SCHWEIZERISCHER BASEBALL UND SOFTBALL VERBAND FÉDÉRATION SUISSE BASEBALL ET SOFTBALL FEDERAZIONE SVIZZERA BASEBALL E SOFTBALL SUISSE BASEBALL AND SOFTBALL FEDERATION





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- No runner, no out
- Ground ball to the infield. Throw to  $\mathbf{1}^{\text{st}}$  base.

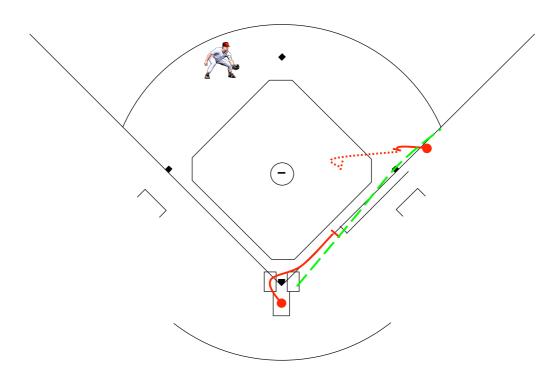
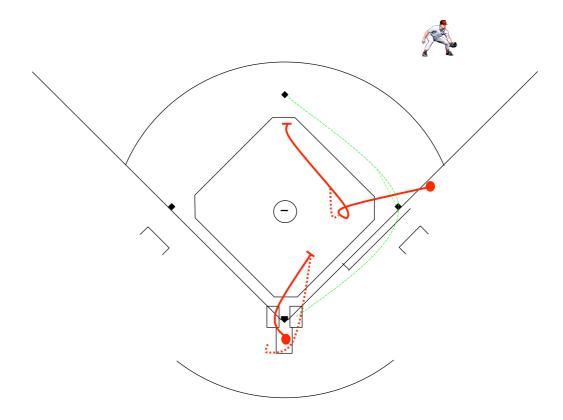


Plate Umpire	Base Umpire
<ul> <li>Take off mask with left hand (hand to mask) and clear the catcher to the left</li> <li>Go down 1<sup>st</sup> base line as far as possible, but not further than 45 ft line.</li> <li>Straddle the line and stop before the play at 1<sup>st</sup> happens.</li> <li>Look for interference/obstruction, swipe tag and off the bag.</li> <li>After the play, go back to home plate over foul territory.</li> </ul>	<ul> <li>Take a couple of steps into the infield</li> <li>Stop at a 45° angle to the throw</li> <li>4-5 meters distance to the base</li> <li>Watch the ball until you see a true throw.</li> <li>While the ball is still in the air, take your eyes off the ball, watch the base and listen to the pop in the glove</li> <li>Safe/out call</li> <li>If the runner is safe, go a couple of steps ahead of the runner</li> </ul>



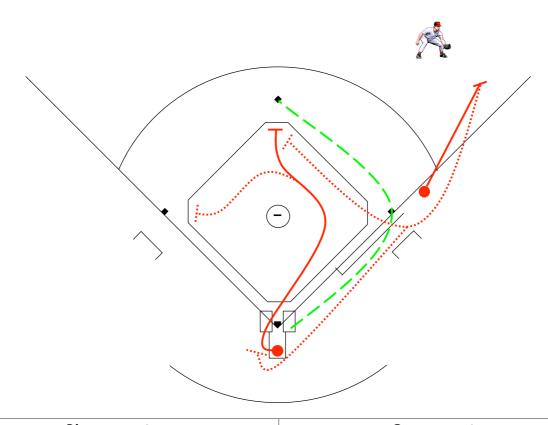
- No runner, no out.
- Base hit to right field. The defense plays the ball to  $2^{nd}$  base. The batter-runner rounds  $1^{st}$  and continues to  $2^{nd}$  base.



### Plate Umpire Base Umpire • Take off mask with left hand (hand to • Bust into the infield and pivot mask) and clear the catcher to the · Watch the ball and glance at the left runner. • Follow the direction of the ball (max. • Watch the runner touch 1st base • Take the runner into 2<sup>nd</sup> base. Let to the mound) • Stop before the outfielder picks up him pass you. • With a play at 2<sup>nd</sup> base, go to the the ball • Standing set cutout. • Drop step and return to home plate • If the runner goes back to 1st, go with the throw from the outfield. Go to 1<sup>st</sup> base line extended. towards the 45 ft line.



