

This is umpire field mechanics 101. It contains the basic mechanics that Little League prefers for fledgling umpires (less than five years experience) to use. As umpires gain experience and work with more experienced umpires, they may wish to introduce more sophistication into their mechanics, such as allowing the base umpire to take some fly balls as outlined in the LL 60' Mechanics Manual. However, even more experienced umpires should revert to these basic mechanics when working with less experienced partners.

The basic premise of these mechanics is that the home plate umpire (U1) takes all fly ball, both outfield AND infield) and fair/foul decisions. Therefore, whenever the ball goes to the outfield, the base umpire (U2) ALWAYS goes to the infield; and whenever the ball stays in the infield, U2 ALWAYS stays out of the infield.

Umpires should arrive at the ball park about 30 minutes before game time to get dressed and have a conference about these mechanics, the signals (both hand and verbal) they will use to communicate with each other, and any special items about the game or field at hand that need to be discussed.

Fifteen minutes before game time, the umpires should arrive on the field to check out field conditions and to inspect equipment in the dugouts.

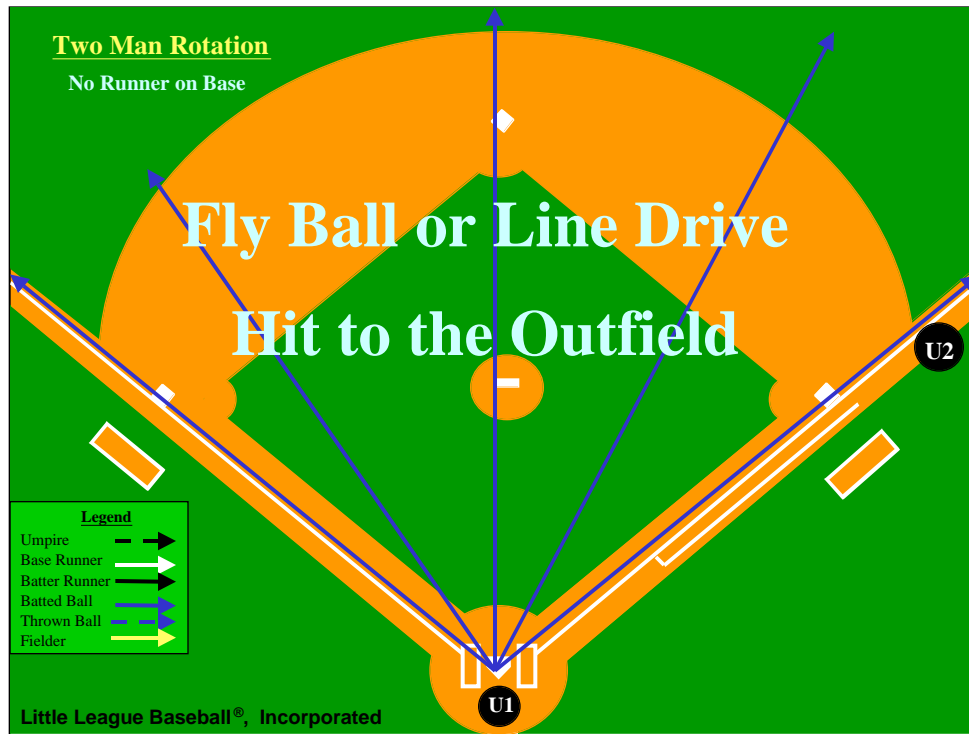
Five minutes before game time, the umpires will hold the meeting at home plate with the managers/coaches to exchange lineups, discuss ground rules, check on proper equipment, and emphasize sportsmanship. No players will be on the field during this discussion.

When that's over, bring the defense on the field and **PLAY BALL!!**

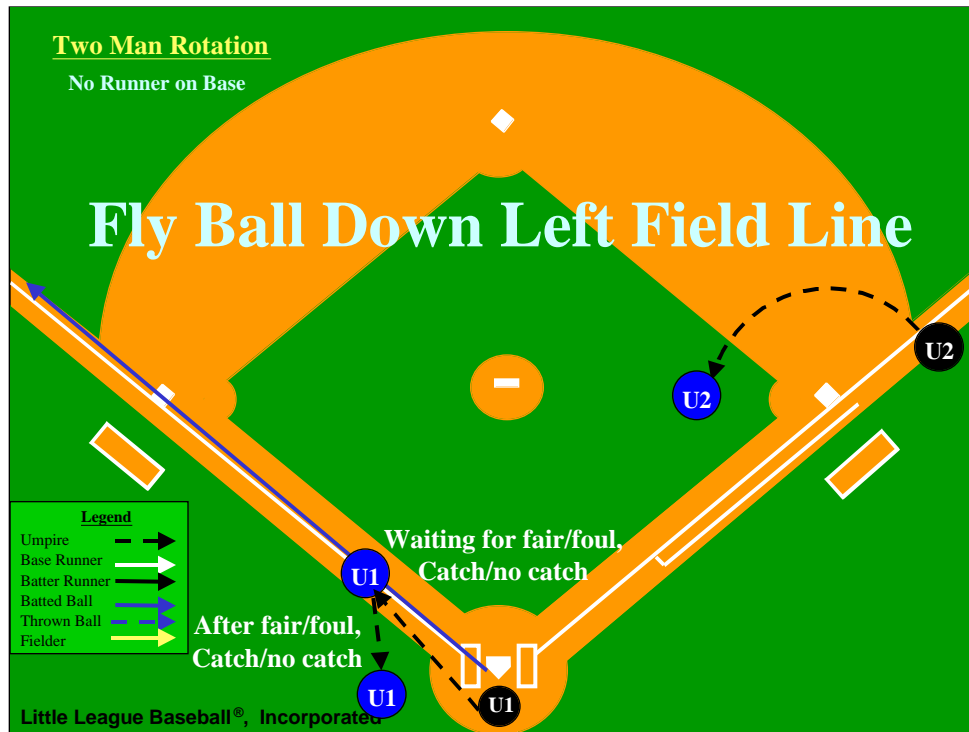


With no runners on base, the base umpire shall position himself/herself approximately 10 to 12 feet behind the 1st baseman with both feet in foul territory. The base umpire's right foot should be just off the foul line, and his/her body should be squared to home plate. Legs should be spread just over shoulder width apart. The base umpire should be in a "ready" set position with both hands on his/her knees as the pitcher is preparing to deliver the ball to the batter.

When the pitcher is in possession of the ball, the base umpire must keep his/her eyes on the pitcher for any violations of the pitching rules that the pitcher may commit. Then, when the pitcher is into his/her windup and is about ready to deliver the ball, the umpire's head should turn towards the plate, and he/she should then focus on the plate area, being ready to help the home plate umpire with any check swing possibilities, for help in the possibility of the batter being struck by a batted ball, and to help the plate umpire with any balls that go out of play that the plate umpire may have trouble locating or tracking.



On a 60 foot diamond it is best when teaching volunteer Little League umpires that any time the ball is hit to the outfield, the base umpire should move into the infield and pivot. The plate umpire will take all fair/foul, catch/no-catch. On a 60-foot diamond the plate umpire should have no trouble making these calls and these mechanics result in fewer choices that the new umpire may have to consider thus resulting in less confusion.



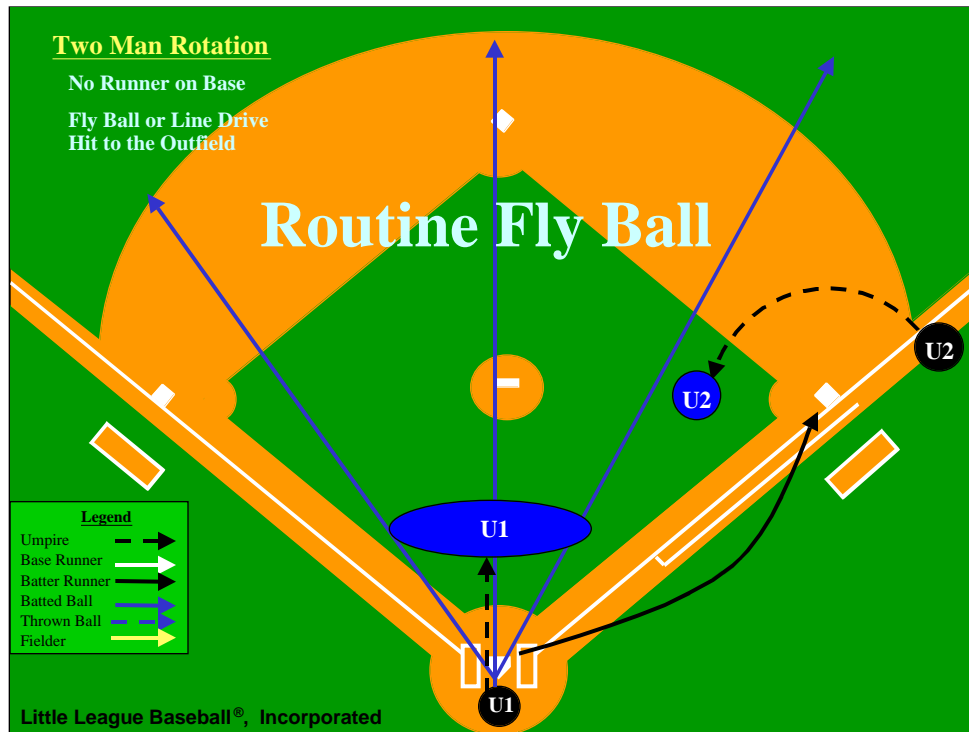
When the fly ball or line drive to the outfield causes the left fielder to have to move toward the left field foul line, the plate umpire has both fair/foul and catch/no catch responsibilities, in that order. The plate umpire will clear the catcher and batter and move to a position 20' -30' up the 3rd base line and stop to watch the ball with his/her belt buckle centered on the 3rd base foul line. From that stationary position, the plate umpire will first rule on fair/foul. If the ruling is based on the ball touching the ground, he/she will simply visually signal (no voice) if fair or will visually and verbally signal along with a loud voice if foul. If the ruling is based on the ball touching the fielder's glove or person, the plate umpire will first signal fair or foul (no voice on either signal, the foul signal only indicates that the touch was in foul territory) and then wait for the catch/no catch to be completed. Once catch/no catch has been determined, the plate umpire will signal and vocally announce his/her decision. If it is a no catch with a previous "touched in foul territory" determination, the plate umpire will immediately call "dead ball" to reinforce the previous touched in foul territory decision.

The base umpire will come in, pivot and take responsibility of the batter-runner. After making the fair/foul, catch/no catch decisions, the plate umpire will move back toward home plate in foul territory to await a possible play there.



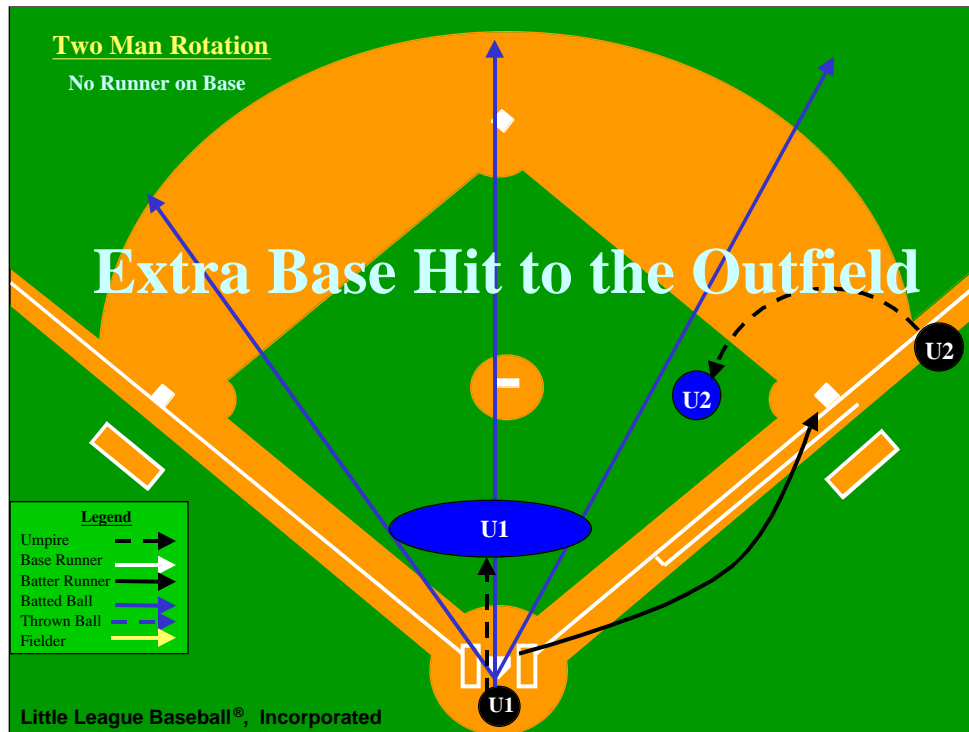
When the fly ball or line drive to the outfield causes the right fielder to have to move toward the right field foul line, the plate umpire has both fair/foul and catch/no catch responsibilities, in that order. The plate umpire will clear the catcher and batter to their left and move to a position 20’-30’ up the 1st base line and stop to watch the ball with his/her belt buckle centered on the 1st base foul line. From that stationary position, the plate umpire will follow the same fair/foul, catch/no catch mechanics provided previously.

The base umpire will come in, pivot and take responsibility of the batter-runner. After making the fair/foul, catch/no catch decisions, the plate umpire will move back to the 3rd base side of home plate in foul territory to await a possible play there.

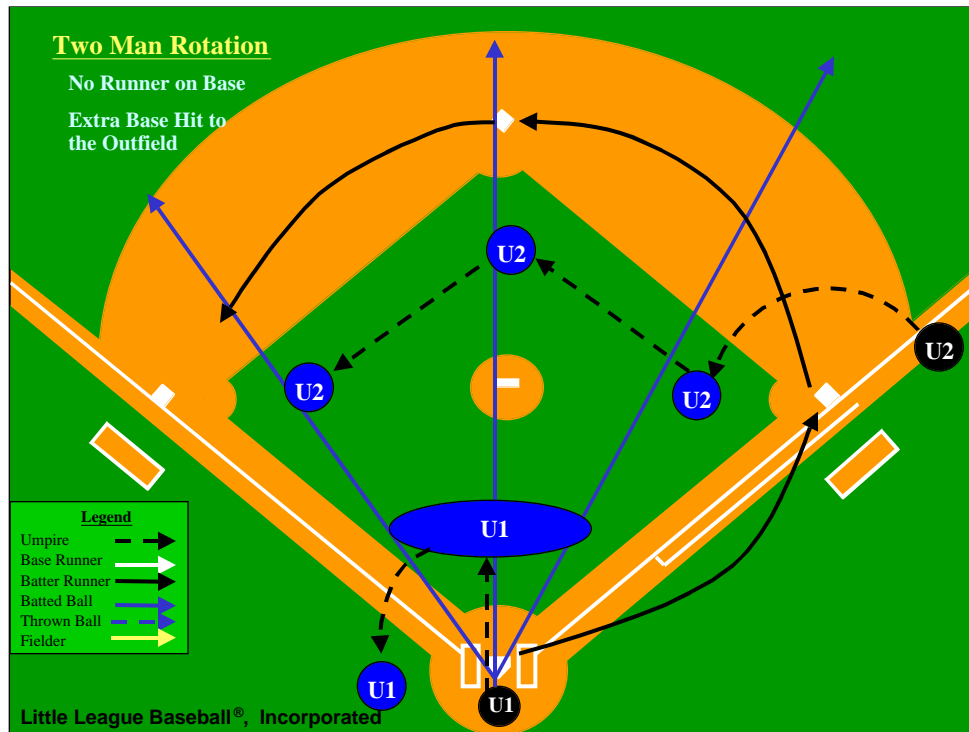


When the fly ball or line drive to the outfield is a routine play from the normal left fielder's position through to the normal right fielder's position, the plate umpire will come out from behind the plate in the direction the ball is hit and will go **no farther than an imaginary line between 1st and 3rd** to observe the play. If the play results in a routine catch, the plate umpire will make the signal and should audibly inform his/her partner, "That's a catch, Sam", so that his/her partner is aware the ball has been caught. If the ball is dropped, the plate umpire should call and signal, "No catch! No catch!" The plate umpire should be completely stopped for these decisions.

The base umpire will come in, pivot and take responsibility of the batter-runner. The base umpire should take his/her pivot at approximately the cutout area at 1st base, preferably two to three steps to the 2nd base side of the cutout. Ideally, he/she should time his/her pivot so that it occurs as the batter-runner is touching 1st base. The base umpire should pivot so as to **stay ahead of** the batter-runner in case he/she should decide to try for extra bases. For this reason, it is best for the base umpire to pivot two or three steps to the 2nd base side of the cutout. After the base umpire has pivoted at 1st base on a base hit to the outfield, if he/she determines that the batter-runner will hold up with a single, he/she should stop and retreat back in the direction of the cutout at 1st but *not all the way back to the cutout*.

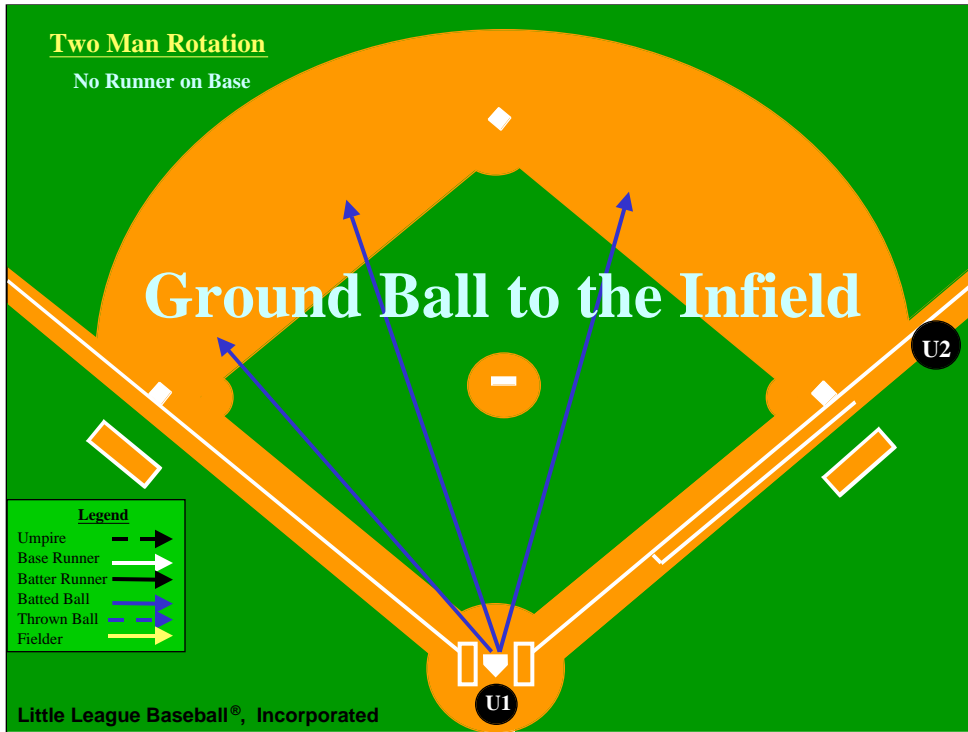


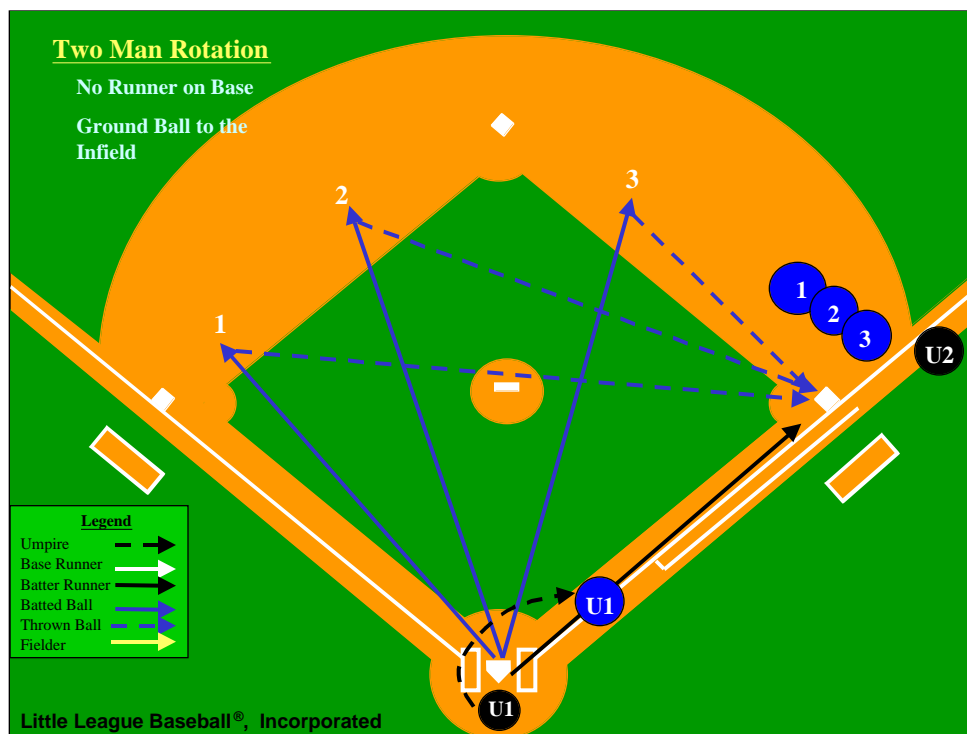
After the base umpire has pivoted and watched the batter-runner touch 1st base, he/she will then turn and pick up the ball. Then, after he/she has taken a couple steps towards 2nd base, he/she should again **glance back** and *pick up the reactions of the batter-runner* .



