

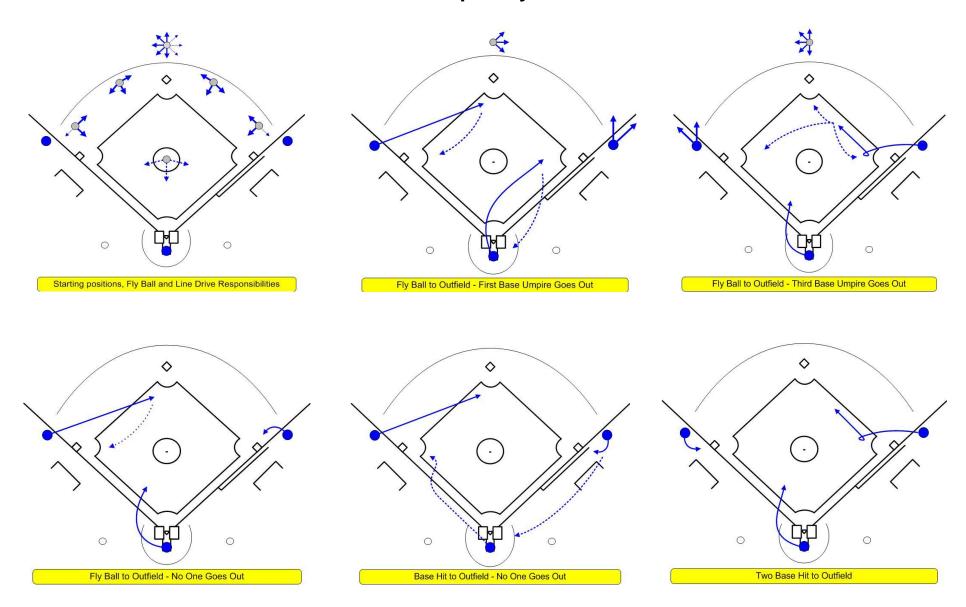
# AUSTRALIAN BASEBALL OFFICE FOR UMPIRE DEVELOPMENT

# MECHANICS FOR THE THREE-UMPIRE SYSTEM

#### No Runners on Base

Situation	1 <sup>st</sup> Base Umpire	3 <sup>rd</sup> Base Umpire	Plate Umpire
Position	10'-12' behind 1 <sup>st</sup> baseman in foul territory	10'-12' behind 3 <sup>rd</sup> baseman in foul territory	Home plate
Fly Ball Responsibilities	Centre field going to his left, all of right field	Centre field going in or out or to his right, all of left field.	No responsibility for outfield catches
1 <sup>st</sup> Base Umpire Goes Out	The Fly Stays out until play finishes, then hustles in and relieves other umpire if necessary.	Comes in and takes plays at 2 <sup>nd</sup> and 3 <sup>rd</sup> .	Takes plays at 1 <sup>st</sup> and home. Stays until relieved by returning umpire if necessary
3 <sup>rd</sup> Base Umpire Goes Out	Pivots, has all plays at 1 <sup>st</sup> , 2 <sup>nd</sup> and 3 <sup>rd</sup> bases. Stays until relieved by returning umpire if necessary.	The fly Stays out until play finishes, then hustles in and relieves other umpire if necessary.	Stays at home plate.
No One Goes Out	Centre field going to his left, all of right field and play at 1 <sup>st</sup> base.	Centre field going in or out or to his right, all of left field and plays at 2 <sup>nd</sup> and 3 <sup>rd</sup> bases.	No responsibility.
Plays at Bases			
Base Hit to Outfield	Has plays at 1 <sup>st</sup> , the run down between 1 <sup>st</sup> and 2 <sup>nd</sup> if it develops and home if necessary.	Has plays at 2 <sup>nd</sup> .	Has plays at 3 <sup>rd</sup> .
Two Base Hit to Outfield	Has touch at 1 <sup>st</sup> and takes runner into 2 <sup>nd</sup> base on a stand-up double. Has any play on batter-runner at 1 <sup>st</sup> or 2 <sup>nd</sup> bases.	Stays at 3 <sup>rd</sup> for runner possible extending	Stays at Home Plate