- No runner, no out
- Fly ball to right field. The batter-runner rounds 1st and continues to 2nd base.



#### Plate Umpire Base Umpire · Take off mask with left hand (hand to • Pause - read - react. mask) and clear the catcher to the • Turn with the ball and dash to the left. outfield. · "I'M GOING OUT!" Split the distance between mound and bases and follow the runner. • Fair/foul decision: straddle the line "I'VE GOT THE RUNNER!" • Create an angle to the play • Check if the runner touches 1st base • Catch/no catch • If no catch: go back to the infield Look for obstruction. • If a play develops at a base, go to the over foul territory with the throw from the outfield cutout. • Take over the runner at 2<sup>nd</sup> base • Is the batter-runner safe, bounce • Cover a possible play at home plate. ahead.



- No runner
- Pop up over foul territory behind 1<sup>st</sup> base.

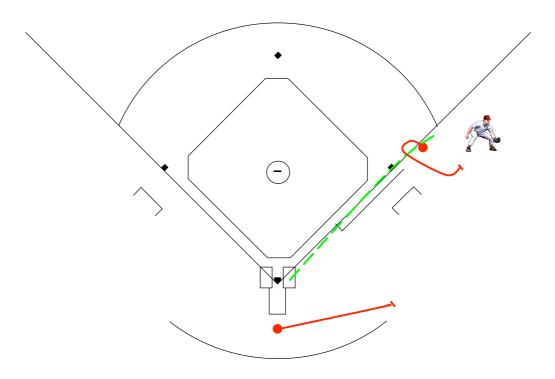


Plate Umpire	Base Umpire
<ul> <li>Take off mask with left hand (hand to mask).</li> <li>Go towards out of play line.</li> <li>Stop and standing set before the ball is caught.</li> <li>You're responsible for the out of play call.</li> </ul>	<ul> <li>Let the 1<sup>st</sup> baseman pass you</li> <li>Follow the 1<sup>st</sup> baseman in an arc</li> <li>Keep enough distance to the fielder</li> <li>Fair/foul call</li> <li>Catch/no catch</li> </ul>



- No runners
- Pop up in front of  $\mathbf{1}^{\text{st}}$  base dugout.

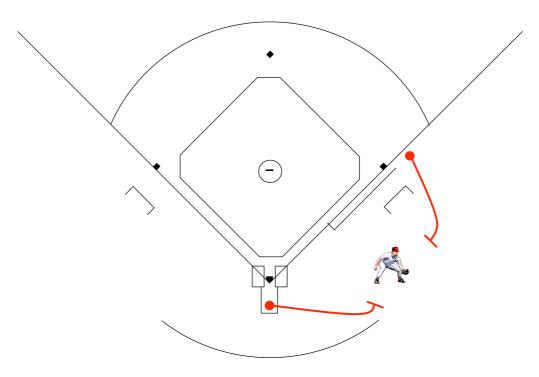
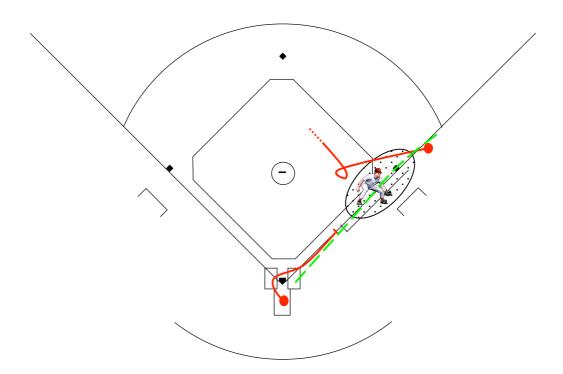


Plate Umpire	Base Umpire
<ul> <li>Take off mask with left hand (hand to mask).</li> <li>Go towards out of play line.</li> <li>Stop and standing set before the ball is caught</li> </ul>	<ul> <li>Go towards out of play line.</li> <li>Stop and standing set before the ball is caught.</li> </ul>
<ul> <li>You're responsible for fair/foul calls and for out of play calls</li> </ul>	<ul> <li>Who ever has the better angle takes the call. Communicate, if borderline.</li> </ul>
Who ever has the better angle takes the call. Communicate, if borderline.	



