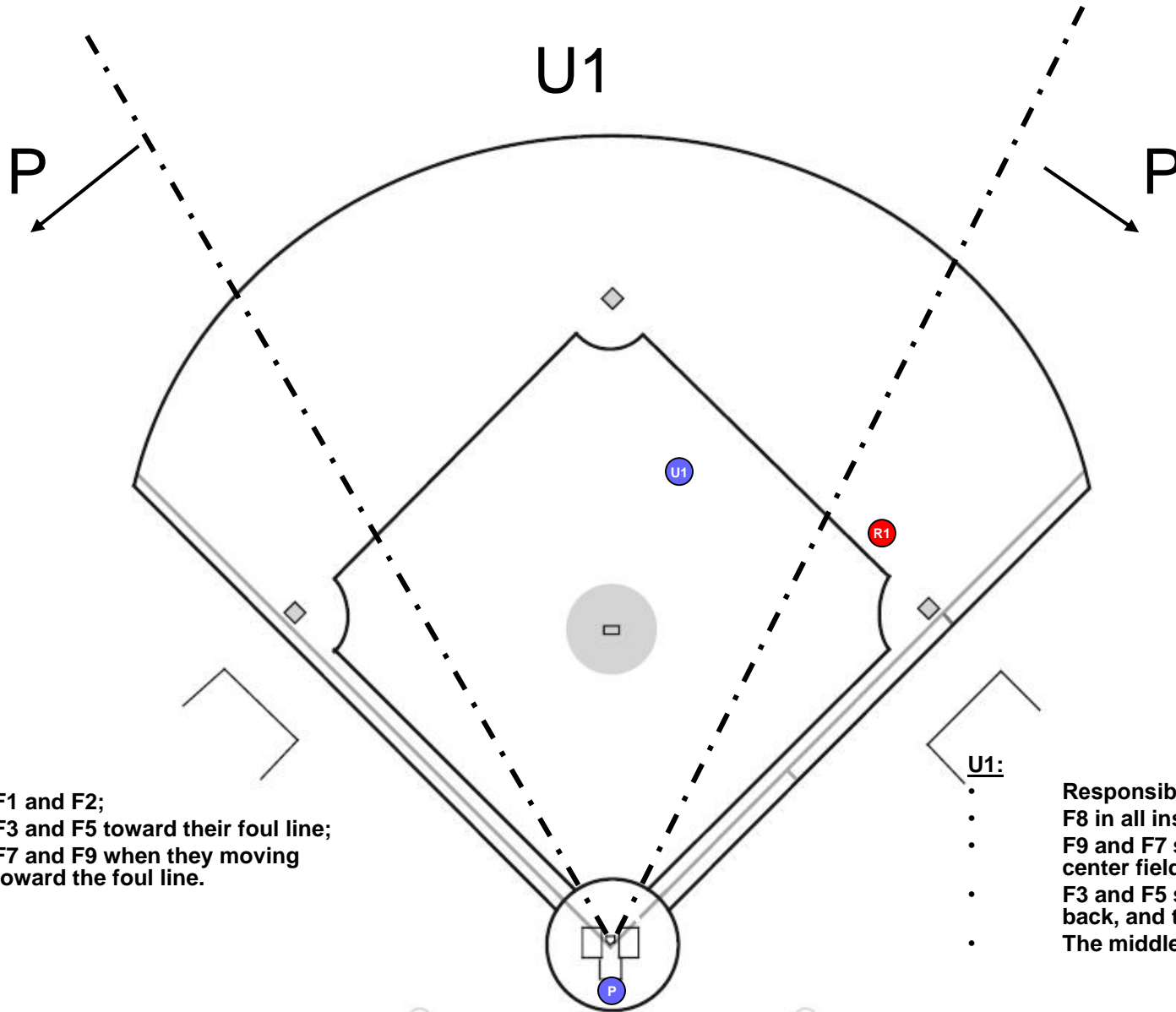


PLATE:

- F1 and F2;
- F3 and F5 toward their foul line;
- F7 and F9 when they moving toward the foul line.

U1:

- Responsible for the "V";
- F8 in all instances;
- F9 and F7 straight in and toward center field;
- F3 and F5 straight in, straight back, and toward the middle;
- The middle infielders.

INITIAL MOVEMENT
 SECONDARY MOVEMENT
 BALL FLIGHT

FLY BALL TO RF

U1 HAS THE CATCH/NO CATCH

Communication:
Plate, tell partner you're at 3rd if he comes

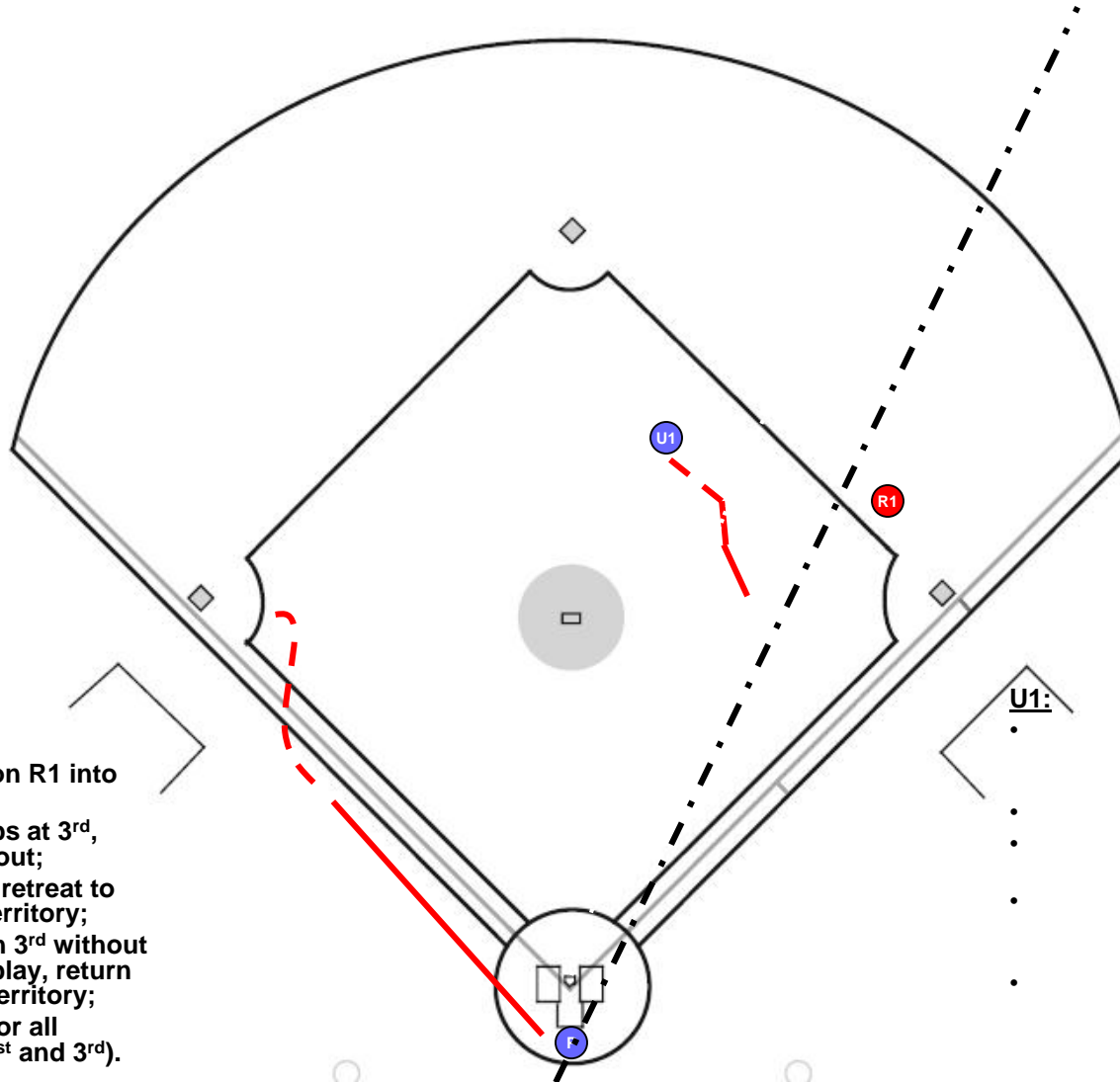


Plate:

- Has all plays on R1 into 3rd;
- If play develops at 3rd, move into cutout;
- On overthrow retreat to home in fair territory;
- If R1 will reach 3rd without any possible play, return home in foul territory;
- Responsible for all overthrows (1st and 3rd).

U1:

- Move to get the best angle possible to observe the catch/no catch;
- **DO NOT** cross the dirt;
- Responsible for all plays at 1st and 2nd;
- Glance at the BR's touch of 1st and react to take him back into 1st;
- Responsible for tag up on caught fly ball.

 INITIAL MOVEMENT
 - - - - -
 SECONDARY MOVEMENT
 BALL FLIGHT

FLY BALL DOWN THE RF LINE

PLATE HAS THE FAIR/FOUL AND CATCH/NO CATCH

Communication:

Plate, tell partner you're on the ball, he has all bases.

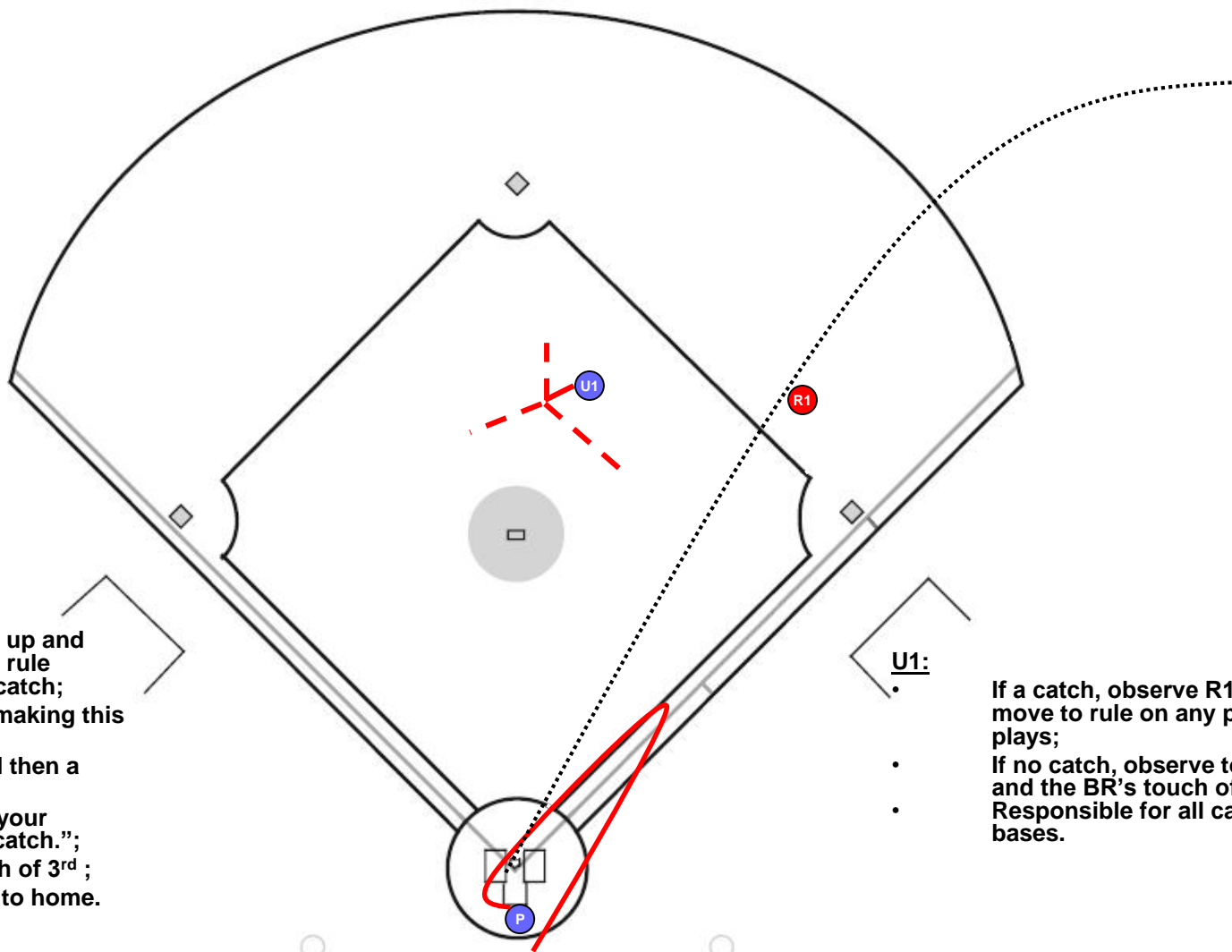


Plate:

- Clear F2 and move up and straddle the line to rule fair/foul, catch/no catch;
- Be stopped when making this call;
- Signal fair/foul and then a catch/no catch;
- When a catch, tell your partner, "That's a catch.";
- Observe R1's touch of 3rd ;
- If no catch, retreat to home.

U1:

- If a catch, observe R1's tag and move to rule on any possible plays;
- If no catch, observe touch of 2nd and the BR's touch of 1st;
- Responsible for all calls at all bases.