If the batter-runner rounds 1st base and breaks towards 2nd base, the base umpire will see this and will likewise accelerate towards the 2nd base cutout for a possible play there. At this point (after the batter-runner has committed), the base umpire will again pick up the ball to determine whether a play is imminent at 2nd or whether the hit will be a possible triple and react accordingly. As the batter-runner reaches 2nd base, the base umpire must take his/her eye off the ball to watch the batter-runner touch 2nd pick up the ball again as he/she continues to take a couple more steps, but then again take his/her eye off the ball and look back in order to pick up the reactions of the batter-runner as he/she rounds 2nd base. By doing so, the base umpire will determine whether he/she should continue on to 3rd base for a possible play there or whether he/she should retreat back towards 2nd base because that is where the batter-runner will hold up. The base umpire's continual glancing back and forth between the ball and the runner is necessary in this situation for the umpire to react as quickly as possible to the development of this type of play and consequently be in the best possible position for the play.

Once the batter-runner has committed to 2nd base, the plate umpire will retreat into foul territory and set up for any play at the plate.

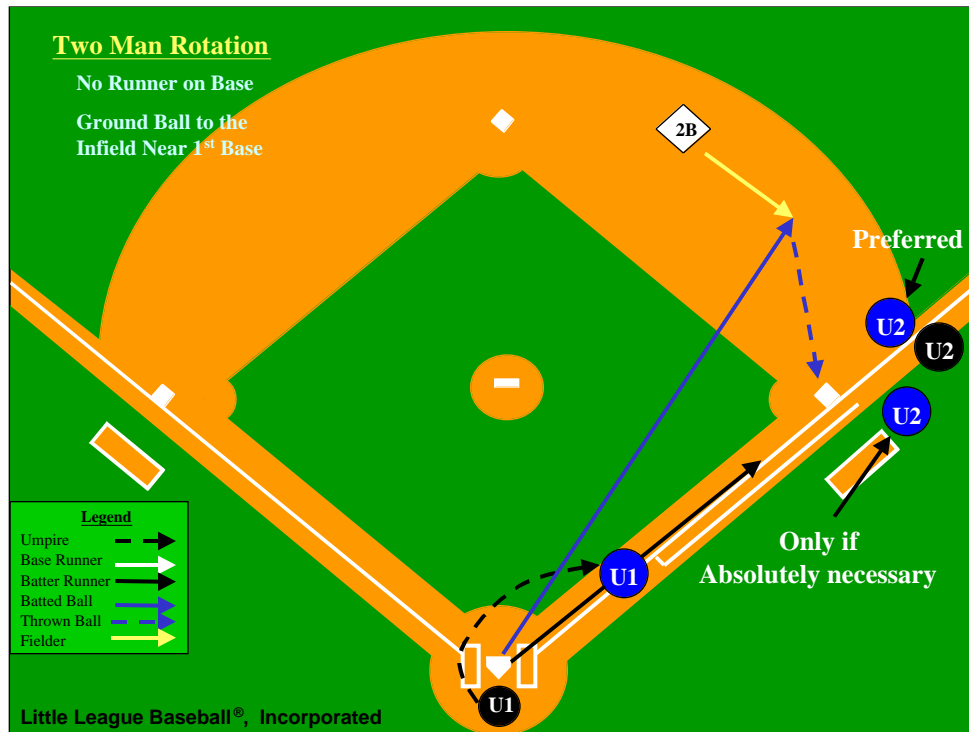




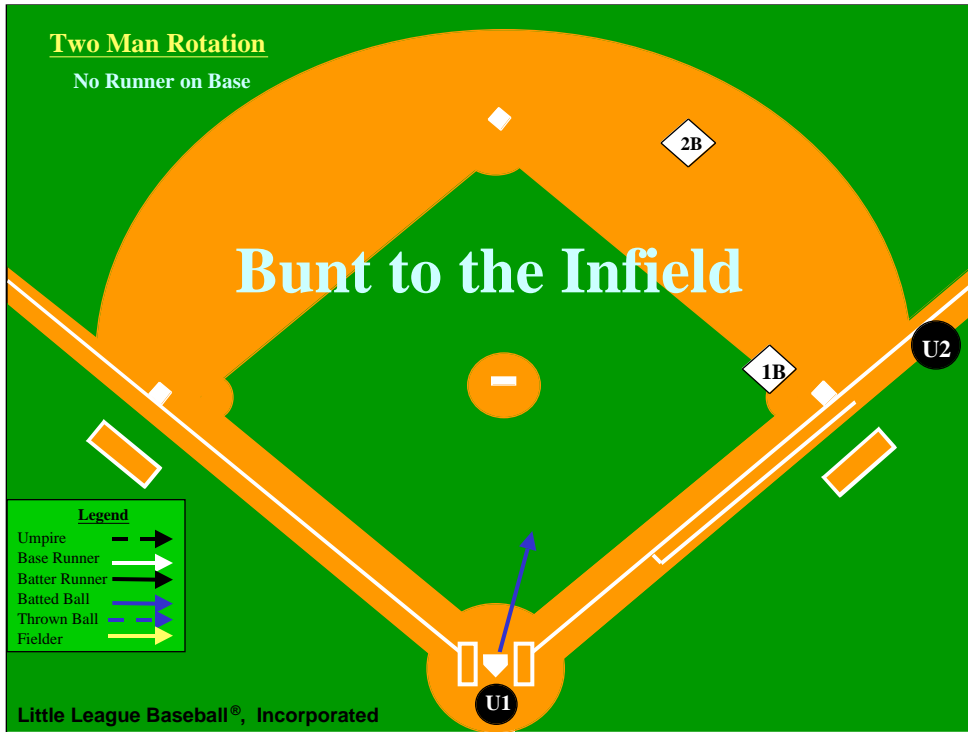
On a ground ball to the infield with no one on base, the plate umpire will come out from behind home plate by coming around the left side and then proceed to jog (not sprint) down the 1st base line, going *no farther than the 30-foot line*. He/she should be completely stopped, straddling the foul line, when the play occurs at 1st base. There are four reasons for having the plate umpire come up the line with no one on base: interference by BR out of running lane, overthrows, swipe tag, and pulled foot.

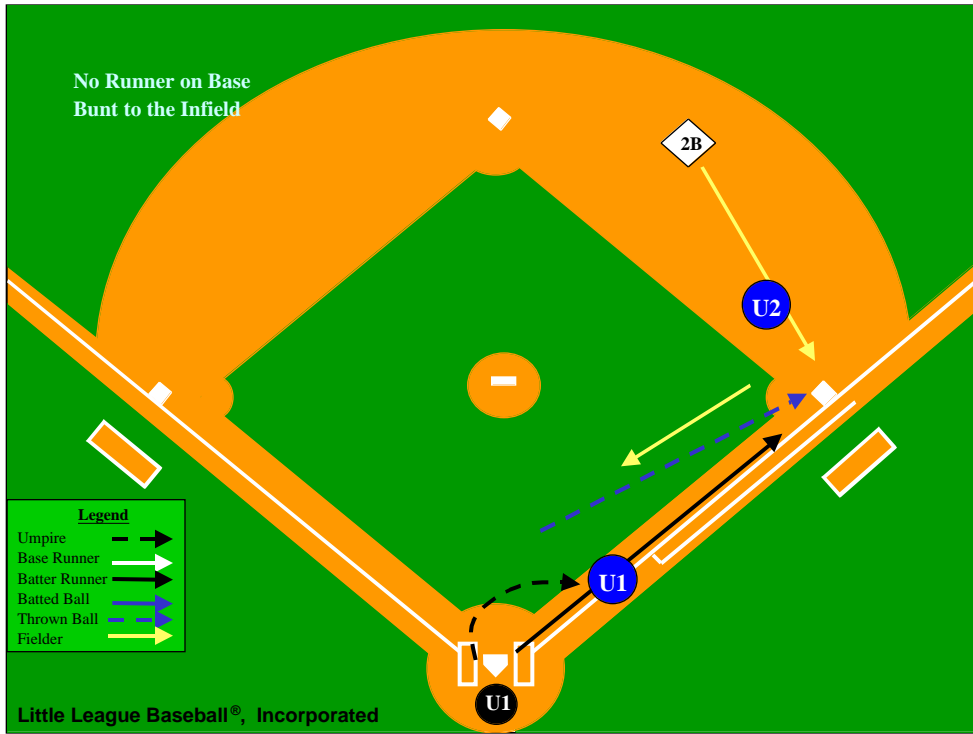
With no runners on base, on a ground ball to the infield the base umpire will move from his/her position on the foul line and set up for the play at 1st base. He/she should generally move to a position approximately 10 to 12 feet from the base and such that he/she will be approximately at a *right angle* to the throw from the infielder. When the base umpire comes in to set up for the play at 1st base, he/she should come off the foul line while facing the batted ball. As the ball is about to reach the fielder, the umpire should square his/her body towards 1st base - with proper distance and angle to the base - while continuing to watch the ball by keeping his/her head turned towards the fielder. Then, as the fielder releases the ball (and the umpire sees that the throw is “true”), he/she will come to a set position (hands on knees as a basic fundamental), turn his/her head towards the base, and focus on the bag while he/she utilizes his/her peripheral vision watching the tag of the base by the runner and the ball hitting the glove. To assist in making this call when it is very close, the base umpire should listen for both the sound of the batter-runners foot hitting the bag and the sound of the thrown ball hitting the 1st baseman’s mitt. The timing of the sounds may provide a better indication as to safe or out than relying solely on visual evidence.

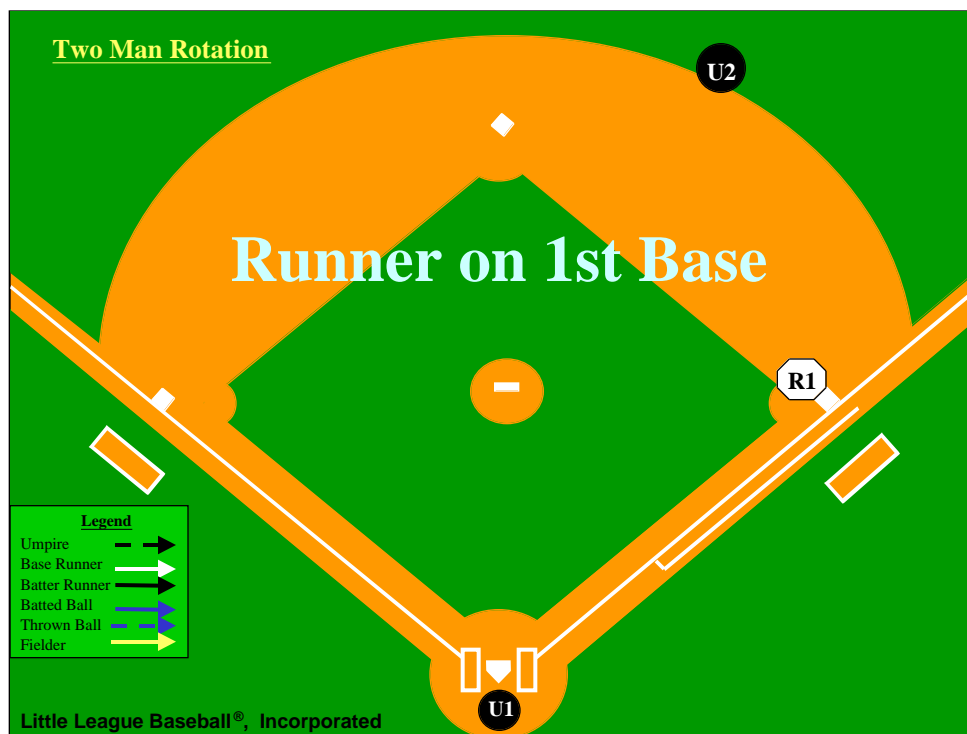




If the ground ball is hit to the 2nd baseman's **left**, the base umpire should again try to move into fair territory to make the call (his/her angle would be cut back from the 90° angle in this case). However, if the base umpire feels **pressure** from the 2nd baseman moving to his/her left (or from the 1st baseman), it is permissible for the base umpire to move into foul *territory* to take this type of play, keeping in mind the concepts of proper distance and angle to the play while trying to always establish the 90° angle to the play. In this situation, should the ball be overthrown at 1st base, the base umpire must be ready to swing around in front of the cutout at 1st base and then get a wide angle so as to be "ahead" of the batter-runner for any play at 2nd base.



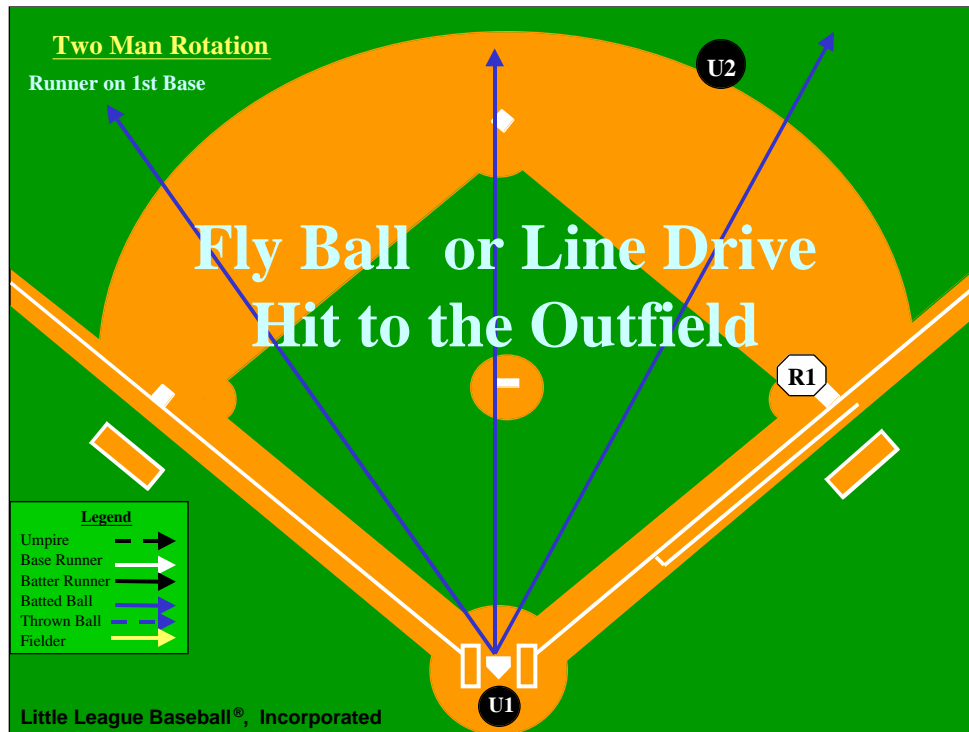




With a runner on 1st base only, the base umpire will position himself/herself midway between the second baseman and the 2nd base bag approximately halfway (30 to 40 feet) between 1st and 2nd base and outside the infield/baseline. The umpire's body should be square to the front edge of home plate and in the "set" position (hands locked lightly on the knees). The base umpire should key this position off of the second baseman and be two to three steps to the side and behind the second baseman's left shoulder. If the second baseman is shaded to his/her left towards 1st base, the base umpire must adjust his/her position to being off the second baseman's right shoulder. It is also important to be very careful not to take a position that will be in the line of sight of the right fielder to home plate. If the right fielder asks the umpire to move, DO IT!

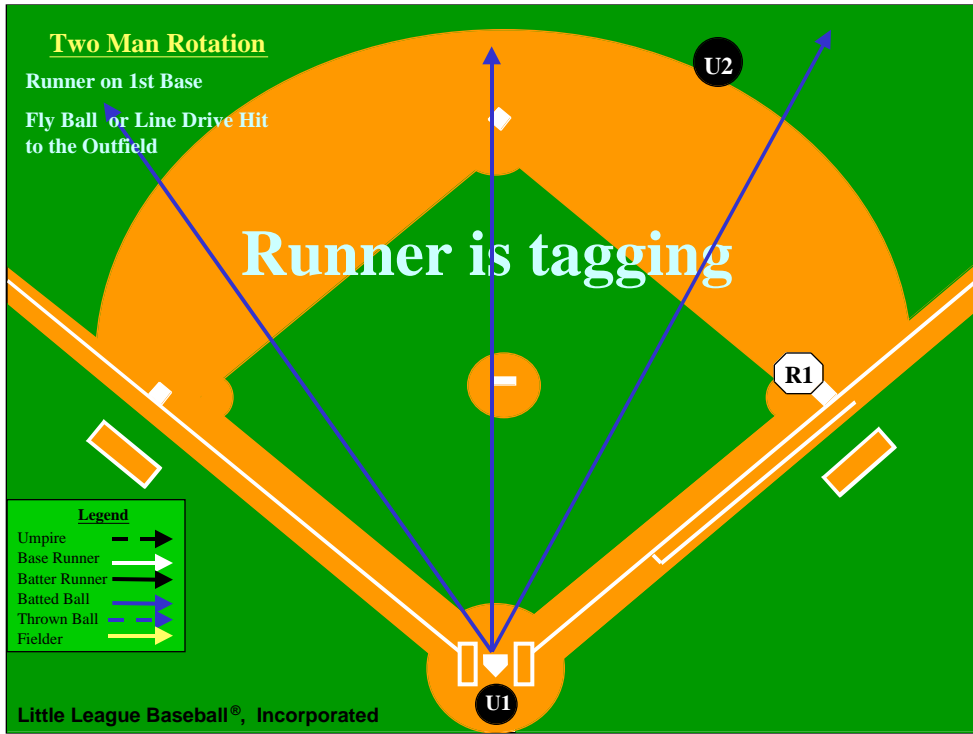
From this position, the base umpire will be in a good position to watch the pitcher for any violations. Also, to help the plate umpire on half swings or batted balls that strike the batter, to be able to observe if the runner leaves early, and if there could possibly be any obstruction on the runner stealing. It is also a very good starting position from which the base umpire can get into the proper position for any plays. With a few steps or minimal movement, he/she should be able to cover steals at 2nd base, double plays, plays at 1st base only and any possible pick offs at 1st base.

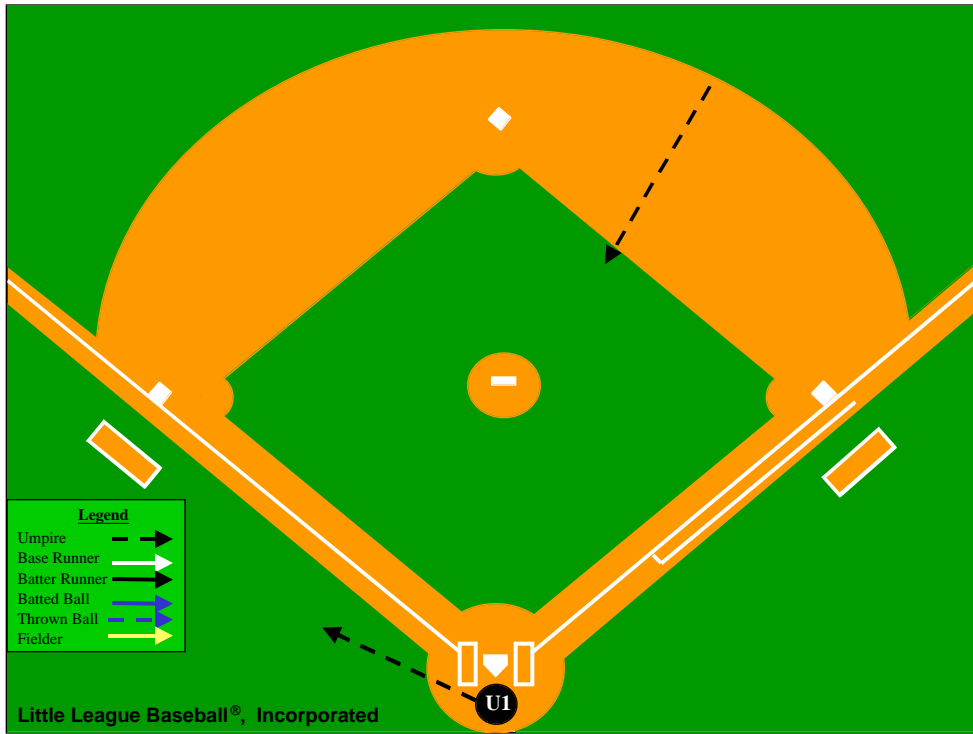
It is very important that the base umpire not setup too deep into the outfield or too far towards 1st or 2nd base. That could put the base umpire in a poor position or angle that would make it difficult to properly cover and make the calls on the plays at 1st or 2nd base.

