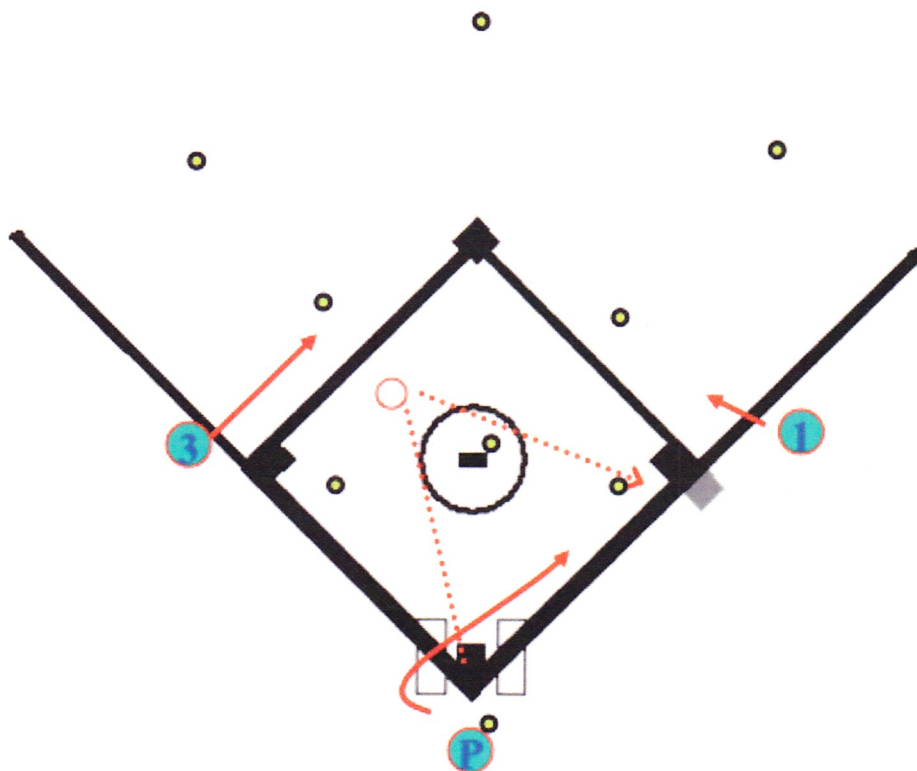


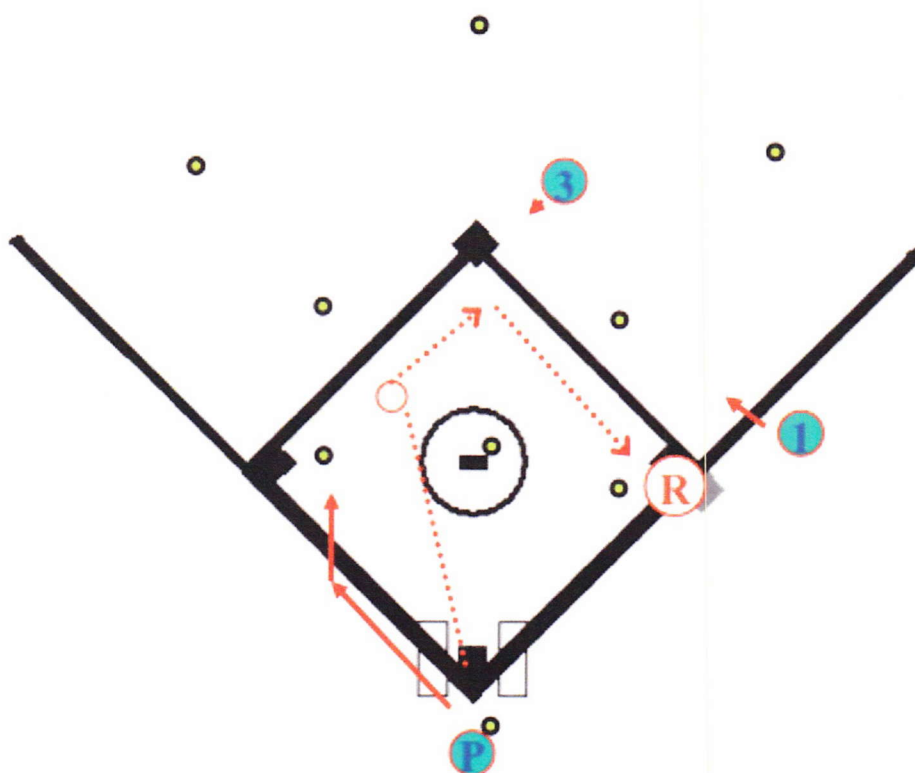
## Basic Umpire Clinic Base Mechanics and Rotations

