

FREDERICKSBURG UMPIRES ASSOCIATION 2-UMPIRE SOFTBALL MECHANICS SUMMARY

NO RUNNERS ON BASE

- *Positioning* - **Base Umpire** in **A** Position (18-21 feet behind first base in foul territory) walking the line.
- *Fair/Foul* – **Base Umpire** call right field line, **Plate Umpire** calls left field line.
- *Catch/No Catch* – **Plate Umpire** calls all catches.
- *Base Hits* – **Base Umpire** pivots to inside, has responsibility for runner all the way to third base. *Sharp Base Hit to Right Field* – **Base Umpire** stays in foul territory at 45 degree angle for possible play from right field to first base. **Plate Umpire** follows batter/runner then moves inside to take responsibility for runner.
- *Trouble balls* - If **Base Umpire** goes out on a trouble ball, **Plate Umpire** takes full responsibility for the batter/runner, (Signal and Communicate).
- *Ground balls* - **Base Umpire** sets up about three steps inside foul line, and **Plate Umpire** follows batter/runner up the first base line.
- *Overthrows at first* – **Plate Umpire** follows the ball, **Base Umpire** follows the runner.
- *Three foot running lane* – **Plate Umpire** watch for possible interference by batter/runner.
- *Swipe tag/1st baseman comes off bag* - **Base Umpire** asks for help, **Plate Umpire** gives answer, **Base Umpire** makes the call.

RUNNER ON FIRST

- *Positioning* - **Base Umpire** in **B** Position (about 20 feet from 1st base, outside the baseline, behind second baseman and to her left).
- *Fair/Foul* – **Plate Umpire** has all fair/foul calls.
- *Catch/No Catch* – **Plate Umpire** calls all catches.
- *Ground Balls* – **Base Umpire** let the throw take you to the play - watch for possible double play. **Plate Umpire** follows batter/runner toward first base then move toward 3rd for possible advance by runner.
- *Base Hit* – **Base Umpire** moves to inside **B**, pivots, and takes the runner all the way to 3rd base.
- *Runner Leaving Base Early* - **Base Umpire** sets at an angle to see both pitcher and first base. If runner leaves prior to release of pitch, ball is dead and runner is called out.
- *Steal of Second Base* - **Base Umpire** moves in toward second, remaining outside the baseline on 1st base side of second. On a wild throw or missed catches, **Base Umpire** move inside baseline. **Plate Umpire** is responsible for runner advance to 3rd base.
- *Tag by Runner* – **Base Umpire** is responsible for tag, then has runner all the way to 3rd base.

RUNNER ON SECOND

- *Positioning* - **Base Umpire** in **C** Position (outside the baseline, behind Short Stop and to her left).
- *Fair/Foul* – **Plate Umpire** has all fair/foul calls.
- *Catch/No Catch* – **Plate Umpire** calls all catches.
- *Ground Balls* – **Base Umpire** let the throw take you to the play. **Plate Umpire** watches batter/runner, then moves toward 3rd for possible throw back by defense.
- *Base Hit* – **Base Umpire** move to inside **C**, pivot, and take batter/runner all the way to 3rd base. **Plate Umpire** moves toward 3rd base, picks up full responsibility for lead runner (including throws back to 3rd by the defense) then follow runner advance home.
- *Runner Leaving Base Early* - **Base Umpire** sets at an angle to see both pitcher, and second base. If runner leaves prior to release of pitch, ball is dead and runner is called out.
- *Steal of Third Base* - **Base Umpire** moves toward third, remaining outside the baseline, still on second base side of 3rd, makes call at 3rd base.
- *Tag by Runner* - **Base Umpire** is responsible for tag, then has runner advance to 3rd base.

RUNNERS ON FIRST & SECOND; RUNNERS ON FIRST & THIRD

- *Positioning* - **Base Umpire** in **C** Position (outside baseline, behind Short Stop and to her right).
- *Fair/Foul* - **Plate Umpire** has all fair/foul calls.
- *Catch/No Catch* - **Plate Umpire** calls all catches.
- *Ground Balls* - **Base Umpire** let the throw take you to the play - watch for possible double play. **Plate Umpire** remains at plate.
- *Base Hit* - **Base Umpire** move to inside **C**, turn and let throw take you to the play. **Plate Umpire** moves toward 3rd base, but drifts back to plate to cover runners advance.
- *Runners Leaving Early* - **Base Umpire** responsible for both runners. 1st & 2nd, take an angle to see both pitcher, and first and second base. 1st & 3rd, try to get a look at both, but give runner at 3rd priority.
- *Steal of Second* - **Base Umpire** has full coverage.
- *Tag by Runners* - **Plate Umpire** has the lead runner, and **Base Umpire** has trailing runner, unless ball is hit to right field where **Plate Umpire** can see trailing runner more easily (signal and communicate).
- *Infield fly (First & Second only)* - Signal and Communicate. Either Umpire can call the Infield Fly Rule, partner should mirror it.
- *Time Play Situation* - **Plate Umpire** clears the bat with runner in scoring position and has full responsibility to determine if run scores before out is recorded. (Angle is very important).

RUNNERS ON SECOND AND THIRD OR BASES LOADED

- *Positioning* - **Base Umpire** in **C** Position (outside baseline, behind Short Stop and to her right).
- *Fair/Foul* - **Plate Umpire** has all fair/foul calls.
- *Catch/No Catch* - **Plate Umpire** calls all catches.
- *Base Hit* - **Base Umpire** moves to inside **C**, pivot, and be prepared to make a call at any base.
- *Tag by Runners* - **Plate Umpire** has the lead runner, and **Base Umpire** has trailing runners, unless ball is hit to right field area where **Plate Umpire** can see trailing runner more easily (signal and communicate).
- *Infield fly (Bases Loaded only)* - Signal and Communicate. Either Umpire can call the Infield Fly Rule, partner should mirror it.
- *Time Play Situation* - **Plate Umpire** clears the bat with runner in scoring position and has full responsibility to determine if run scores before out is recorded. (Angle is very important).

OTHER RESPONSIBILITIES

- *Check Swings* - **Plate Umpire** has the option of asking for assistance from the **Base Umpire** on check swings by batter. Coach and Catcher do not have appeal authority in high school baseball/softball.
- *Ball touches Batter while still in Box* - If **Base Umpire** sees it, call it! **Plate Umpire** may not have angle.
- *Touching Bases* - **Base Umpire** responsible for runners touching first, second and third. With multiple runners, see as many touches as possible. Prioritize bases (see all touches of third, then second, etc.) **Plate Umpire** responsible for touching of home plate.
- *Asking Partner for Assistance* - If you feel you need help from your partner in any situation, make the request **before** you make the call (Check Swing, Fielder On/Off Base, etc.)