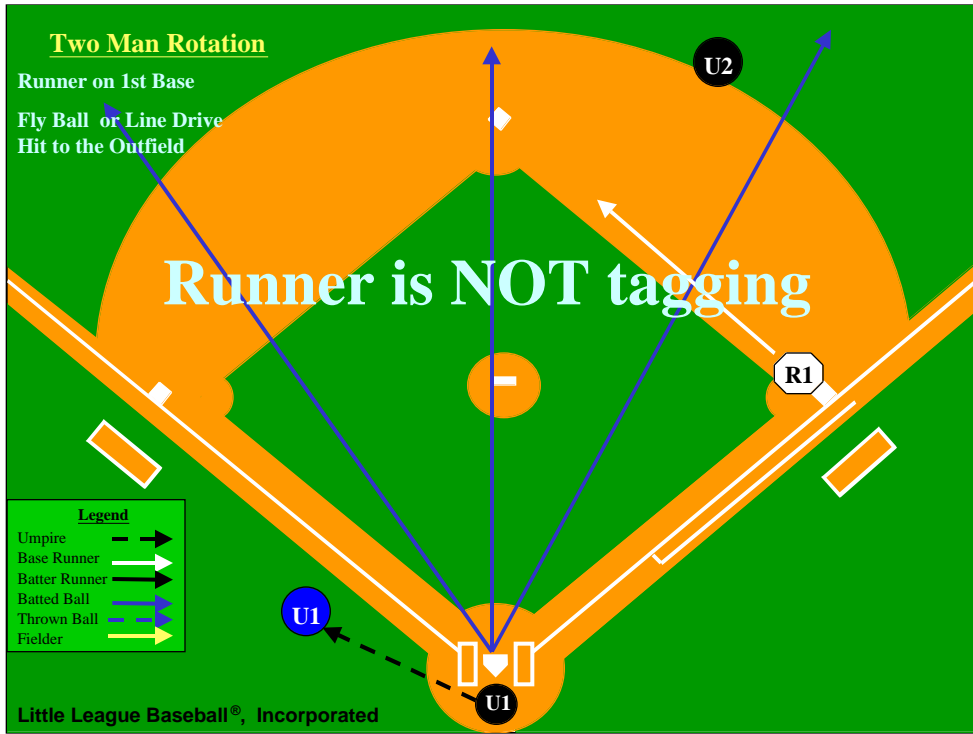


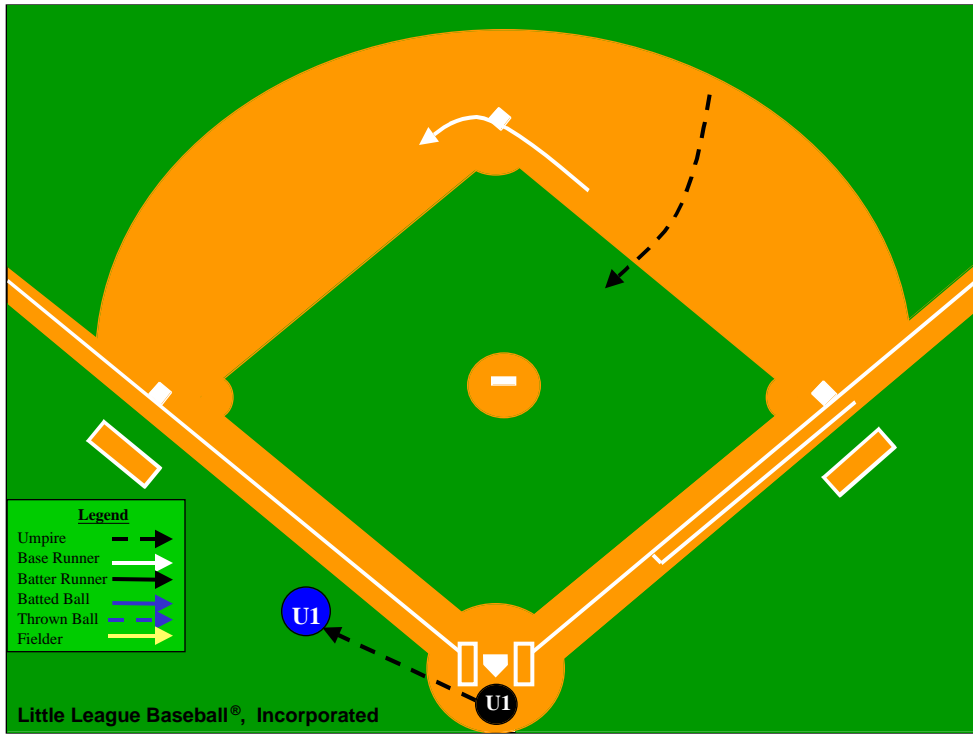
On any ball hit to the outfield in Little League it is important to remember that in all cases the base umpire will come into the infield and pivot. The home plate umpire will have the responsibility for all fly balls and line drives to the outfield.

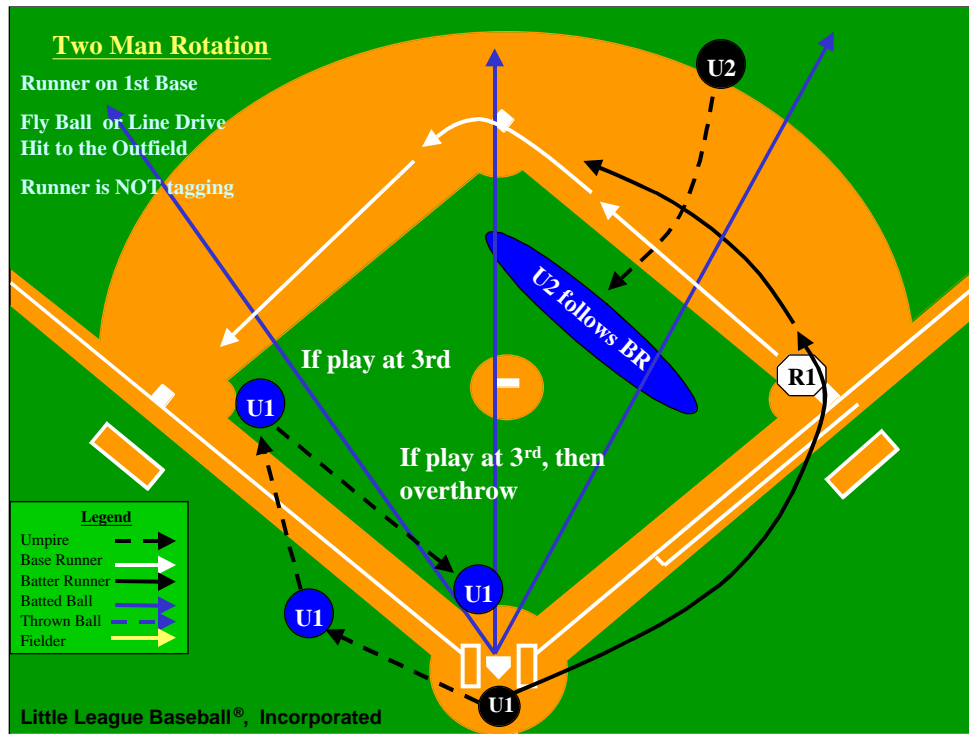
With a runner on 1st base only, the base umpire has responsibility for the tag-up at 1st base. The base umpire also has responsibility for all touches at 1st and 2nd base and will also take the responsibility for the touch of 3rd base by the batter-runner. The plate umpire will have the responsibility for the touch of 3rd base by the runner on 1st base. All touches of home plate, of course, belong to the plate umpire. With a runner on 1st base only, if the fly ball is caught, the base umpire will have the responsibility for any play back into 1st base. In situations where the runner on 1st base starts towards 2nd base on a fly ball and then retreats towards 1st base, should the batter-runner pass this runner in the vicinity of 1st base, the primary responsibility of this infraction would belong to the plate umpire. However, either umpire may make the call.







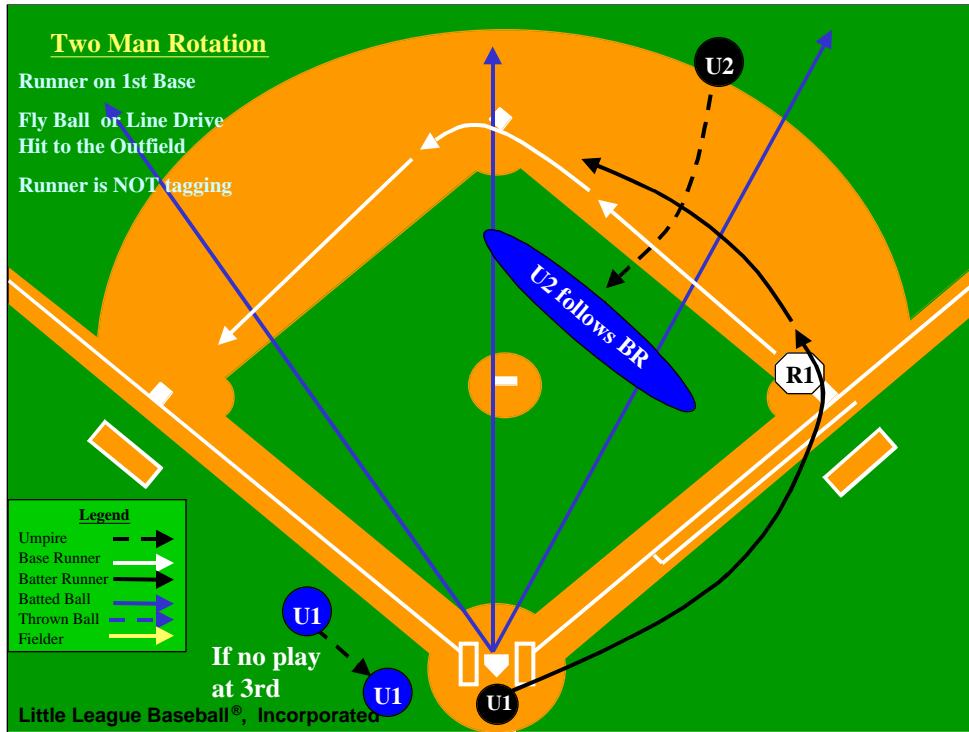




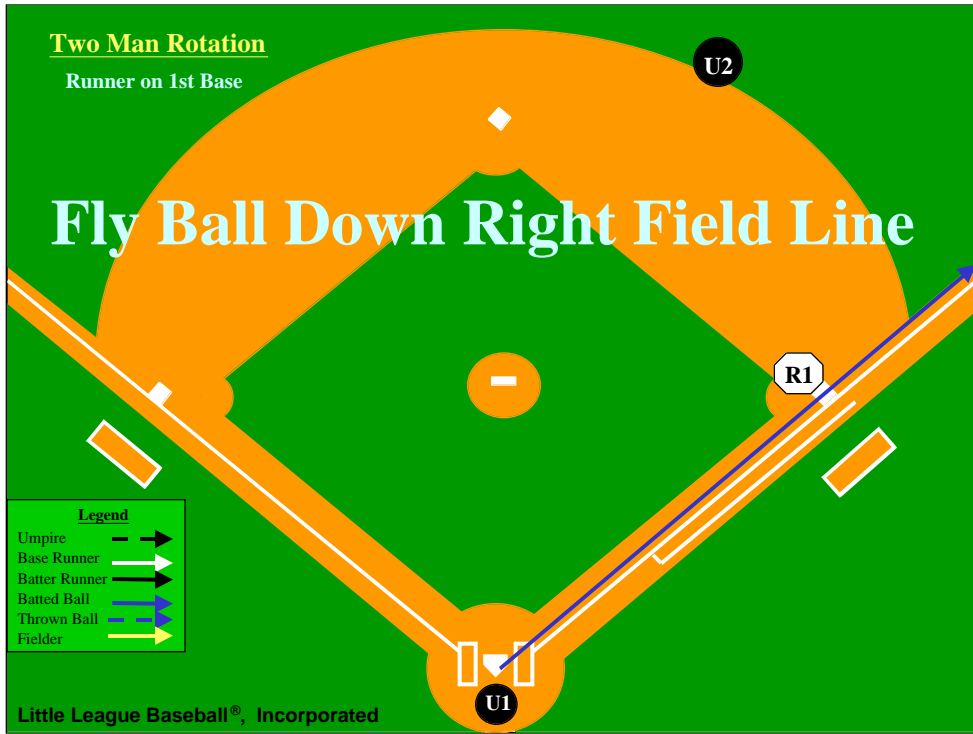
When R1 commits to 3rd, U1 picks up responsibility for R1 and U2 picks up the batter runner.

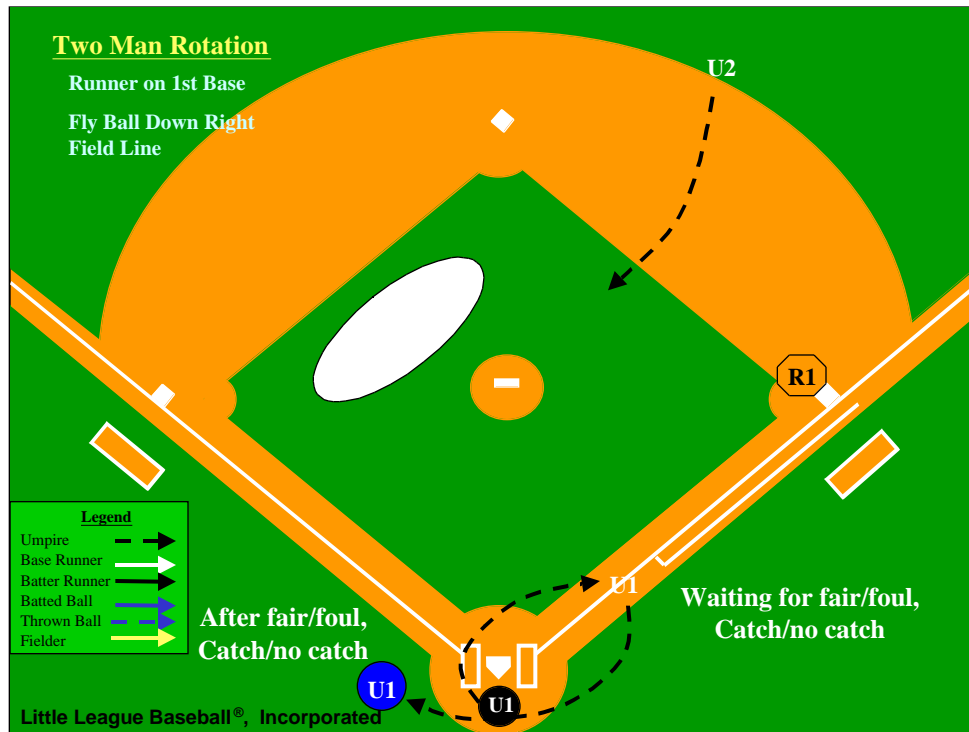
If there will be a play on R1 at 3rd, U1 will move into the cutout area at 3rd base and communicate loudly to his/her partner “I’ve got 3rd, Sam! I’ve got 3rd.”

If there is an overthrow on the play at 3rd and R1 heads for home, U1 will move back toward home plate, staying in fair territory, to make the call at home.



If there is no play at 3rd on R1, U1 will drift back toward home in foul territory to take a call there should R1 attempt to score.



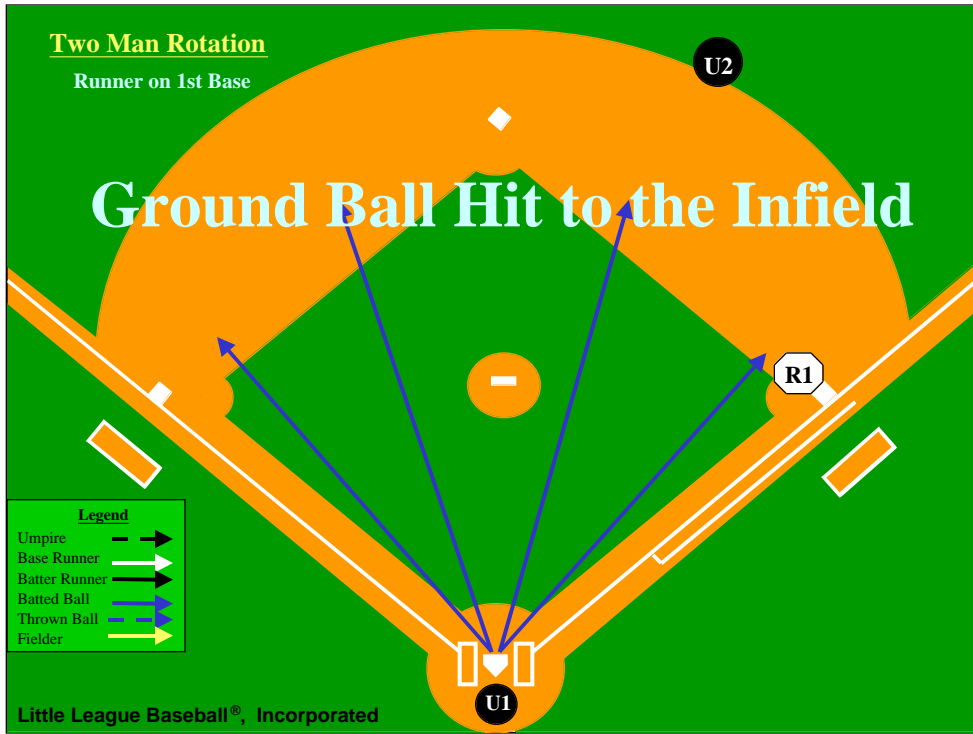


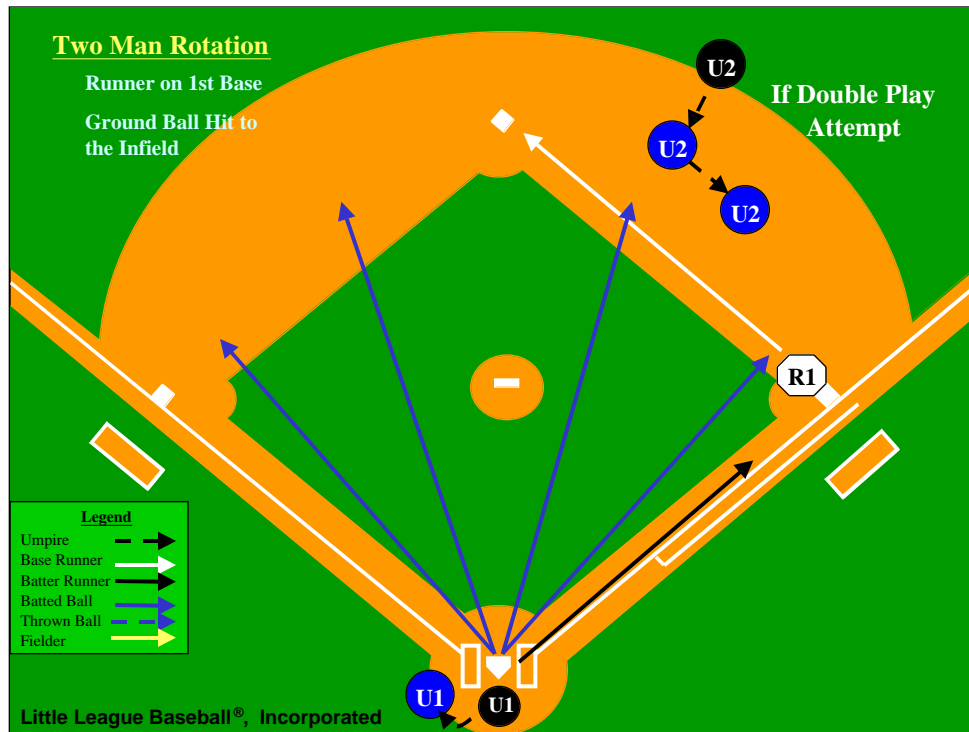
When the fly ball or line drive to the outfield causes the right fielder to have to move toward the right field foul line, the plate umpire has both fair/foul and catch/no catch responsibilities, in that order. The plate umpire will clear the catcher and batter to their left and move to a position 20'-30' up the 1st base line and stop to watch the ball with his/her belt buckle centered on the 1st base foul line. From that stationary position, the plate umpire will follow the same fair/foul, catch/no catch mechanics provided previously.

The base umpire moves to the infield and sets up in the working area to watch R1 tag and to await for a possible play at 2nd base.

After making the fair/foul, catch/no catch decisions, the plate umpire will move back to the 3rd base side of home plate in foul territory to await a possible play there.

Unlike other fly balls with a runner on first, a fly ball down the right field line means that the base umpire has responsibility for plays at all bases, including 3rd base. Therefore, after the catch/no catch, the base umpire must move to a new working area nearer 3rd base to be ready if a play develops there.