No Runners on Base – Hit on Infield



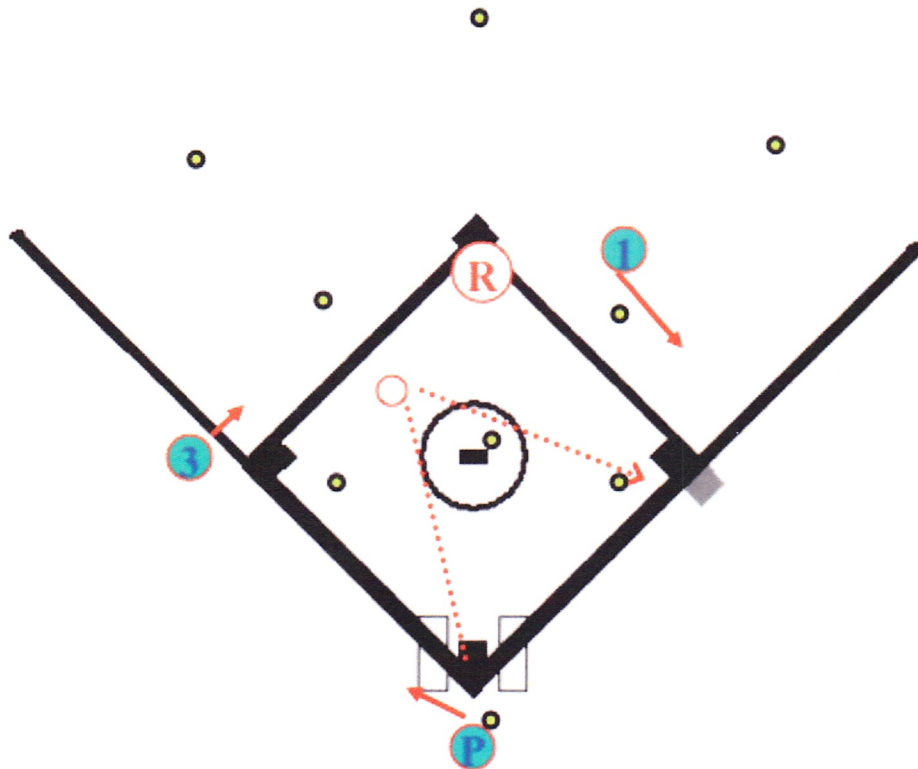
- P - The Plate Umpire will exit to the left of the catcher and trail the batter runner about half way to first base. The Plate Umpire is there to assist U1 if required. Hustle is required but remain behind the thrown ball.
- U1 - The First Base Umpire will move into fair territory and should set 90 degrees to the throw, using the area from the fair/foul line to a position 45 degree off the base line.
- U3 - The Third Base Umpire will rotate to second base in line with the plate umpire in preparation for a call at second base if the runner is called safe at first base.

**R1 on 1st Base – Infield Hit**  
**Potential Double Play – F6 to F4 to F3**



- P - The Plate Umpire will exit to the left of the catcher and rotate to third base ready for a play on the runner from first base as he progresses to third.
- U1 - The First Base Umpire will move into fair territory and should set 90 degrees to the throw, using the area from the fair/foul line to a position 45 degree off the base line.
- U3 - The Third Base Umpire will simply step forward toward second base and be ready for the throw to second.