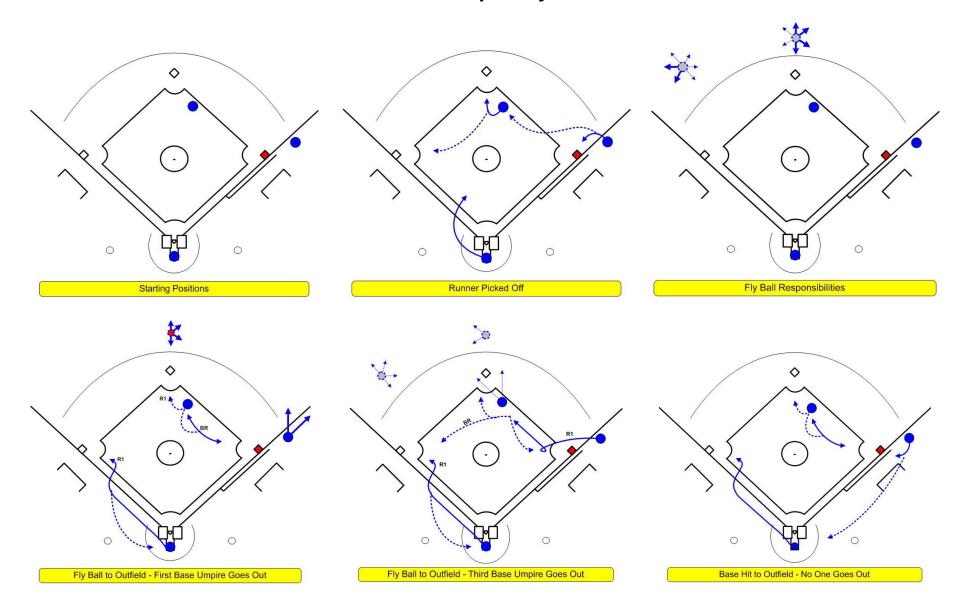
# GOOD TIMING WILL KEEP YOU OUT OF TROUBLE BAD TIMING WILL GET YOU INTO TROUBLE



### Runner on 1<sup>st</sup> Base Only

Situation	1 <sup>st</sup> Base Umpire	3 <sup>rd</sup> Base Umpire	Plate Umpire
Position	6' – 8' behind 1st baseman in foul territory, ready for pick off (Must be positioned to see pitcher, bag and leading off runner.)	Between second and 1 <sup>st</sup> base on grass near cut-out	Home plate
Runner Picked Off	Play back to 1 <sup>st</sup> and back to second after runner is committed to 3 <sup>rd</sup> .	Play into 2 <sup>nd</sup> and any subsequent play into 3 <sup>rd</sup> . Also play back into 2 <sup>nd</sup> if over run	Stays at home plate
Fly Ball Responsibilities			
1 <sup>st</sup> Base Umpire Goes Out	The fly Remains out until play finishes	Takes runner from 1 <sup>st</sup> to 2 <sup>nd</sup> and batter runner	Takes runner 1 <sup>st</sup> to 3 <sup>rd</sup> and play at home if he continues
3 <sup>rd</sup> Base Umpire Goes Out	Pivots, takes runner to 2 <sup>nd</sup> , and has responsibilities for batter runner at 1 <sup>st</sup> , 2 <sup>nd</sup> and 3 <sup>rd</sup> .	The fly Remains out until play finishes	Has runner on 1 <sup>st</sup> to 3 <sup>rd</sup> , and plays at the plate. Possible fair/foul if ball drifts towards line.
No One Goes Out	Centre fielder, straight in or out or to the line	Centre fielder going to his right, to left fielder coming straight in or out.	Left field to the line
Plays at Bases			
Base Hit to Outfield	Has batter runner touch of 1 <sup>st</sup> and when runner from 1 <sup>st</sup> commits to 3 <sup>rd</sup> , has play at the plate.	Has all touches and plays at 2 <sup>nd</sup> , and batter runner back to 1 <sup>st</sup> if 1 <sup>st</sup> base umpire at plate	Has ball and runner 1 <sup>st</sup> to 3 <sup>rd</sup>
	Communicate	Communicate	Communicate