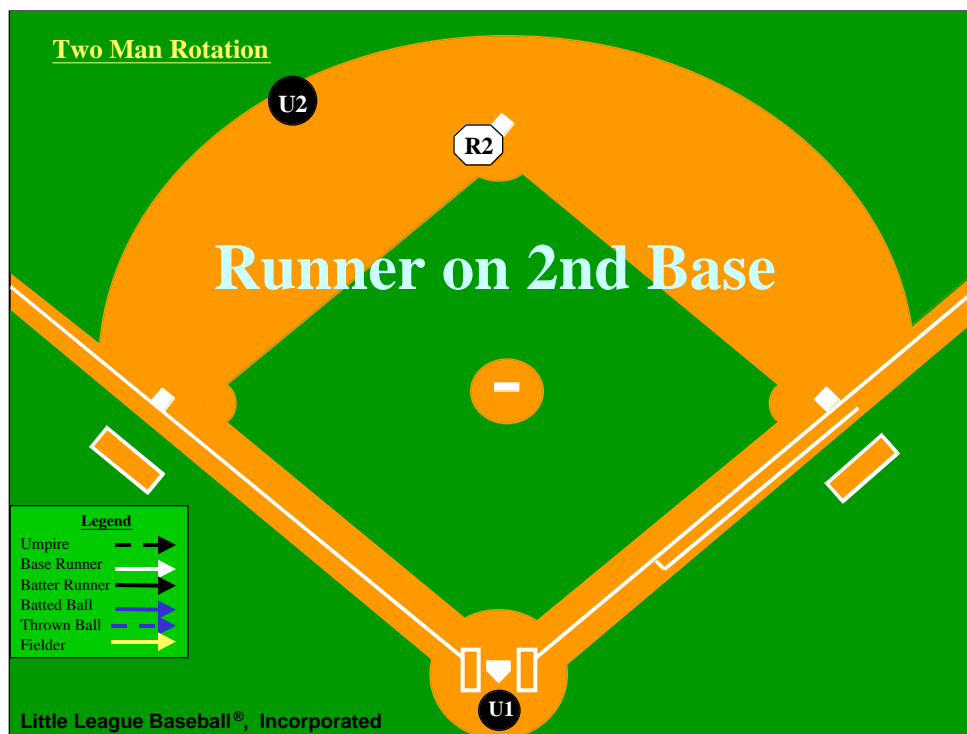




With a runner on 1st base only, on a ground ball to the infield (other than those rolling down the foul lines), the plate umpire will swing out from behind the plate a few feet into foul territory in the direction of 3rd base. He/she will be moving towards 3rd base in case the runner originally on 1st should attempt 3rd on the play, in which case the play at 3rd base would belong to the plate umpire.

With a runner on 1st base only, on any ground ball to the infield, the base umpire will step up and turn with the ball, facing the fielder as he/she is fielding the ball. With less than two out the double play is in order and the base umpire must react with good anticipation as to how the play will develop. If the base umpire reads that a double-play attempt will occur, he/she would use the double-play mechanic as follows:

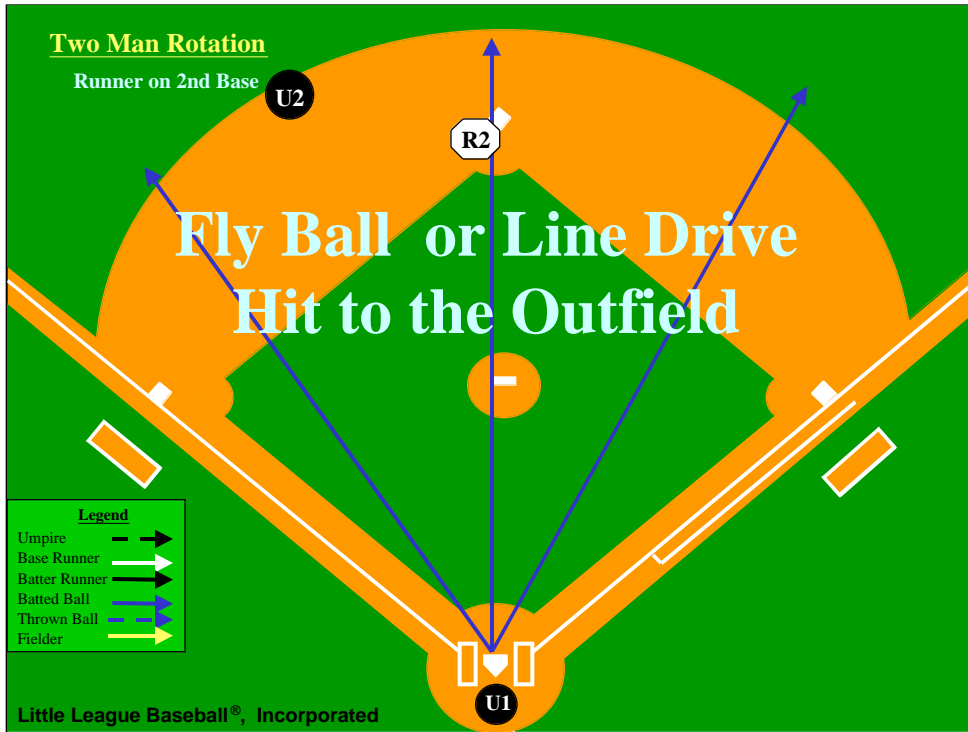
The base umpire will step up, turn with the ball, and will stay in the approximate position he/she started, taking no more than a step or two in any direction. As the ball is being thrown to 2nd base, he/she will turn with the ball and be set for the play at 2nd. When the decision is rendered at 2nd base, he/she will turn and set up an angle for the play at 1st base by taking several steps in the direction of the foul line (individual agility and speed will determine how many steps are possible). The base umpire should be completely stopped and set for each play. It is also important that the base umpire NOT drift towards 1st base more than a step or two as the ball is originally fielded and thrown to 2nd base so as not to be too far from the play at 2nd base when it occurs. (The intent is to have the base umpire remain in good position for potential “problems” at 2nd base, including, but not limited to: bobbled balls, dropped balls, close plays, possible interference, etc.).

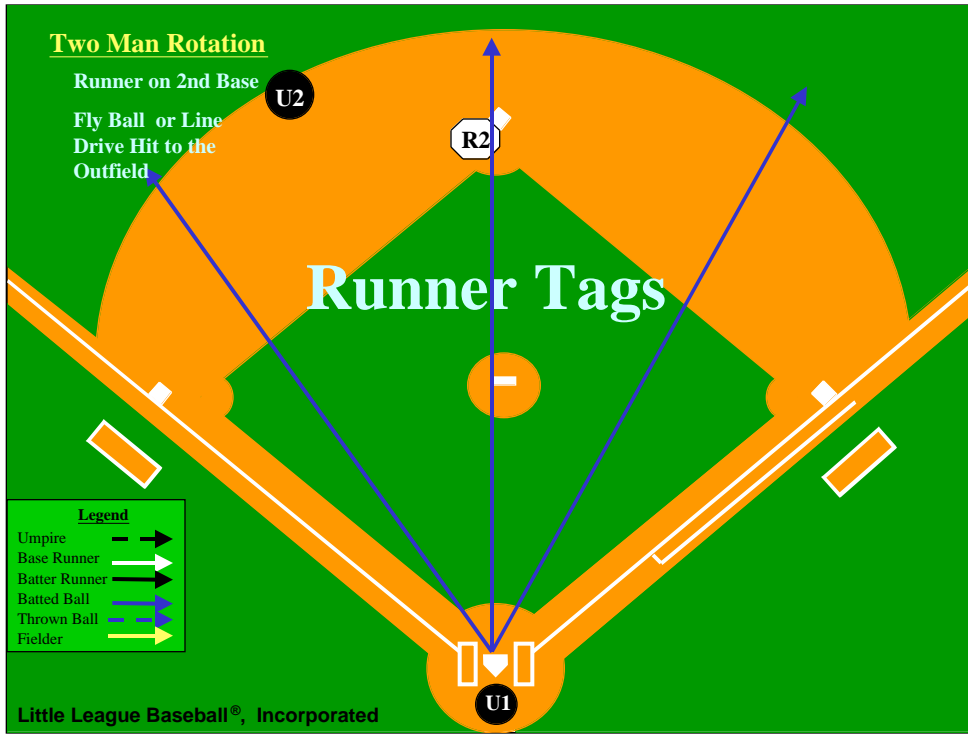


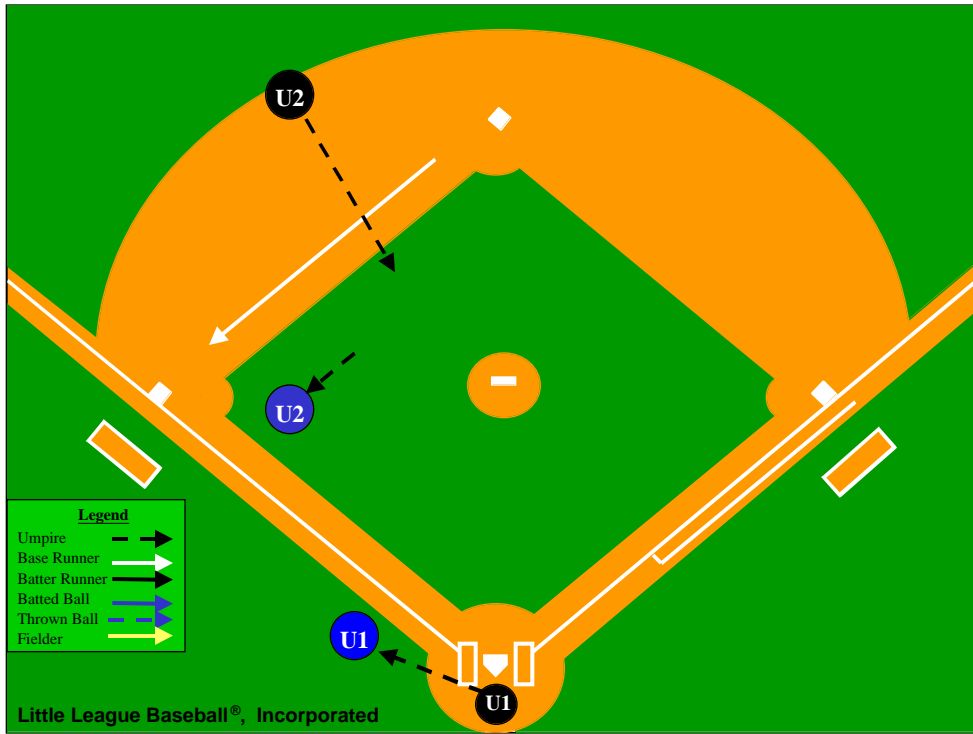
With a runner on 2nd base only, the base umpire will position himself/herself two to three steps behind and two to three steps to the left of the shortstop when the shortstop is in his/her normal position. If the shortstop is crowding towards or playing exceptionally close to the 2nd base bag the base umpire should take a position to the right of the shortstop but no further than halfway between the 2nd and 3rd base bags (about 20 to 30 feet from the 2nd base bag). When taking this alternate position the base umpire must be able to have an unobstructed view of home plate and must be careful that he/she is not in the left fielders line of sight to home plate.

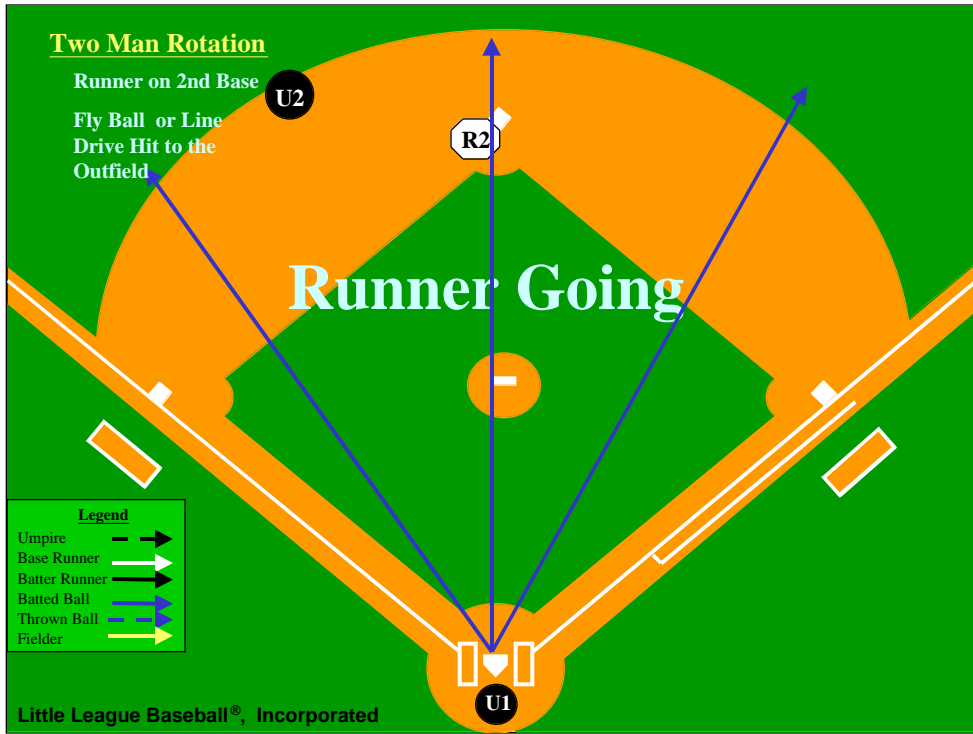
The umpire's body should be squared to the front edge of home plate, the umpire should be in a good set position watching the pitcher for any violations, following the pitch to the batter and to be ready to help the home plate umpire if the need arises. This is the same positioning that will be used with a runner on 3rd base only, runners on 1st and 2nd, 2nd and 3rd bases or when the bases are loaded.

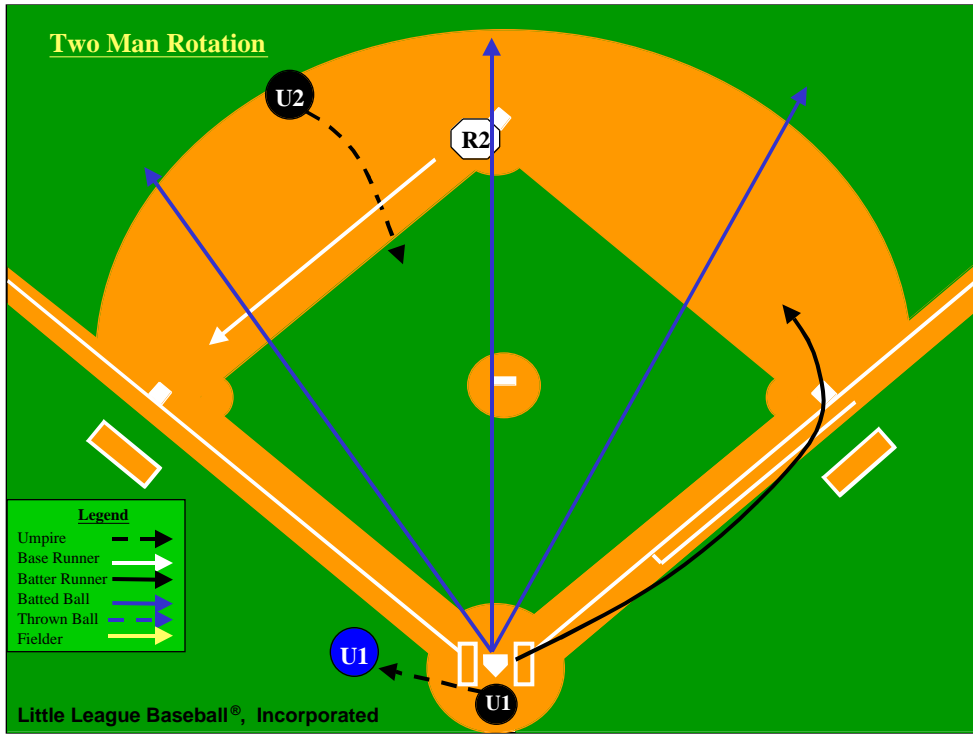
This initial positioning with a runner on 2nd base only is very important. The umpires should make sure that they are not too deep or shaded too far towards either base when they assume this position. Being too deep or shaded too far either way could place the umpire at a poor angle or distance to be able to react and make a good, well educated call on the play. If the umpire is positioned as described in the first paragraph above, he/she will be in a good starting position for steals at 3rd base as well as other plays to the infield including runners leaving before the ball reaches the batter.

