



**Certified
Baseball
Clinic
Level I**



2-Man Mechanics

Position A

This position is used when there is no one on base.

The base umpire will stand with both feet in foul territory at, or a few feet inside, the edge of the outfield grass, but always at least a foot or two behind the 1st baseman.

1. Ground ball hit to infield

- **Base umpire**
 - Left side of field (*see first diagram*)
 - Anywhere within position 1 and position 2 at right angles with throw.
 - Right side of field (or bunt fielded by catcher) (*see first diagram*)
 - Anywhere within position 1 and position 3 at right angles with throw.
- **Plate umpire**
 - Move out in front of plate down 1st base line.
 - Be ready to make fair/foul call down the line.
 - Be ready to make running lane interference call.

2. Base hit to outfield

- **Base umpire**
 - Move into position 4, curl (*see first diagram*)
 - Watch runner touch 1st
 - Be ready to take him into 2nd and 3rd if necessary.

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- **Plate umpire**
 - Move out in front of plate.
 - Know where ball is at all times.
3. Fly balls to outfield
- **Base umpire**
 - All balls down the right field line (exception: no line)
 - Possible trap plays in right and right center
 - All others, move into Position 4 and take batter-runner all the way around.
 - **Plate umpire**
 - All flies except those designated for base umpire.
 - Take batter-runner all the way around on flies covered by base umpire.

Position B

This position is used with runner at 1st base only, 1st and 3rd, 3rd only, 2nd and 3rd, and bases loaded.

Umpire will stand on an imaginary line from home plate which intersects the left edge (1st base side) of the pitching circle, approximately 2/3 the way from the pitching rubber to the baseline. Shoulders should be square with the plate, not open toward 1st base.

Runner at 1st base only

1. **Base umpire** be prepared to cover:
 - Pickoff at first
 - Steal of 2nd
2. Ground ball to infield
 - **Base umpire**
 - Be prepared to cover both ends of the double play.
 - **Plate umpire**
 - Move out in front of plate
 - Call the illegal slide at 2nd base on try for double play.
 - Make all fair and foul calls (call foul, point fair).
3. Base hit to outfield
 - **Base umpire**

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- Watch runner tag 2nd.
 - Take batter-runner around 1st, and into 2nd and 3rd, if necessary.
 - **Plate umpire**
 - Move out in front of plate.
 - Know where ball is at all times.
 - Be prepared to make a call on runner going into 3rd. Watch runner tag 3rd on possible attempt to score.
4. Outfield Flies
- **Base umpire**
 - Take all fly balls in the "V" from middle of infield.
 - On long fly, make sure runner re-tags 2nd.
 - If you don't have ball, watch runner and batter-runner.
 - **Plate umpire**
 - Take fly balls outside the "V" down the lines.
 - If you don't have ball, take batter-runner around 1st, then pick up lead runner.

Runners at 1st and 3rd (includes 3rd only, 2nd & 3rd, and bases loaded)

1. Base Umpire

- Position yourself as in the previous Position B description
- Be prepared to cover:
- Pickoffs at any occupied base
- Steal of 2nd base (with runners at 1st and 3rd)
- Snap throw by catcher to 1st or 3rd (and 2nd)
- Both ends of the double play.

2. Plate Umpire be prepared to cover:

- The illegal slide at 2nd and 3rd base on the double play attempt.
- Tag-up of runner at 3rd on fly ball to outfield.

3. Advantages for using Position B with runners on 1st and 3rd:

- On 2nd base steal, you are taking throw and runner into 2nd base like you normally would with runner at 1st only.
- On 2nd base steal with a snap throw to 3rd, you are already facing 3rd base. If in Position C, you may very well have your back to the play at 3rd.
- In a better position to cover the intentional run-down play between 1st and 2nd.
- In better position for the pickoff play at 1st.
- On a ground ball to the infield, the vast majority of the plays will be on R2 at 2nd, and/or the BR at 1st, or R1 at the plate, but **not** on R1 at 3rd. You need to be in a location on the field nearest to the play that is most likely to occur—that location is Position B, not Position C.

4. Disadvantages for using Position B (instead of Position C) with runners on 1st and 3rd:

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- Further away from 3rd on a pickoff attempt by the pitcher or snap throw by the catcher.

Position C

This position is used for runners on base in all other situations not described for Position B (includes 2nd only, and 1st and 2nd). Use Position C only when 3rd base is in eminent danger of being stolen

Position yourself as in Position B except on the left (3rd base) side of the field.