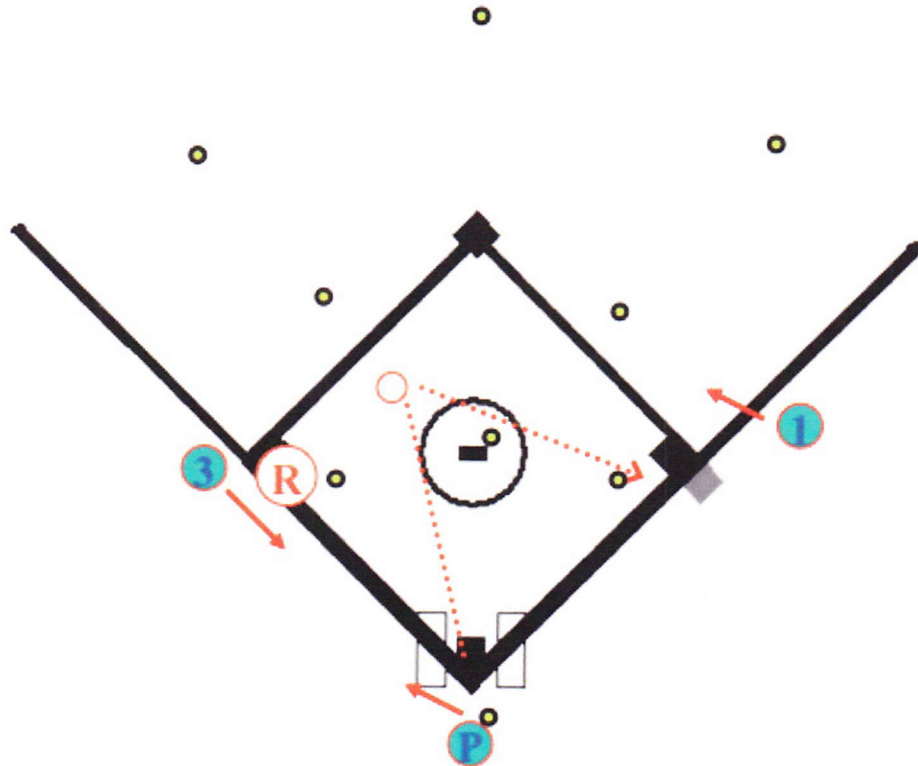
#### Runner on 2nd Base – Infield Hit



- P - The Plate Umpire will exit to the left of the catcher and remain at the leading edge of home plate.
- U1 - The First Base Umpire will move toward first base to make the call on the batter runner - be aware of the runner at second base, second base is still U1's responsibility.
- U3 - The Third Base Umpire will move into fair territory about one step in anticipation for a play on the runner progressing from second.