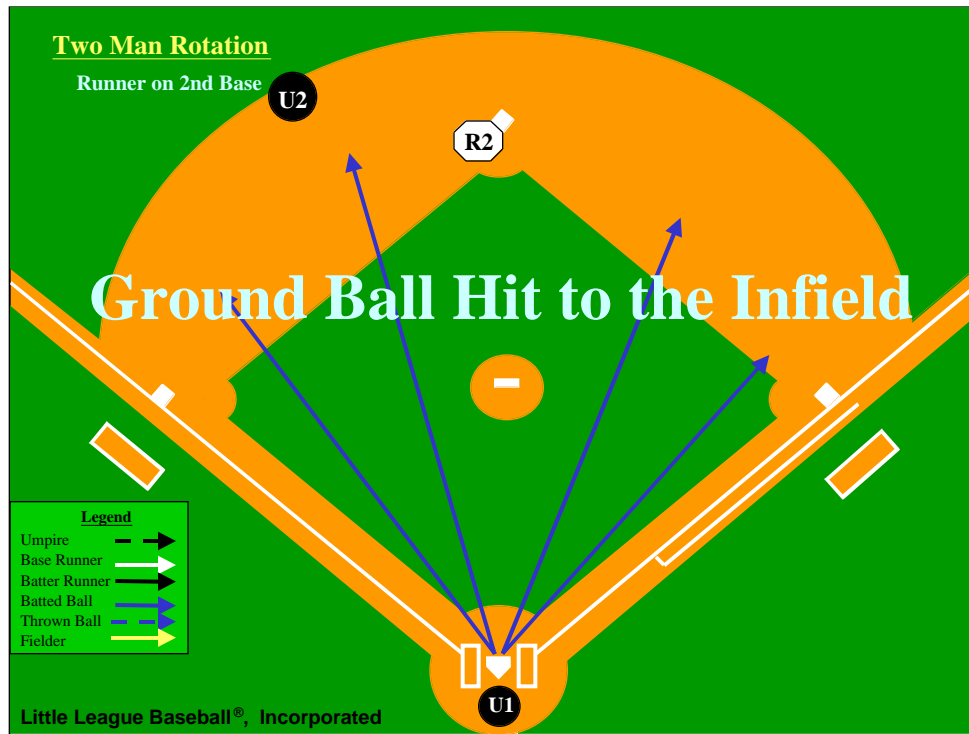




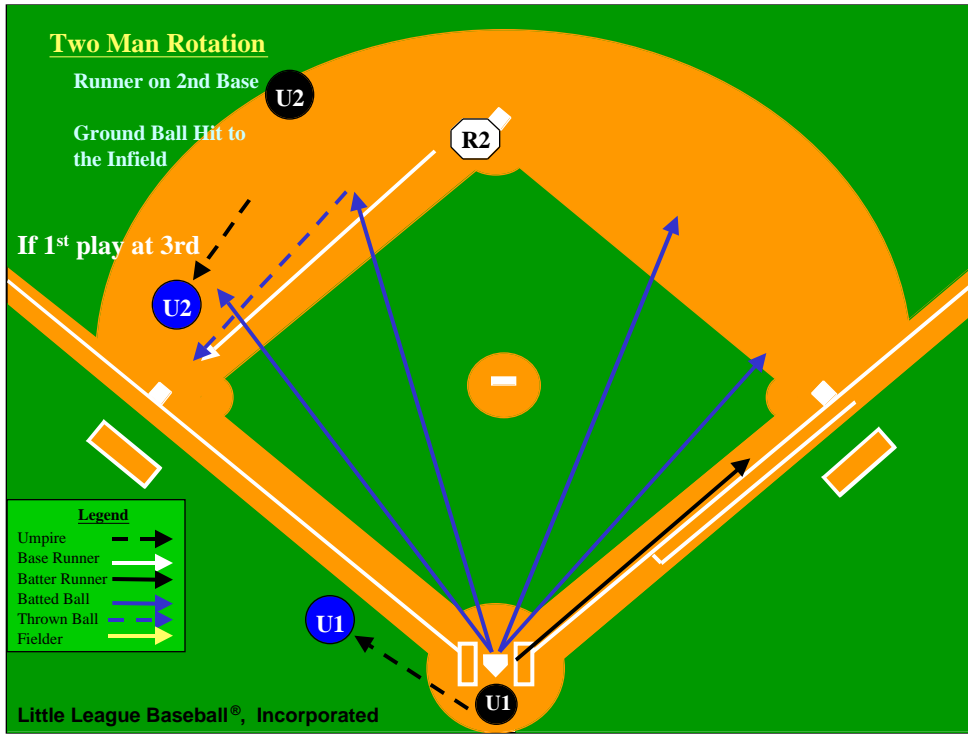


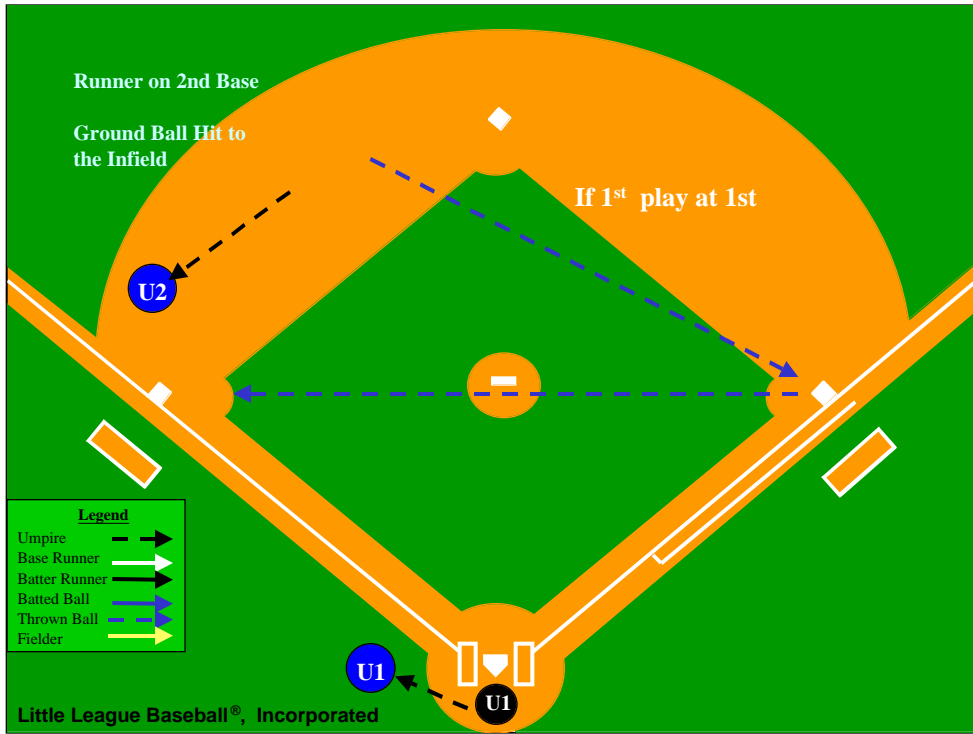


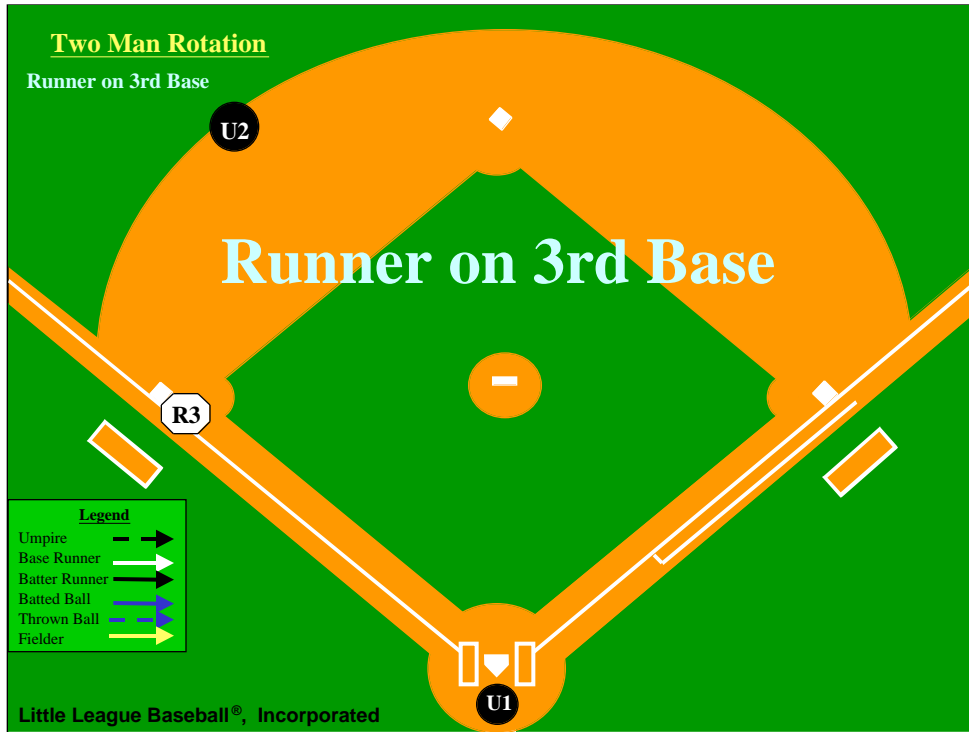




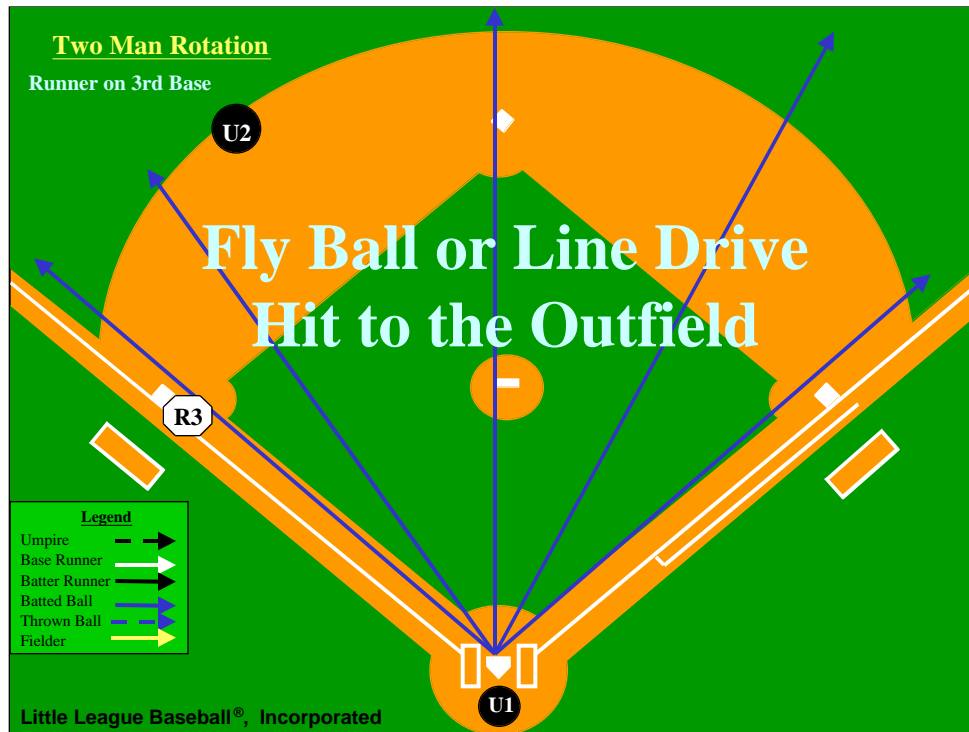
With a runner on 2nd base only, on a ground ball to the infield the plate umpire will stay home, and the base umpire will cover all plays at 1st, 2nd, and 3rd.







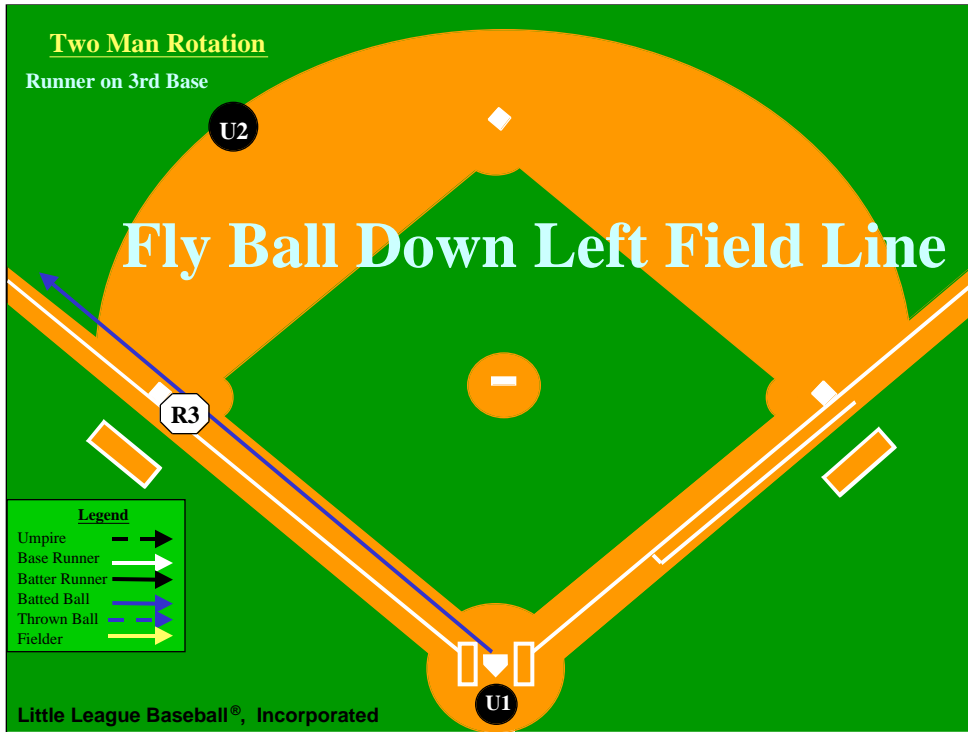
With a runner on 3rd base only, the base umpire will position himself in exactly the same manner as with a runner on 2nd base only.

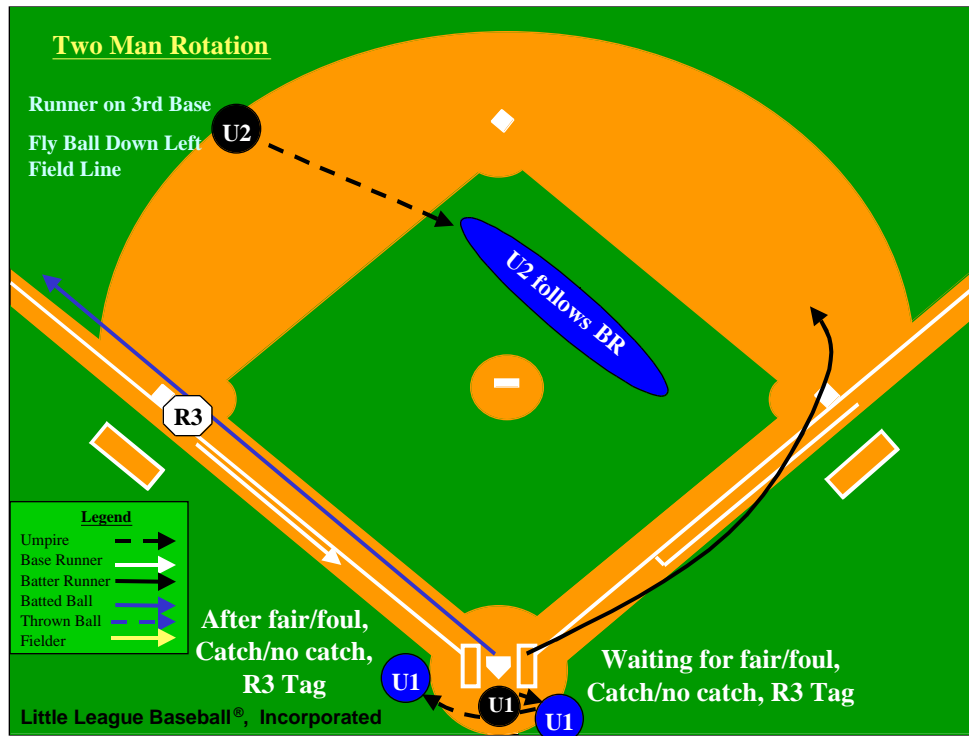


With a runner on 3rd base only, fly ball and line drive responsibilities for balls hit to the outfield belong to the home plate umpire as described previously.

As is the case anytime runners are on base, it is important that the two umpires communicate after the ball is hit on fly balls and line drives to the outfield, particularly when balls are hit to the left or right fielder.

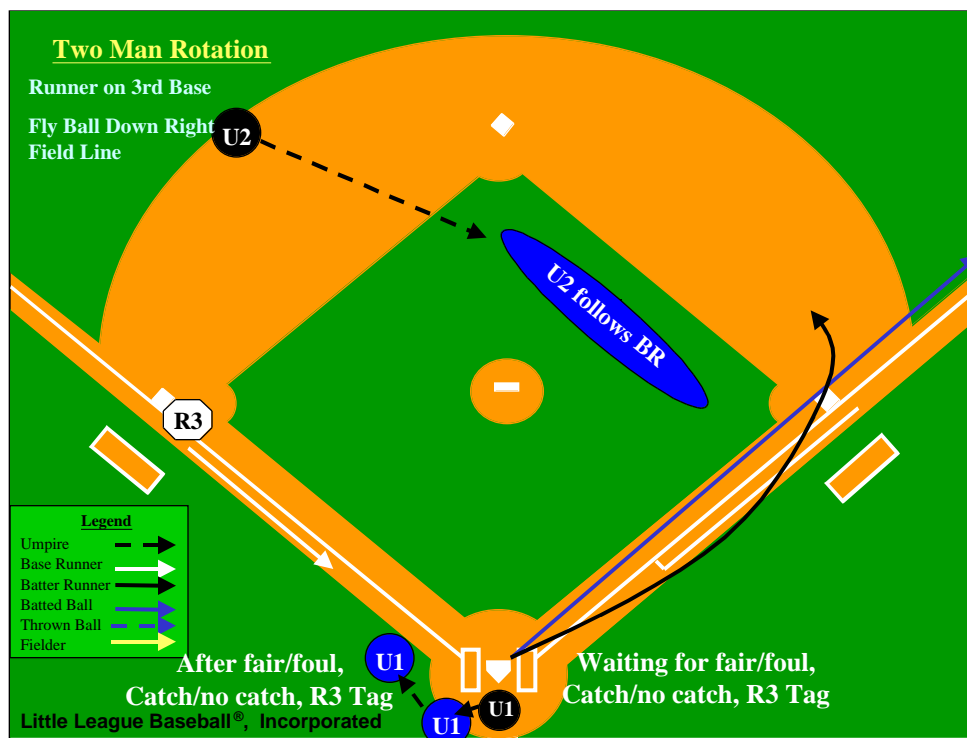
With a runner on 3rd base only, on any fly ball or line drive to the outfield the plate umpire is responsible for the runner tagging up at 3rd base. The base umpire is responsible for the batter-runner touching 1st base. The base umpire is also responsible for any play on the runner on 3rd going back into 3rd base as well as any play at 1st, 2nd, or 3rd should the ball not be caught.



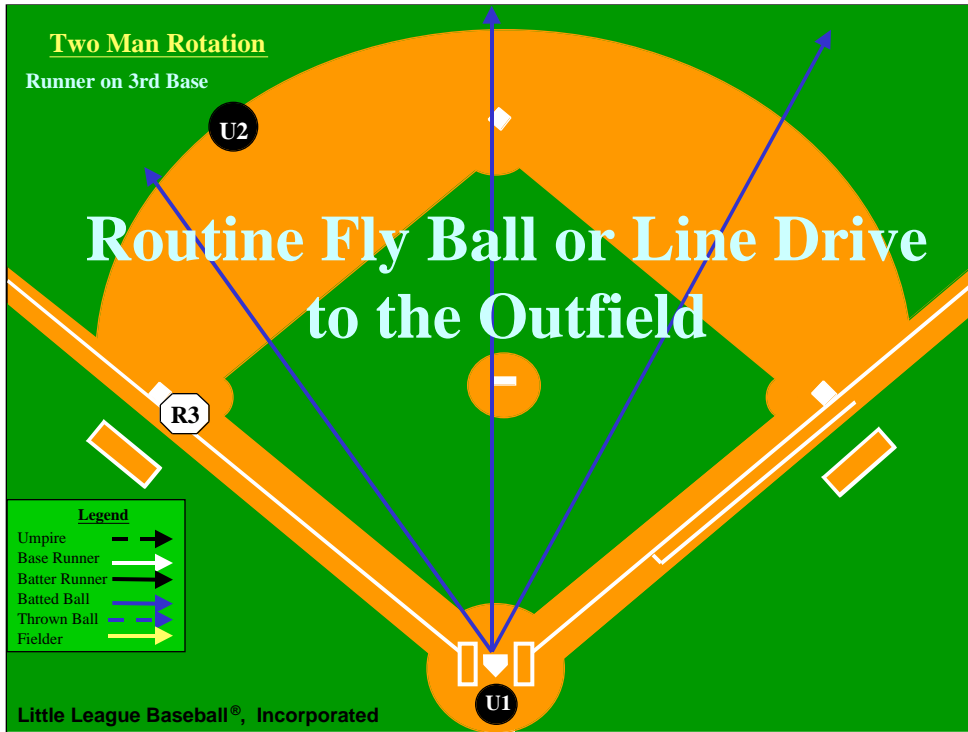


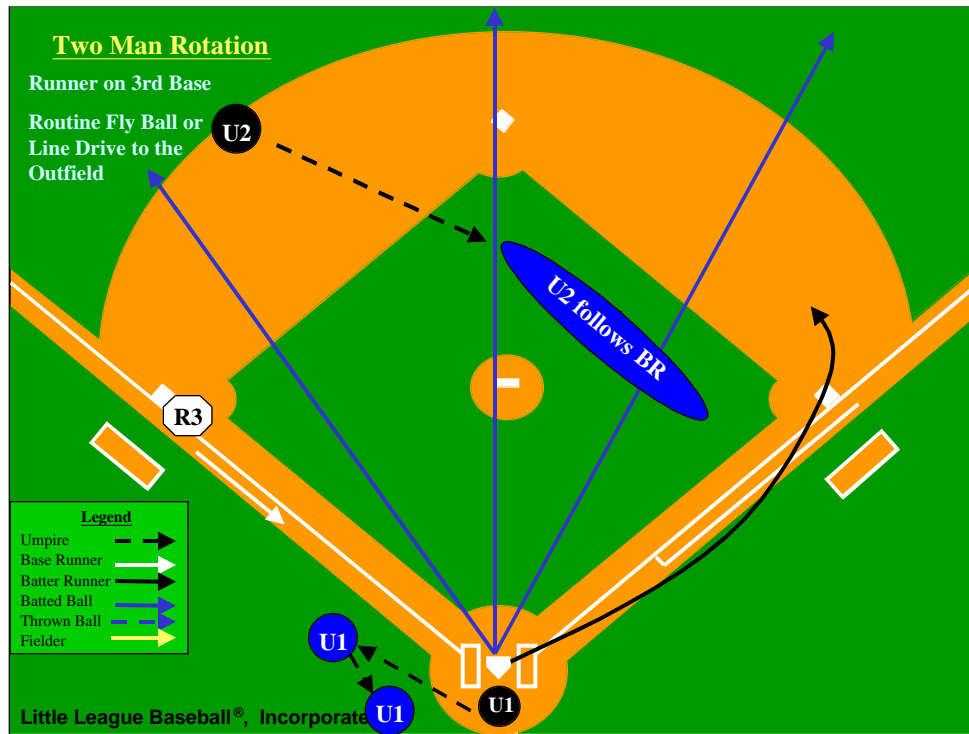
If the fly ball or line drive causes the left fielder to move any distance to his/her right or if there may be a question as to whether the ball will be fair or foul, the plate umpire will clear the catcher, remove his/her mask and take a position straddling the third base line extended approximately 3 to 6 feet from the point of home plate. On the 60-foot diamond this position will give the plate umpire a good view to line up the ball in relationship to home plate and the left field foul pole and line. Due to the smaller dimensions, the plate umpire will be no further away from the play than he/she would be if he/she went up the line on a 90-foot diamond to make the call. This position will also save the plate umpire from any possible embarrassment or unnecessary comments because he/she was concentrating on the play and did not react quick enough or the umpire underestimated the speed of the runner on 3rd base and the runner arrived at home plate before the umpire was able to set up to make the call on the play or that the runner and the plate umpire collided as the plate umpire was trying to return to home plate.





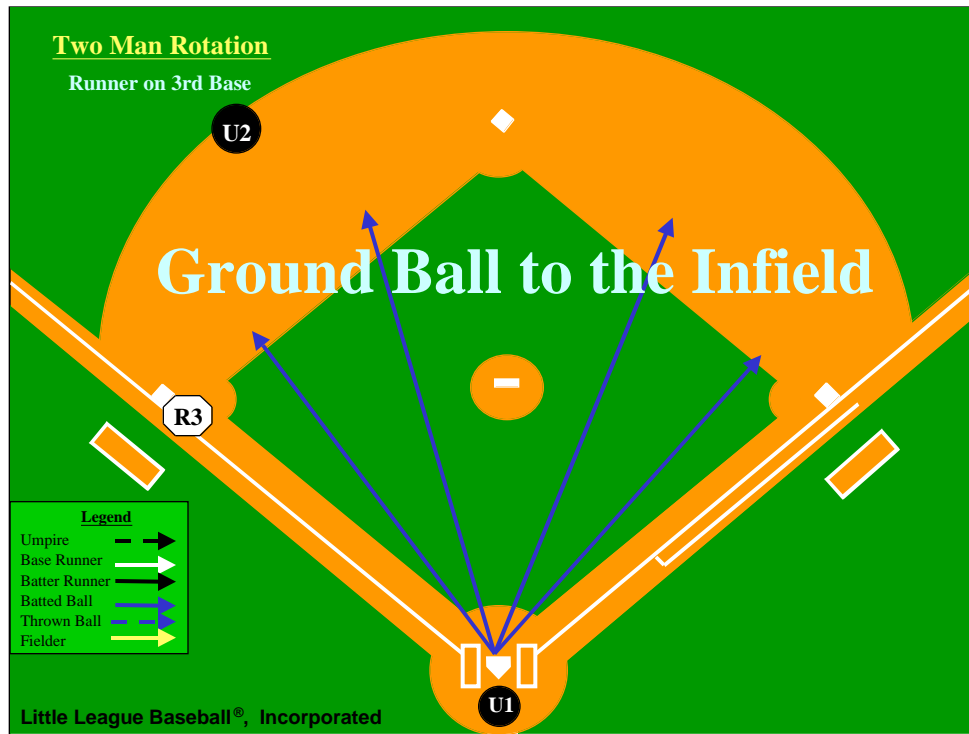
If the fly ball or line drive causes the right fielder to move any distance to his/her left or if there may be a question as to whether the ball is fair or foul, the plate umpire will clear the catcher, remove his/her mask and take a position straddling the first base line extended approximately 3 to 6 feet from the point of home plate. On the 60-foot diamond this position will give the plate umpire a good view to line up the ball in relationship to home plate and the right field foul pole and the line. Due to the smaller dimensions, the plate umpire will be no further away from the play than he/she would be if he/she went up the line on a 90-foot diamond to make the call. Since the plate umpire has responsibility for the tag up at 3rd base, he/she must use peripheral vision or take a quick glance to his/her left at 3rd base after the ball is touched to adjudge the tag up at 3rd base. He/she will then quickly direct his/her attention back to the right fielder for the catch or no catch, always remembering that he/she must establish fair/foul first and then rule on the catch/no catch. This is probably one of the toughest mechanics and calls to make, but by using this mechanic there is less movement involved and less chance to be caught out of a position to rule on the catch and to make the ruling on the runner tagging from 3rd base. The plate umpire must remember that his/her first priority is the ball.