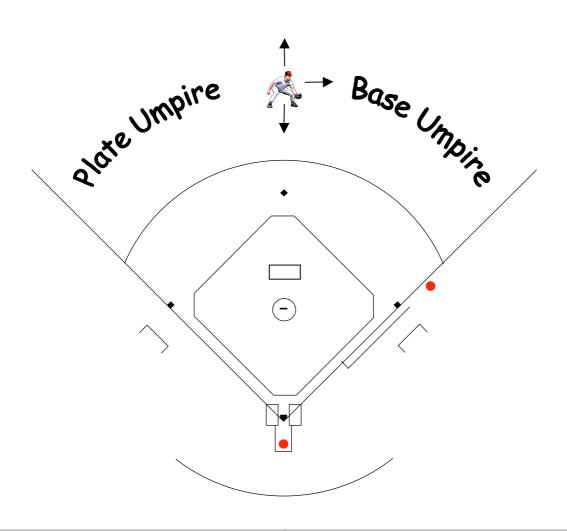
- No runners, no outs.
- Popup to 1<sup>st</sup> base area.



#### Plate Umpire Base Umpire · Take off mask with left hand (hand to • Bust into the infield and pivot. mask) and clear the catcher to the · Look at the ball - glance at the left. runner. • Go down 1st base line as far as the • Watch the runner touching 1st base. play allows (max. to 45 ft line). • Take steps to be ahead of the • Stop and standing set before the play runner. • If the runner goes to 2<sup>nd</sup> base, get in happens. • Straddle the line. position to make a call. • Fair/foul und catch/no catch call. • If the runner goes back to 1st base, go towards the 45 ft line and square Go back to 1<sup>st</sup> base line extended over foul territory. to the ball.



• Fly ball responsibilities with no runners on.



#### Plate Umpire Base Umpire • From the center fielder straight in an From center field to the 1<sup>st</sup> base line out to the 3rd base line all fair/foul all fair/foul and catch/no catch and catch/no catch decisions are the decisions are the base umpire's plate umpire's responsibility. responsibility. • With a ball hit down 1st base line or "trouble" in the outfield, the base • If borderline, the base umpire takes the lead. If he turns and goes out, it's umpire goes out. his call. If he pivots and goes into the · "I'M GOING OUT!" infield, the plate umpire must take cover the play.



• Fly ball responsibilities with runners on.

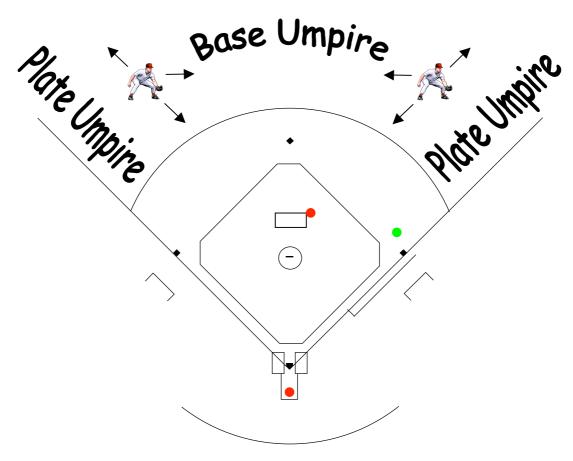


Plate Umpire	Base Umpire
<ul> <li>As soon as the right or leftfielder moves towards the foul line the plate umpire covers all fair/foul and catch/no catch decisions.</li> </ul>	<ul> <li>With the right or leftfielder running straight in or out and every ball hit to centerfield are the base umpire's responsibility.</li> </ul>
• "I'VE GOT THE BALL"	If borderline, the plate umpire takes the lead. As long as he doesn't call for the play, the base umpire must cover the play.



