

BASEBALL GAME DAY MECHANICS

1. GAME START TIME

Umpires should try and get to game 1/2 hr before start of game. Both umpires should have all their equipment just in case you have to change assignments, plate or base.

Uniforms

Both umpires dress the same; all uniforms are clean and neat. Hats are clean; try and have a fitted hat. at least 2 hats one for plate and one for bases, shoes are black and polished, belts are black, socks are black or navy blue (no white socks)

Plate ump will wear equipment: chest protector, mask, shin guards, cup, also will wear ball bag (1 or 2); will have INDICATOR, brush, watch. Pen and pencil, and have card to record game info: runs, conferences, courtesy runners, team warnings, and any other info that needs reporting. PLATE UMP IS UMPIRE IN CHIEF: takes charge of game, sets pace and tempo of game.

Base ump will carry indicator and watch (in case of stoppage due to weather) base ump never wears ball bag. Reminder: watches are not to be worn on wrists; must be in pockets. If jacket is worn watch can be on wrist if hidden.

PRE GAME (WHICH IS MECHANICS TO BE USED IN GAME, BOTH UMPS RESPONSIBILITIES, COVERAGE)

What you want to know is: what each ump is doing, you don't want to be out of position and make no call or 2 umps on the same play both call, 1 says safe other says out, ouch!!!

Keep it short and basic.

Plate ump: no one on: plate ump has plate to 1st base. base ump has call after ball passes 1st base. If base ump goes out, plate ump will cover all calls. **Base ump:** no one on, is in the A position which is 10 to 12 feet behind 1st baseman in foul ground. **Base ump:** be prepared to give help on check swings (wait until plate umps comes to you for help) then make call. Be prepared to make check swing calls from any position: A, B, or C. Base hit: base ump will take runner where he goes. If hit is a triple: base ump will take to 2nd and plate man will come up and cover 3rd. plate man should tell base man he has 3rd when he is going there. All normal fly ball outs to outfield will be called by plate ump.

BASE UMP: B or C POSITION

From the B or C position: men on base: plate ump will take lead runner. Base ump will take all others. Balls hit in infield: base ump will take both calls: play at first and come backs to 2nd or 3rd. Plate ump will help out on 1st base, foot off bag and swipe tags. Base ump should ask for help before making call (if call is made, he still can ask for help: call time and talk together then ump who made call can change his call, this just looks better). From the C or B position: on force

play double plays: the base ump has the call for interference if the ball is not thrown. If the ball is thrown, base ump will track ball and then plate ump has the responsibility of watching illegal slides and plate ump will make the call for interference.

From B or C position: we play the V or W: base ump will take all fly ball outs where the outfielders start in toward the middle of the field and straight in towards infield. Plate ump will take all calls to the foul lines. On tag ups, plate ump will take lead runner and base ump will take trail runners. If one man on 2nd, base ump will take tag and play into 3rd (plate ump will no longer come up to cover third for that call). If ball is hit down right field line: plate ump will take call. Catch no catch fair or foul: base ump will take tags at 3rd and 2nd and plate ump will take tag at 1st. plate ump will still have call at plate.

RUNDOWNS: BASE UMP WILL HAVE CALL UNTIL PLATE UMP GETS TO HIS END. PLATE UMP WILL LET BASE UMP KNOW WHEN HE IS THERE.

BALKS: BOTH UMPS MAKE BALK CALLS WHEN THEY SEE THEM.

BASE UMP: ANYTHING YOU SEE IN THE BOX YOU CAN KILL.

ANY THING THAT COMES UP DURING GAME WE CALL TIME OUT AND TALK ABOUT IT.

TROUBLE BALLS: On all trouble balls, we want both umps to track the play. It is important to get the first call correct. Definition of trouble balls: Balls hit to fence; balls hit to collapsible fence; balls hit into blind sunspots; or any difficult catch. Remember, it is more important to get the first call correct. By doing so, you might miss a touched base but there is only 4 eyes watching the play; we cannot see everything.

BETWEEN INNINGS: PLATE UMP SHOULD BE ON FOUL LINES 1ST OR 3 RD (WHICH EVER SIDE IS COMING UP TO BAT). WATCHING FIELD AND COUNTING PITCHES (8 OR 5). CATCHER THROWS BALL DOWN. CLEAN PLATE; CALL BATTER TO BOX.

BASE UMP: IF INNING ENDS AND YOU ARE IN "A" POSITION, JUST WALK OUT FOUL LINE TOWARDS RIGHT FIELD AND WATCH INFIELDRS. WHEN READY TO START, MOVE BACK INTO "A" POSITION. IF INNING ENDS AND YOU ARE IN THE B OR C POSITION, MOVE OUT BEHIND THE SECOND BASEMAN POSITION AND AGAIN WAIT UNTIL BALL IS THROWN DOWN TO 2 ND THEN MOVE BACK TO THE STARTING "A" POSITION.

PRE GAME IS NOW OVER, START WALKING TO FIELD, BOTH UMPS SHOULD WALK ONTO FIELD TOGETHER

WHEN YOU GET TO FIELD, WATCH THE PLAYERS TAKING INFIELDRS, WATCH PLAYERS FIELDING AND THROWING, SEE HOW THEY PLAY. WE NO LONGER WILL BE CHECKING EQUIPMENT BUT JUST LOOK AROUND AND SEE WHAT YOU MIGHT THINK IS WRONG. ANY ISSUES YOU CAN BRING UP AT PLATE MEETING.

AT THIS TIME IF POSSIBLE APPROACH HOME TEAM COACH AND SEE IF HE HAS VOUCHER FOR YOU TO SIGN. TRY TO GET THIS DONE BEFORE GAME STARTS (THAT WAY YOU DON'T HAVE TO SLOW GAME DOWN LATER TO DO PAPER WORK) WATCH BOTH TEAMS AND CHECK OVER FIELD TO SEE IF THERE IS ANY GROUND RULES THAT MIGHT NEED TO BE ADDRESSED AT HOME PLATE WITH COACH.

MEETING AT PLATE BEFORE GAME: PLATE UMP RUNS MEETING.

PLATE UMP STANDS BEHIND PLATE FACING FIELD; BASE UMP STANDS BETWEEN PLATE AND PITCHERS MOUND FACING PLATE UMP (NO PLAYERS ARE ON FIELD DURING THIS MEETING)

UMPS INTRODUCE THEMSELVES TO COACHES. JUST GIVE NAME; NO BIG GREETING NEEDED. PLATE UMP TAKES LINE UPS FROM BOTH COACHES AND VERIFIES THEM. HE WILL ASK ARE ALL YOUR PLAYERS PROPERLY AND LEGALLY EQUIPPED AND IS ALL EQUIPMENT BEING USED AS MANUFACTURED (NO ALTERATIONS). NOW STATE: "GOOD SPORTSMANSHIP SHOULD BE OBSERVED AT ALL TIMES."

NOW ASK HOME COACH TO GO OVER GROUND RULES (ANYTHING NOT SURE ABOUT ASK AT THIS TIME. MAKE BOTH TEAMS AWARE OF GROUND RULES)

PLATE MEETING OVER, CALL TEAMS TO FIELD, GET GAME STARTED.

REMEMBER: Game will play at its own pace. Your job is to keep game moving. Show hustle, move game along when you can.

HAVE A GOOD GAME, WHEN GAME IS OVER LEAVE TOGETHER, DON' T STAY AROUND FOR HAND SHAKES.

Hope this helps in your pregame program.