1. **Base umpire** be prepared to cover:
 - Pickoff at all occupied bases.
 - Any steal of 3rd.
 - Both ends of any double play except for play at the plate. (Plate umpire is responsible for illegal slide at front end of any double play attempt.)
2. Base hit to outfield
 - **Plate umpire:** Watch all runners touch 3rd on the way to the plate.
 - **Base umpire:** Watch runners touch all other bases.
3. Outfield Flies
 - Ball coverage the same as Position B (go with the "V").
 - Plate umpire has tag-up of runner at 3rd, base umpire has all others.
 - Runner at 2nd only, base umpire takes tag-up and play at 3rd.
 - Runners at 1st and 2nd, base umpire take both tag-ups and the play into 2nd, plate umpire take play into 3rd.

Miscellaneous Coverages

1. Rundowns
 - Let the play dictate the coverage. However the plate umpire needs to get out and help cover unless a play at the plate is imminent.
2. Foul popups
 - **Plate umpire:** don't be a spectator. Get back or down the line to make the call.

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- When in Position A on fouls down the 1st base side, ~~base umpire can~~ and should help.
3. Calling Fair or Foul
 - Always call foul; always point fair.
 - Plate and base umpire responsibilities.
 4. Calling safe and out
 - Let the closeness of the play dictate how you make the call.
 5. Obstruction and Interference

Plate Mechanics

1. In the field
 - See above
2. Using your equipment
 - Indicator
 - Mask
3. Know your catcher
 - Warm up pitches in 1st inning, take a look
4. Calling Balls and Strikes
 - Positions
 - Scissors
 - Crouch
 - Put your eye at the top of the strike zone
 - Always work the slot
 - Problems
 - Call *every* pitch!
 - Exception: do not call a swinging strike—signal only
 - Foul tip
 - Give count periodically.
 - On 1-2 or 2-1 pitch
 - The first time there are 3 balls
 - The first time the count is full (no closed fists)
 - Any time there is a delay in the action
 - Check swings
 - Appeal only on a check swing that is called a ball
 - Never appeal a check swing you call a strike

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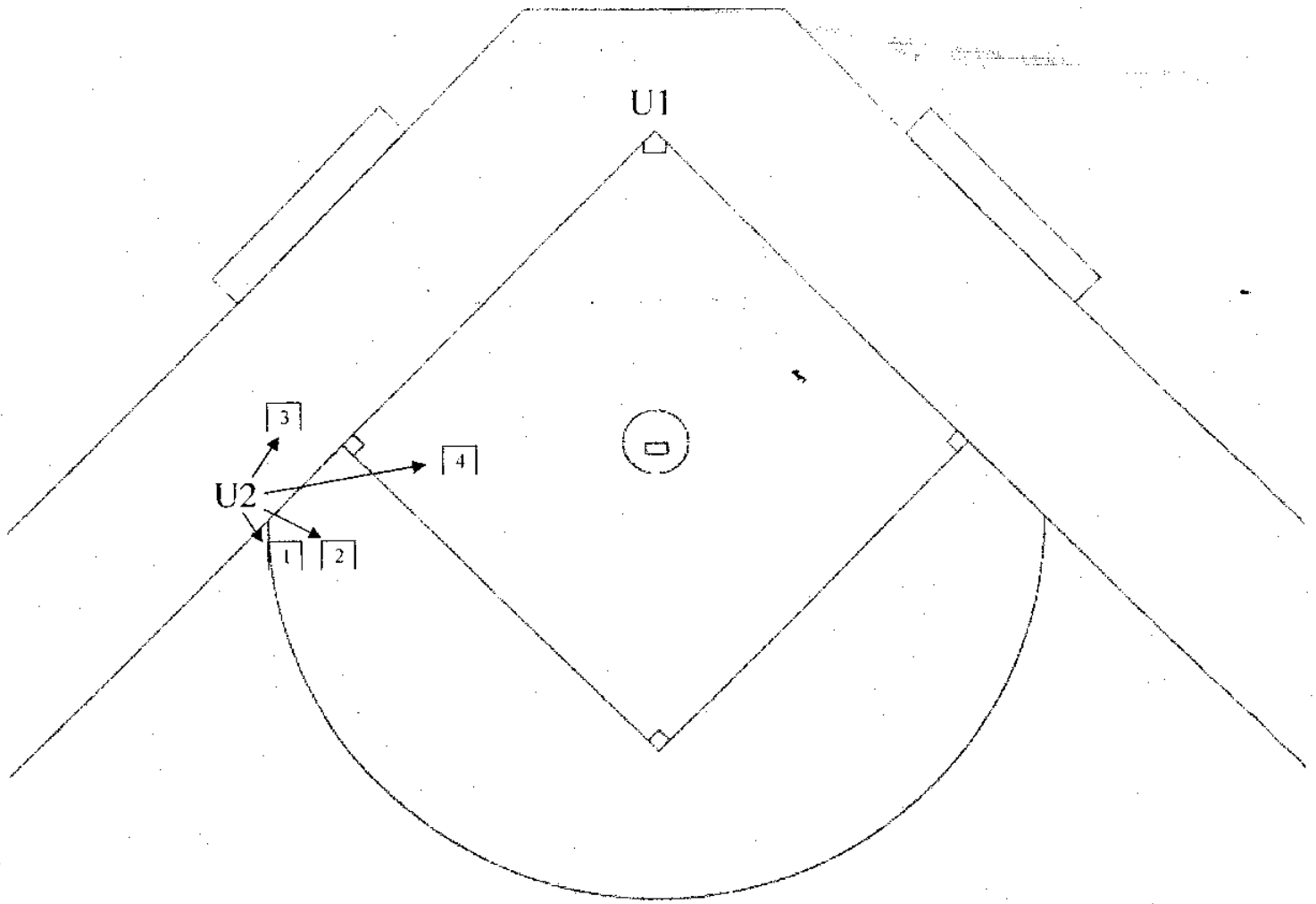
- Although the rulebook doesn't require it, out of courtesy, always ask your partner on an *appealed* check swing. Partner should always give an honest answer.