#### PROPER USE OF EYES

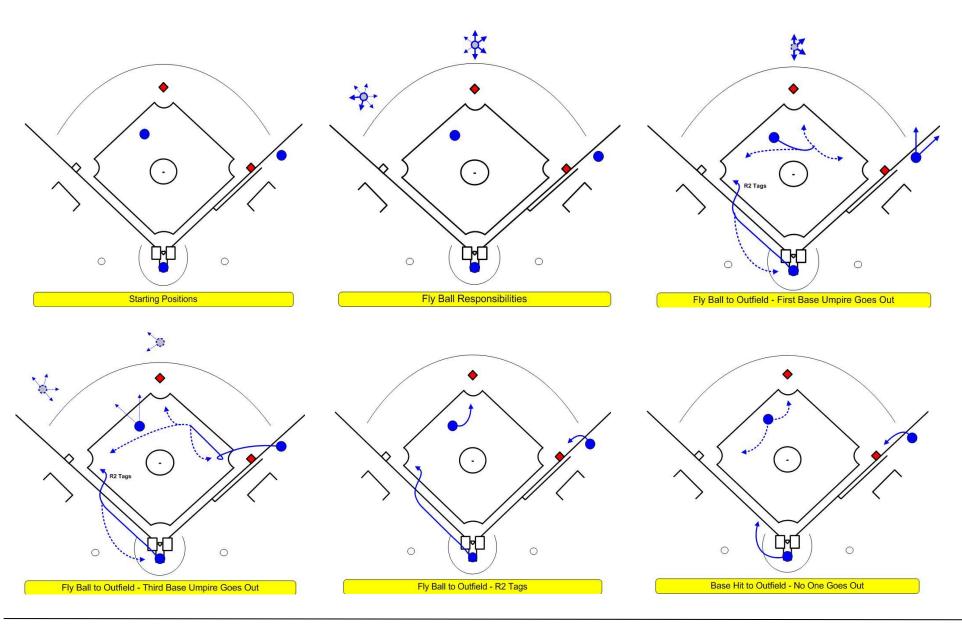


### Runners on 1<sup>st</sup> and 2<sup>nd</sup>, Less Than Two Out

Situation	1 <sup>st</sup> Base Umpire	3 <sup>rd</sup> Base Umpire	Plate Umpire
Position	6' – 8' behind 1 <sup>st</sup> baseman in foul territory, ready for pick off	In a normal 2 umpire position for possible steals to 3 <sup>rd</sup> . Has coverage both back into 2 <sup>nd</sup> and steals to 3 <sup>rd</sup> - <b>HUSTLE</b>	Home plate
Fly Ball Responsibilities			
1 <sup>st</sup> base Umpire Goes Out	The fly Remains out until play finishes	Revert to 2 Umpire System	Revert to 2 Umpire System
3 <sup>rd</sup> Base Umpire Goes Out	Pivots and reverts to 2 Umpire System	The fly Remains out until play finishes	Revert to 2 Umpire System
Runner Tagging at 2 <sup>nd</sup>	Runner on 1 <sup>st</sup> and batter runner	Tag up and any following play at 2 <sup>nd</sup> base	Ball and runner into 3 <sup>rd</sup> Communicate
No One Goes Out	Centre fielder, straight in or out or to the line	Centre fielder going to his right, to left fielder coming straight in or out.	Left field to the line
Plays at Bases			
Base Hit to Outfield	Has all plays on batter runner at 1 <sup>st</sup> .	Has all touches and plays at 2 <sup>nd</sup> and all plays at 3 <sup>rd</sup> .	Stays at the plate
	Communicate	Communicate	Communicate

ABOVE ALL, YOU MUST BE CALM. WHEN A GUY IS ABSOLUTELY SURE HE'S GOT A GOOD BEEF AND WHEN HE'S BOILING MAD, THAT'S WHEN YOU'VE GOT TO BE THE CALMEST.

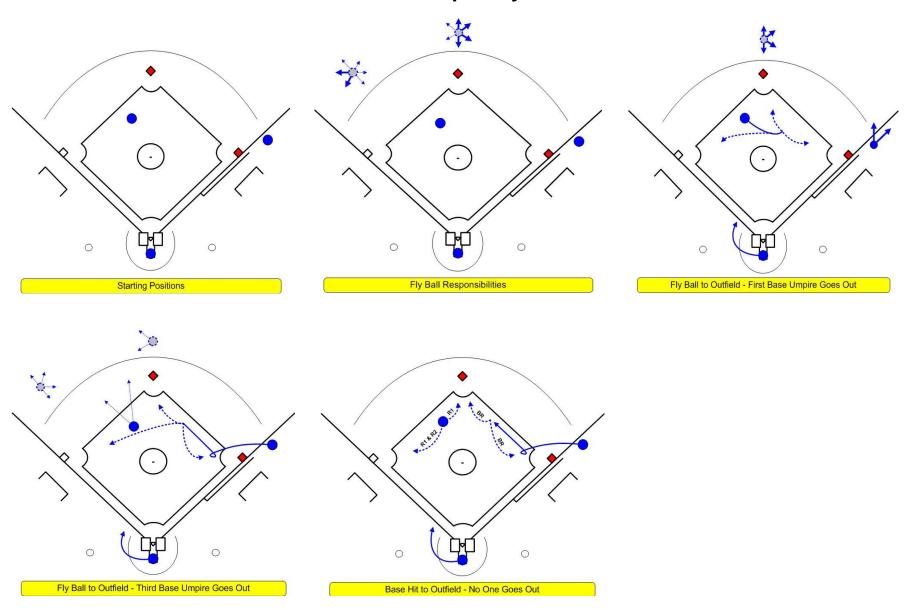
WHEN HE'S AT HIS WORST YOU'VE GOT TO BE AT YOUR BEST.