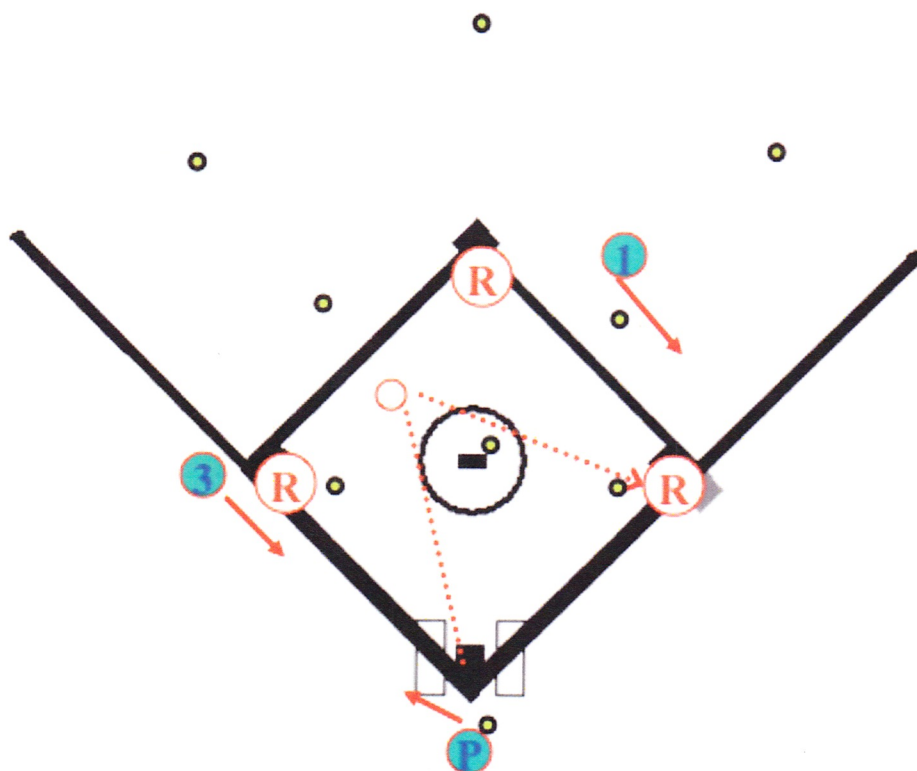


#### Runner on 3rd Base – Infield Hit



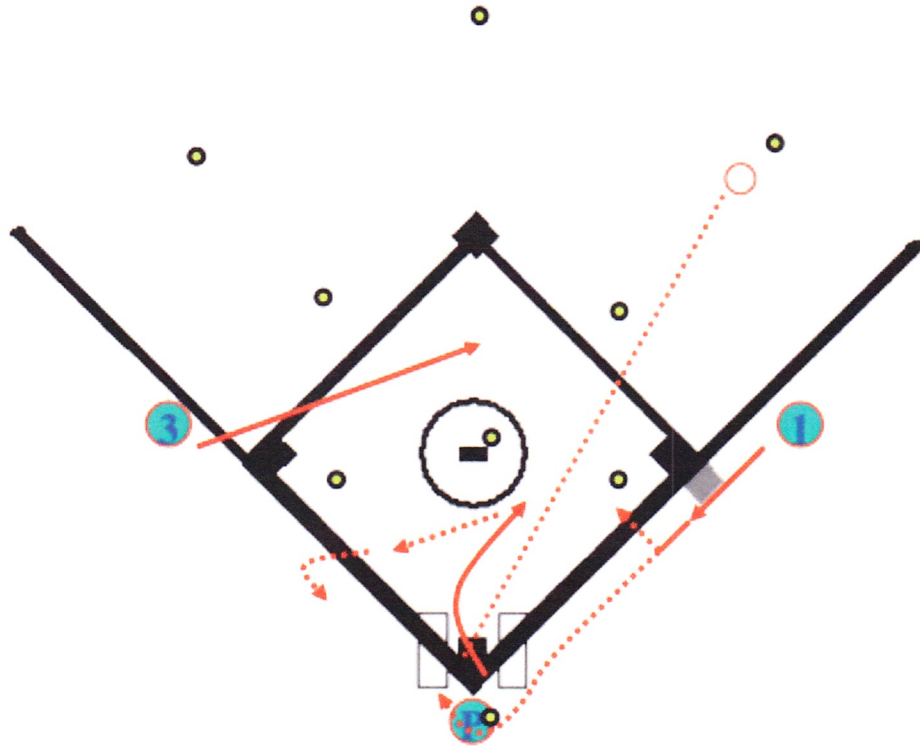
- P - The Plate Umpire will exit to the left of the catcher and remain at the leading edge of home plate.
- U1 - The First Base Umpire will move into fair territory and should set 90 degrees to the throw, using the area from the fair/foul line to a position 45 degree off the base line.
- U3 - The Third Base Umpire will walk forward to the leading edge and be ready for a play back into third base.

#### Loaded Bases – Infield Hit



- P - The Plate umpire will exit to the left of the catcher and remain at the leading edge of home plate.
- U1 - The First Base Umpire will move toward first base to make the call on the batter runner - be aware of the runner at second base, second base is still U1's responsibility.
- U3 - The Third Base Umpire will walk forward to the leading edge and be ready for a play back into third base.