- R1
- Pick off at 1st base

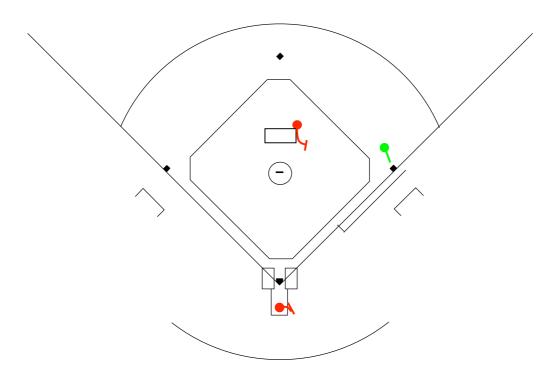


Plate Umpire	Base Umpire
<ul> <li>Drop step with left foot and open up towards 1<sup>st</sup> base.</li> <li>Standing set - keep mask on.</li> </ul>	<ul> <li>Hands on knee set.</li> <li>Step up with left foot towards 45 ft line and turn to 1<sup>st</sup> base</li> <li>Hands on knee set</li> </ul>
	• Turn your head towards 1 <sup>st</sup> when the ball is in the air.



- R1
- $\bullet$  R1 steals on the pitch. The catcher throws the ball to  $2^{nd}$  base to retire R1.

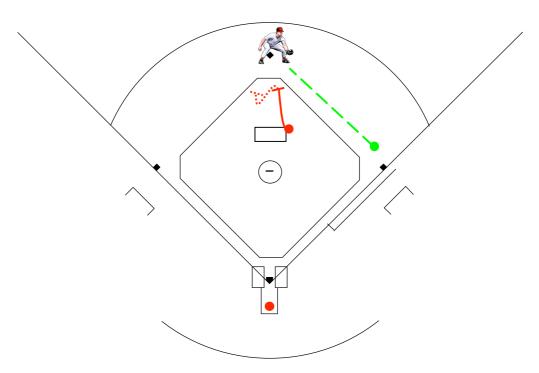
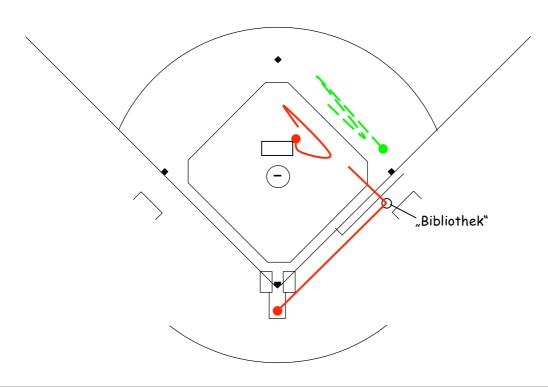


Plate Umpire	Base Umpire
Ball or strike decision.	Hands on knee set.
<ul> <li>Stand up to observe the play at 2<sup>nd</sup> base.</li> </ul>	<ul> <li>As soon as R1 takes off, turn your body towards 2<sup>nd</sup> base and take a couple of steps towards 2<sup>nd</sup> base.</li> </ul>
<ul> <li>If the throw is off line, get ready for</li> </ul>	<ul> <li>Keep your eyes on the ball while turning to 2<sup>nd</sup> base.</li> </ul>
a possible run down between 2 <sup>nd</sup> and	<ul> <li>Look for a checked swing.</li> </ul>
3 <sup>rd</sup> base.	<ul> <li>Go to the cut out with the catcher's throw to 2<sup>nd</sup> base.</li> </ul>
	<ul> <li>If you detect a true throw, take your eyes off the ball and watch 2<sup>nd</sup> base.</li> <li>Stop before the play happens.</li> </ul>
	<ul> <li>Hand on knee set.</li> </ul>
	• If R1 is safe, bounce ahead.



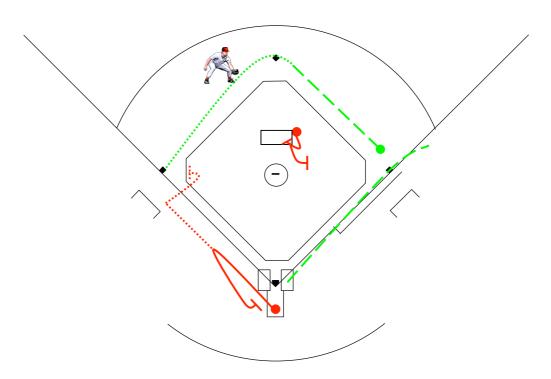
- R1
- Pick off to 1<sup>st</sup> base with a run down between 1<sup>st</sup> and 2<sup>nd</sup> base. After several throws R1 is tagged out halfway between 1<sup>st</sup> and 2<sup>nd</sup> base.