### Runners on 1<sup>st</sup> and 2<sup>nd</sup>, Two Out

Situation	1 <sup>st</sup> Base Umpire	3 <sup>rd</sup> Base Umpire	Plate Umpire
Position	6' – 8' behind 1 <sup>st</sup> baseman in foul territory, ready for pick off	In a normal 2 umpire position for possible steals to 3 <sup>rd</sup> . Has coverage both back into 2 <sup>nd</sup> and steals to 3 <sup>rd</sup> - <b>HUSTLE</b>	Home plate
Fly Ball Responsibilities			
1 <sup>st</sup> base Umpire Goes Out	The fly Remains out until play finishes	Revert to 2 Umpire System	Revert to 2 Umpire System
3 <sup>rd</sup> Base Umpire Goes Out	Pivot and reverts to 2 Umpire System	The fly Remains out until play finishes	Revert to 2 Umpire System
No One Goes Out	Centre fielder, straight in or out or to the line	Centre fielder going to his right, to left fielder coming straight in or out.	Left field to the line
Plays at Bases			
Base Hit to Outfield	Pivots has all plays batter runner at 1 <sup>st</sup> and 2 <sup>nd</sup> .	Has all touches and plays at 2 <sup>nd</sup> , except for the batter runner, and all plays at 3 <sup>rd</sup> .	Stays at the plate
	Communicate	Communicate	Communicate

#### SURPRISE IS THE UMPIRE'S WORST ENEMY

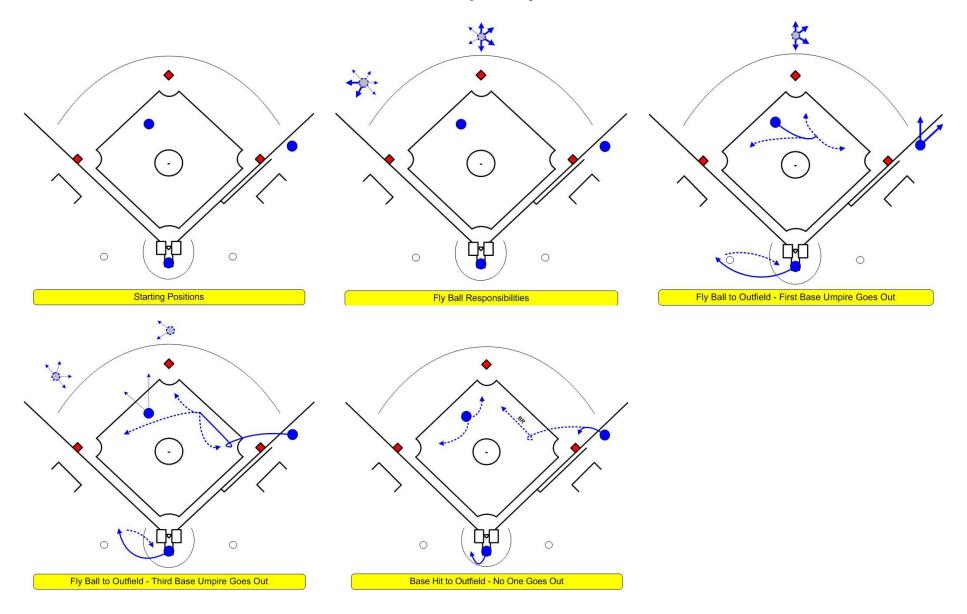


#### **Bases Loaded, Less Than Two Out**

Situation	1 <sup>st</sup> Base Umpire	3 <sup>rd</sup> Base Umpire	Plate Umpire
Position	6' - 8' behind 1 <sup>st</sup> baseman in foul territory, ready for pick off	In a normal two umpire position. Has coverage back into 2 <sup>nd</sup> - <b>HUSTLE</b> - has R3 going back into 3 <sup>rd</sup>	Home plate
Fly Ball Responsibilities			
1 <sup>st</sup> base Umpire Goes Out	The fly Remains out until play finishes	Reverts to two umpire system	Reverts to two umpire system
3 <sup>rd</sup> Base Umpire Goes Out	Pivots and reverts to two umpire system	The fly Remains out until play finishes	Revert to two umpire system
No One Goes Out	Centre fielder, straight in or out or to the line	Centre fielder going to his right, to left fielder coming straight in or out.	Left fielder to the line
Plays at Bases			
Base Hit to Outfield	Pivots has all plays batter runner at 1 <sup>st</sup> and 2 <sup>nd</sup> .	Has all touches and plays at 2 <sup>nd</sup> , except for the batter runner, and all plays at 3 <sup>rd</sup> .	Stays at the plate
	Communicate	Communicate	Communicate

AN UMPIRE IS NOT RIGHT ALL THE TIME. ONCE IN A WHILE YOU MISS ONE.