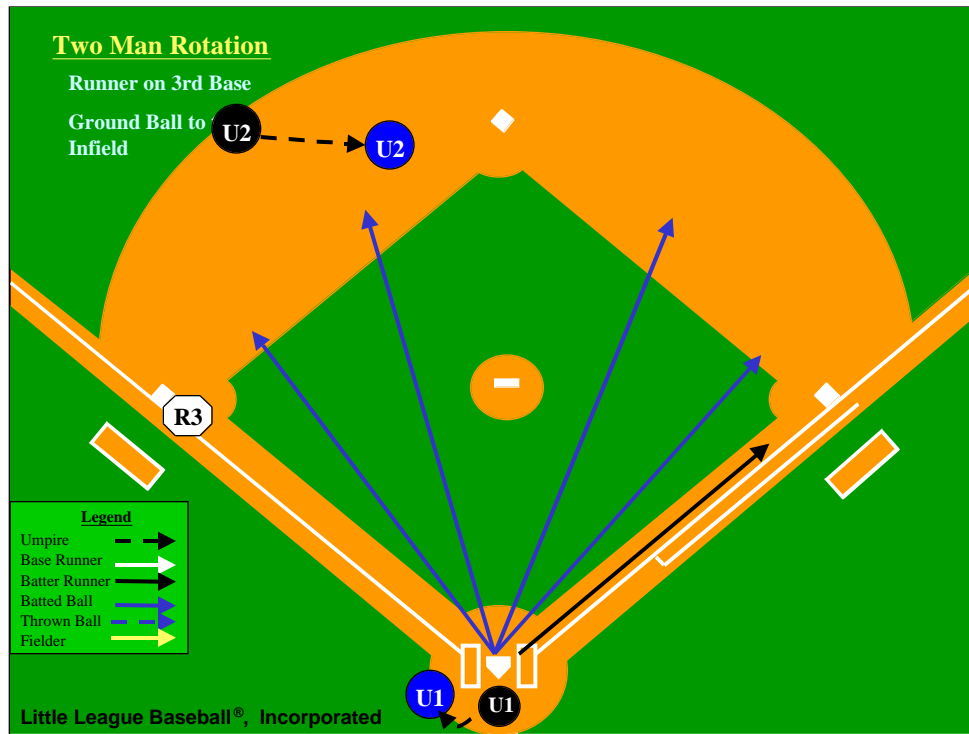


When the fly ball or line drive to the outfield is a routine play from the normal left fielder's position through to the normal right fielder's position, the plate umpire will clear the catcher, remove his/her mask and swing out from foul territory to his/her left (usually in the general direction of the 3rd base dugout) in order to line up for the tag up at 3rd base. The home plate umpire will swing out from the home plate area BUT only so far that he/she is CERTAIN that he/she will have ample time to get back to home plate for any possible play there on the runner coming from 3rd base.

The base umpire will move directly and quickly into the infield and pivot into the "working area" behind the pitcher's mound. Being in this position will open up the playing field to observe the batter-runner touching 1st base and to be able to watch for any obstruction/interference at the 1st base area. It will also put the base umpire into a position that with a quick glance to help out with the catch/no catch if the home plate umpire needs any assistance.

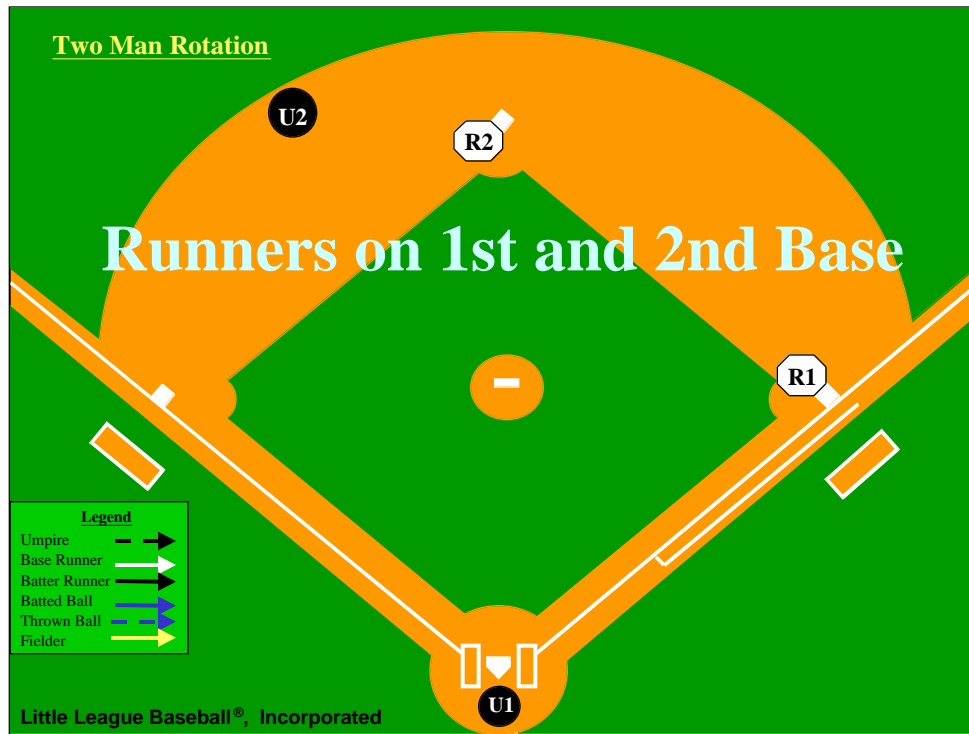


With a runner on 3rd base only, on a ground ball to the infield the plate umpire will stay home, and the base umpire will cover all plays at 1st, 2nd, and 3rd.

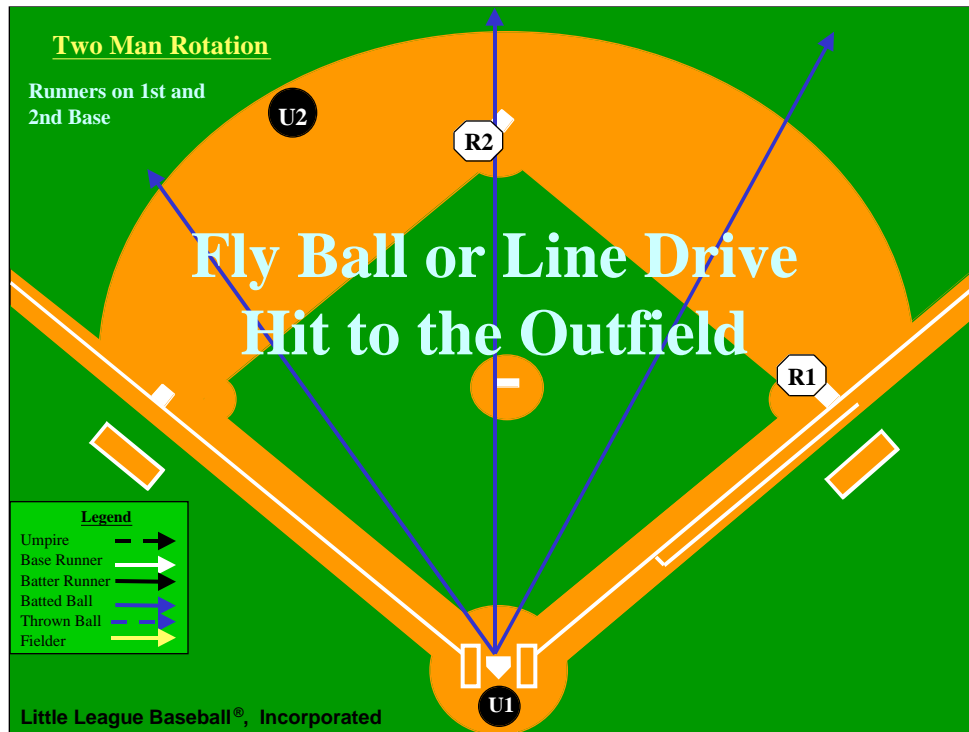


On a ground ball to the infield (other than those rolling down the foul lines), the plate umpire will swing out from behind home plate a few feet into foul territory in the direction of 3rd base to observe the play. He/she must be prepared to move into position for the play at home plate on the runner from 3rd base.

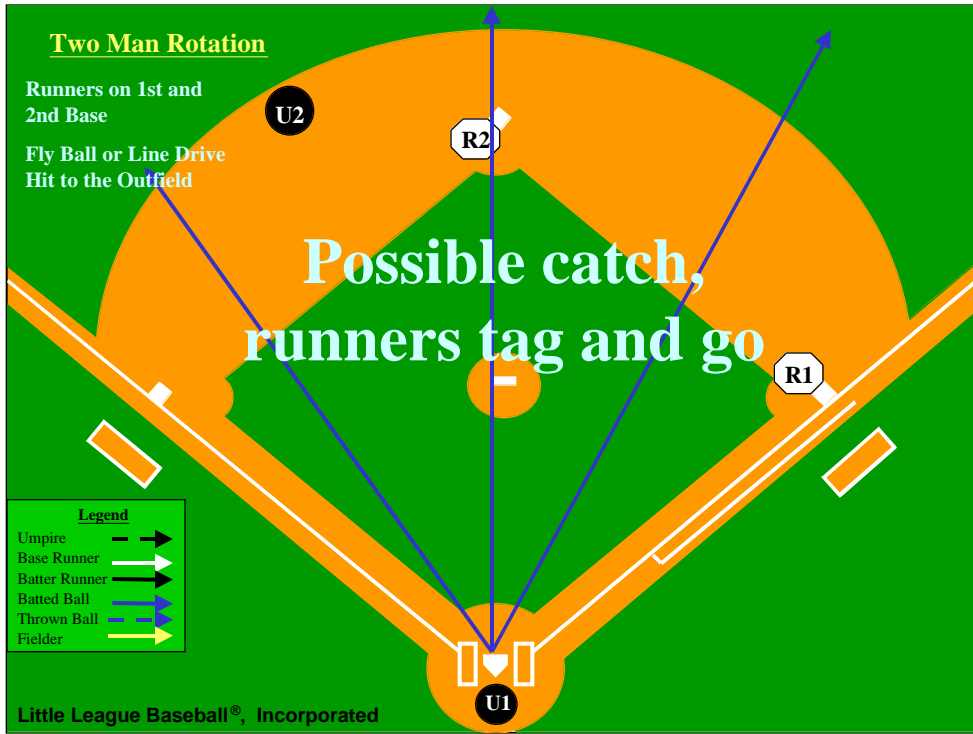
The base umpire will step up with the ball, and normally he/she will drift a few steps in the direction of the 30-foot line, anticipating a play at 1st base. However, he/she must be aware of situations where the play might be made at 3rd base instead, and consequently he/she must react with *good anticipation* as to how the play may develop. If the play goes to 1st base, the base umpire will take a few more steps towards the 30-foot line, set, and make the call at 1st base. *Immediately after* the play at 1st the base umpire must quickly bounce back towards the other runner at 3rd, always anticipating a subsequent throw to that base.

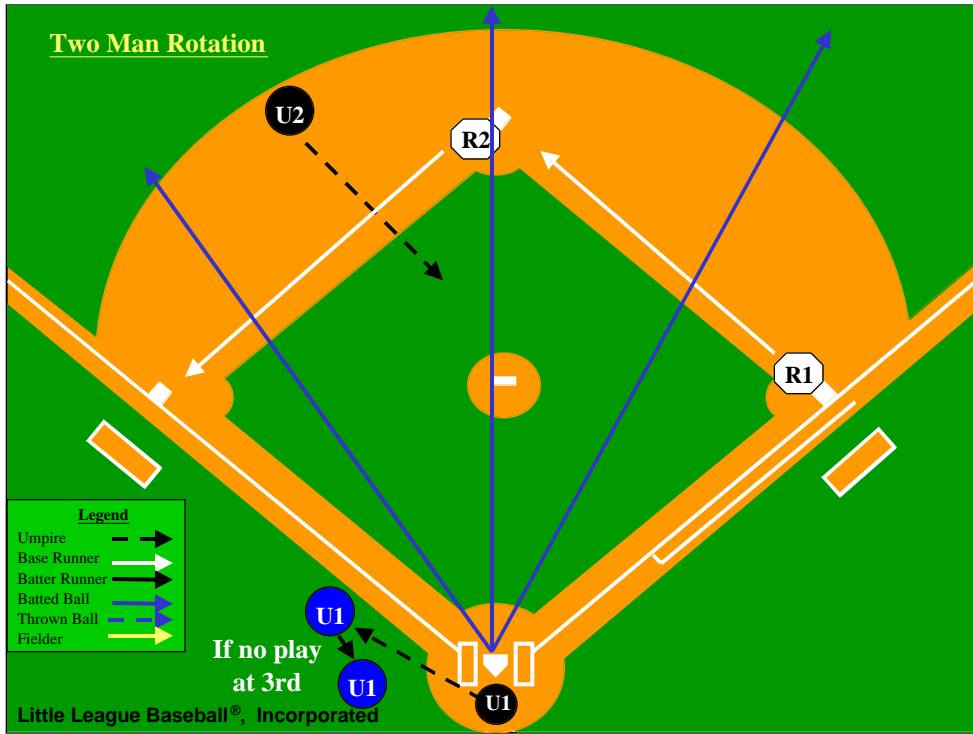


With runners on 1st and 2nd, the base umpire will position himself/herself in exactly the same manner as with a runner on 2nd base only



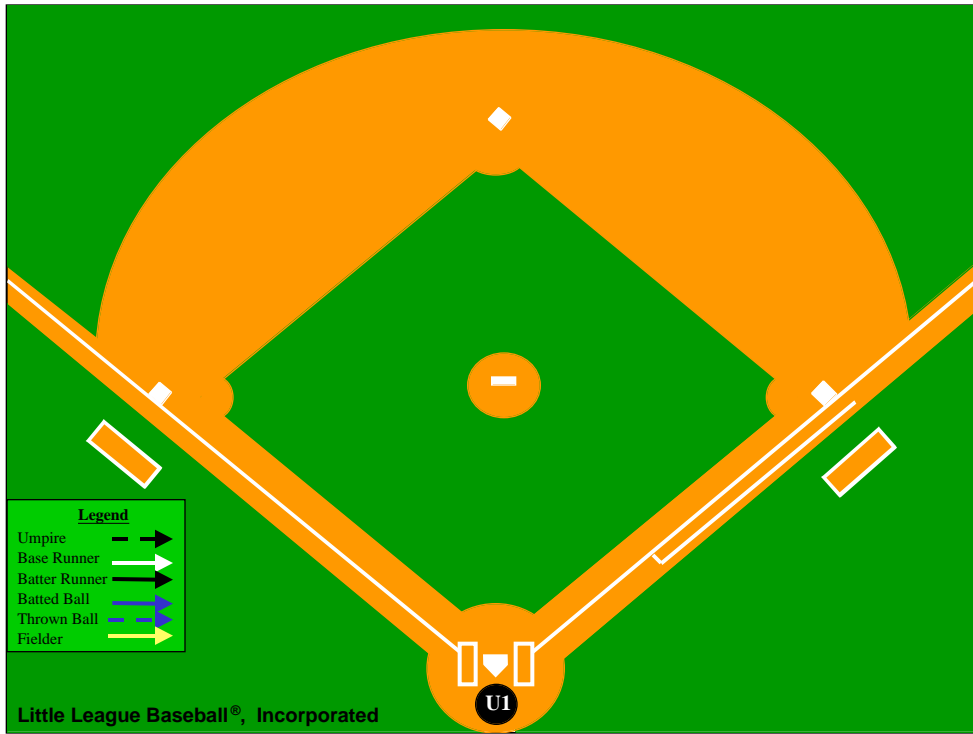
With runners on 1st and 2nd fly ball and line drive responsibilities for balls hit to the outfield belong to the home plate umpire. The base umpire is responsible for the tag-up at 1st base and, as in the case of any multiple runners, the home plate umpire will take the responsibility of the lead runner tagging up and the base umpire will have responsibility for the tag-up by the trailing runner.