#### Plate Umpire Base Umpire • Drop step with left foot and open up • Hands on knee set. towards 1<sup>st</sup> base. • Step up with left foot towards 45 ft • As the run down develops, take off line and turn to 1st base · Hands on knee set mask and bust down to the library and "read" • As the run down develops, try to get ahead of the runner and stay away of • If the runner/run down moves towards 2<sup>nd</sup> base, bust in. the base line far enough to get a better visual of the runner and the • When you have taken your position tell your partner "I'VE GOT THIS ball. HALF!" • Pay attention whether the plate umpire joins in. • Since the tag is halfway between the • Since the tag is halfway between the bases, both umpires must bases, both umpires must communicate before making a call. communicate before making a call.



- R1
- Ground ball to shortstop. Throw to 2<sup>nd</sup> base for a double play.



### Plate Umpire

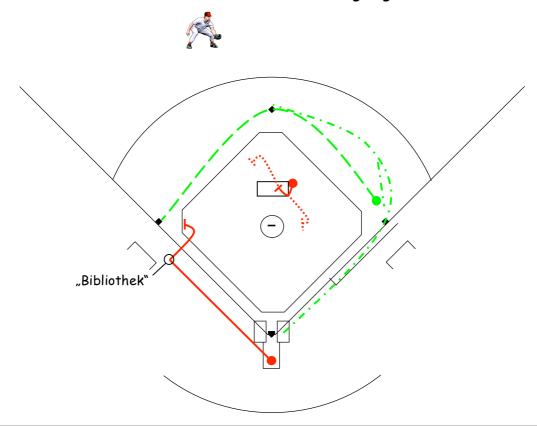
- Take off mask with left hand (hand to mask) and bust down 3<sup>rd</sup> base line with about 3-4 meters off the foul line.
- Stop as soon as the ball is caught.
- Go back to 1<sup>st</sup> base line extended as soon as the 2<sup>nd</sup> baseman has got the ball under control.
- Look for a possible overthrow at 1<sup>st</sup> base.
- If the ball the ball goes to the outfield or there's an overthrow at 2<sup>nd</sup> base, get ready to cover a possible play at 3<sup>rd</sup> base.
- "I'VE GOT 3RD IF HE COMES!"

# Base Umpire

- Step up with right foot and turn.
- Face the shortstop.
- Drop step with right foot as the shortstop throws to 2<sup>nd</sup> base.
- Standing set.
- After the play, drop step with right foot and take two steps towards 45 ft line + signal the call. Eyes still on the ball at 2<sup>nd</sup> base.
- Hands on knee set for the call at 1<sup>st</sup> base.
- If the runner is safe, bounce ahead.



- R1
- Base hit to left centerfield. R1 goes to  $3^{rd}$  base. Leftfielder throws to  $3^{rd}$  base to retire R1. The batter-runner turns  $1^{st}$  base and might go to  $2^{nd}$  base.



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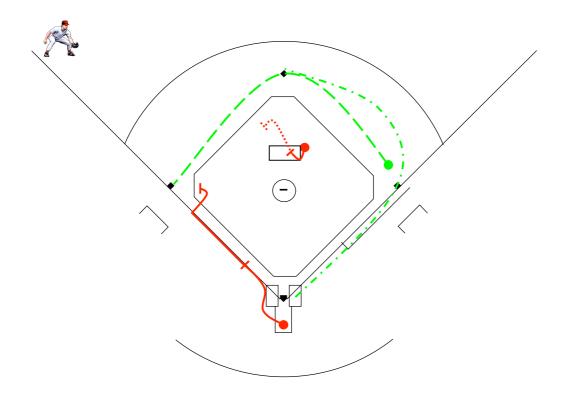
- Take off mask with left hand (hand to mask) and bust down 3<sup>rd</sup> base line with about 3-4 meters off the foul line
- Go to the library.
- "I'VE GOT 3RD, IF HE COMES!"
- Read the play.
- As the play at 3<sup>rd</sup> develops, go to the cutout.
- "I'VE GOT 3RD! I'VE GOT 3RD!"
- If R1 is safe, bounce ahead chest to the ball. If he's out, go back to 1<sup>st</sup> base line extended over foul territory.

