

Pre-Game Checklist

A. Notify crew that pre-game will take place 30 minutes before game time.

1. Entering the field
2. Bat checks
3. Ground Rules
4. Game Rules
5. Exiting the field
6. Post Game

B. Three Man Mechanics (cover when 1B umpire and 3B umpire chases separately – fly ball coverage areas, base responsibilities and tag up responsibilities)

1. Nobody on
2. Runner on 1B only
3. Runner on 2B only
4. Runners on 3B only
5. Runners on 1B and 2B
6. Runners on 1B and 3B
7. Runners on 2B and 3B
8. Bases Loaded

C. Fly Ball Coverage Key Points

1. 3B umpire key off of 1B umpire (Ball/Partner)
2. 1B umpire has the right of first refusal. (In doubt, go out!)

D. Plate Coverage

1. All bounding balls FAIR/FOUL
2. Line drives on the infield (Base umpires to Look/Signal if help is required)
3. Dropped 3rd Strike – Signal the Strike, Verbalize Batter Out/Not Out

E. Fair/Foul Fly Ball Coverage

1. Bracket Fair/Foul balls between home and base umpires
2. Fielder facing plate umpire or fence, plate will make call
3. Fielder facing base umpire - Base umpire makes call
4. Remaining base umpire look to help on tag up or any play

F. Runners leaving base too soon on pitch

1. Runner on 1B only = 1B umpire
2. Runner on 2B only = 1B umpire
3. Runner on 3B only = 3B umpire
4. Runners on 1B and 2B: 1B=3B ump, 2B=1B ump
5. Runners on 1B and 3B: 1B=1B ump, 3B=3B ump
6. Runners on 2B and 3B: 2B=1B ump, 3B=3B ump
7. Bases Loaded: 1B and 3B=3B ump, 2B=1B ump

G. Check Swings

1. 1B umpire – All right-handed batters
 2. 3B umpire – All left-handed batters
- Exceptions: Runner on 1B with left-handed batter and runner on 1B steals, go to 1B umpire.
Runner on 2B with left-handed batter and runner on 2B steals, go to 1B umpire.

H. Conclusion of Play

1. Hold position until all runners have returned to base and pitcher has ball in circle. After this has occurred, base umpires hustle to position. If you have a runner that is your responsibility, make eye contact with the plate umpire, allowing them to go back to their position.

I. Umpire to Umpire Signals

1. Infield fly on/off and timing play (with each NEW batter)
2. Dropped 3rd Strike – Signal Caught/Not Caught, every time

J. Interference, Obstruction, No Violation

1. Closest Umpire to the call has the first shot.
2. If not seen by the closest umpire, be assertive with the call and be ready to explain.

K. Going for Help

1. Pick off attempts - you MUST go for help. (Book Rule)
2. On all other plays, ONLY if you are missing a piece of the puzzle, ask for help.

L. Confrontations

1. Confine discussion to play just made. Make them ask a question.
2. ALL umpires need to be alert/aware to any discussion between a Coach and another umpire.
3. 1 on 1 discussion only – Keep all other Players and Coaches away.

M. Final Comments

1. Prepare with every pitch
2. Call in your Area, see in all others (when possible)
3. Hustle and Have Fun!!!