BASE HIT

INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

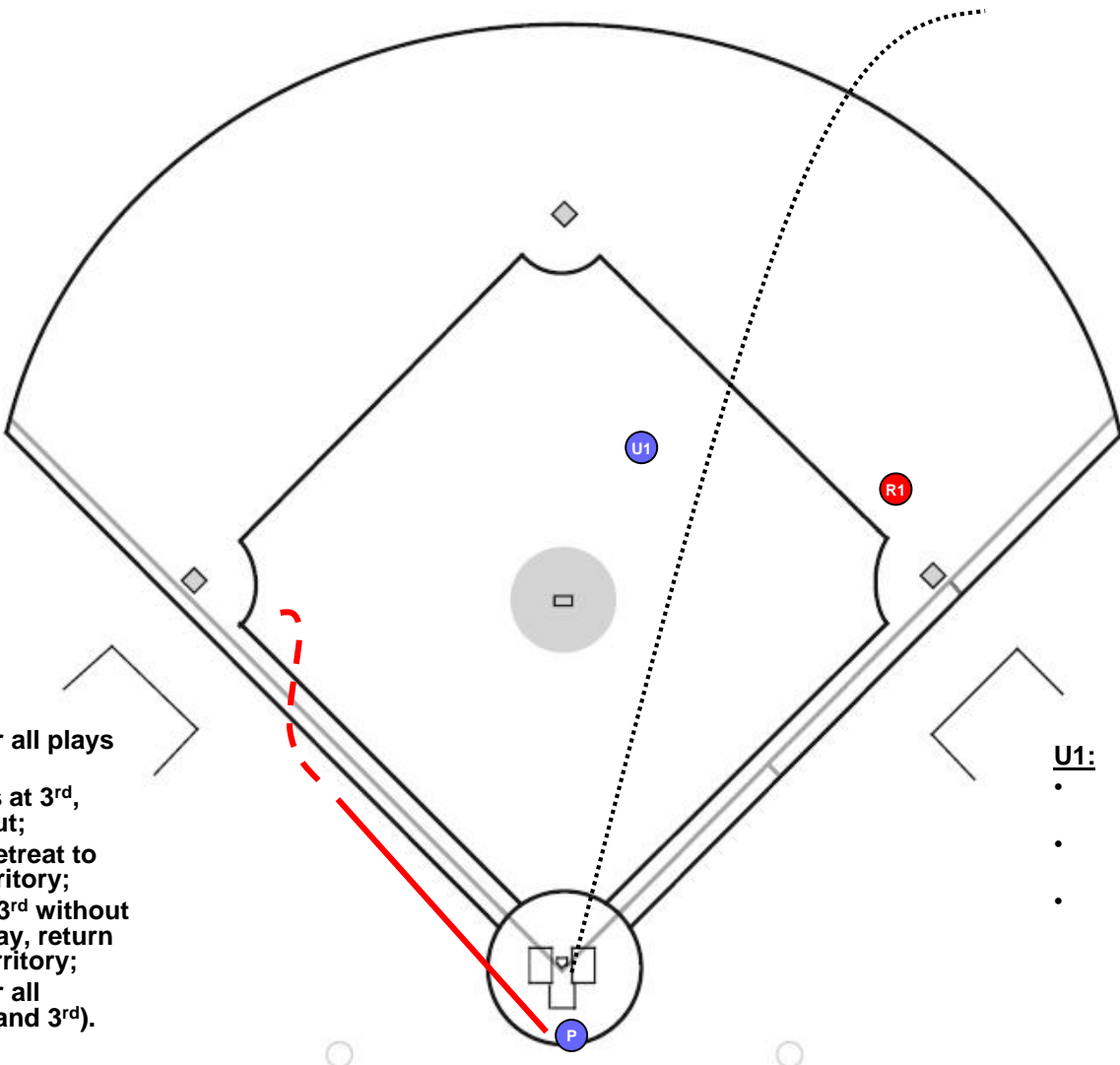


Plate:

- Responsible for all plays on R1 into 3rd;
- If play develops at 3rd, move into cutout;
- On overthrow retreat to home in fair territory;
- If R1 will reach 3rd without any possible play, return home in foul territory;
- Responsible for all overthrows(1st and 3rd).

U1:

- Responsible for all touches at 1st and 2nd;
- Split difference between 1st and 2nd;
- Make sure partner is rotating to third, and be prepared to cover all plays!

GROUND BALL

INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

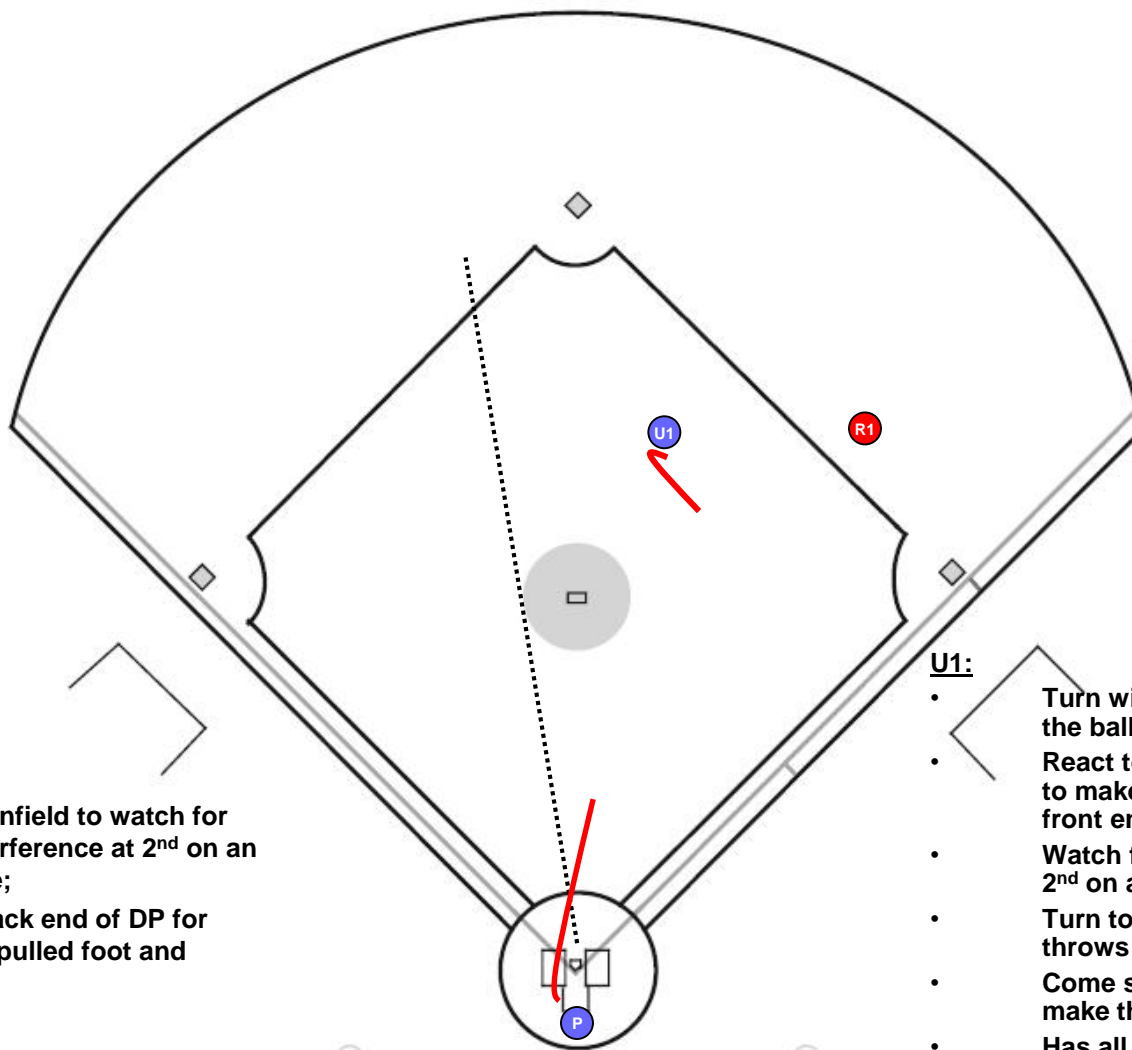


Plate:

- Move into infield to watch for runner interference at 2nd on an illegal slide;
- Observe back end of DP for swipe tag, pulled foot and overthrow.

U1:

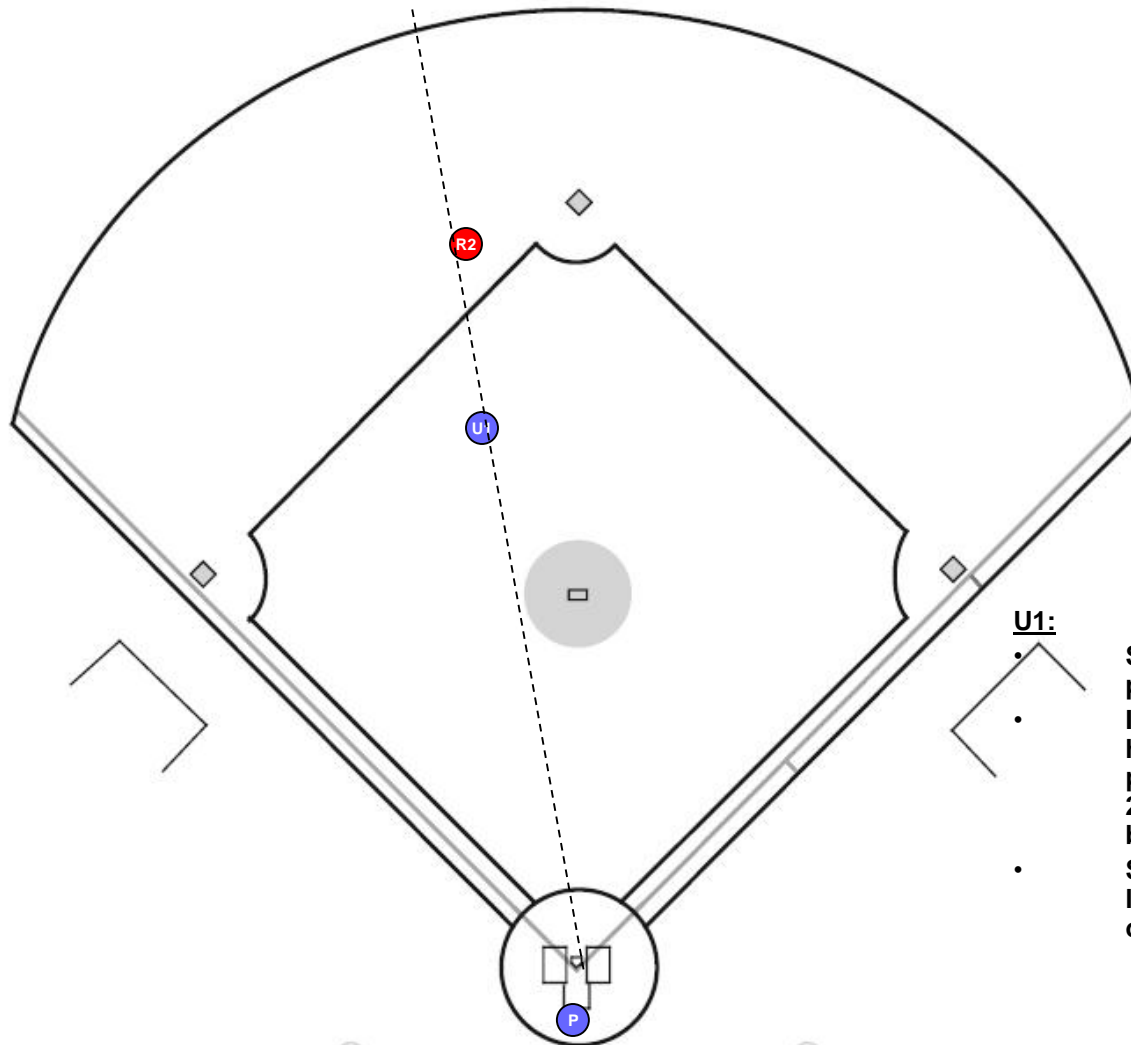
- Turn with the batted ball, facing the ball;
- React to the throw and line up to make the call at 2nd on the front end of the possible DP;
- Watch for runner interference at 2nd on an illegal slide;
- Turn toward 1st as the fielder throws;
- Come set, observe the play, make the call.
- Has all calls at 1st, 2nd and 3rd

RUNNER ON SECOND

Communication:

Staying Home (S16)

If two out also add Timing Play (S13)



U1:

- Squared facing home plate;
- In the C position, halfway between the pitcher's mound and 2nd base, on the 3rd base side of the infield;
- Straddle an imaginary line off the outside edge of the pitcher's mound.

FLY BALL TO OUTFIELD

R1 TAGS

INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

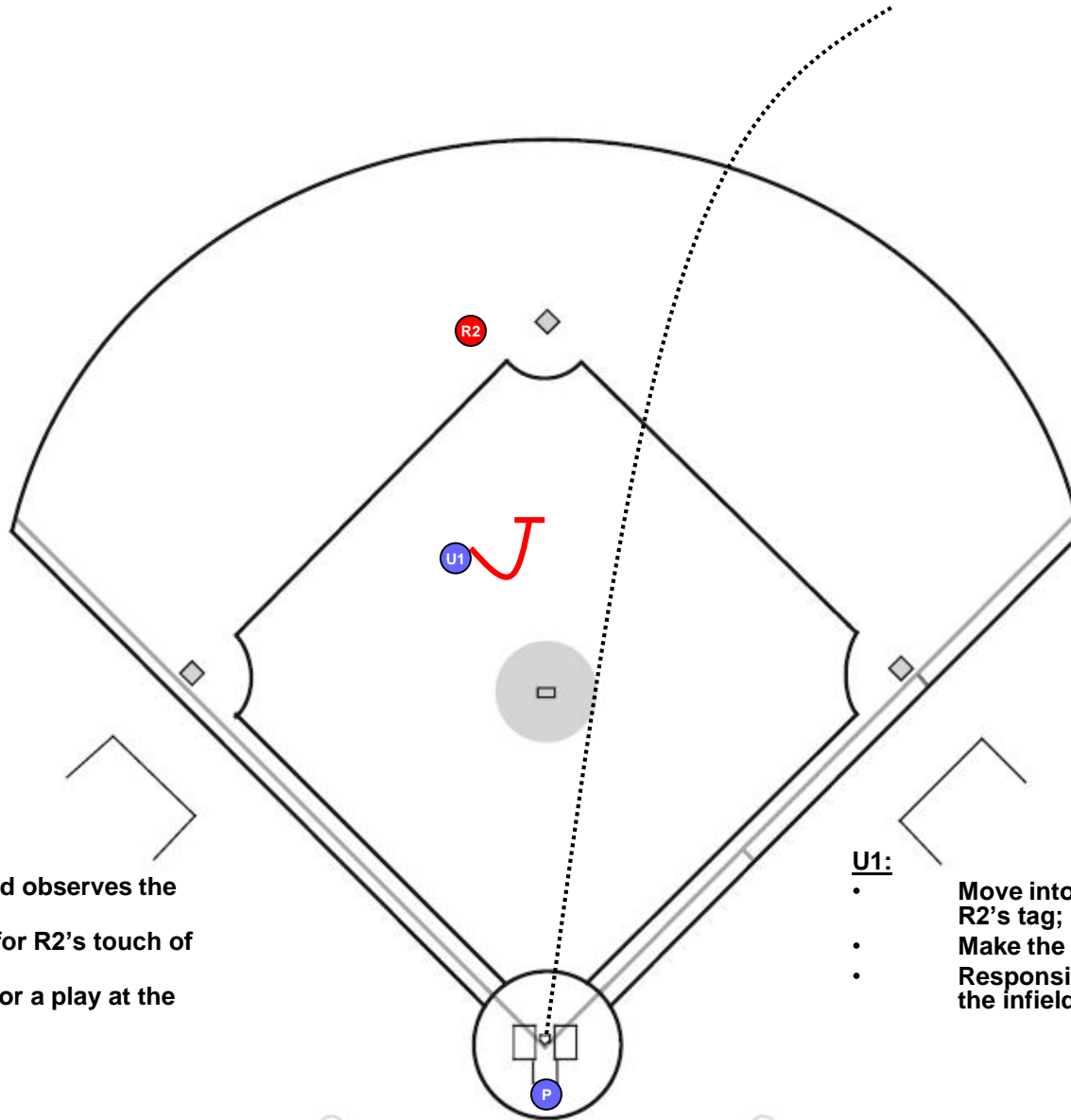


Plate:

- Stay home and observes the action;
- Responsible for R2's touch of 3rd;
- Be prepared for a play at the plate.