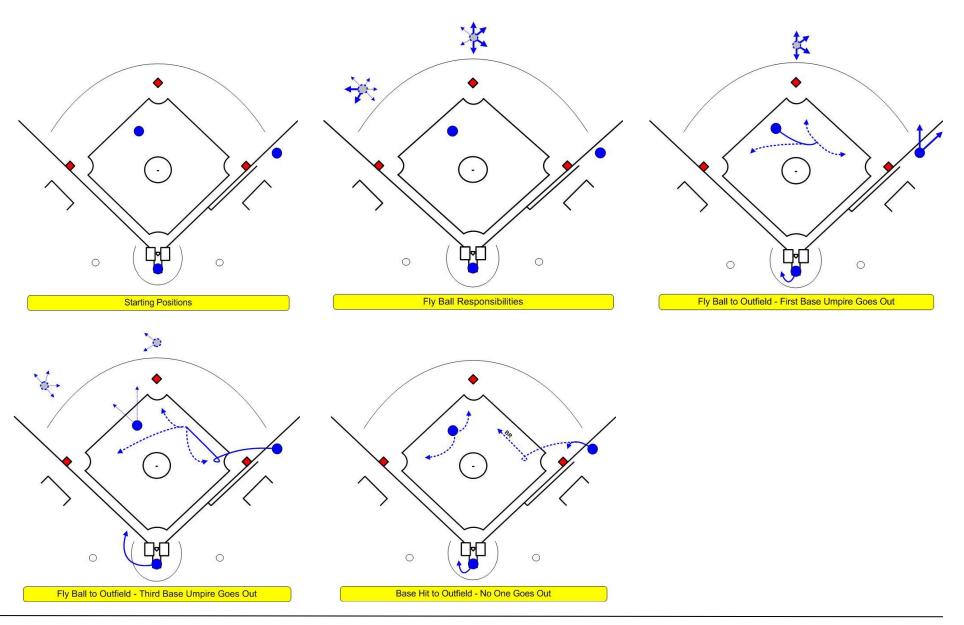
IF YOU KICK A CALL, I DON'T MEAN THE CLOSE ONE, IT'S BECAUSE YOU ARE ASLEEP



#### **Bases Loaded, Two Out**

Situation	1 <sup>st</sup> Base Umpire	3 <sup>rd</sup> Base Umpire	Plate Umpire
Position	6' - 8' behind 1 <sup>st</sup> baseman in foul territory, ready for pick off	In a normal two umpire system position. Has coverage back in to 2 <sup>nd</sup> - <b>HUSTLE</b>	Home plate
Fly Ball Responsibilities			
1 <sup>st</sup> base Umpire Goes Out	The fly Remains out until play finishes	Revert to two umpire system	Revert to two umpire system
3 <sup>rd</sup> Base Umpire Goes Out	Pivots and reverts to two umpire system	The fly Remains out until play finishes	Revert to two umpire system
No One Goes Out	Centre fielder, straight in or out or to the line	Centre fielder going to his right, to left fielder coming straight in or out.	Left fielder to the line
Plays at Bases			
Base Hit to Outfield	Pivots has all plays on batter runner at 1 <sup>st</sup> and 2 <sup>nd</sup>	Has all plays at 2nd except for the Batter Runner, and all plays at 3rd	Stays at the plate
	Communicate	Communicate	Communicate

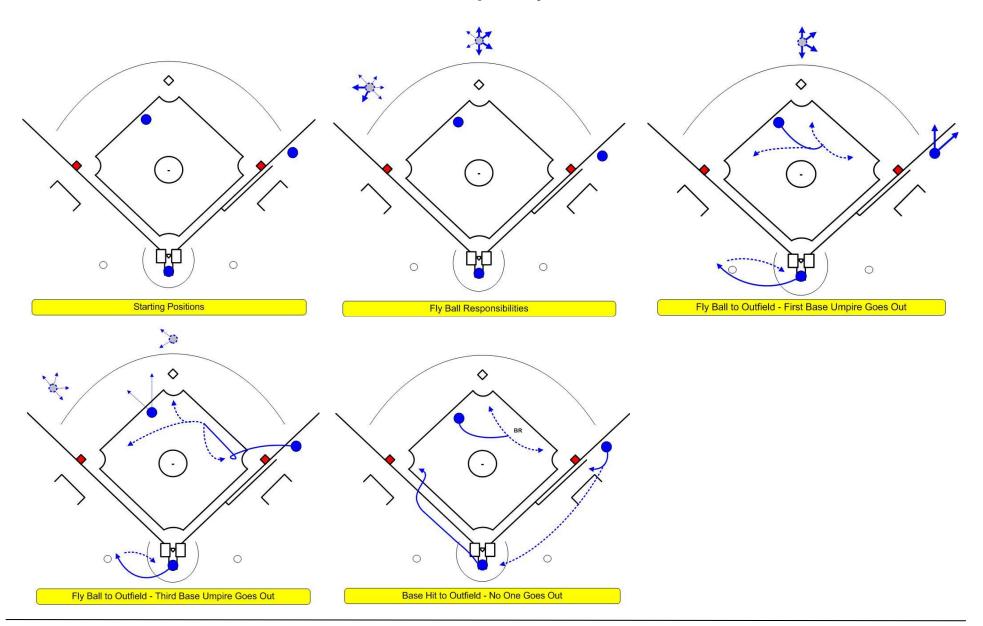
YOU CANNOT, HOWEVER, BE OVERFRIENDLY WITH BALLPLAYERS OR MANAGERS AND EXPECT TO BE A GOOD UMPIRE. THE FRIENDLIER YOU ARE WITH THEM THE MORE THEY TAKE ADVANTAGE OF YOU AND THAT MAKES YOU A BAD UMPIRE