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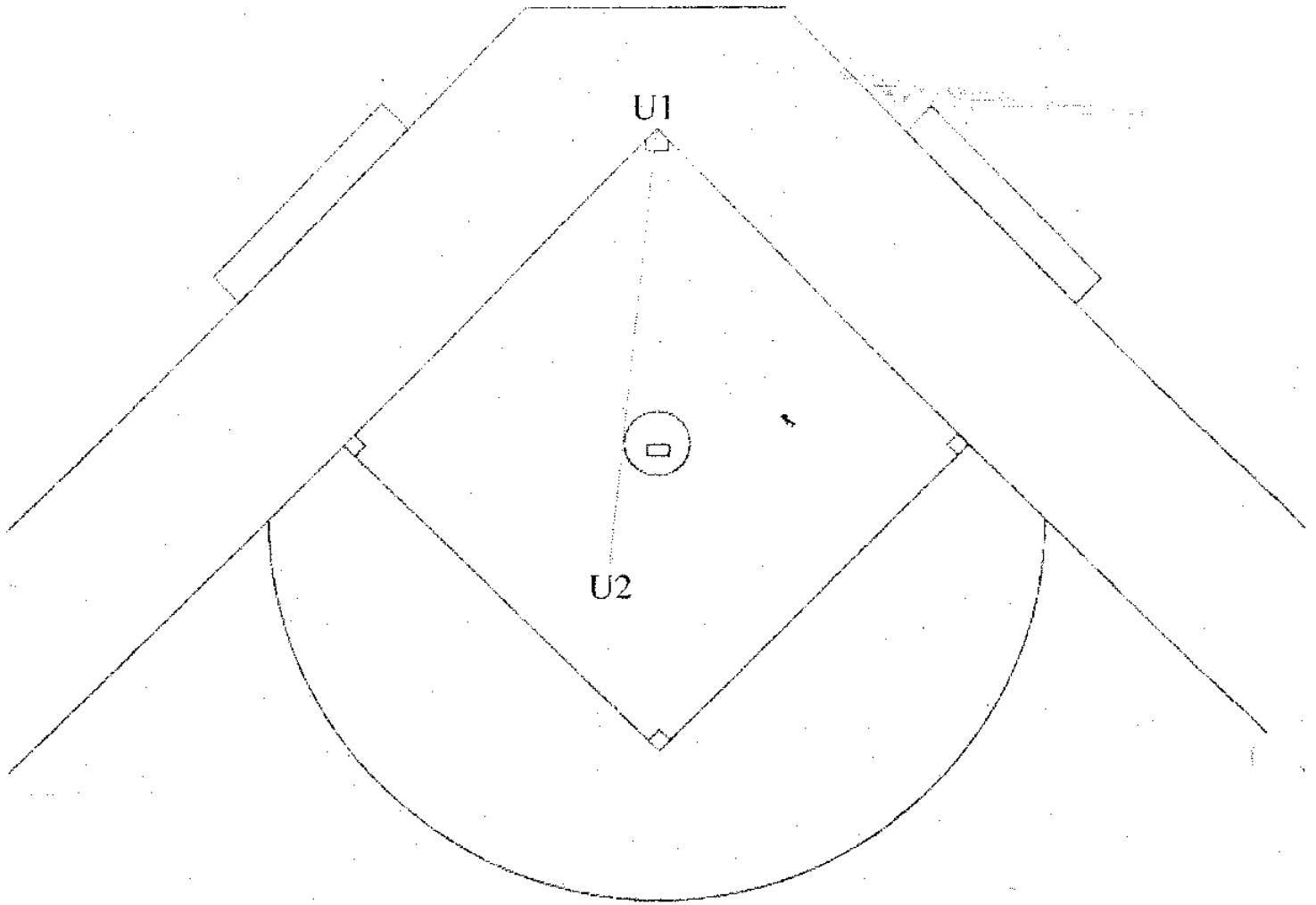
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Position A
No runners on base