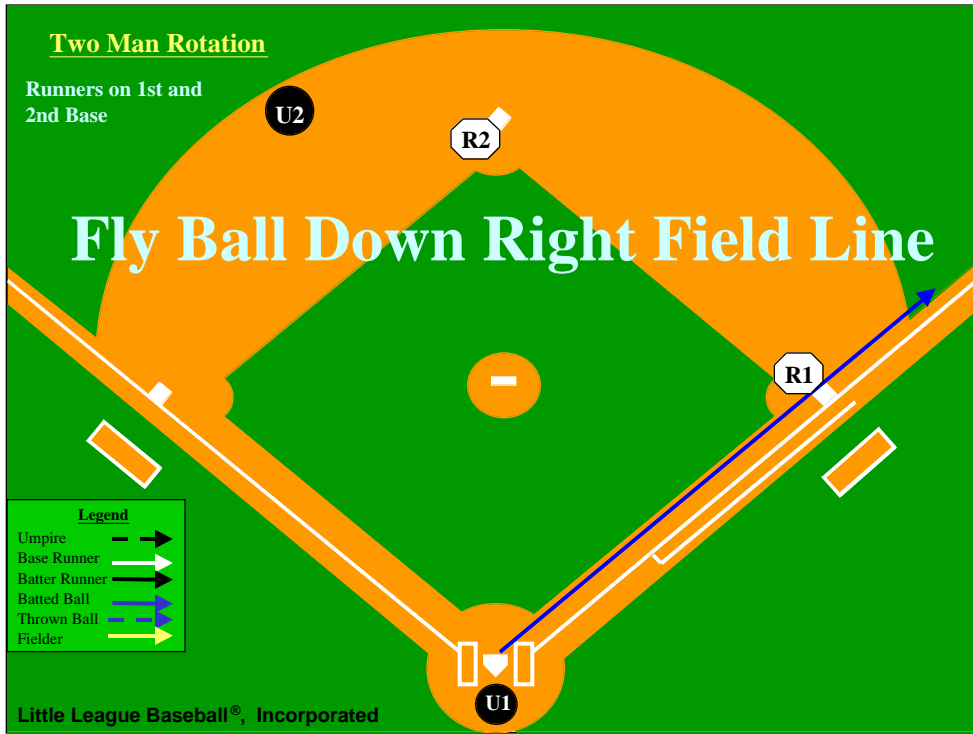


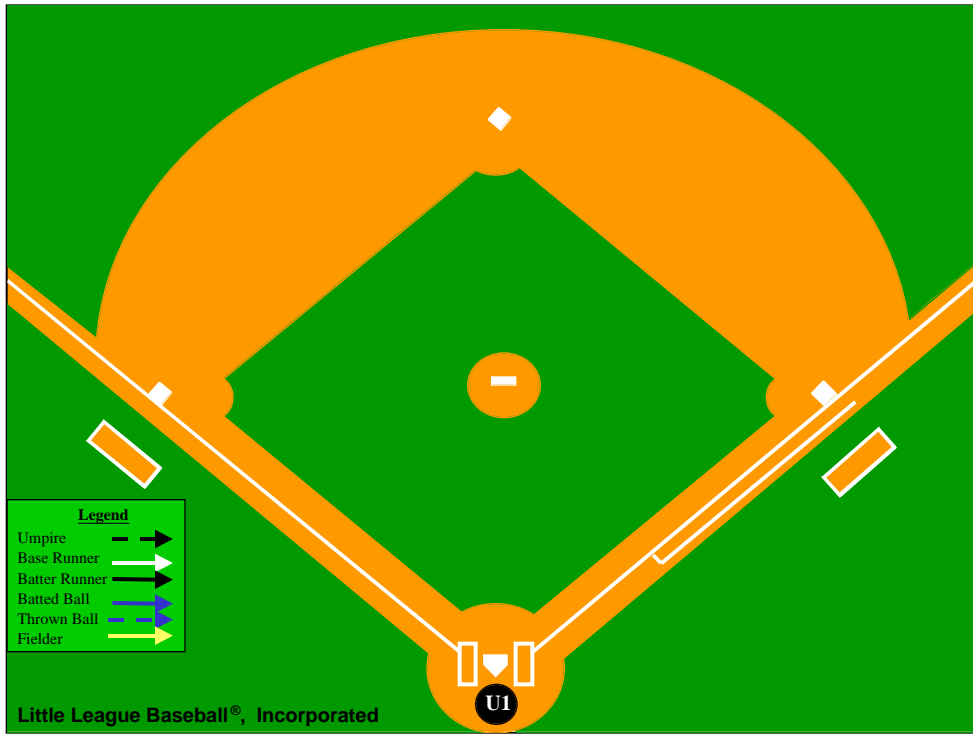


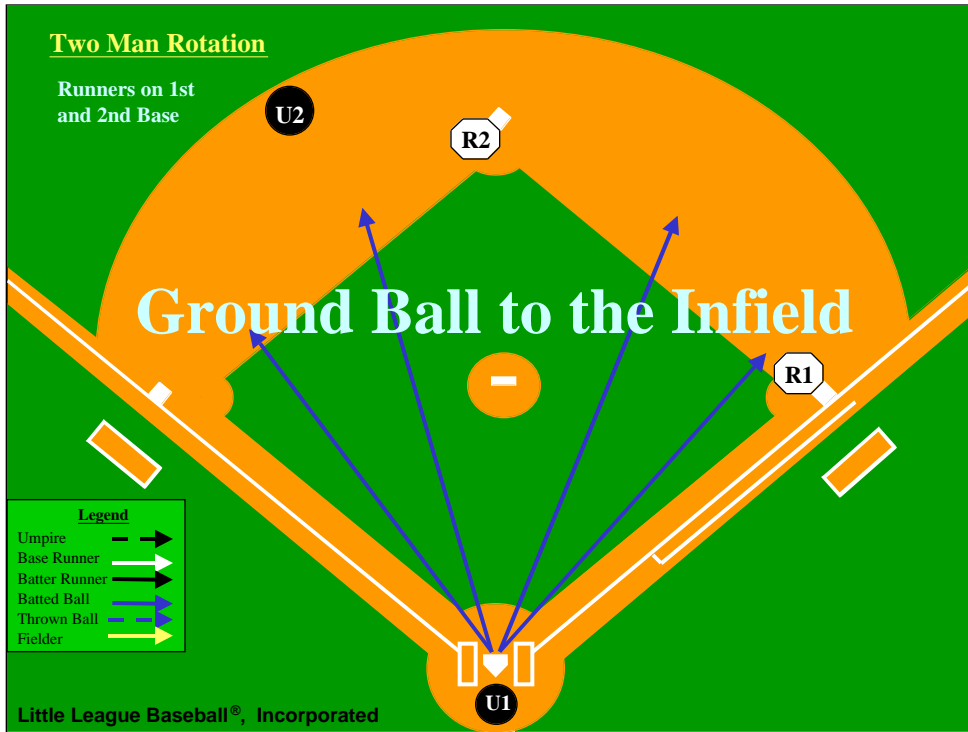


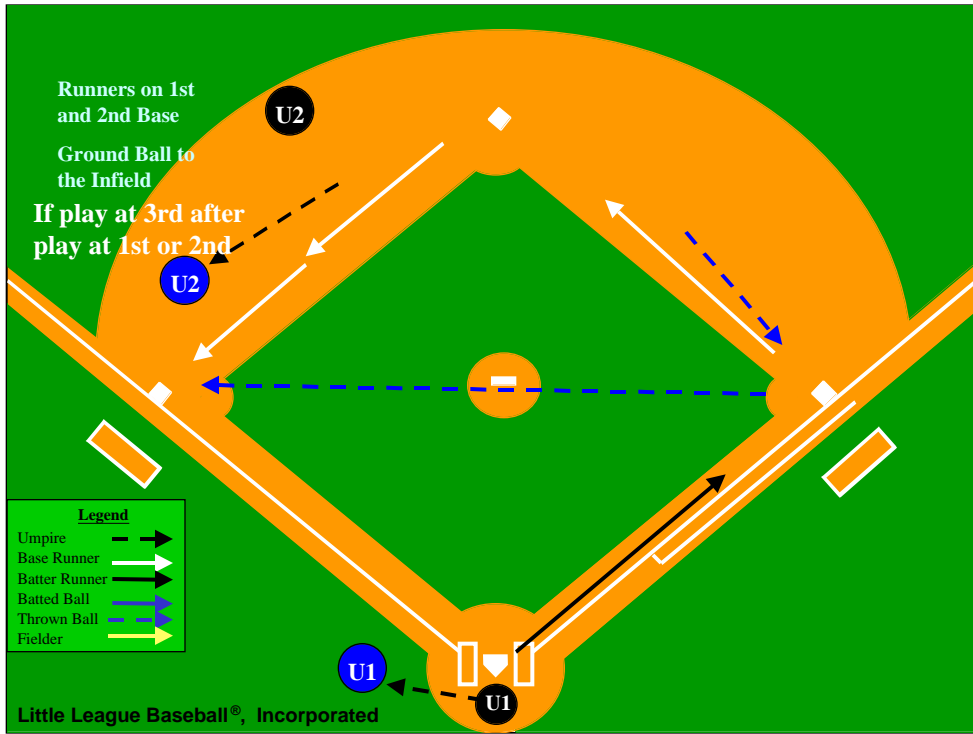
With runners on 1st and 2nd, on an obvious base hit to the outfield (i.e., no possible fair/foul or catch/no catch), the plate umpire will *stay* home, and the base umpire will have responsibility for all plays at 1st, 2nd, and 3rd.

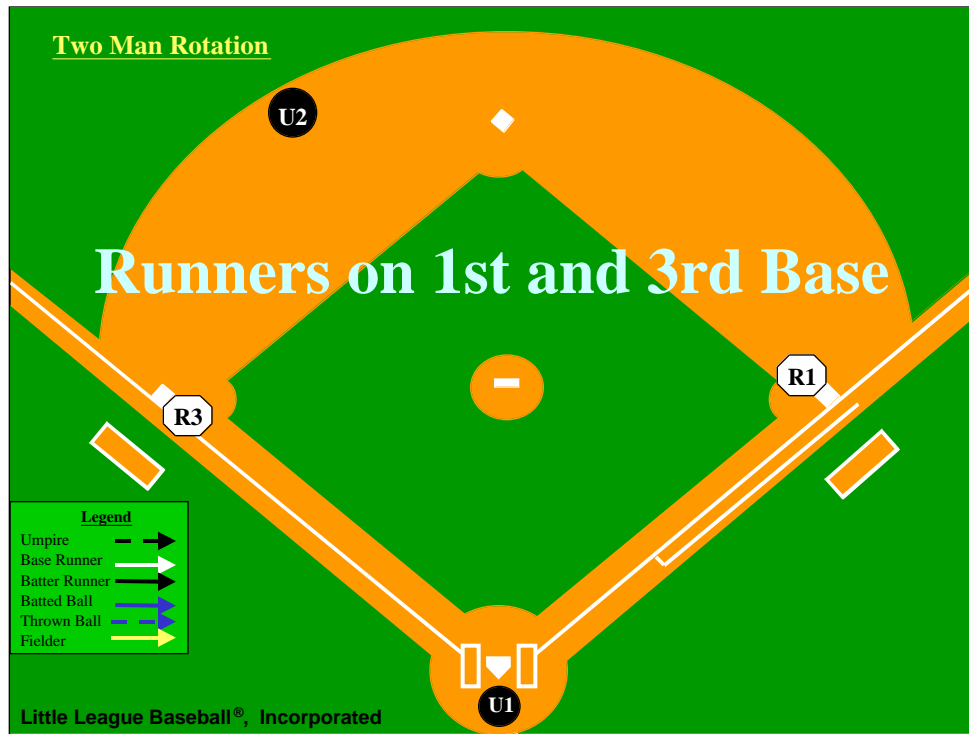




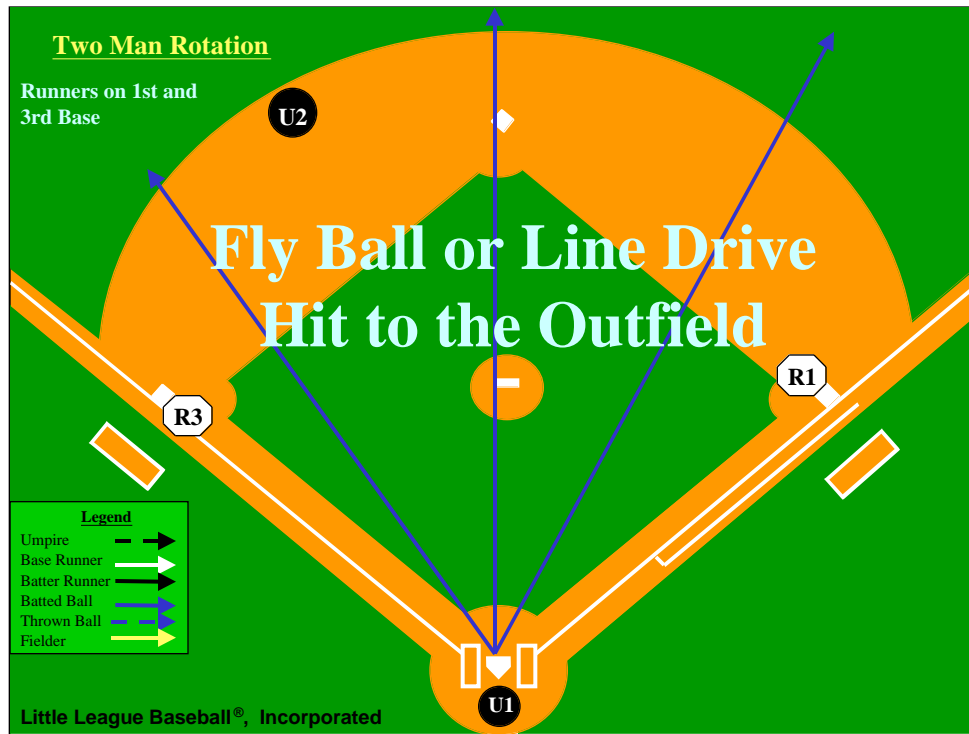




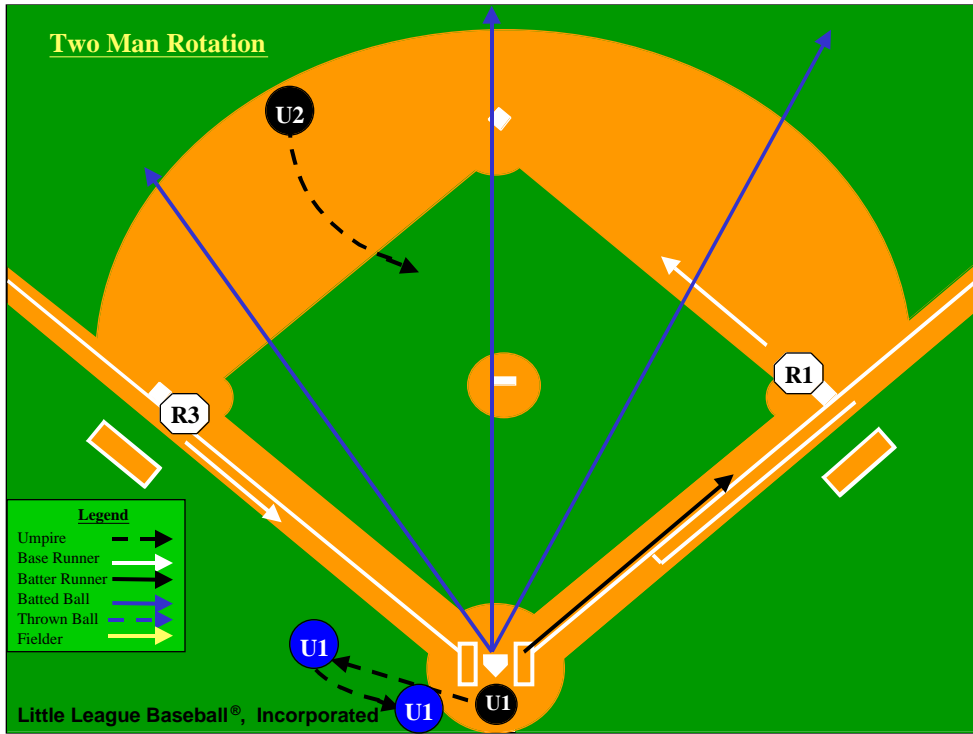


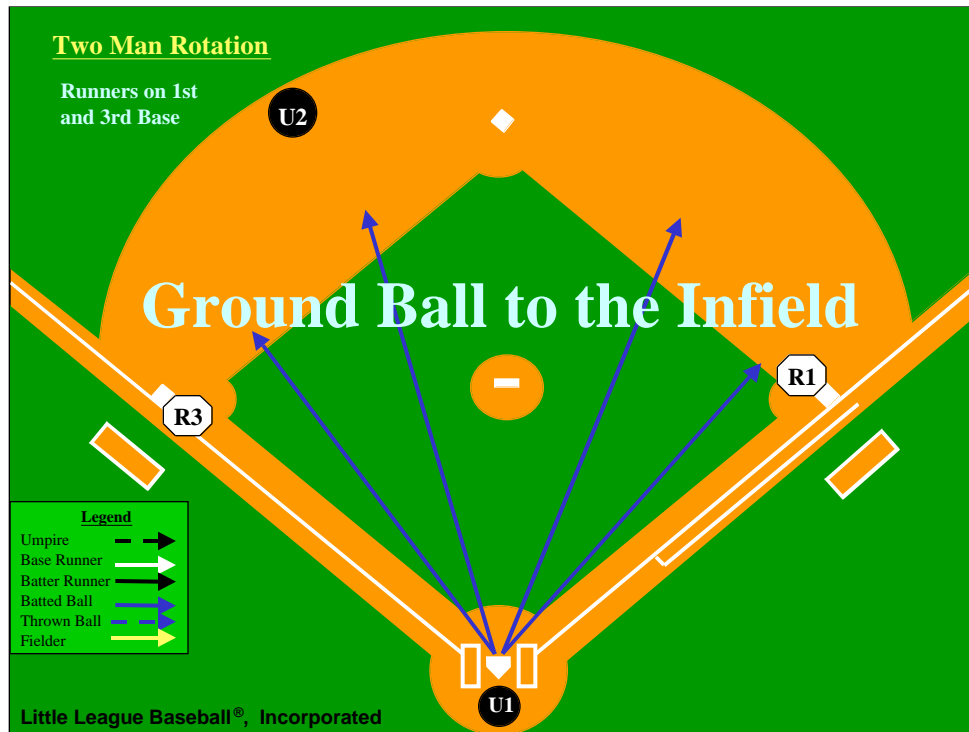


With a runner on 1st and 3rd, the base umpire will position himself/herself in exactly the same manner as with a runner on 2nd base only

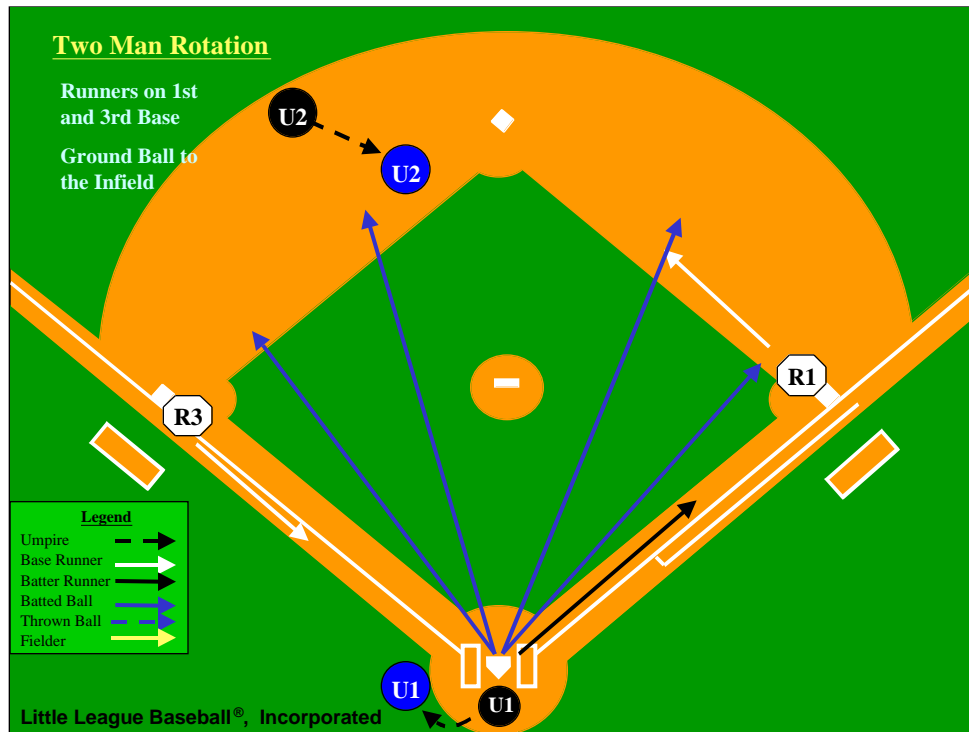


With runners on 1st and 3rd, the responsibility for all fly balls and line drives to the outfield belongs to the home plate umpire.



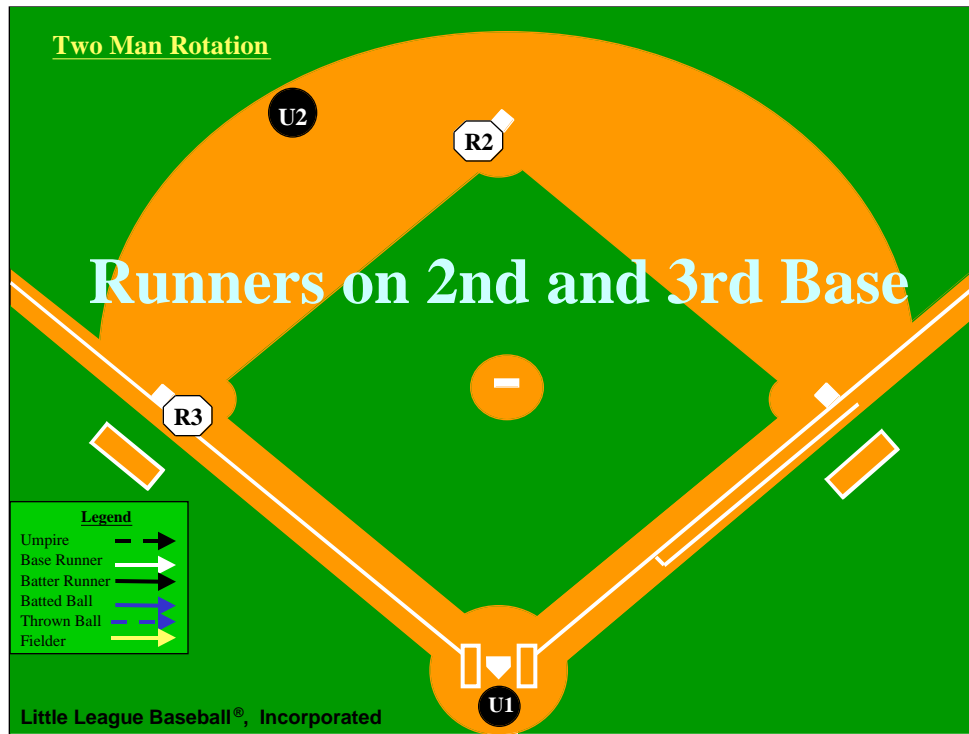


With runners on 1st and 3rd base, on a ground ball to the infield, the base umpire will be responsible for all plays at 1st, 2nd and 3rd bases, including a subsequent play at 3rd base on the runner advancing from 1st base. The plate umpire will be responsible for all plays at home plate and will put himself/herself in the best angle and position to observe the entire field. From this position he/she will be able to provide the base umpire with any assistance or backup that he/she may possibly need on any play at any base.

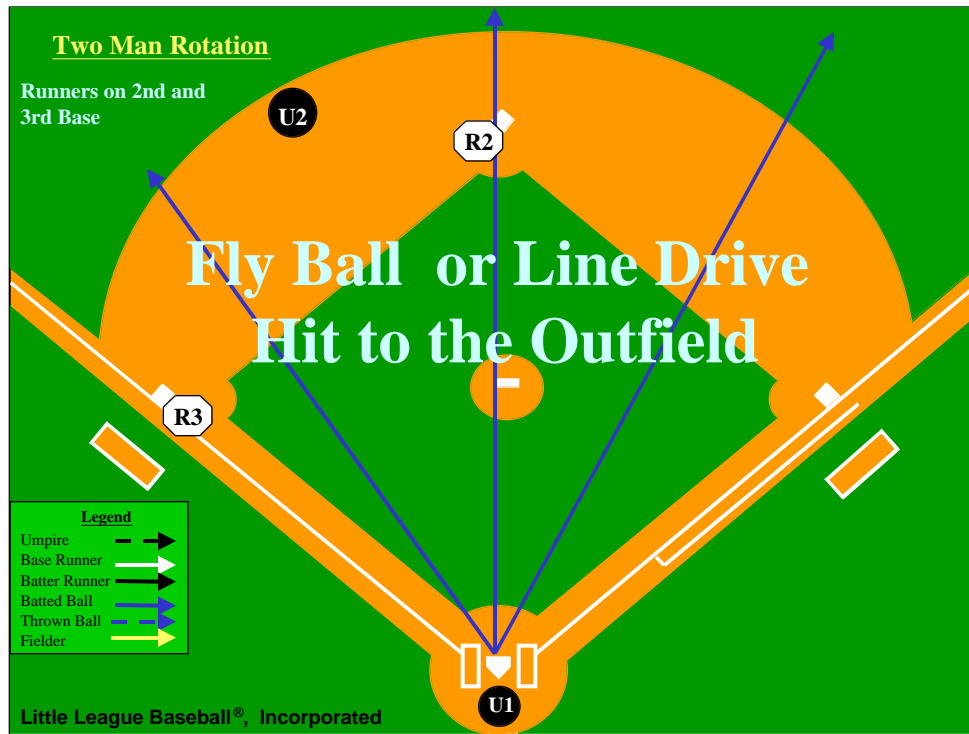


With runners on 1st and 3rd base, on a ground ball to the infield (except those rolling down the foul lines), the plate umpire will swing out from behind home plate, clearing the catcher, removing his/her mask, a few feet into foul territory, normally somewhere near the 1st base line extended. The plate umpire must be aware of the potential play at home plate on the runner coming from 3rd base, especially if it may be a delayed advance.