#### Runners 1st and 3rd

Situation	1 <sup>st</sup> Base Umpire	3 <sup>rd</sup> Base Umpire	Plate Umpire
Position	6' - 8' behind 1 <sup>st</sup> baseman in foul territory, ready for pick off	Short stop side of mound on grass near cut-out	Home plate
Fly Ball Responsibilities			
1 <sup>st</sup> base Umpire Goes Out	The fly Remains out until play finishes	Revert to two umpire system	Revert to two umpire system
3 <sup>rd</sup> Base Umpire Goes Out	Pivots and reverts to two umpire system	The fly Remains out until play finishes	Revert to two umpire system
No One Goes Out	Centre fielder, straight in or out or to the line	Centre fielder going to his right, to left fielder coming straight in or out.	Left fielder to the line
Plays at Bases			
Base Hit to Outfield	Has batter runner touch of 1 <sup>st</sup> and when runner from 1 <sup>st</sup> commits to 3 <sup>rd</sup> , has play at the plate	Has all touches and plays at 2 <sup>nd</sup> and batter runner back to 1 <sup>st</sup> if the 1 <sup>st</sup> base umpire is at the plate	Has the touch of runner from 3 <sup>rd</sup> at the plate. Has ball and runner 1 <sup>st</sup> to 3 <sup>rd</sup>
	Communicate	Communicate	Communicate

TO BE A GOOD UMPIRE, YOU HAVE TO BE FLEXIBLE IN APPLYING THE RULES. IT IS NOT THE KNOWLEDGE OF THE RULES THAT IS IMPORTANT – ANY ONE CAN LEARN THEM – BUT THE APPLICATION OF THEM.

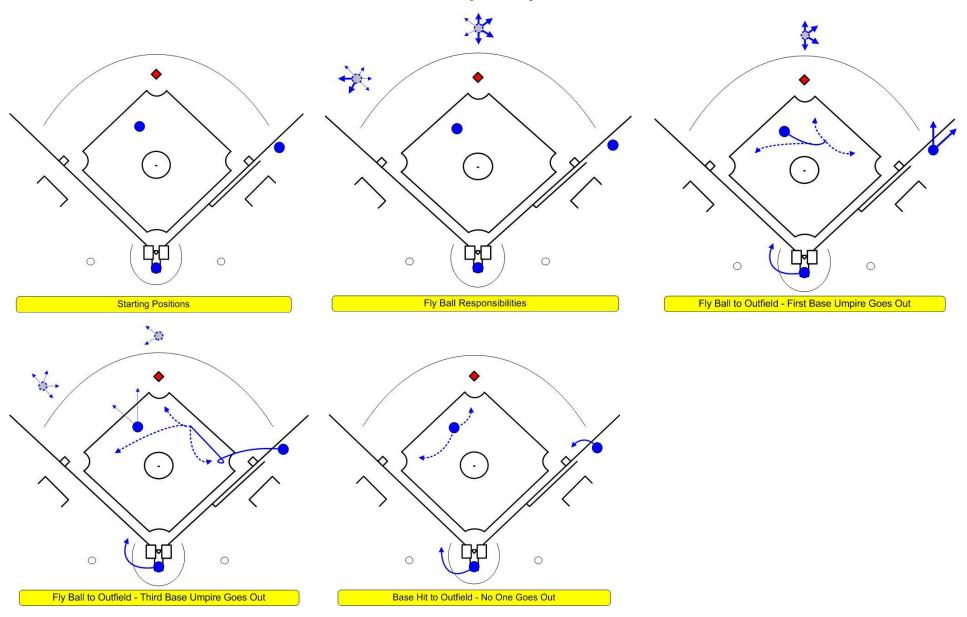


### Runner on 2<sup>nd</sup> Base Only

Situation	1 <sup>st</sup> Base Umpire	3 <sup>rd</sup> Base Umpire	Plate Umpire
Position	10' - 12' behind 1 <sup>st</sup> baseman in foul territory	In a normal two umpire system for possible steals to 3 <sup>rd</sup> . Has coverage both back into 2 <sup>nd</sup> and steals to 3 <sup>rd</sup> - <b>HUSTLE</b>	Home plate
Fly Ball Responsibilities			
1 <sup>st</sup> base Umpire Goes Out	The fly Remains out until play finishes	Reverts to two umpire system	Reverts to two umpire system
3 <sup>rd</sup> Base Umpire Goes Out	Pivots and reverts to two umpire system	The fly Remains out until play finishes	Revert to two umpire system
No One Goes Out	Centre fielder, straight in or out or to the line	Centre fielder going to his right, to left fielder coming straight in or out.	Left fielder to the line
Plays at Bases			
Base Hit to Outfield	Has plays at 1 <sup>st</sup>	Has plays at 2 <sup>nd</sup> and 3 <sup>rd</sup>	Stays at the plate