U1:

- Move into position to observe R2's tag;
- Make the catch/no catch call;
- Responsible for all plays in the infield.

BASE HIT

INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

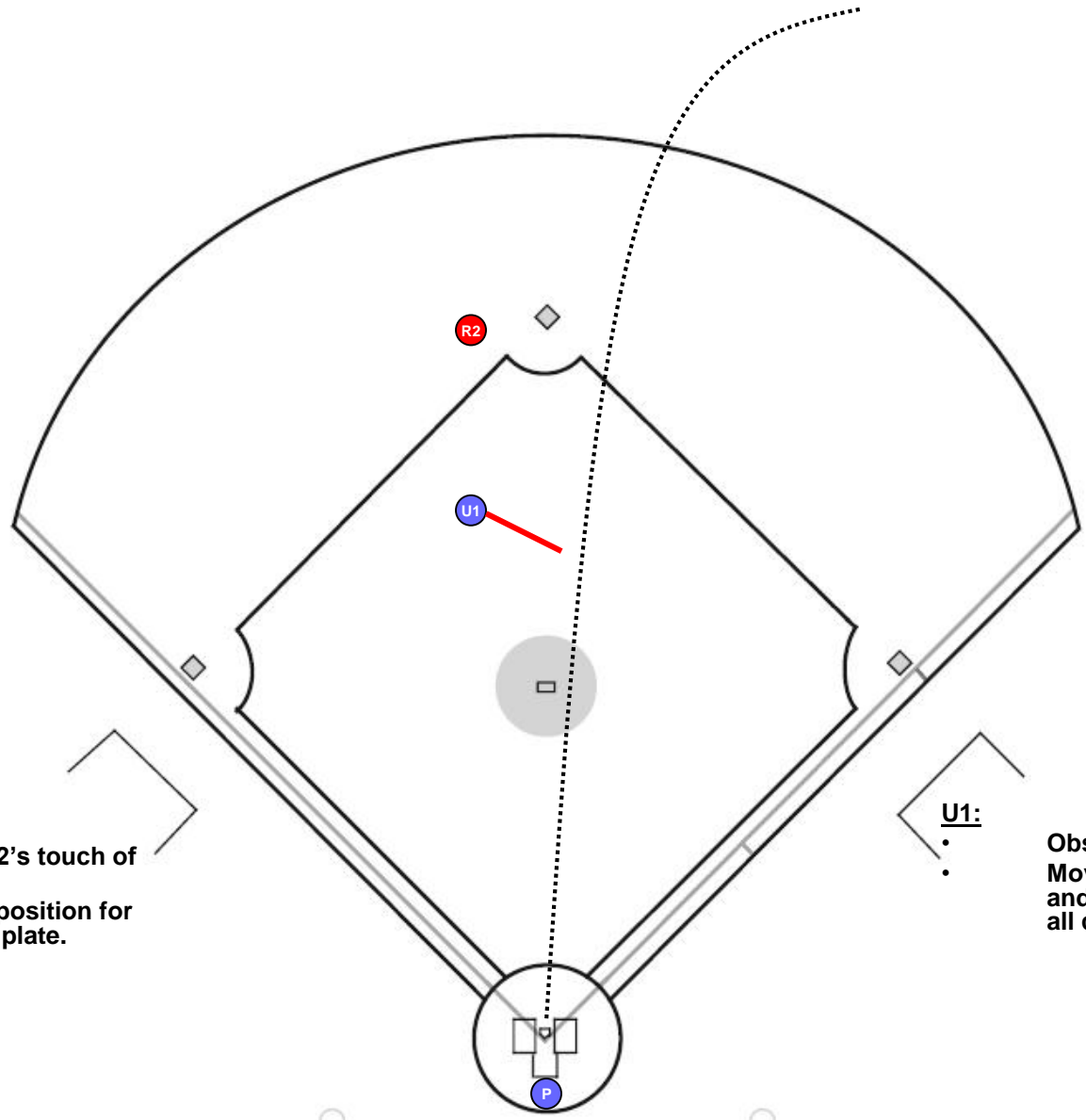


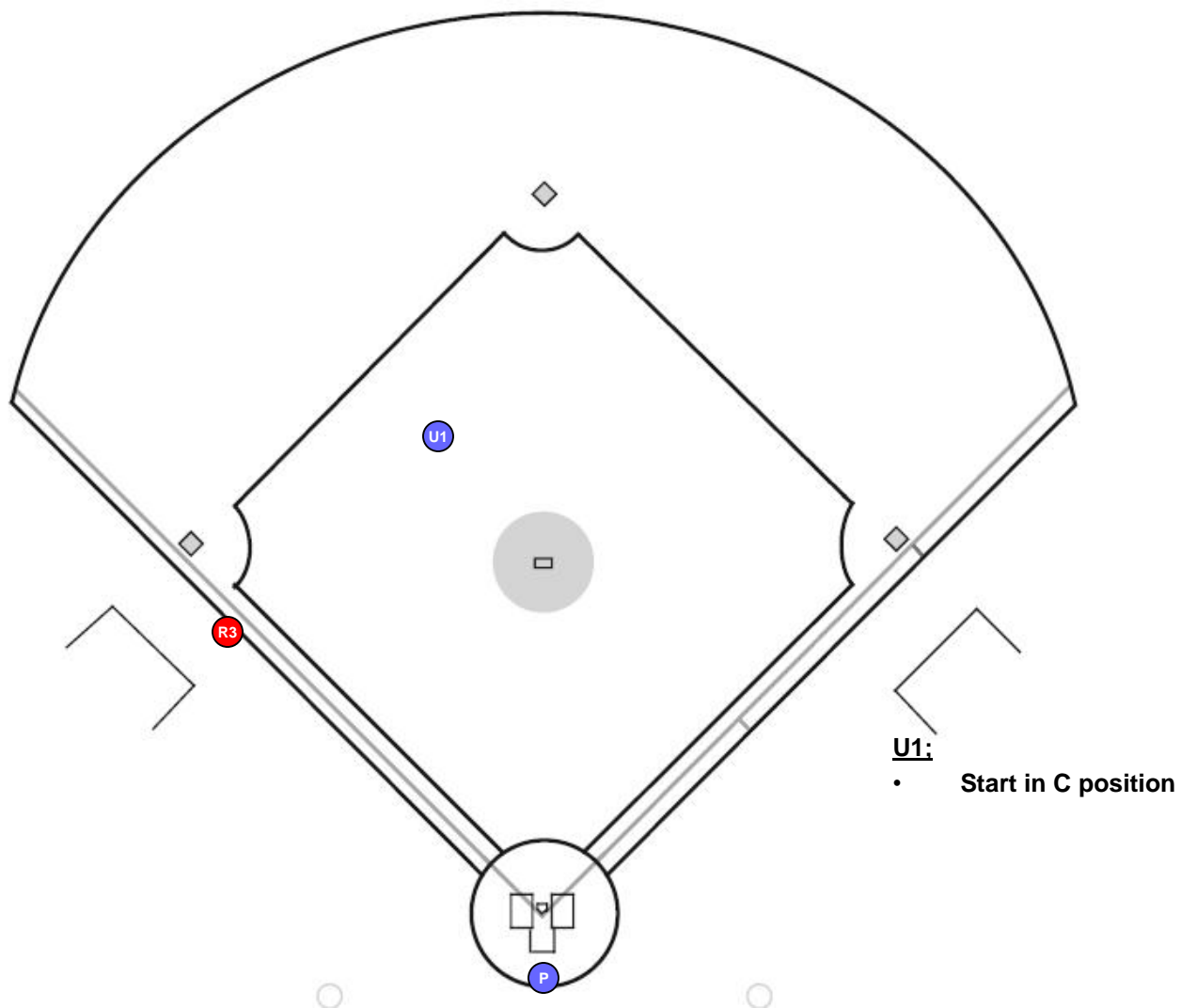
Plate:

- Observe R2's touch of 3rd;
- Move into position for play at the plate.

U1:

- Observe BR's touch of 1st;
- Move into working area and be prepared to make all calls at all bases.

RUNNER AT THIRD



FLY BALL TO OUTFIELD

U1 HAS THE CATCH/NO CATCH

INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

Communication:
Staying home (16)

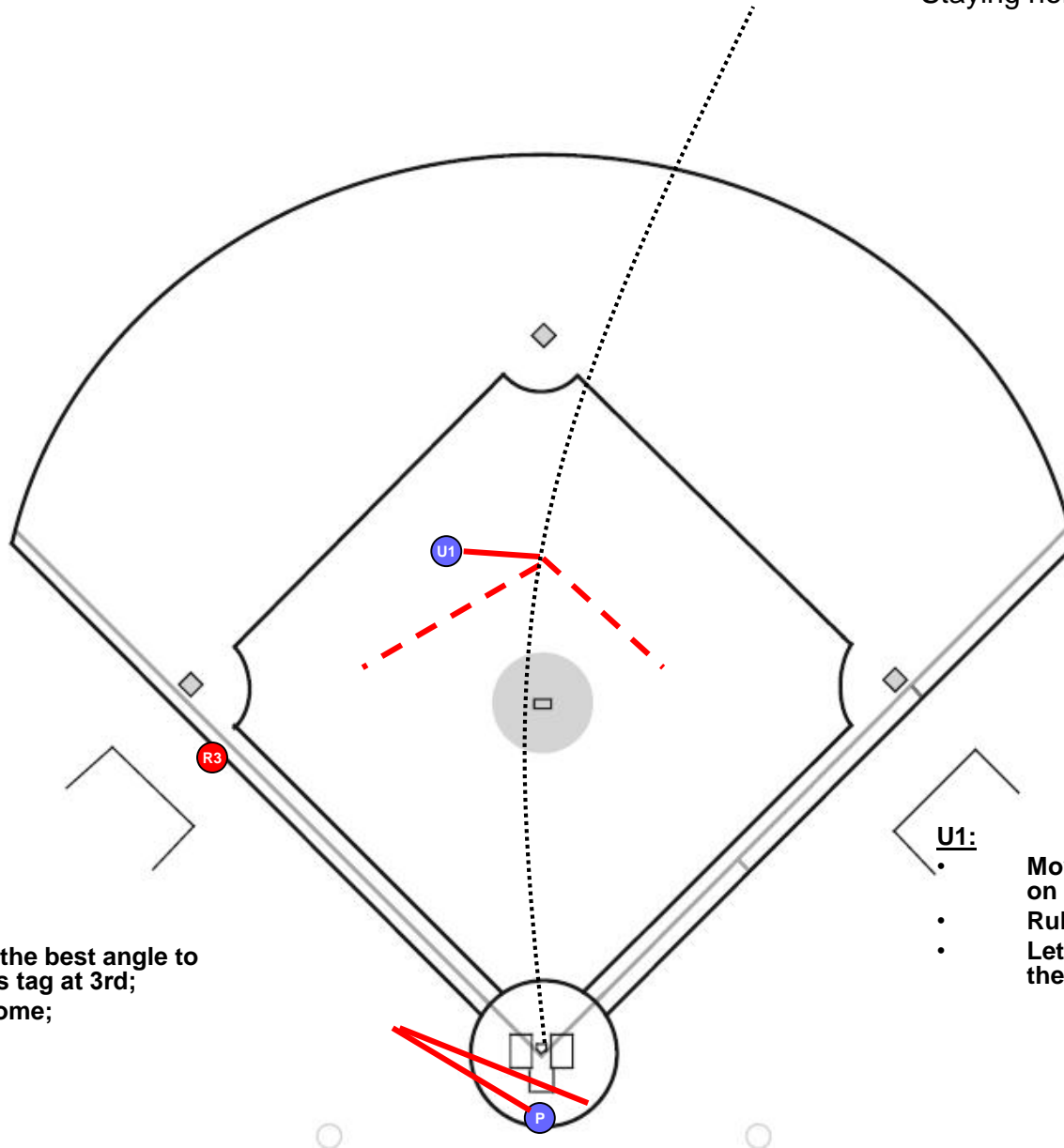


Plate:

- Move to get the best angle to observe R3's tag at 3rd;
- Retreat to home;

U1:

- Move into position to rule on the catch/no catch;
- Rule catch/no catch;
- Let the throw take you to the play.