### Base Umpire

- Step up with right foot and turn with the ball.
- Stay in the working area.
- Watch the ball and glance at R1 touching 2<sup>nd</sup> and the batter-runner touching 1<sup>st</sup> base.
- If the batter-runner goes to 2<sup>nd</sup> base, bounce ahead chest to ball.
- If the batter-runner stays at 1<sup>st</sup>, go towards the 45 ft line - chest to ball.



- R1
- Fair ball hit to leftfield, close to foul line. Leftfielder throws to  $3^{rd}$  base to retire R1. The batter-runner is safe at  $2^{nd}$  base.



# Plate Umpire

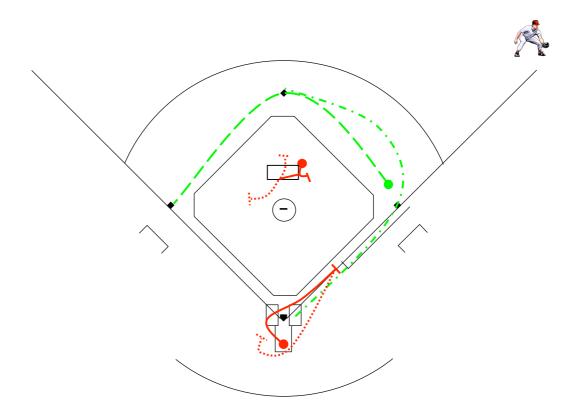
- Take off mask with left hand (hand to mask) and clear the catcher to the left.
- Bust down 3<sup>rd</sup> base foul line as far as the play will allow.
- "I'VE GOT THE BALL!"
- Stop before the ball bounces.
   Straddle the line and point to your right when the ball landed.
- Go down the line to the library chest to ball, glance at the runner read.
- "I'VE GOT 3RD, IF HE COMES!"
- As the play develops, go to the cutout.
- "I'VE GOT 3RD! I'VE GOT 3RD!"
- · Make the call
- Watch the ball and go back to work.

# Base Umpire

- Step up with right foot and turn with the ball.
- Stay in the working area.
- Watch the ball and glance at the runners
- Watch both runners touching 1<sup>st</sup> and 2<sup>nd</sup> base.
- Follow the batter-runner into 2<sup>nd</sup> base and bounce ahead.
- Chest to ball.
- If there's a play at 2<sup>nd</sup> base, go to the cutout.
- Hands on knee set.



- R1
- Base hit down the  $1^{st}$  base line. R1 goes to  $3^{rd}$ , the batter-runner tries  $2^{nd}$  base.



#### Plate Umpire Base Umpire · Take off mask with left hand (hand to • Step up with left foot and turn with mask) and clear the catcher to the • Stay in the working area. left. • Bust down 1st base line as far as the · Watch the ball and glance at the play will allow. runners. Watch the runners touching 1<sup>st</sup> and • "I'VE GOT THE BALL!" • Stop and straddle the line before the 2<sup>nd</sup> base play happens. Standing set • Fair/foul und catch/no catch call • It's more important to get a good • As the ball is thrown into the infield, angle to the play than to get closer to go back to 1st base line extended over it. There are two runners, so split the distance and don't go to the cutout. foul territory.



- R2
- Ground ball to  $2^{nd}$  baseman, who throws to  $1^{st}$  to retire the batter-runner.

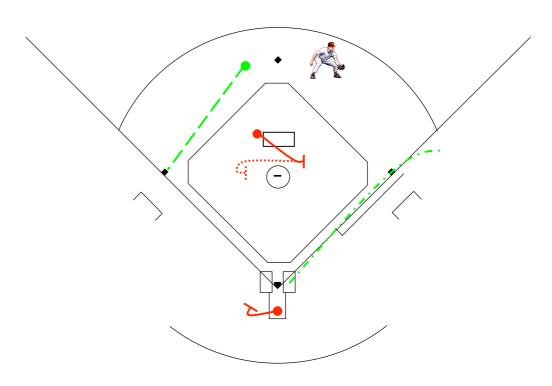


Plate Umpire	Base Umpire
<ul> <li>Take of mask with left hand (hand to mask)</li> <li>Go to 1<sup>st</sup> base line extended, about 3-4 meters from home plate.</li> <li>Chest to ball.</li> <li>Watch the play and glance at R2 going into 3<sup>rd</sup> base.</li> </ul>	<ul> <li>Step up with left foot and turn with the ball.</li> <li>As soon as you see a play developing at 1<sup>st</sup>, bust towards 45 ft line as far as the play will allow.</li> <li>Stop and turn to 1<sup>st</sup> base before the play happens.</li> <li>Hands on knee set.</li> <li>If the batter-runner is safe, split the difference between 1<sup>st</sup> and 3<sup>rd</sup> base (working area).</li> <li>If the batter-runner is out, get a couple of steps ahead of the runner at 3<sup>rd</sup> base.</li> <li>Chest to ball</li> </ul>