# THE TOUGHEST CALL AN UMPIRE CAN MAKE IS NOT THE HALF SWING; THE TOUGHEST CALL IS THROWING A GUY OUT OF THE GAME AFTER YOU BLEW THE HELL OUT OF THE PLAY

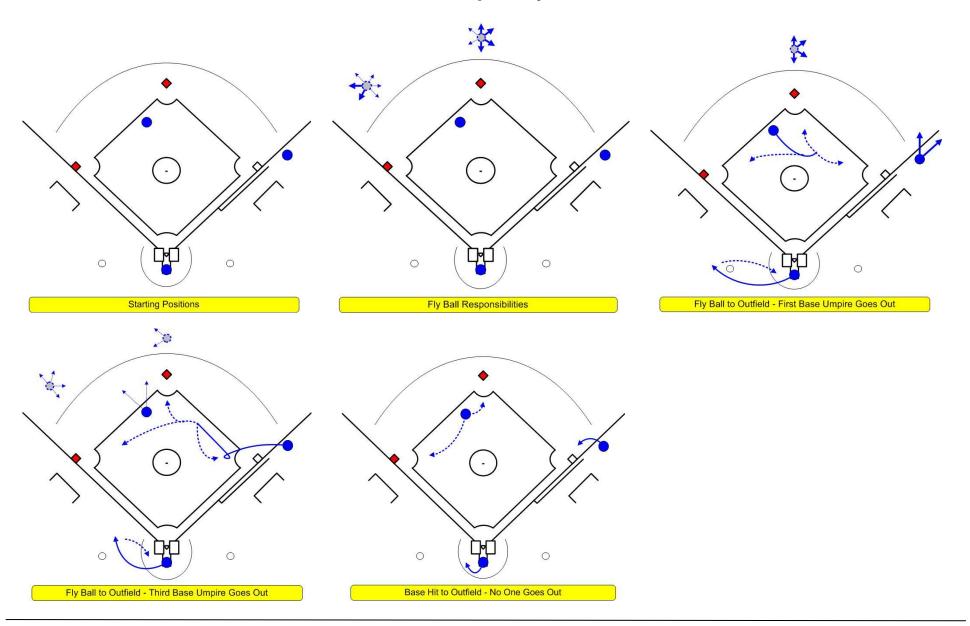
#### THAT'S TRUE



### Runner on 2<sup>nd</sup> and 3<sup>rd</sup> Base

Situation	1 <sup>st</sup> Base Umpire	3 <sup>rd</sup> Base Umpire	Plate Umpire
Position	10' - 12' behind 1 <sup>st</sup> baseman in foul territory	Short stop side of mound on grass near cut-out	Home plate
Fly Ball Responsibilities			
1 <sup>st</sup> base Umpire Goes Out	The fly Remains out until play finishes	Reverts to two umpire system	Reverts to two umpire system
3 <sup>rd</sup> Base Umpire Goes Out	Pivots and reverts to two umpire system	The fly Remains out until play finishes	Revert to two umpire system
No One Goes Out	Centre fielder, straight in or out or to the line	Centre fielder going to his right, to left fielder coming straight in or out.	Left fielder to the line
Plays at Bases			
Base Hit to Outfield	Has plays at 1 <sup>st</sup>	Has plays at 2 <sup>nd</sup> and 3 <sup>rd</sup>	Stays at the plate

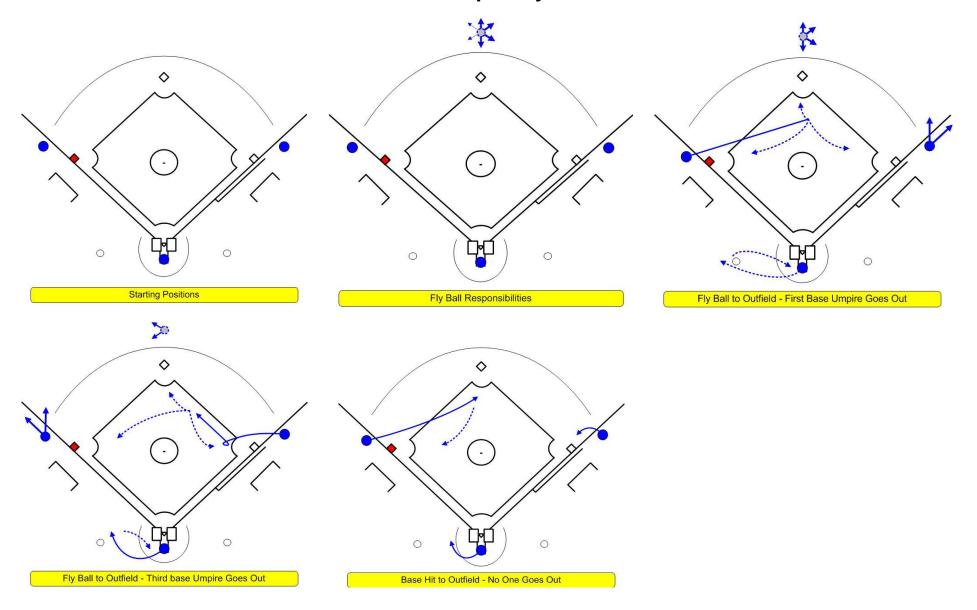
IT ISN'T ENOUGH FOR AN FOR AN UMPIRE MERELY TO KNOW WHAT HE IS DOING.
HE HAS TO LOOK AS THOUGH HE KNOWS WHAT HE IS DOING TOO.