FLY BALL DOWN THE RF LINE

PLATE HAS THE FAIR/FOUL AND CATCH/NO CATCH
RUNNER TAGS

INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

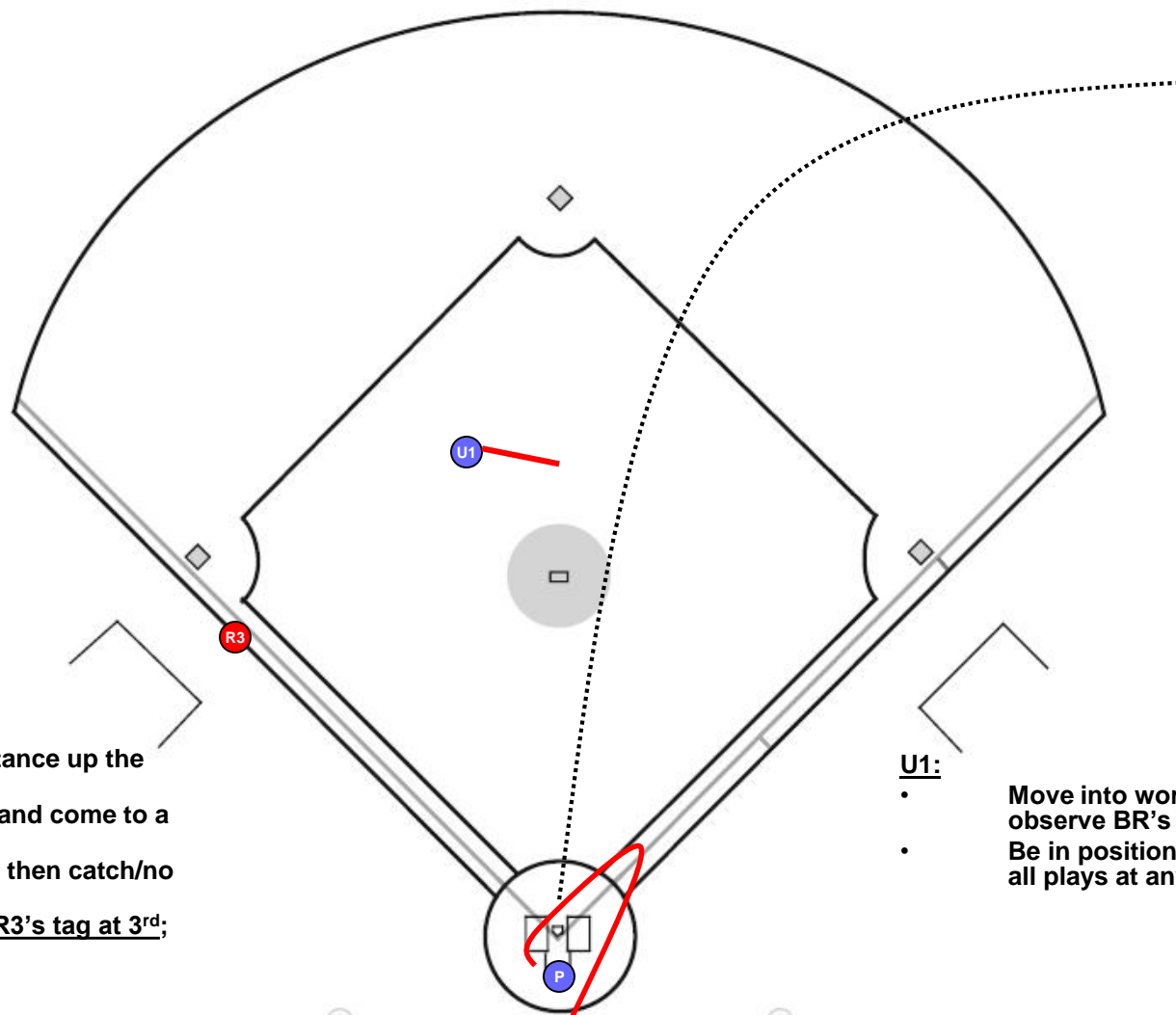


Plate:

- Move a **short** distance up the baseline;
- Straddle the line and come to a complete stop;
- Rule fair/foul and then catch/no catch;
- **Responsible for R3's tag at 3rd;**
- Retreat to home.

U1:

- Move into working area to observe BR's touch at 1st;
- Be in position to react to all plays at any bases.

BASE HIT

INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

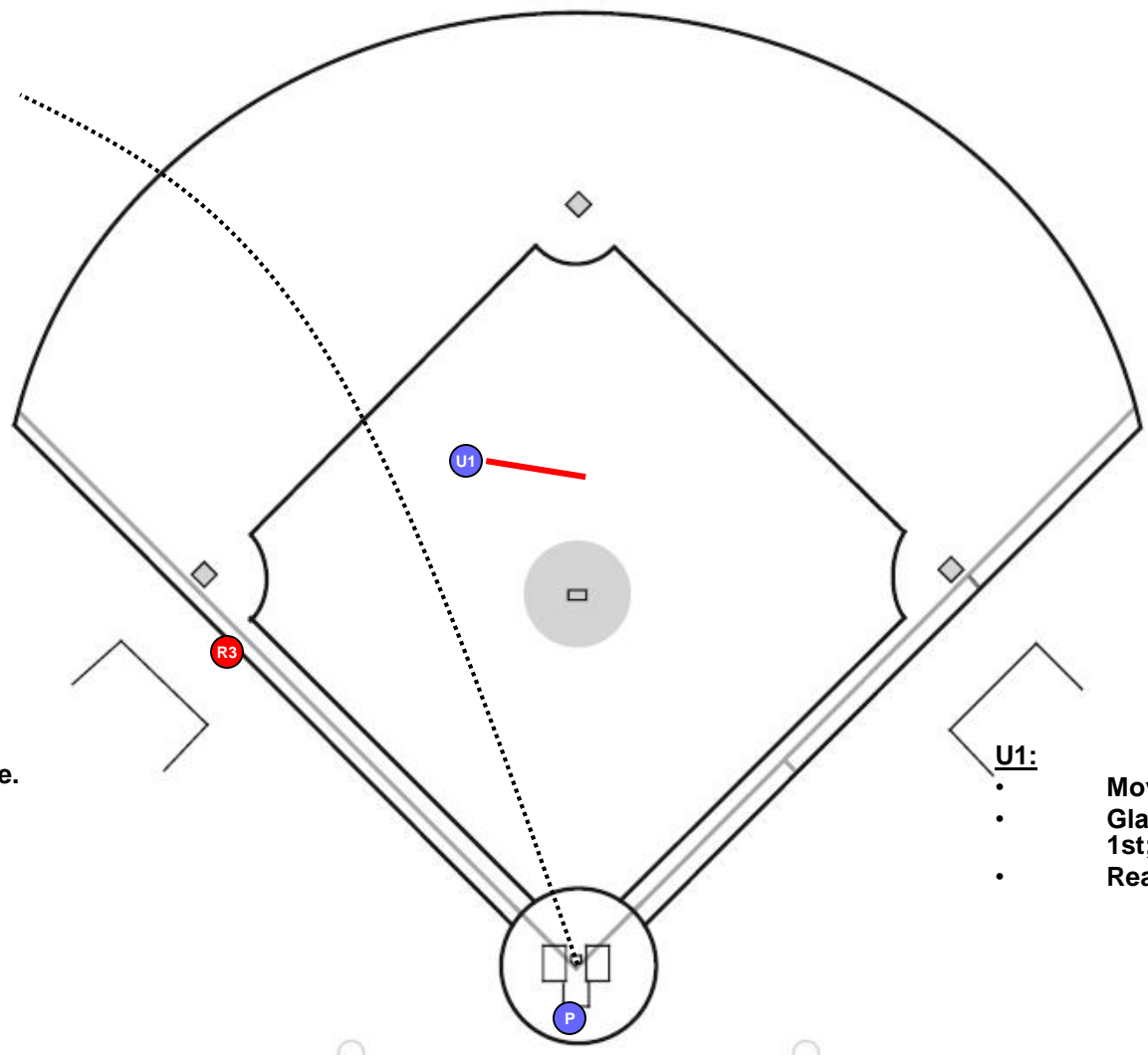


Plate:
• Stays home.

U1:
• Move into working area;
• Glance at BR's touch of
1st;
• React to the throw.

RUNNERS AT FIRST AND SECOND

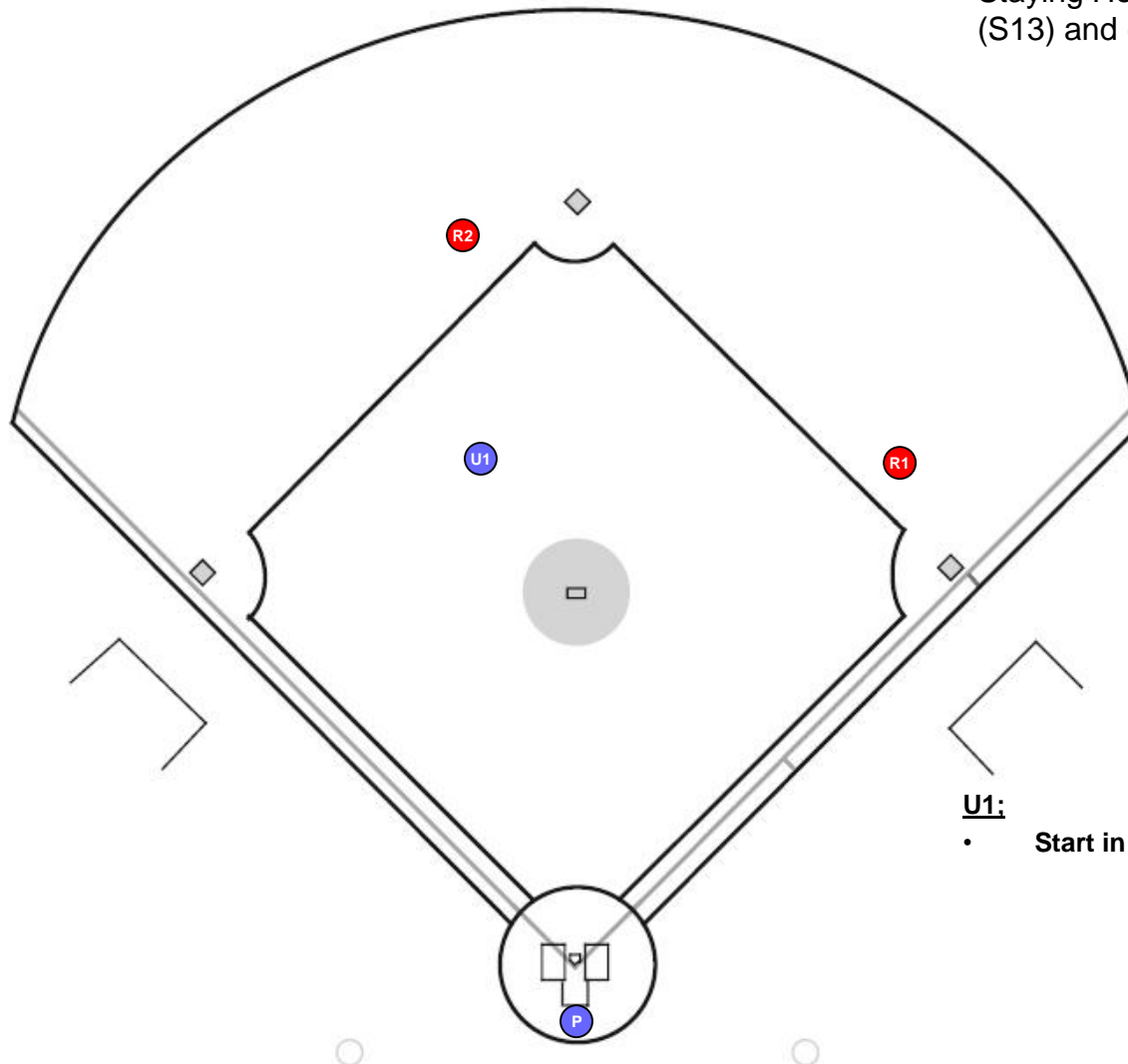
Communication:

Less than 2 outs:

Infield fly, plate covers third on caught fly ball to outfield (15)

Two outs:

Staying Home and timing play (S13) and (S16)



U1:

- Start in C position

INITIAL MOVEMENT
SECONDARY MOVEMENT

BALL FLIGHT

ROUTINE FLY BALL

U1 HAS THE CATCH/NO CATCH
R1 TAGS

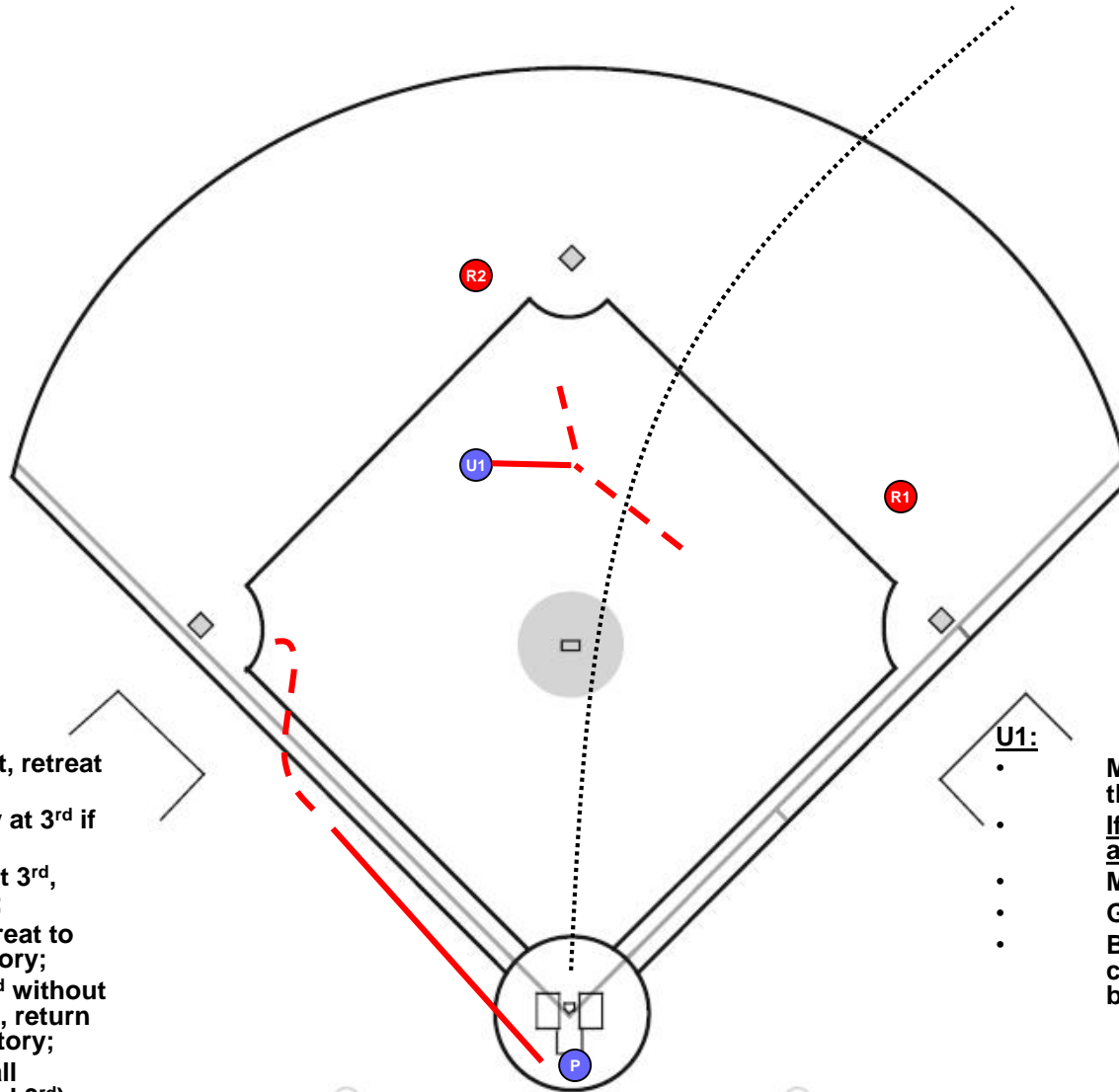


Plate:

- If fly is not caught, retreat home;
- If caught, has play at 3rd if R2 tags;
- If play develops at 3rd, move into cutout;
- On overthrow retreat to home in fair territory;
- If R2 will reach 3rd without any possible play, return home in foul territory;
- Responsible for all overthrows(1st and 3rd).