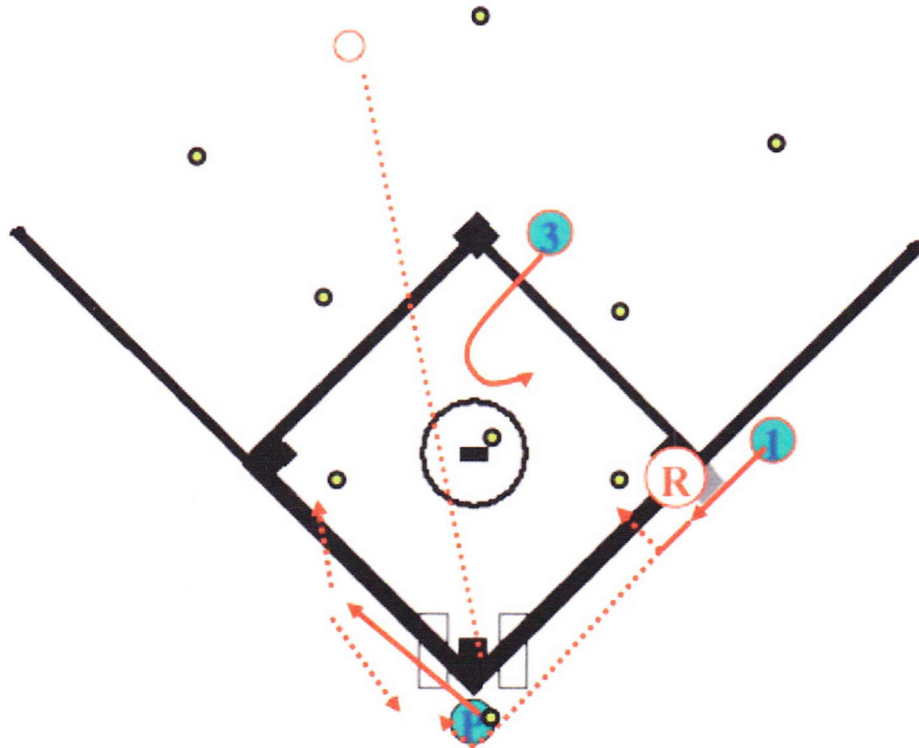
#### No Runners on Base – Outfield Hit



- P – Hustle toward the pitcher's circle in the direction of the flight of the ball. If the B/R continues to advance, release towards 3rd base for possible call. Glance to home to make sure U1 is there for call.
- U1 - Come down outside the diamond (the "alley") and watch B/R touch 1st base. Bounce inside only if there is a possible playback. If B/R advances to second & then third, release and rotate to home (as runner advances to 3rd), for any calls at home plate.
- U3 - Rotate to second inside the diamond for any play at second base.