### Runner on 3<sup>rd</sup> Base Only

Situation	1 <sup>st</sup> Base Umpire	3 <sup>rd</sup> Base Umpire	Plate Umpire
Position	10' - 12' behind 1 <sup>st</sup> baseman in foul territory	6' - 8' behind 3 <sup>rd</sup> baseman in foul territory, ready for pick off	Home plate
Fly Ball Responsibilities			
1 <sup>st</sup> base Umpire Goes Out	The fly Remains out until play finishes	All calls on batter runner	Tag up of runner and plays at the plate
3 <sup>rd</sup> Base Umpire Goes Out	Pivots and reverts to two umpire system	The fly Remains out until play finishes	Revert to two umpire system
No One Goes Out	Centre fielder going straight in or straight out to his left, all of right field and play at 1 <sup>st</sup> base	Centre fielder going to his right, all of left field and plays at 2 <sup>nd</sup> and 3 <sup>rd</sup> bases	No responsibility
Plays at Bases			
Base Hit to Outfield	Has all plays at 1 <sup>st</sup>	Has plays at 2 <sup>nd</sup> and 3 <sup>rd</sup>	Stays at the plate

#### THEY EXPECT AN UMPIRE TO BE PERFECT ON THE FIRST DAY OF A TOURNAMENT AND IMPROVE AS THE TOURNAMENT GOES ON



#### Some Points on the Three-Umpire System

- With a runner on second base only the most probable play on an infield hit is to first. So it is better to have the first base umpire at first.
- The plays at third are rare, so keep the first base umpire where the majority of the plays occur.
- Umpires running across the diamond to make late positional changes look, and is, totally unprofessional.
- The third base umpire should know when the base runner is about to steal, (by glancing over the right shoulder), and reacting accordingly. The lazy umpire will be caught short. The mechanic for the steal of third is the same for both the two and three umpire system. Many umpires do not glance at the runner over the right shoulder when the pitcher commits to pitch. The glance should be brief so that check swing obligations are met.
- The view of the tag is much better inside the diamond. The umpire is not looking through the baseman.
- Umpires should not position themselves too fine with a runner on second base in the three-umpire system. The position should be the same as the two-umpire system as shown in 4-7 of the Manual for the Two Umpire System.
- The steal of third mechanic and positioning be <u>targeted</u>.
- Rotation with no runners on is usually keyed off a base umpire.
- For example going out on a trouble ball, and more specifically when the first base umpire pivots to take the batter-runner into second base.
- In deciding to pivot the first base umpire must read that the ball is either going over the outfielder, (not a trouble ball), or between outfielders or between the outfielder and the line and that the batter-runner will advance to second base standing up.
- The only call that the first base umpire should have is the batter-runner coming back into second base.
- If he has a call on the batter-runner coming into second base, he has misread the hit.
- The purpose of the mechanic is to have the third base umpire stationary and waiting for the crucial call at third should the batter-runner extend to third.
- On the hit the third base umpire should head to second for a possible play. He should then read off the first base umpire. If the first base umpire pivots, he has then taken the responsibility of the batter-runner to second, and the third base umpire should hustle back to third for a possible play at third.
- <u>Check Swing Appeals</u>. With no runners on base check swing appeals should be directed to the umpire on the line open to the batter. i.e. with a right handed batter the appeal should be directed to the first base umpire, and with a left handed batter to the third base umpire. Once the third base umpire is stationed inside the diamond then all check swing appeals should go to the first base umpire.
- When a fly ball leaves the playing field all umpires shall watch the ball leave the playing field. The umpire responsible for the decision shall make the call. E.g. Fair/foul, home run/ground rule double. If either manager questions the call then all umpires should confer away from the managers. The ultimate decision to change a call rests with the umpire who made the call. If a call is reversed then managers are entitled to an explanation. Managers should not argue about the reversal of a call when the ultimate decision is obviously correct.
- On other plays managers are not entitled to a second opinion simply because they dispute a call.