



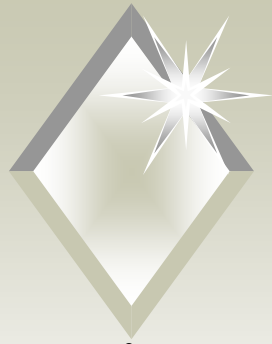
Premier Sports Officials
Umpires Mechaincs

Sport of Baseball

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Baseball Definitions

□ Pitcher

□ Wind-up

- Chest facing the batter. Feet facing the batter

□ Stretch

- One foot in front of the other foot.

□ Ball

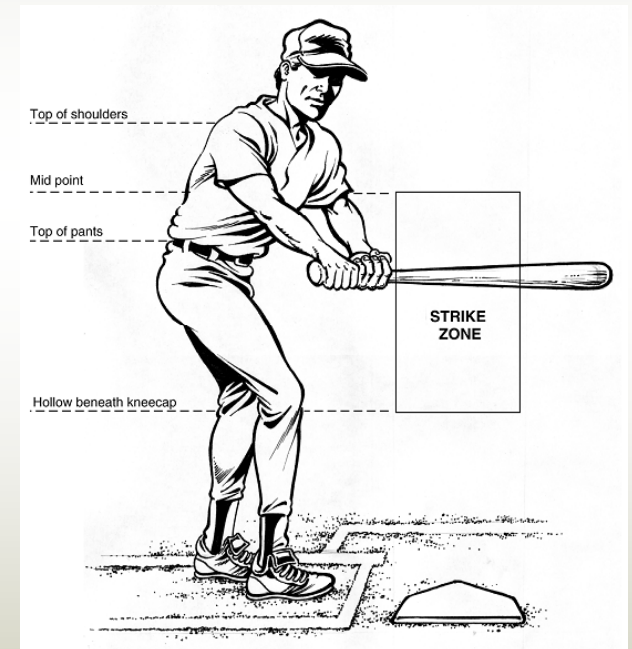
- Pitch out of the strike zone

□ Strike Zone

□ Balk

- Illegal Act by pitcher to deceive the base runner

□ Pick-Off





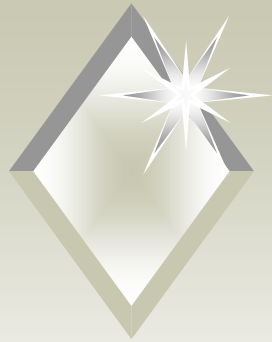
Baseball Definitions

- **Batter**
 - Swing
 - Attempt to hit the baseball
 - Bunt
 - Not a swing. Legal hit of the baseball.
 - Safe
 - Runner is entitled to the base.
 - Out
 - Catch, Force, Tag, Infield Fly, Interference, Strike out
 - Fair / Foul Ball
 - On or over = Fair
 - Outside the line completely = Foul



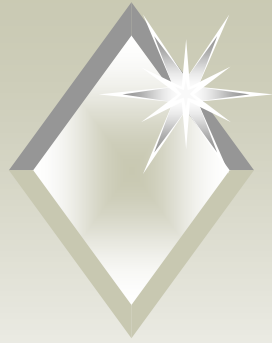
Baseball Definitions

- **Base Runner**
 - Interference
 - Physically or verbally hinders the defense.
 - Obstruction
 - Defender impedes the progress of a base runner
 - Force Slide
 - Player is forced to slide to avoid interference
 - Run
 - Offensive player touches four bases in order
 - Appeal
 - Defense claim that the offense or umpire violated the rules.



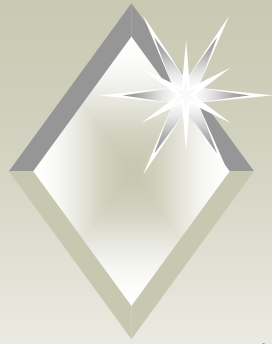
Baseball Philosophies

- Strike Zone
 - Hitters umpire / Batters Umpire
- When in doubt call him.....
 - Bang bang plays
- Asking for Help
 - When we even can
 - When we cannot
- How to Interpret the Rules
 - Level to level
 - When in Rome



Game Management

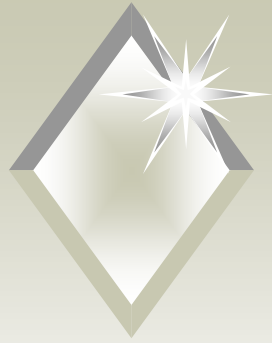
- How to deal with conflicts
 - Ignore, Look, Warn, Eject
- Lopsided Score
 - Stay consistent
- Big time situations
 - Bases loaded 3-2 count two outs