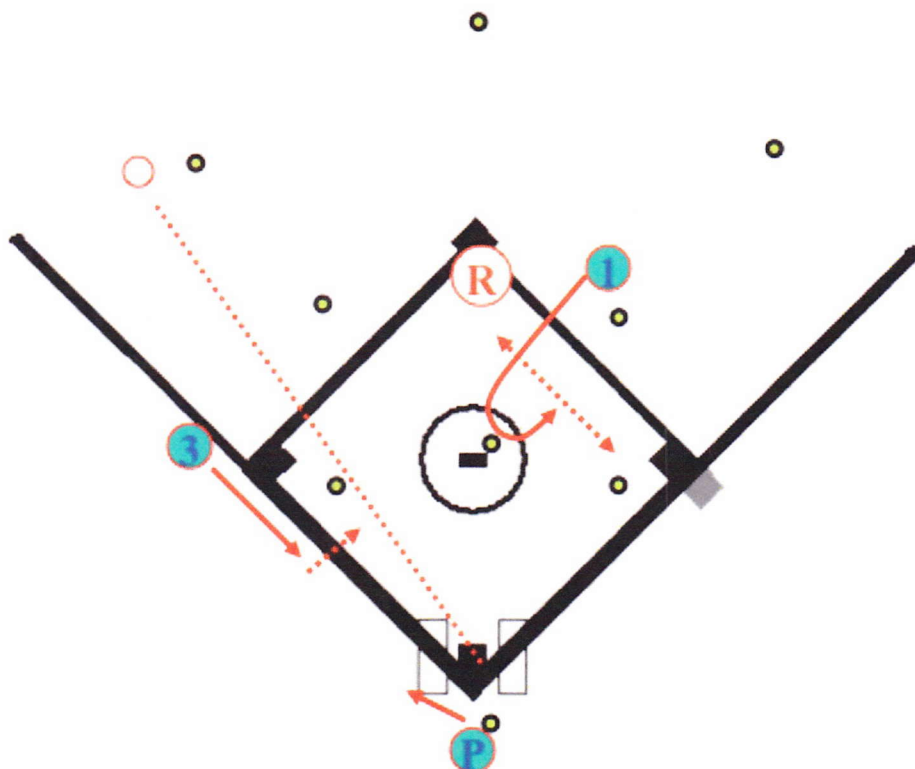


#### R1 on 1st Base - Ball Hit Through the Infield



- P – Hustle toward the ball. Release towards 3rd base for possible call. Glance to home to make sure U1 is there for possible call.
- U1 - Come down the Alley, watch B/R touch 1st base and bounce inside for possible playback, or if R1 advances toward third, release and rotate to home for any calls at home plate.
- U3 - Come inside the diamond for any play at 2nd base. Be alert for any possible calls at 1st base.

#### Runner on 2nd Base – Ball Hit Through the Infield

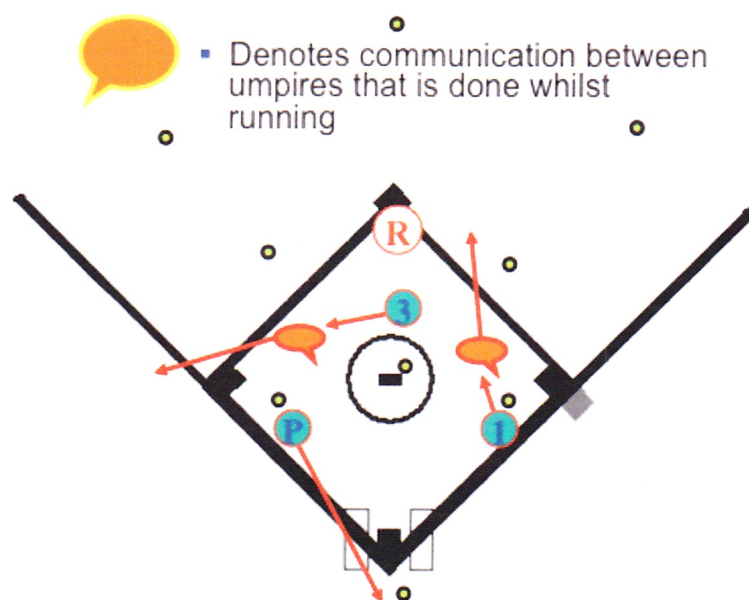


- P – Exit to the left of the catcher to see the play and remain at the plate for a potential play.
- U1 - Come inside the diamond and take the tag up at 2nd. Be prepared for plays at 1st and 2nd base.
- U3 – Come down the line, ready to bounce into the diamond for a play at third.



#### Reverse Rotation and Communication

Reverse rotation is the process of all umpires moving to new starting positions at the end of a play. This process is initiated by U1, followed by U3 and then P. Reverse rotation occurs quickly while the ball is alive. All umpires must hustle and communicate with each other.



- U1 - Hustles toward second base, once close enough to assume responsibility of calls at second, releases U3.
- U3 - Hustled toward third base, once close enough to assume responsibility of calls at third, releases P.
- P - Waits for U3 to get near to third, then retreats back to the home plate to get ready for the next pitch.