U1:

- Move into position to rule on the catch/no catch;
- If uncaught, you have all plays at all bases;
- Make the catch/no catch call;
- Glance at R2 and R1's tag ups;
- Be in position to react to R2 coming back into 2nd and R1 back into 1st or on to 2nd.

FLY BALL DOWN THE RF LINE

PLATE HAS THE FAIR/FOUL AND CATCH/NO CATCH
R1 TAGS

INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

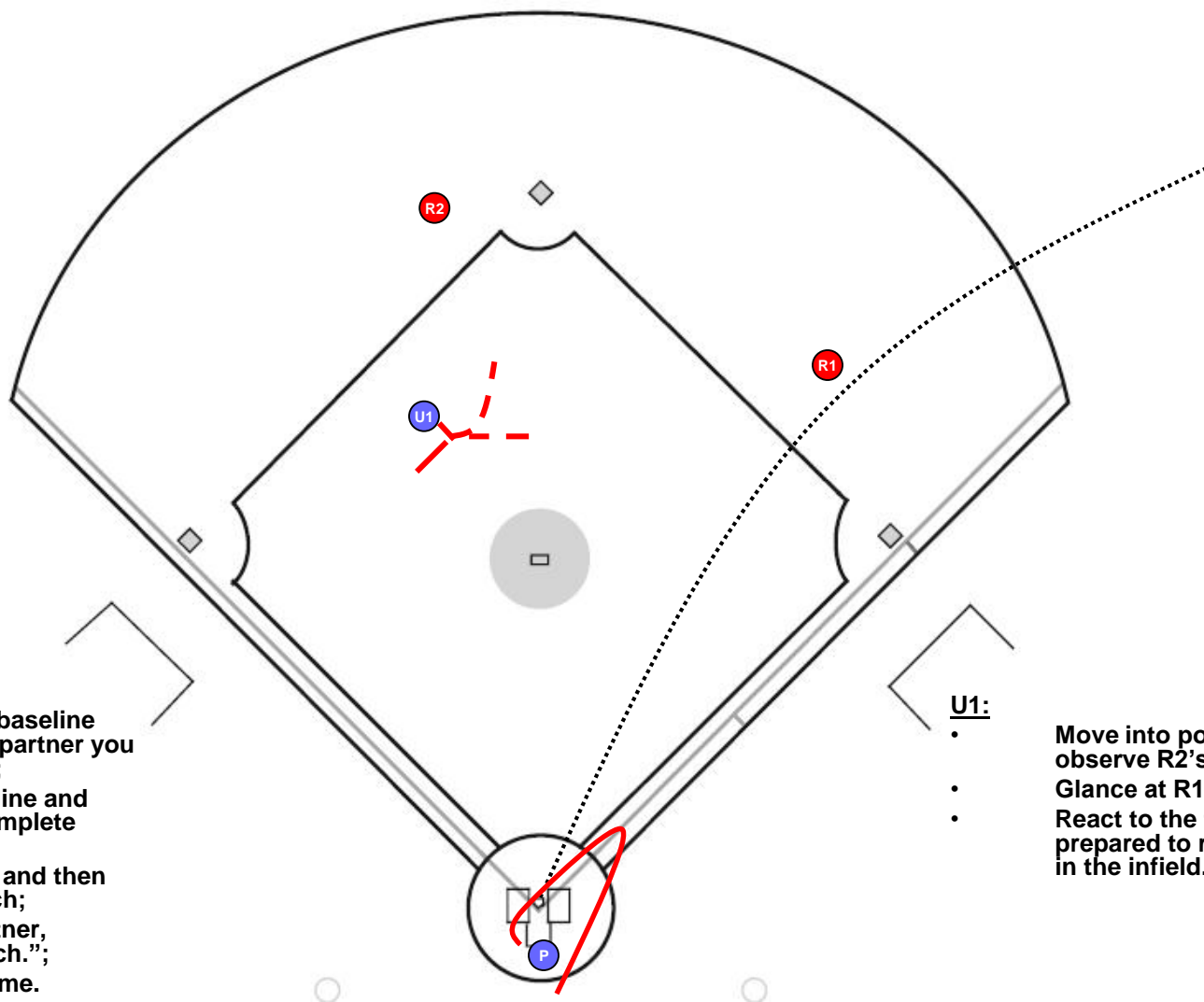


Plate:

- Move up the baseline and tell your partner you have the ball;
- Straddle the line and come to a complete stop;
- Rule fair/foul and then catch/no catch;
- Tell your partner, "That's a catch.";
- Retreat to home.

U1:

- Move into position to observe R2's tag at 2nd;
- Glance at R1's tag at 1st;
- React to the throw and be prepared to rule on all plays in the infield.

BASE HIT

- INITIAL MOVEMENT
- SECONDARY MOVEMENT
- BALL FLIGHT

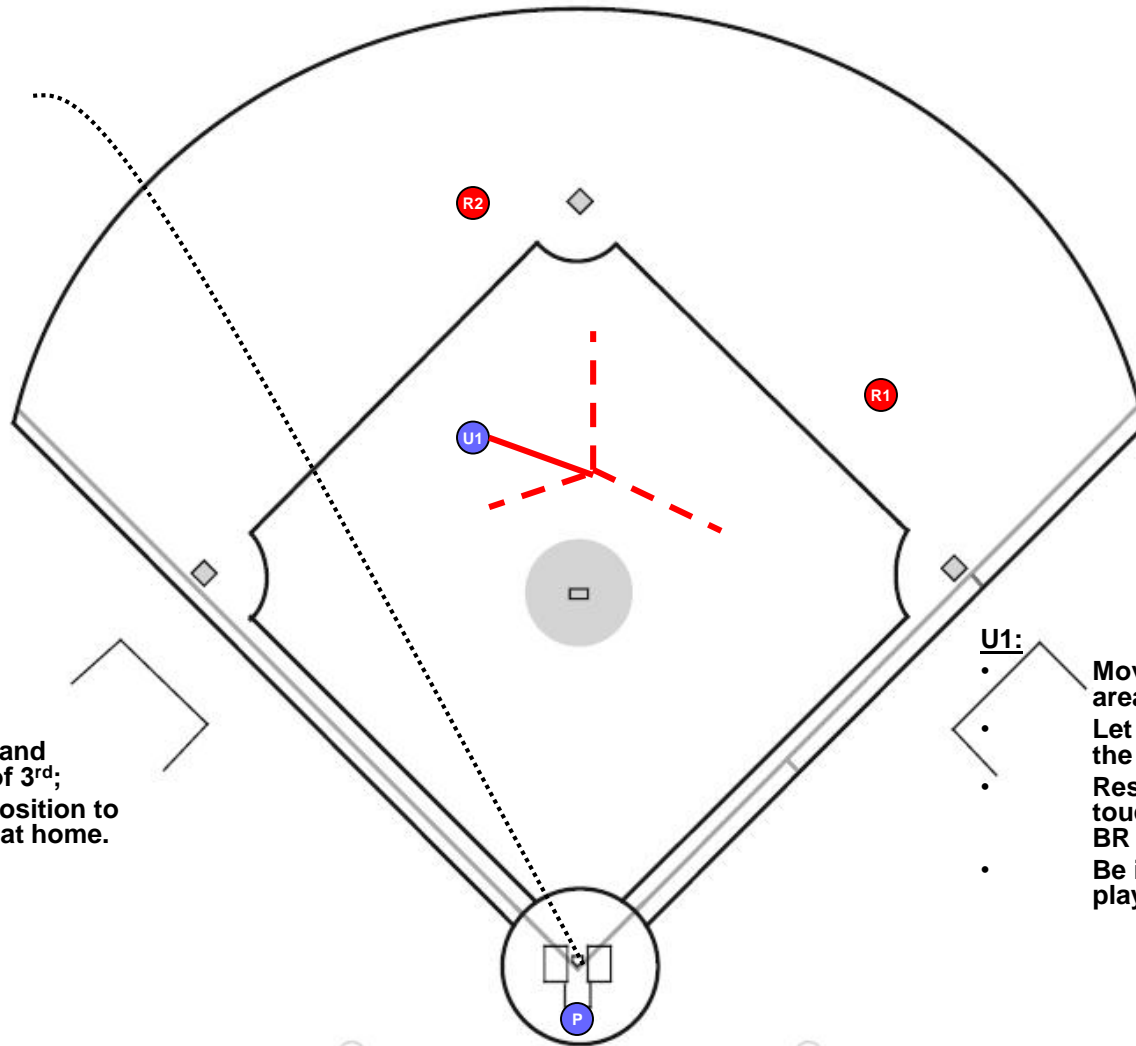


Plate:

- Observe R2 and R1's touch of 3rd;
- Move into position to rule on play at home.

U1:

- Move into the working area;
- Let the throw take you to the play;
- Responsible for all touches of 1st and 2nd and BR into third;
- Be in position to take all plays in the infield.

GROUND BALL

- INITIAL MOVEMENT
- SECONDARY MOVEMENT
- BALL FLIGHT

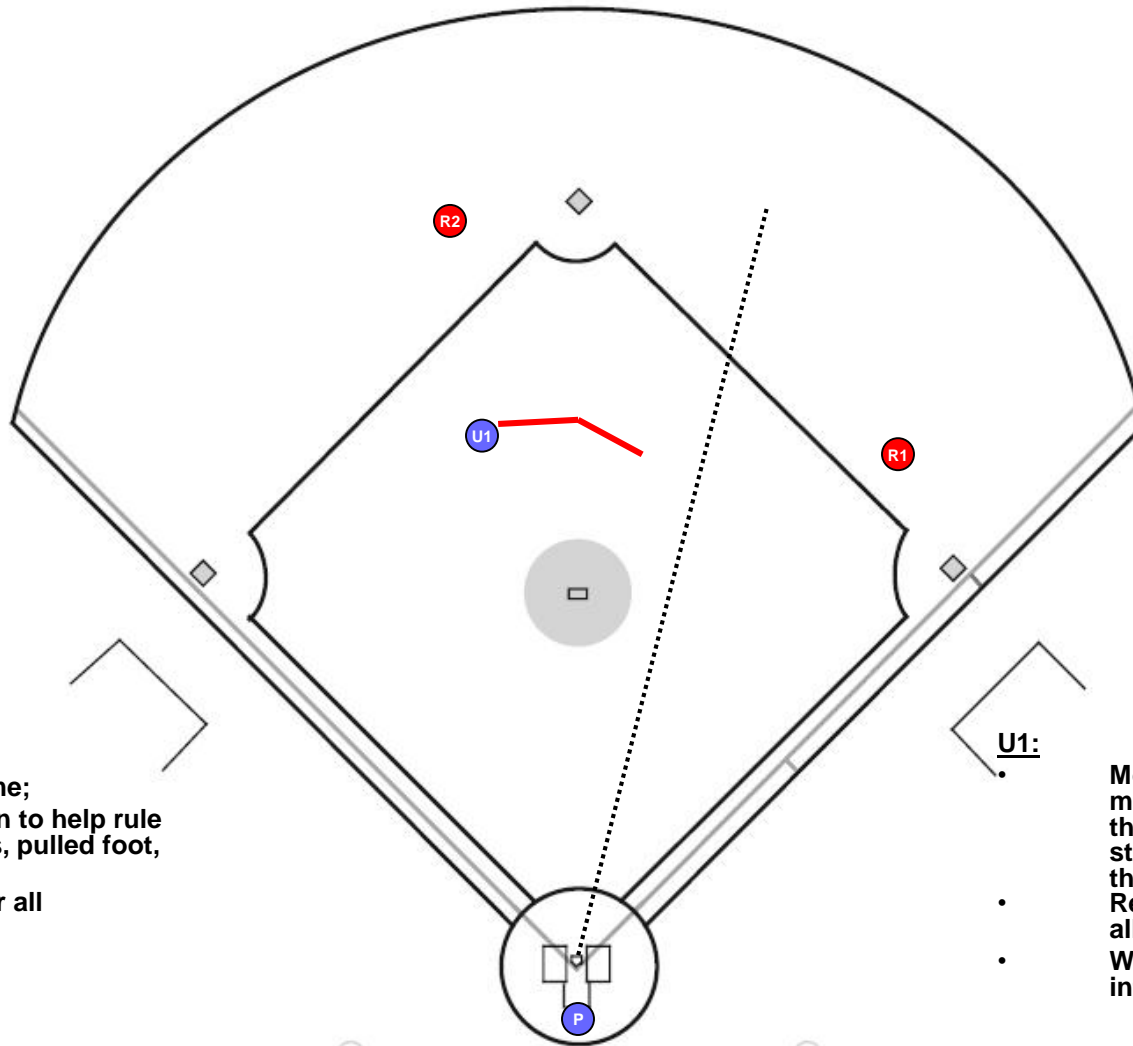


Plate:

- Plate stays home;
- Observes action to help rule on illegal slides, pulled foot, swipe tags;
- Responsible for all overthrows.