Umpire Uniform

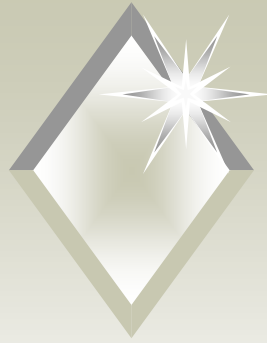
- ❑ Umpire Shirt
- ❑ Umpire Slacks
- ❑ Black Shoes
- ❑ Black Belt
- ❑ Black Socks
- ❑ Indicator, Brush, Ball Bag(s)
- ❑ Shin Guards
- ❑ Chest Protector
- ❑ Face Mask
- ❑ Cup





Umpire Responsibilities

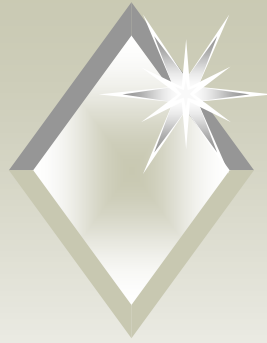
- ❑ Take full charge of the game
- ❑ Call and count ball and strikes
- ❑ Call and declare fair and foul balls
- ❑ Make all decisions on the batter
- ❑ Decide when a game is a forfeit
- ❑ Announce facts about time limits
- ❑ Inform substitutes
- ❑ Call runners safe and out



Two Umpire System Mechanics

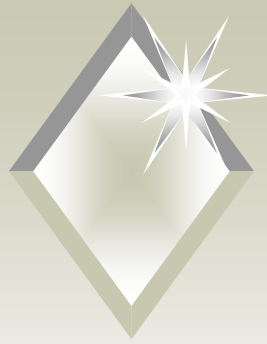
□ Definitions

- UIC = Home Plate Umpire
- U1 = Base Umpire
- A Position = First Base Extended
- B Position = Second Base side
- C Position = Third Base Side
- Big V = Inside the Light Poles
- Little V = Outside the Light Poles
- Trouble Ball = Homerun, Fair Foul, Converging Players



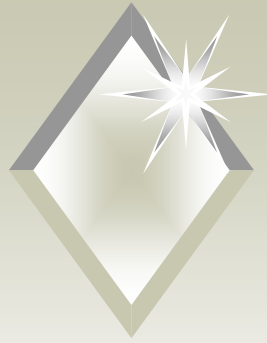
Two Umpire System Mechanics

- No One on Base
 - UIC
 - Comes up first base line to come up and help.
 - Has Fair foul down third and up to the bag at first.
 - UIC has all fly balls to outfield accept trouble balls to right side.
 - U1
 - Gets angle to see force play at first
 - Has Batter runner all the way to third
 - Has Trouble balls to Right side of outfield
 - Can help on check swings



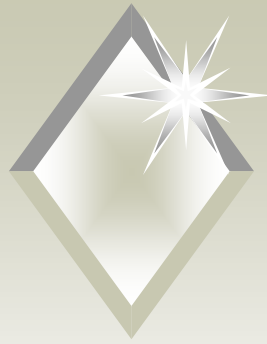
Two Umpire System Mechanics

- Runner on First Base or First and Third
 - UIC
 - Has all Fair Foul calls
 - Has the Small V for fly balls
 - Has Rotation to Third base on clean base hit
 - Secondary help on force play slide at second
 - Helps with pulled foot/swipe at first
 - U1
 - Starts in B position
 - Has calls on pick offs at first.
 - Has runner into 2nd and BR to first and second.



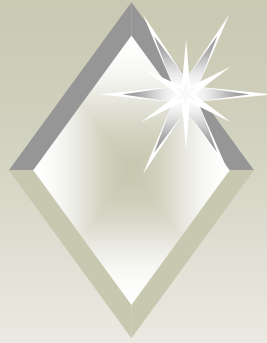
Two Umpire System Mechanics

- Runner on Second or Third only
 - UIC
 - Will remain at home
 - Has the Small V for fly balls
 - Has all fair/foul calls
 - Has touches at third base.
 - U1
 - Starts in C position
 - Has all runners to first, second, and third
 - Has tag up at second



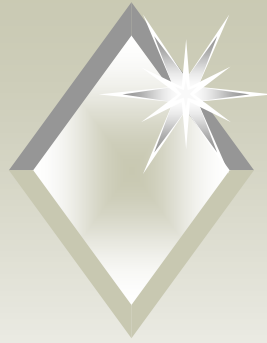
Two Umpire System Mechanics

- Runners on First and Second
 - UIC
 - Tag at second base and play at third if less than two outs
 - Base hit stays home
 - Ground ball secondary help
 - Touches at third base
 - U1
 - Has tag at first base
 - Has all plays at first, second, and third accept tag up to third.



Two Umpire System Mechanics

- Bases Loaded
 - UIC
 - Always Stays home
 - Has tag up at third.
 - Has touches at third.
 - Has help at first for pulled foot/swipe tag
 - U1
 - Has tags at first and second
 - Has all plays at first, second and third.



Two Umpire System Mechanics

- Great Mechanics = Great Judgment
 - Angle is more important than proximity
 - Got to get set to see a play
 - Timing is very important
 - Signals and Voice will sell your decision