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Position B

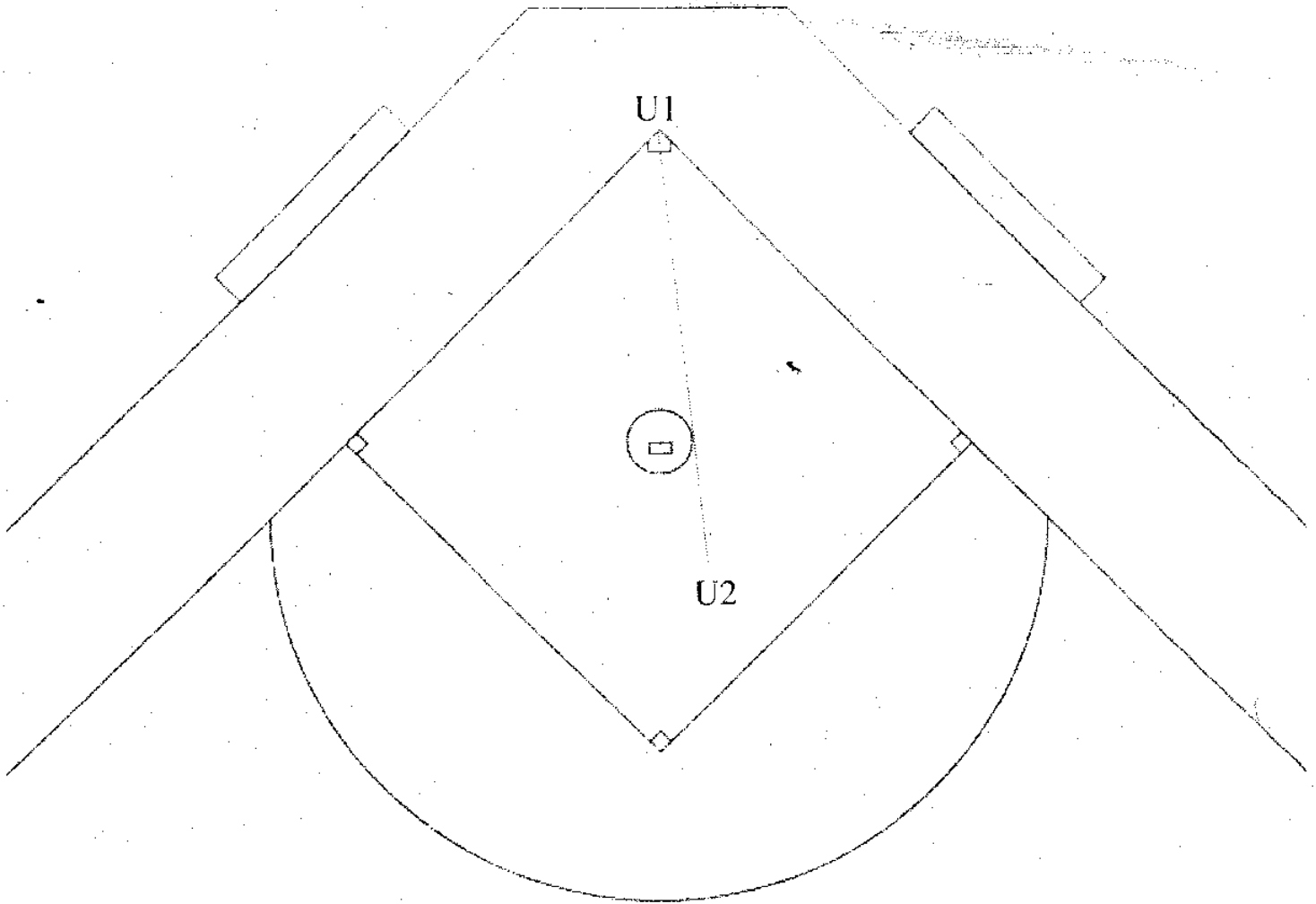
Runners on 1st only; 1st & 3rd, 3rd only, 2nd & 3rd,
and bases loaded

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Position C

Runners on 2nd only, and 1st & 2nd.

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