The base umpire will remain outside and turn with the ball, facing the fielder as he/she is fielding the ball. The base umpire must recognize that there are several possibilities that may occur on the ground ball. If a 2nd-to-1st double play occurs, the base umpire would cover this as described previously. There are, of course, many other ways the play could develop such as, but not limited to: a play directly to 3rd base; a play at 3rd base followed by a rundown; a play only at 2nd base; a play only at 1st base; a play at 1st base followed by a play at 3rd base on the runner from 1st; the ball getting by the infielder and going into the outfield; as well as several other possibilities. It is therefore extremely important in these situations that the base umpire does not over-commit prematurely, that he/she shows good reactions to the development of the play, that he/she lets the ball take him/her to the play, and that he/she bounces back towards the other runner(s) after the initial play.



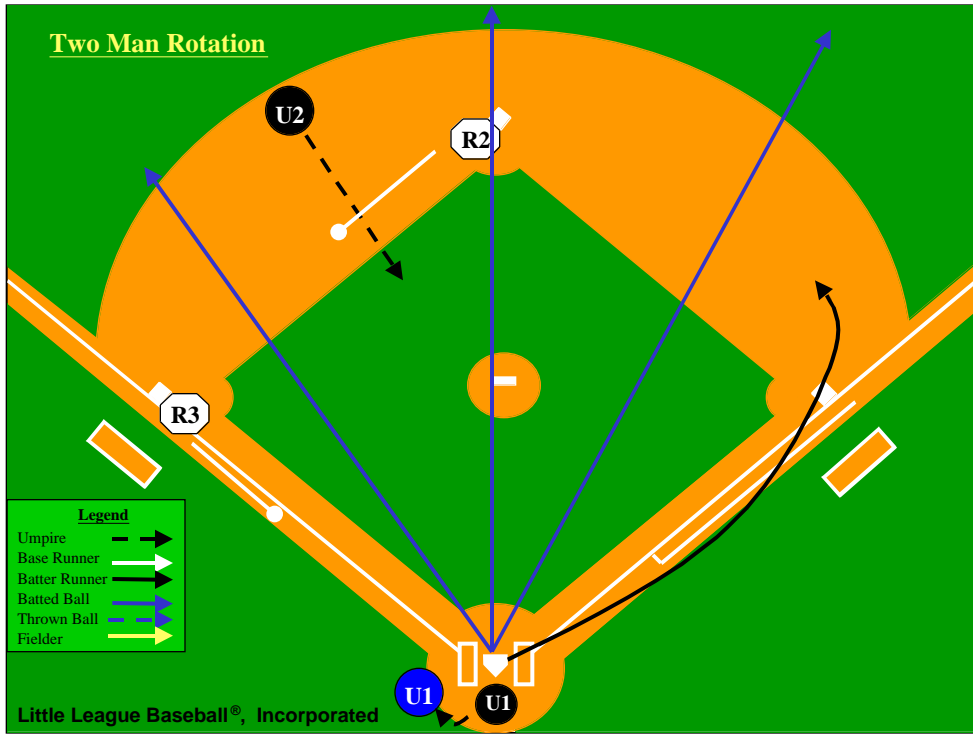
The base umpire will position himself/herself exactly the same as with a runner on 2nd base only.

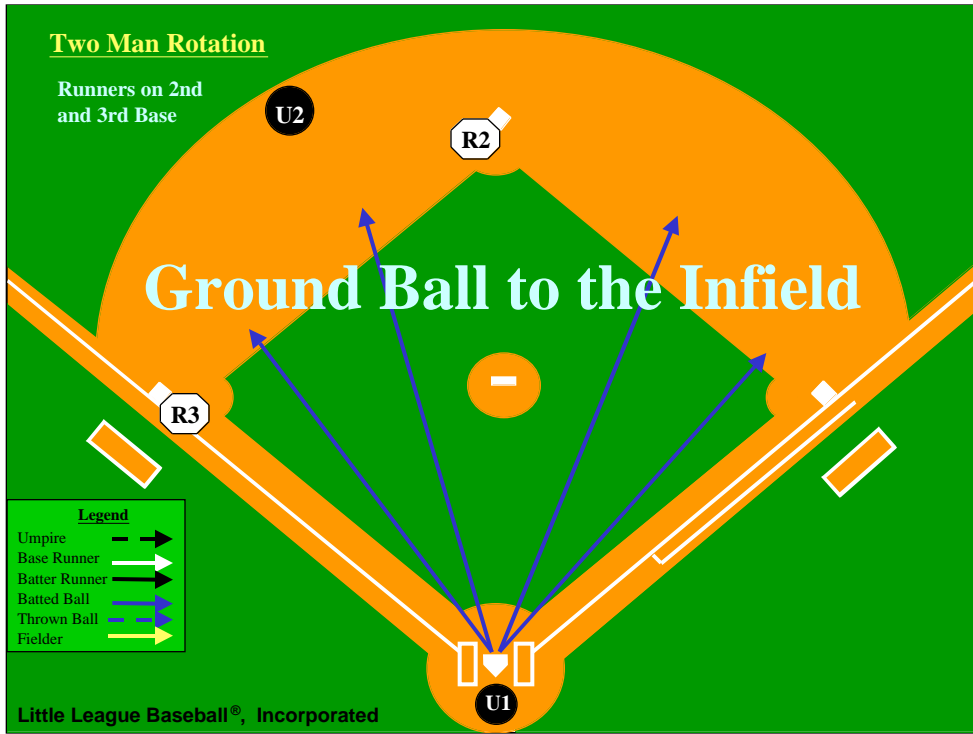


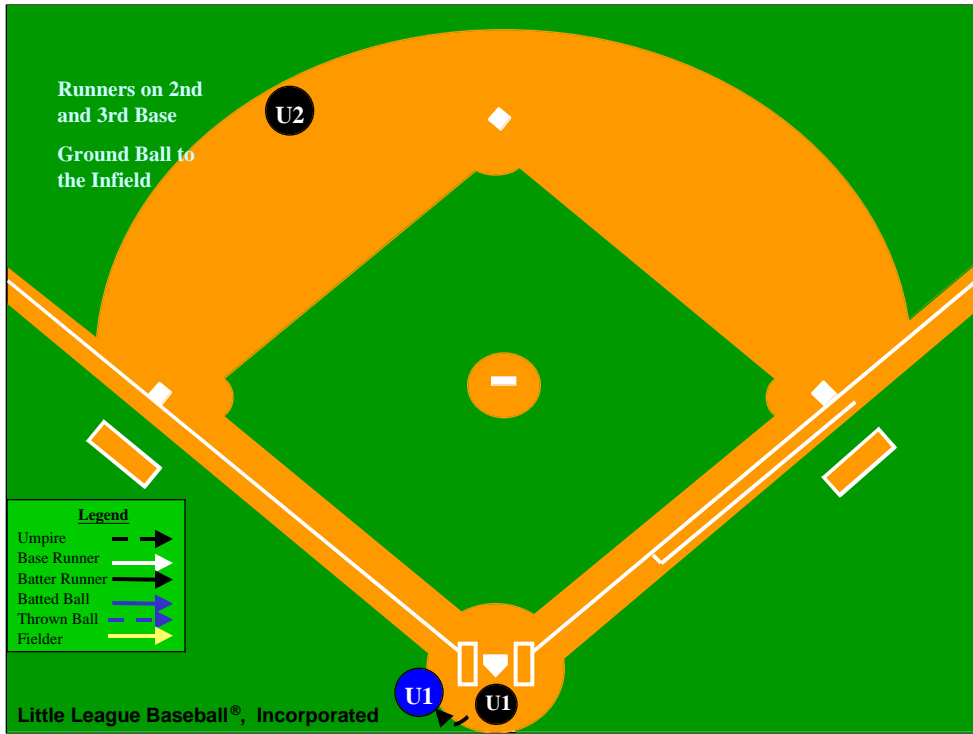
With runners on 2nd and 3rd, fly ball and line drive responsibilities for balls hit to the outfield belong to the home plate umpire.

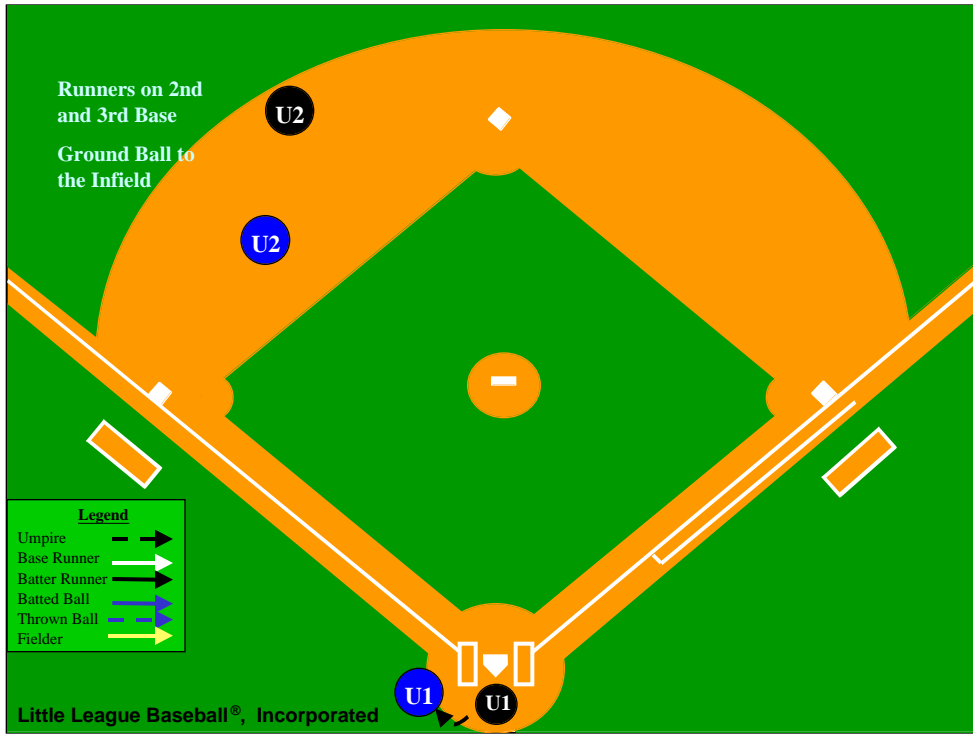
The plate umpire is responsible for the tag-up at 3rd base as well as any play at the plate on the runner advancing from 3rd base.

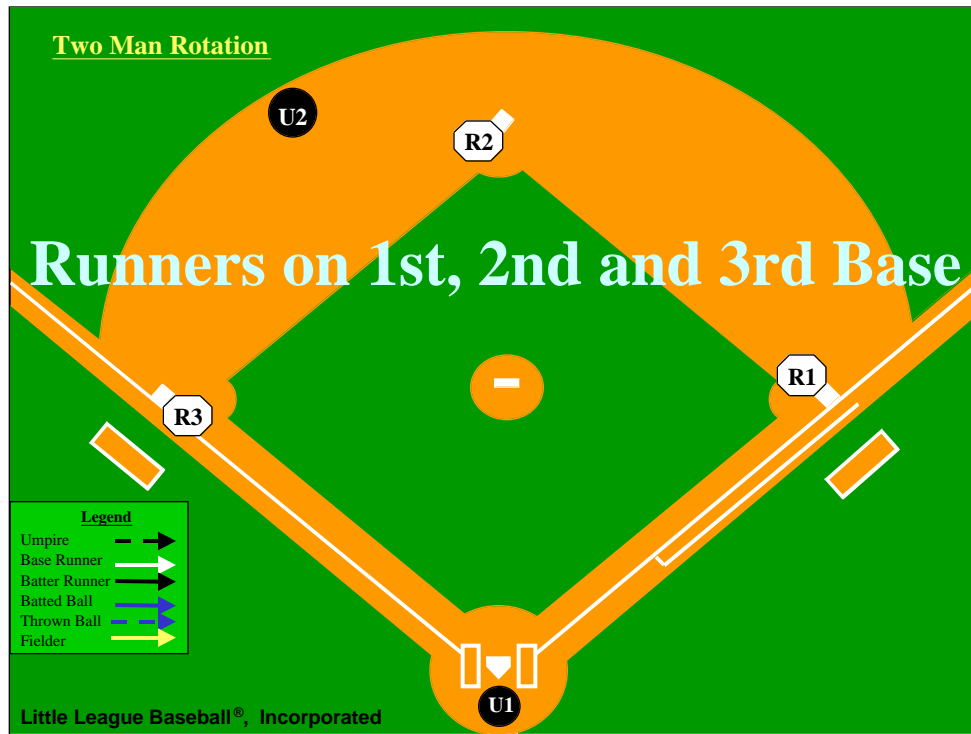
The base umpire is responsible for the tag-up at 2nd base, for the play at 3rd base if the runner at 2nd advances, and for the touch of 1st base by the batter-runner. The base umpire is also responsible for plays on either runner going back into 2nd or 3rd if the ball is caught; as well as all plays at 1st, 2nd, or 3rd should the ball not be caught.



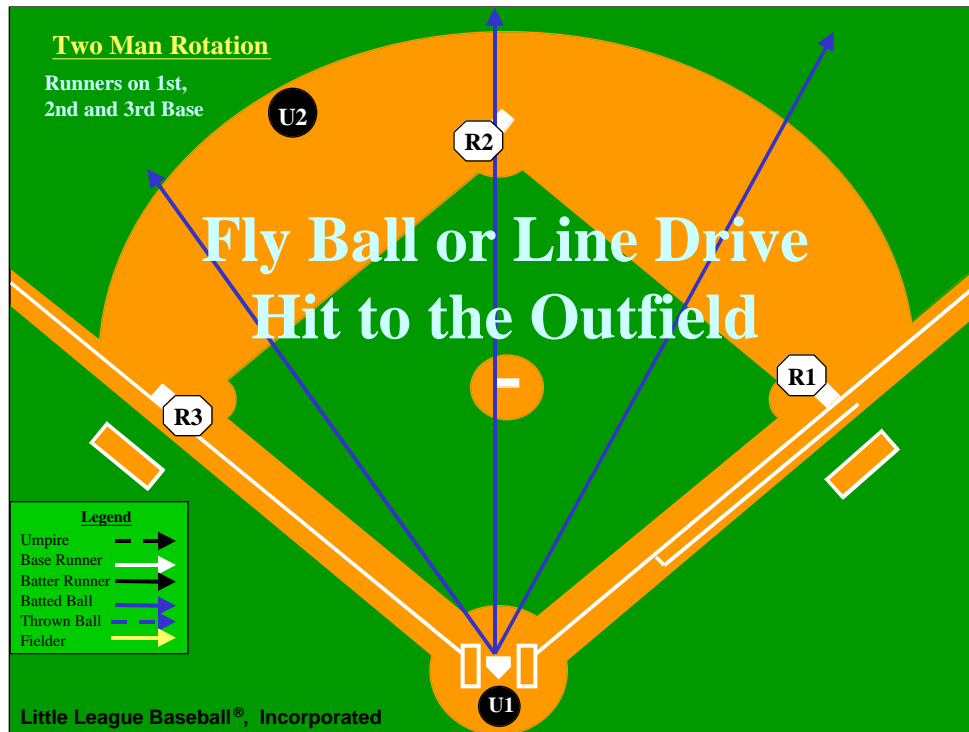








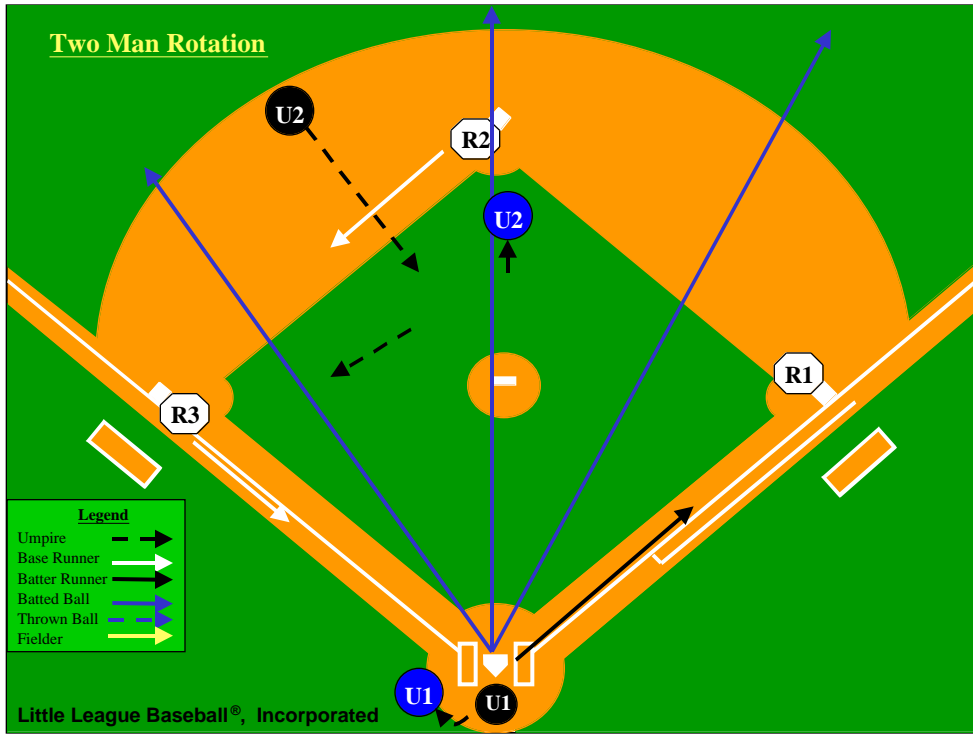
With bases loaded, the base umpire will position himself/herself in exactly the same manner as with a runner on 2nd base only.

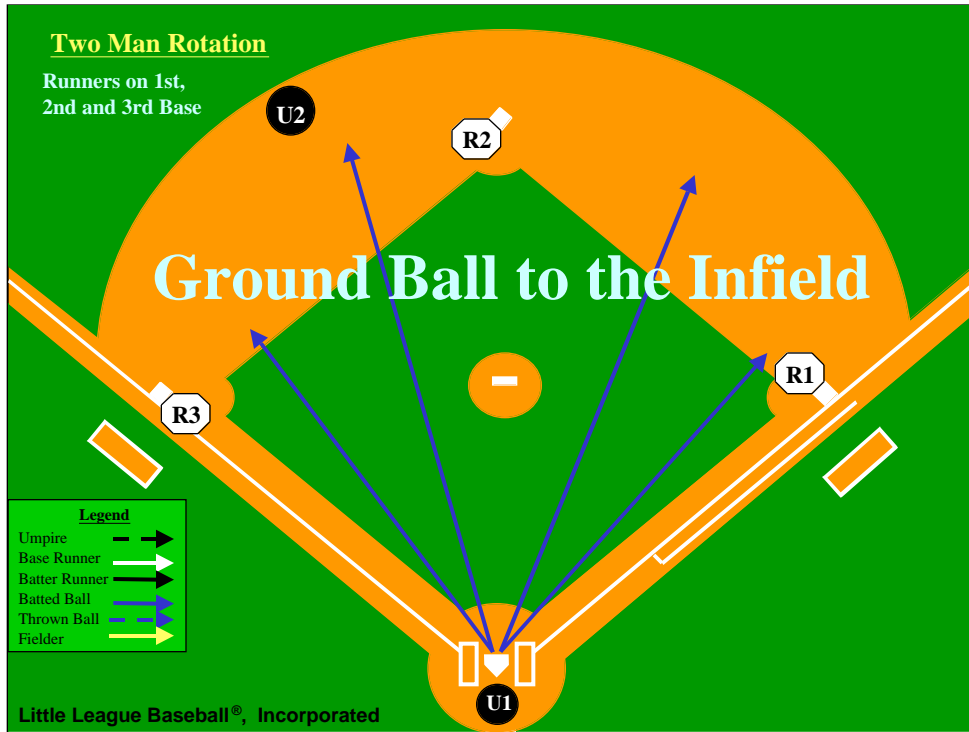


With bases loaded fly ball and line drive responsibilities for balls hit to the outfield belong to the home plate umpire.

The plate umpire is responsible for the tag-up at 3rd base as well as any play at the plate on the runner advancing from 3rd base.

The base umpire is responsible for tag-ups at 1st and 2nd as well as all plays at 1st, 2nd, and 3rd. The base umpire is also responsible for plays on any runner going back into 1st, 2nd, or 3rd base after the catch; as well as all plays at 1st, 2nd, or 3rd base should the ball not be caught. The base umpire also has responsibility of the touch at 1st base by the batter-runner.





With the bases loaded, on a ground ball to the infield the plate umpire will stay home, and the base umpire will cover all plays at 1st, 2nd, and 3rd.