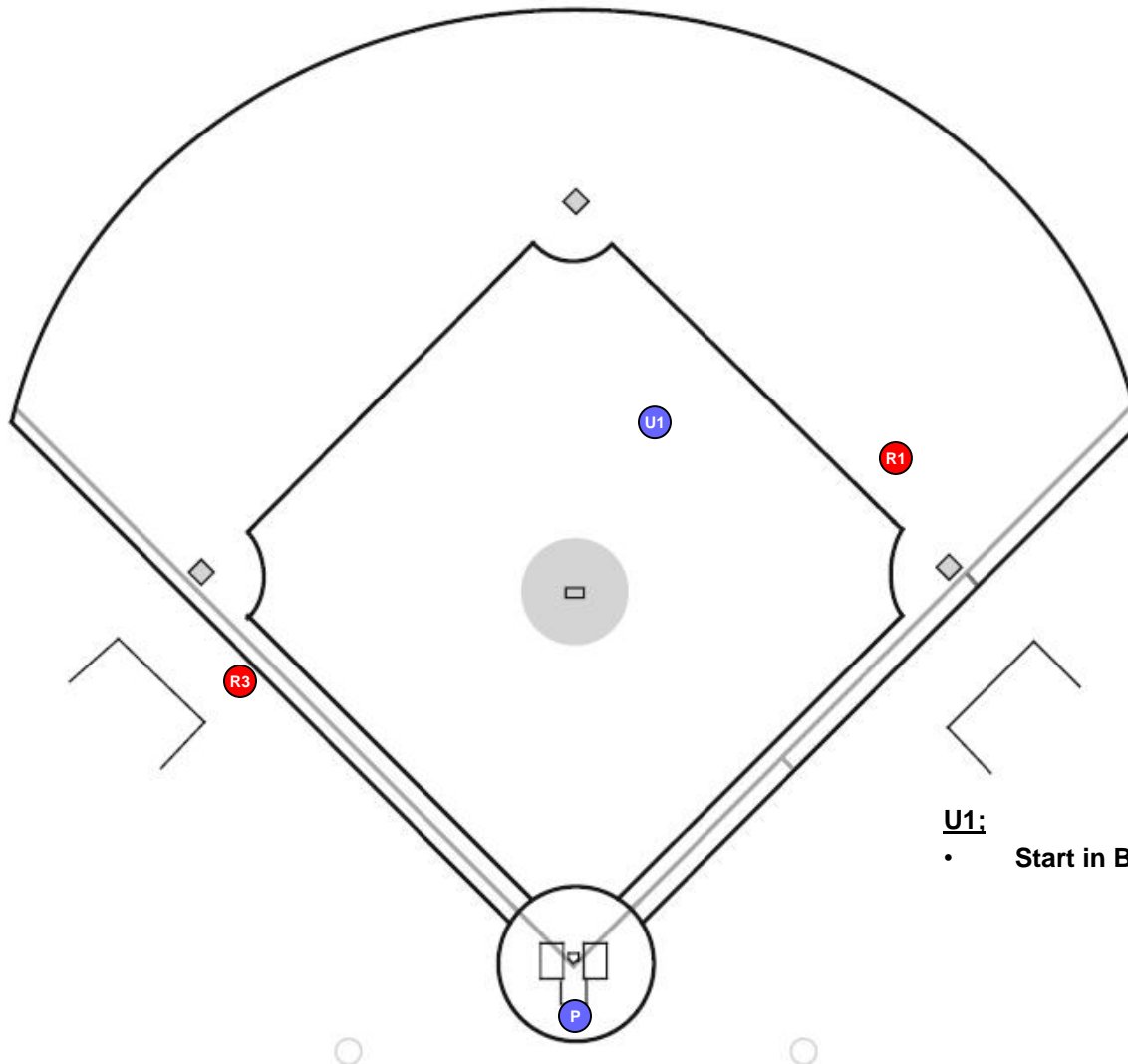
U1:

- Move into a position to make a call at any base in the infield being careful to stay out of the line of the throw;
- Responsible for all calls at all bases;
- Watch for runner interference.

RUNNERS AT FIRST AND THIRD

Communication:

Standard Rotation (S14) on
base hit into outfield



U1:

- Start in B position

ROUTINE FLY BALL

INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

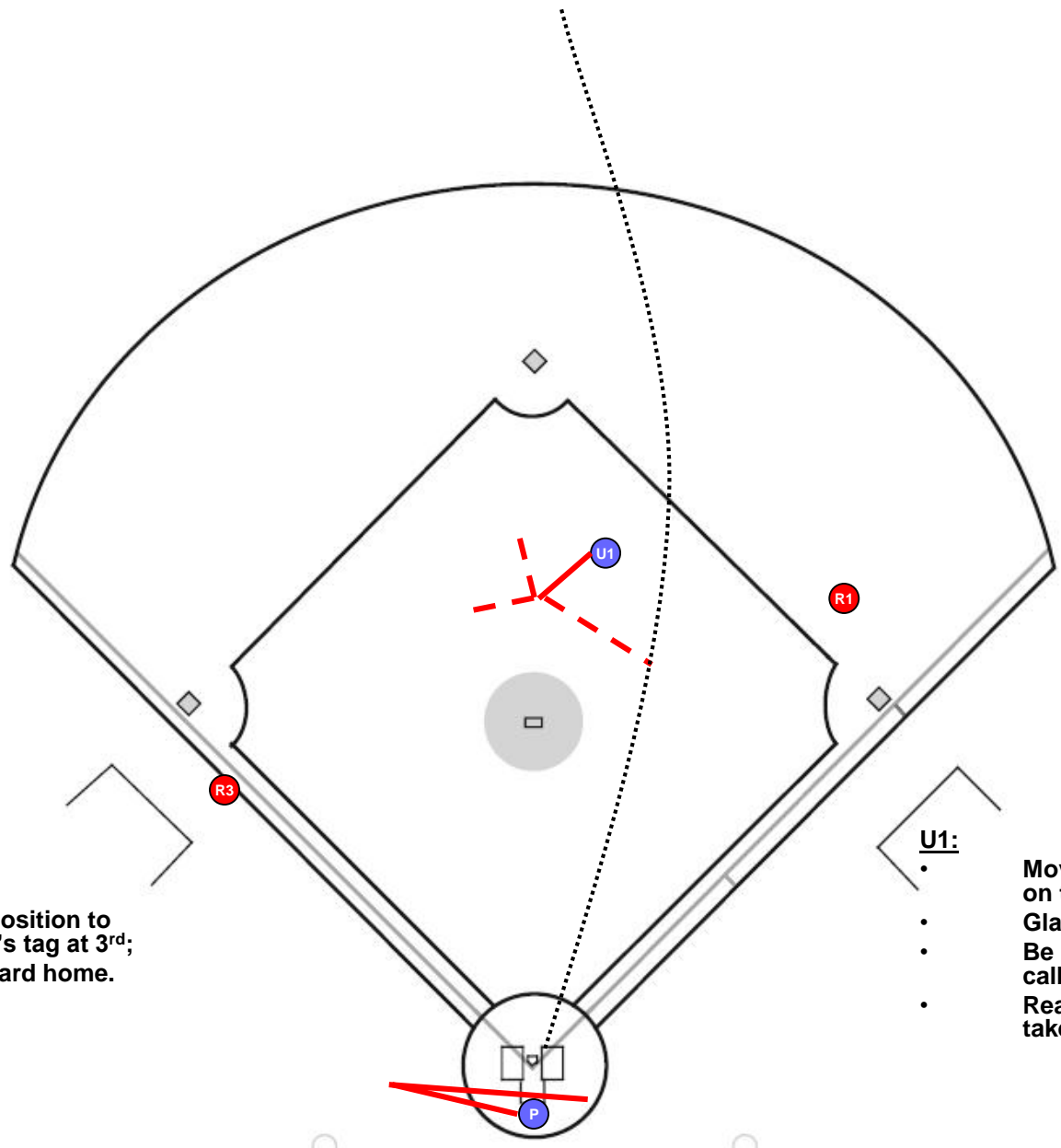


Plate:

- Move into position to observe R3's tag at 3rd;
- Retreat toward home.

U1:

- Move into position to rule on the catch/no catch;
- Glance at R1's tag at 1st;
- Be in position to make all calls on the bases;
- Read the throw and let it take you to the play.

INITIAL MOVEMENT
SECONDARY MOVEMENT

BALL FLIGHT

FLY BALL DOWN THE RF LINE

PLATE HAS FAIR/FOUL AND CATCH/NO CATCH

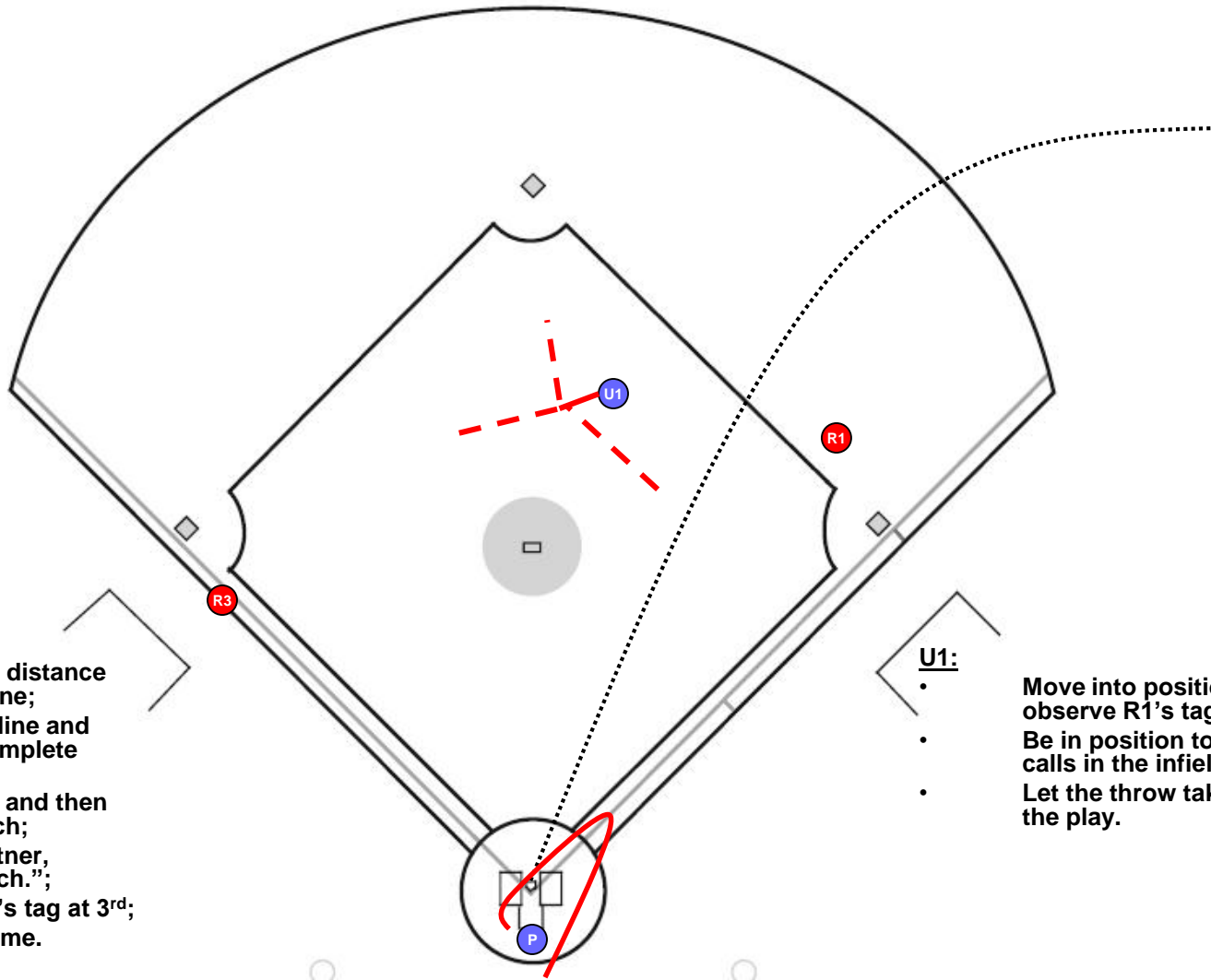


Plate:

- Move a short distance up the baseline;
- Straddle the line and come to a complete stop;
- Rule fair/foul and then catch/no catch;
- Tell your partner, "That's a catch.";
- Glance at R3's tag at 3rd;
- Retreat to home.

U1:

- Move into position to observe R1's tag at 1st;
- Be in position to make all calls in the infield;
- Let the throw take you to the play.

BASE HIT

INITIAL MOVEMENT
 SECONDARY MOVEMENT
 BALL FLIGHT

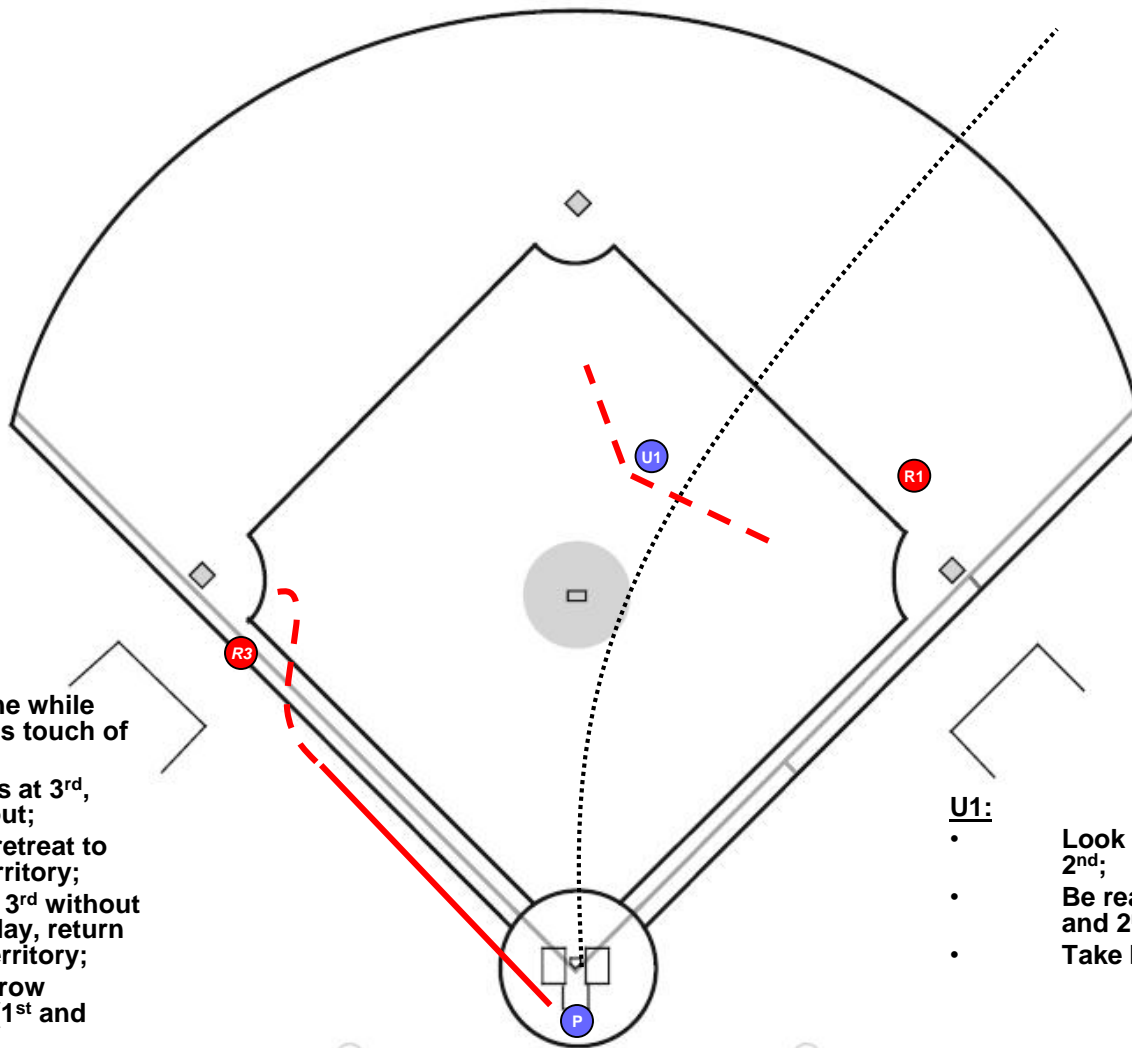


Plate:

- Move up the line while glancing at R3's touch of home;
- If play develops at 3rd, move into cutout;
- On overthrow retreat to home in fair territory;
- If R1 will reach 3rd without any possible play, return home in foul territory;
- Take all overthrow responsibility (1st and 3rd).

