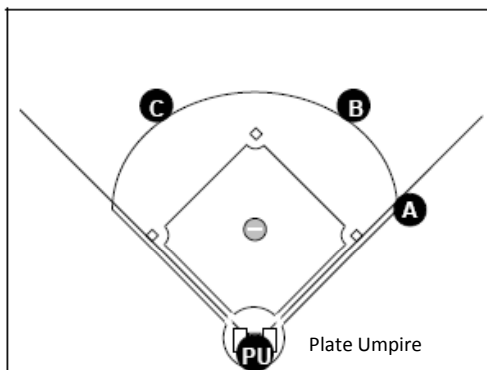


Base Umpire Field Positioning

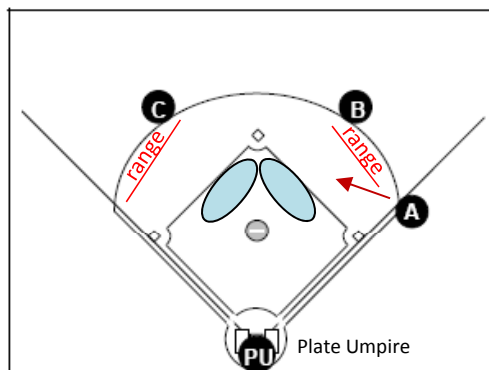
Field Diagrams with Umpires -- small diamond base paths



Position of Base Umpire when Batter is up

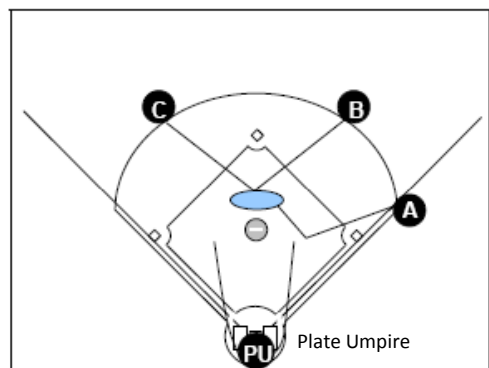
- A** position -- with no runners on base
- B** position -- with only a runner on 1st base
- C** position -- all other runner combinations

Note: all positions are *before* each pitch -- move accordingly during each play.



Range and Working Area of Base Umpire

- = movement of position
- = working area



Position of Umpires when ball hit to outfield

Base umpire moves into the infield and watches the runners tag bases and pivots to stay ahead of the runner, not behind.

Note: Plate umpire moves into the infield, in the direction of the ball, only if the base umpire goes out.

- Responsibilities:**
- A** position -- **Base umpire will:**
 - Watch for illegal pitches
 - Make the safe/out call at 1st
 - Be responsible for fail/foul calls from the bag and beyond
 - If the batter-runner gets a base hit that goes through the infield the base umpire will take the batter-runner around the bases watching the batter-runner touch bases and make any calls at the bases.
 - B** and **C** position -- **Base umpire will:**
 - Be responsible for any pick off plays at any of the bases
 - Illegal pitches
 - Make calls on the bases unless the plate umpire is covering third base on certain situations
 - Be responsible for runners touching bases during a base hit and fly balls.

Movement will depend on where the ball is hit.

- **After the ball is hit the base umpire needs to move into different positions depending on the play. When moving into position, remember "Inside/Outside." If the ball is in the infield, the base umpire will generally be outside the baseline. If the ball is hit to the outfield, you should move to the infield side of the baseline.**
- Batted balls that stay in the infield, stay outside and cover 1st and 2nd base. Plate umpire will cover 3rd base.

Basic Responsibilities:

- Tag on batter/runner in the running lane. Tag up of any runners from 1st or 2nd base.
- Assists plate umpire in calling of half-swings and batted balls which hit batter in batter's box.
- Keeps own record of count on balls and strikes and the number of outs.

Tips for Working the Bases:

- The biggest key to umpiring is learning to pause, read, react. Observe the ball, pause to read the situation, see the developing action and react in the appropriate manner.
- Always keep your eye on the ball—nothing can happen until the ball gets there.
- Strive to get in front of all plays and obtain the best possible angle.
- Make sure fielder has ball under control. Get as close to tag play as you can without interfering. You must get an angle where you can see between the base runner's foot or hand and bag.
- Never call a play on the run—it is better to be further away from the play and call it in a stationary position. Remember, in a two-man system, it is not always possible to be on top of every play.