U1:

- Look at all touches of 1st and 2nd;
- Be ready to make all calls at 1st and 2nd;
- Take BR into 3rd on triple.

GROUND BALL

- INITIAL MOVEMENT
- SECONDARY MOVEMENT
- BALL FLIGHT

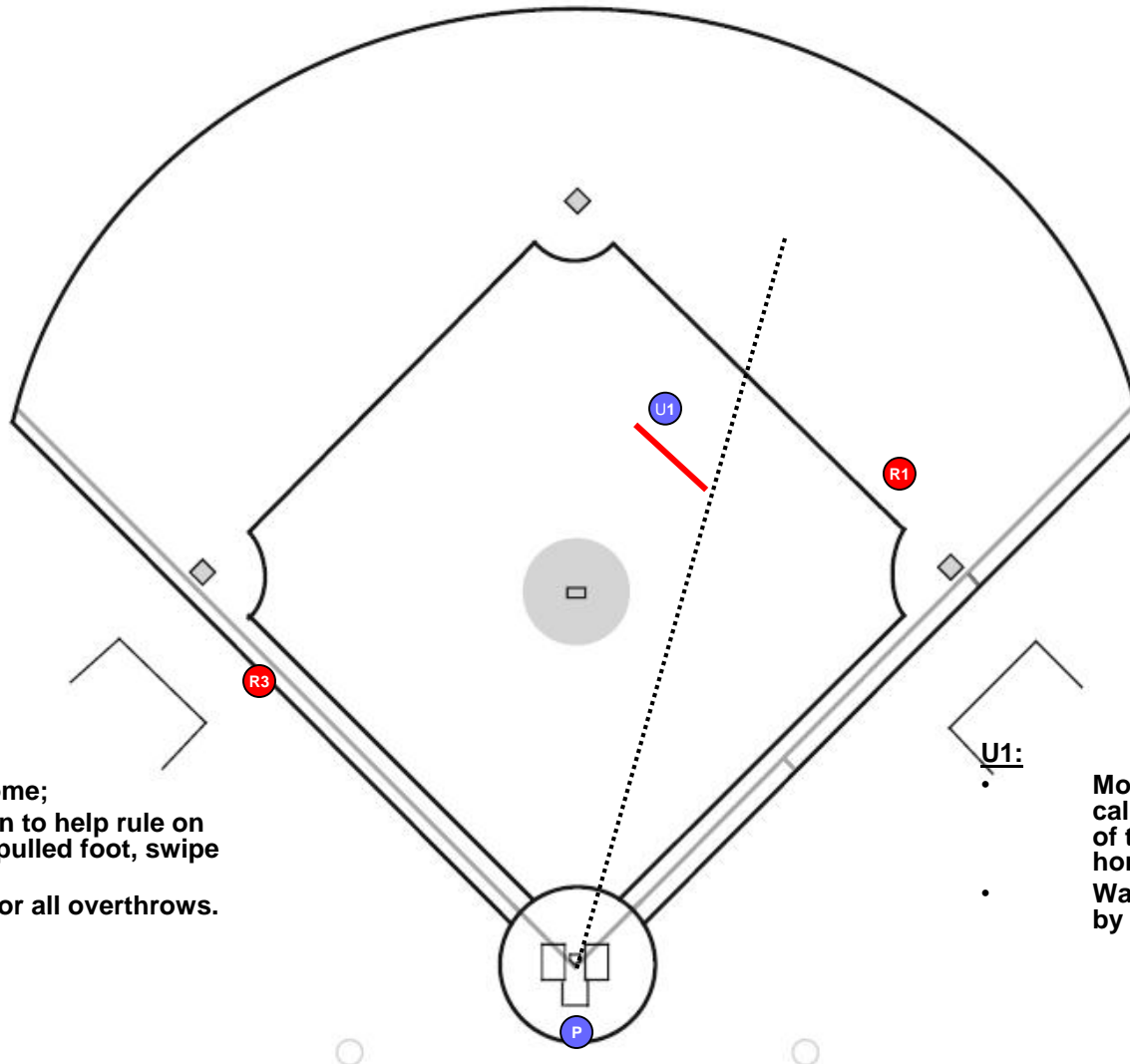


Plate:

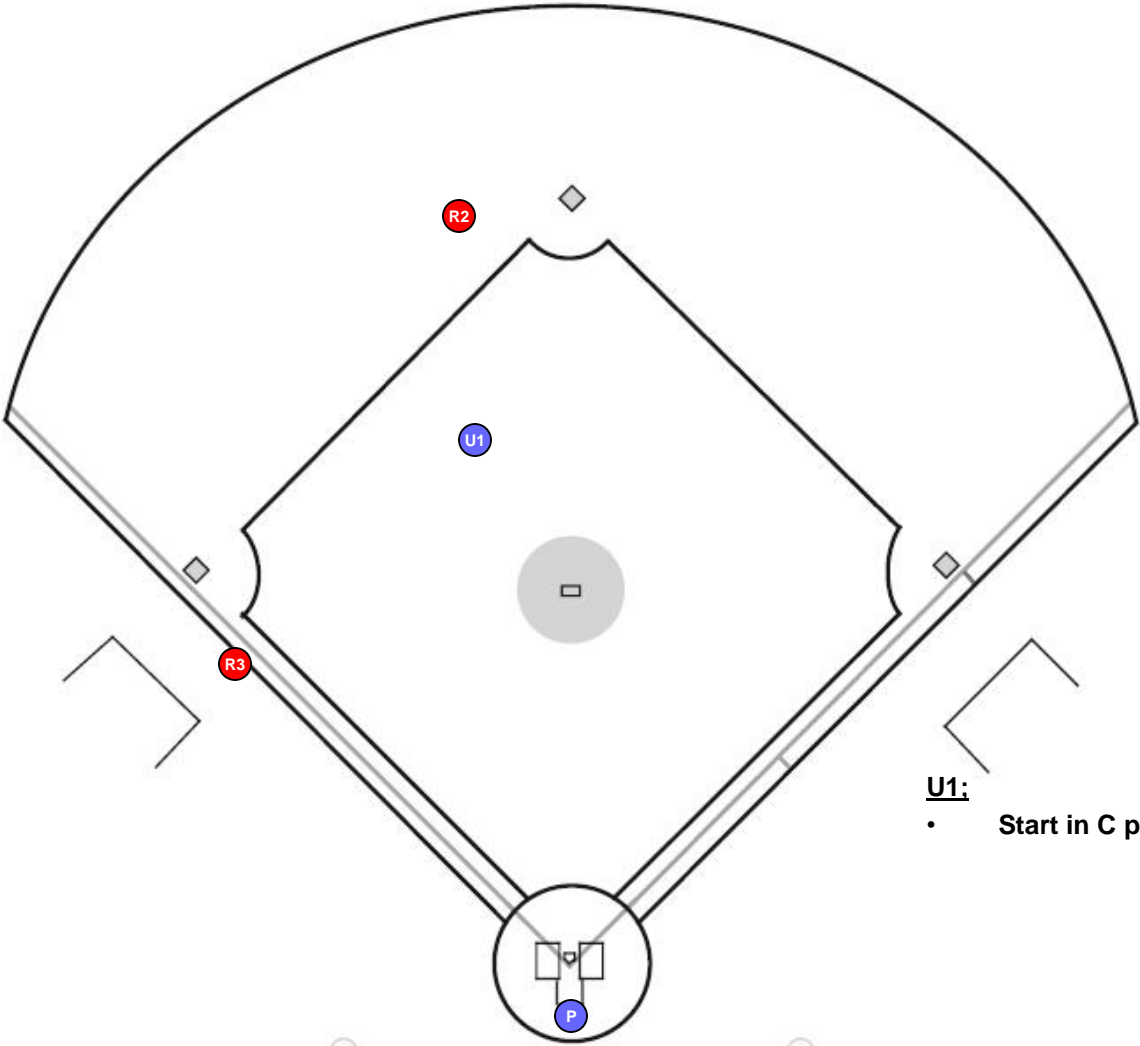
- Plate stays home;
- Observe action to help rule on illegal slides, pulled foot, swipe tags;
- Responsible for all overthrows.

U1:

- Move into position to make the call/s, being careful to stay out of the line of a possible throw home;
- Watch for runner interference by R1.

RUNNERS AT SECOND AND THIRD

Communication:
Staying Home (S16)
With two outs also add
Timing Play (S13)



U1:
• Start in C position

INITIAL MOVEMENT
SECONDARY MOVEMENT

BALL FLIGHT

ROUTINE FLY BALL

U1 HAS THE CATCH/NO CATCH
RUNNER TAGS

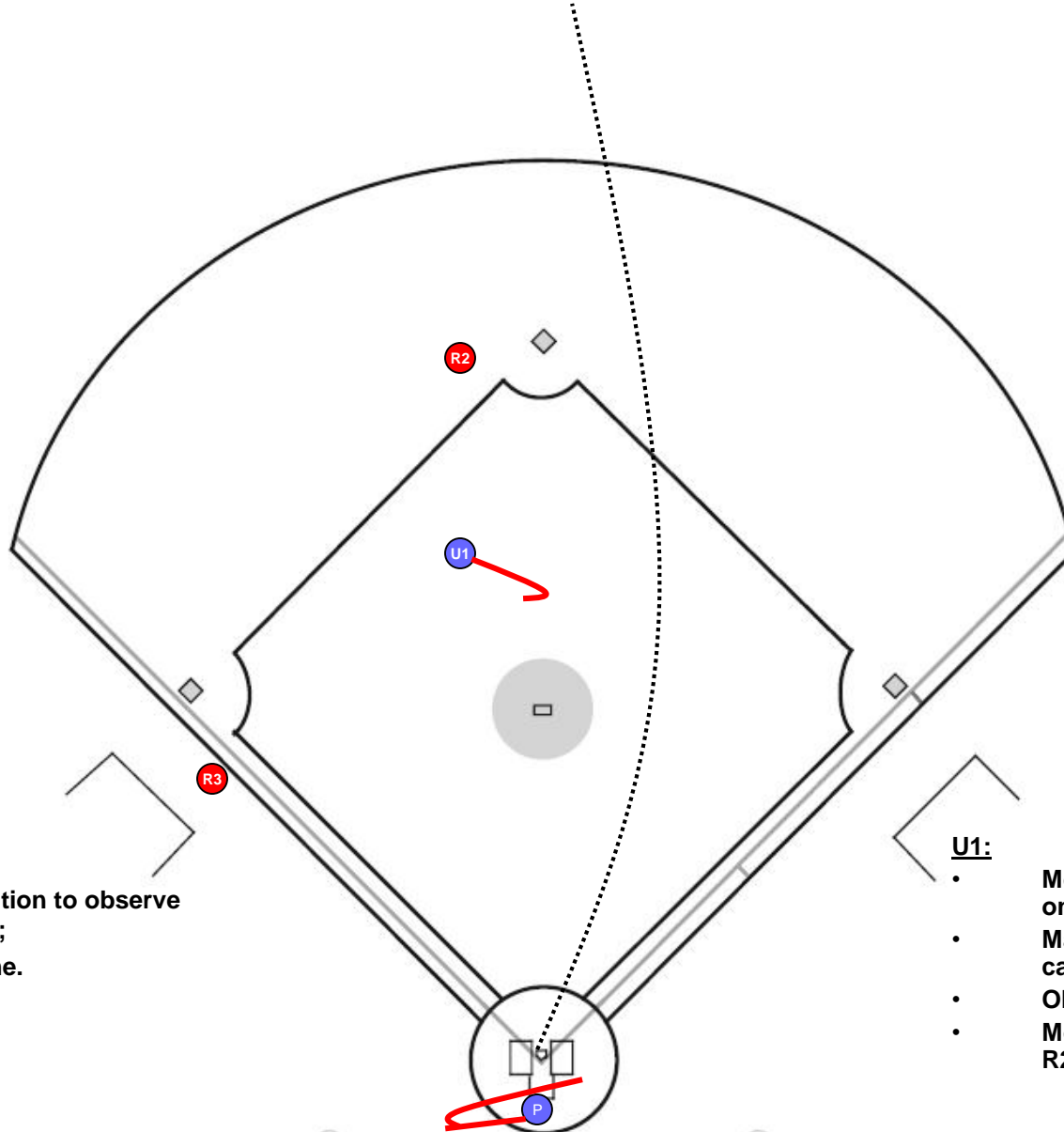


Plate:

- Move into position to observe R3's tag at 3rd;
- Retreat to home.

U1:

- Move into position to rule on the catch/no catch;
- Make the catch/no catch call;
- Observe R2's tag at 2nd;
- Move into position to take R2 back into 2nd or into 3rd.

BASE HIT

INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

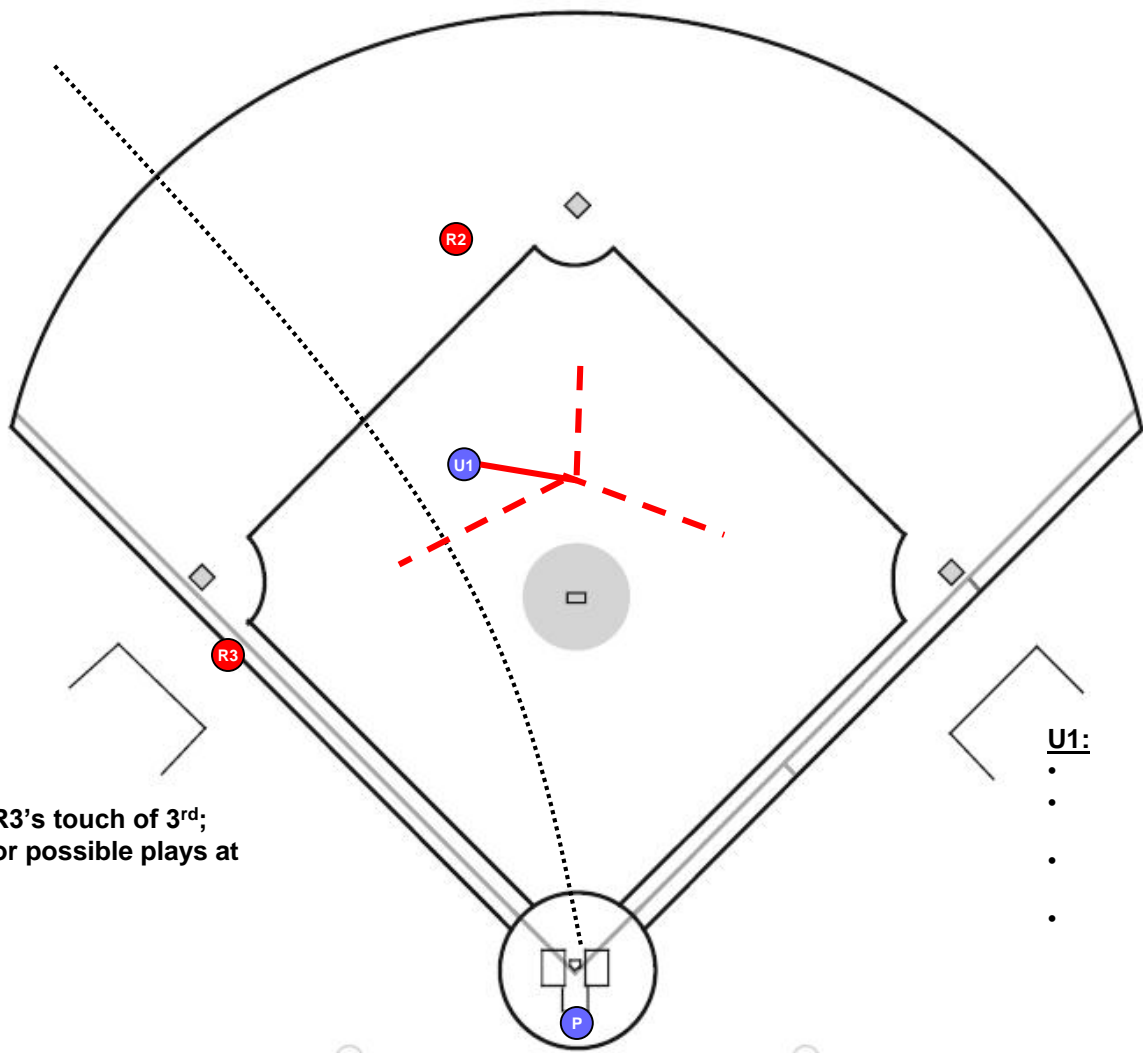


Plate:

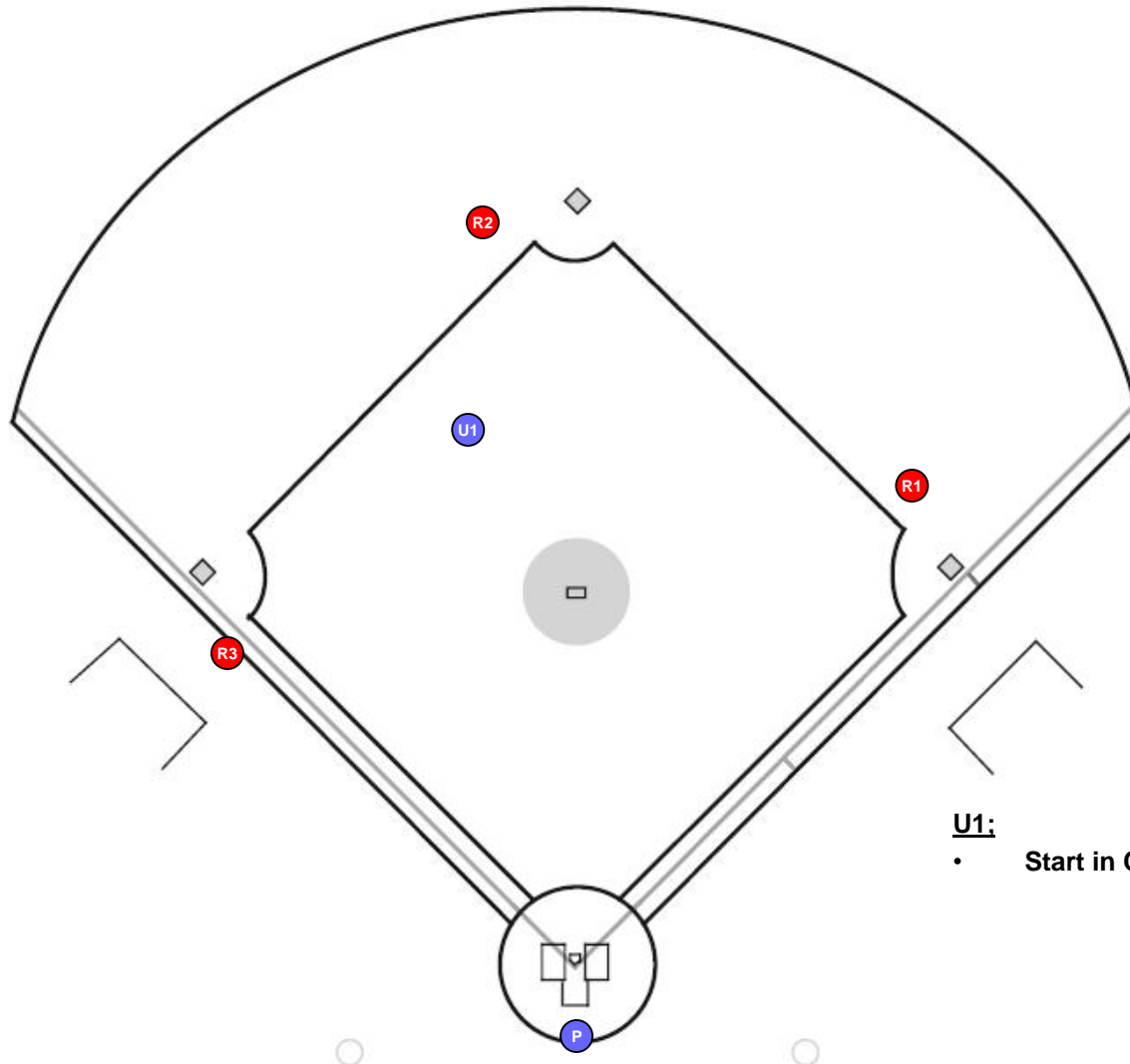
- Glance at R3's touch of 3rd;
- Be ready for possible plays at the plate.

U1:

- Move into working area;
- Glance at BR's touch of 1st;
- Be alert to take plays at all bases in the infield;
- Let the throw take you to the play.

BASES LOADED

Communication:
Staying Home (S16)
With two outs also add
Timing Play (S13)



U1:
• Start in C position

INITIAL MOVEMENT
SECONDARY MOVEMENT

BALL FLIGHT

ROUTINE FLY BALL

U1 HAS THE CATCH/NO CATCH

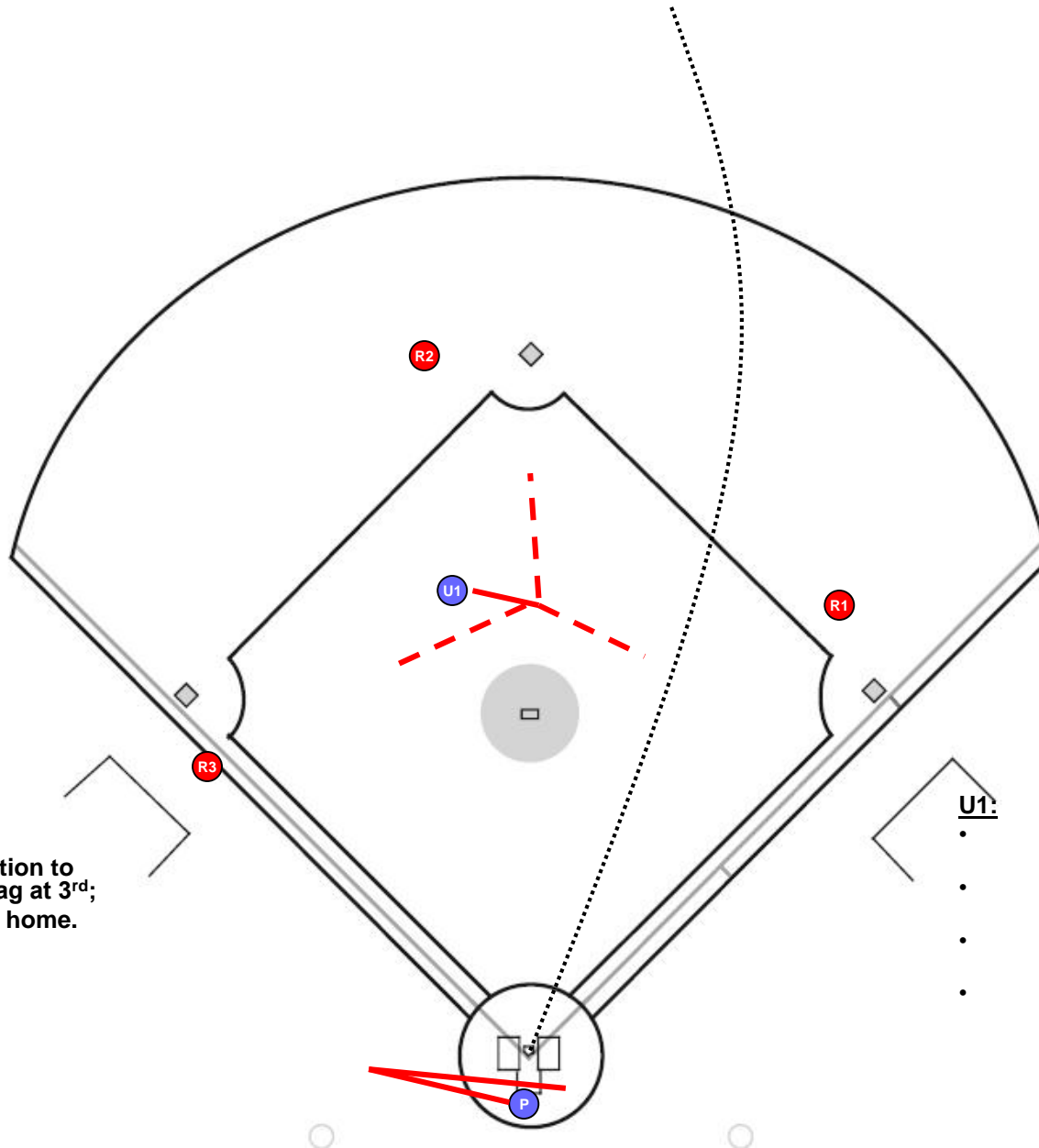


Plate:

- Move into position to observe R3's tag at 3rd;
- Retreat toward home.

U1:

- Move into position to rule on the catch;
- Make the catch/no catch call;
- Observe R2's and R1's tag ups;
- Let the throw take you to the play.

BASE HIT

INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT

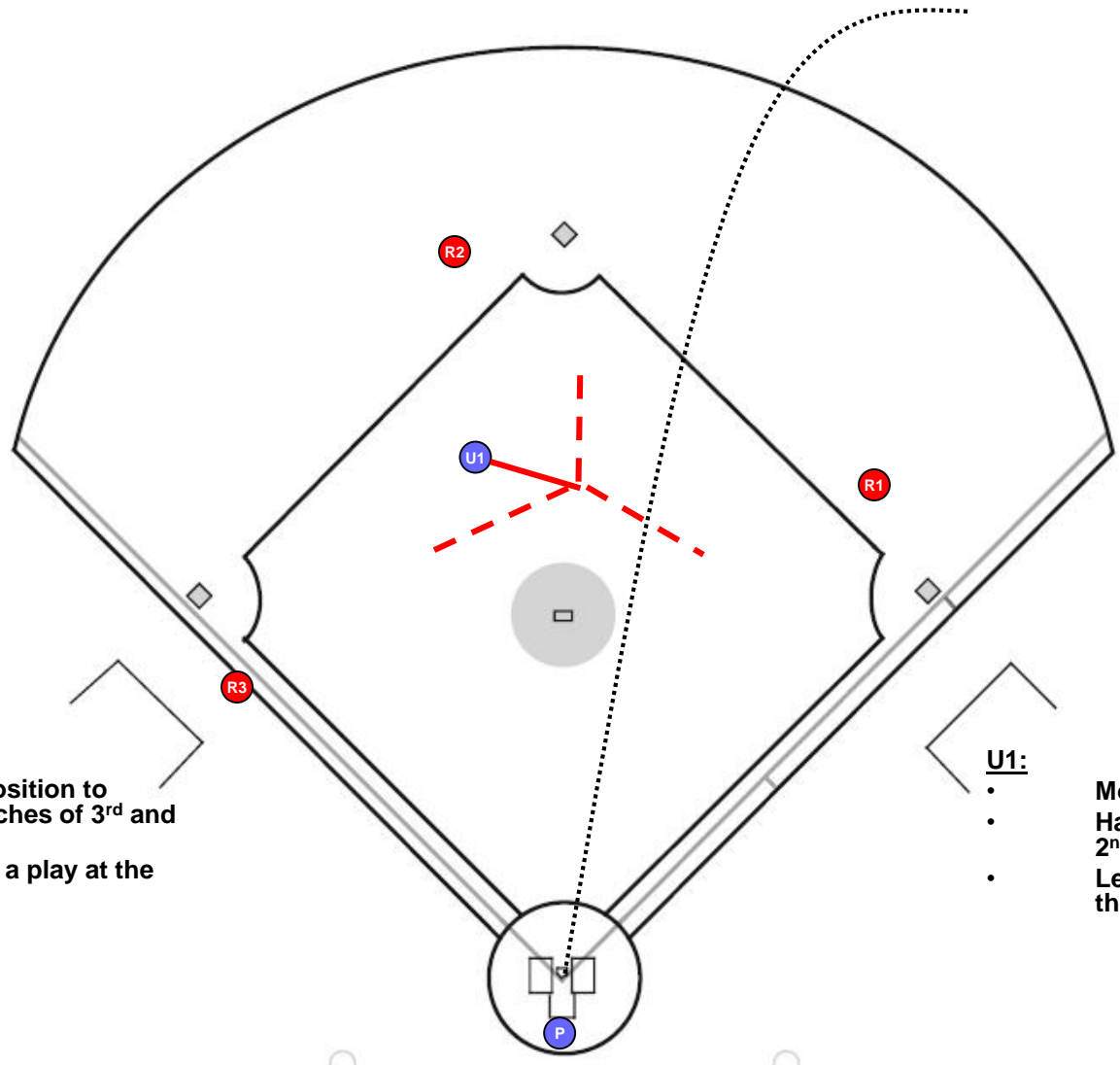


Plate:

- Move into position to observe touches of 3rd and home;
- Be ready for a play at the plate.

U1:

- Move into working area;
- Has all touches at 1st and 2nd;
- Let the throw take you to the play.