- R2
- ullet Base hit to right centerfield. R2 is goes home. The batter-runner is retired at  $2^{nd}$  base.

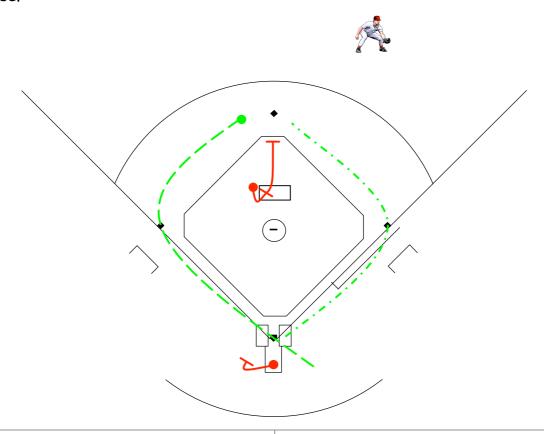
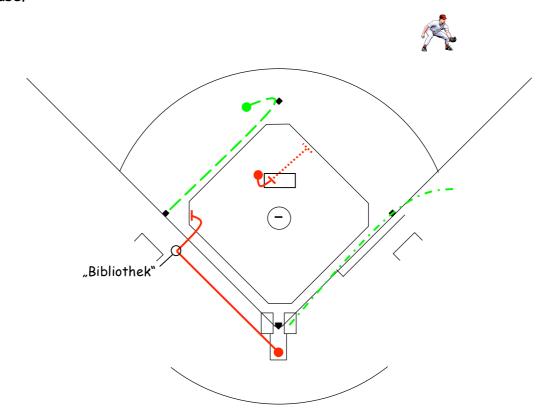


Plate Umpire	Base Umpire
<ul> <li>Take of mask with left hand (hand to mask)</li> <li>Go to 1<sup>st</sup> base line extended, about 3-4 meters from home plate.</li> <li>Chest to ball.</li> <li>Watch the ball and glance at R2.</li> <li>Watch R2 touching 3<sup>rd</sup> base and home.</li> </ul>	<ul> <li>Step up with left foot and turn with the ball.</li> <li>Watch the ball and glance at the batter-runner.</li> <li>Watch the batter-runner touching 1<sup>st</sup> base.</li> <li>Look for a possible obstruction.</li> <li>As the play at 2<sup>nd</sup> base develops, go to the cutout.</li> <li>Hands on knee set.</li> </ul>



- R2
- Fly ball to right field. R2 tagging up at 2<sup>nd</sup> base. The right fielder throws to 3<sup>rd</sup> base.



•	Take off mask with left hand (hand to
	mask) and bust down 3 <sup>rd</sup> base line with

Plate Umpire

about 3-4 meters off the foul line

- Go to the library.
- "I'VE GOT 3RD, IF HE TAGS!"
- · Read the play.
- As the play at 3<sup>rd</sup> base develops, bust in and go to the cutout.
- "I'VE GOT 3RD! I'VE GOT 3RD!"
- Is R2 safe at 3<sup>rd</sup> base, bounce ahead.
   If he's out go back to home plate over foul territory.

# Base Umpire

- Step up with left foot and turn with the ball.
- If you see "trouble" go to the infield grass line.
- Watch the catch and the tag up at 2<sup>nd</sup> base.
- Catch and tag up will happen simultaneously. Therefore R2 will already have gained a little distance from 2<sup>nd</sup> base while you turn your head. You must decide whether he was too far off to have left the base correctly.



- R1, R2
- $\bullet$  Ground ball to  $2^{nd}$  baseman. The defense makes a double play and retires R1 and the batter-runner. R3 reaches  $3^{rd}$  safely.

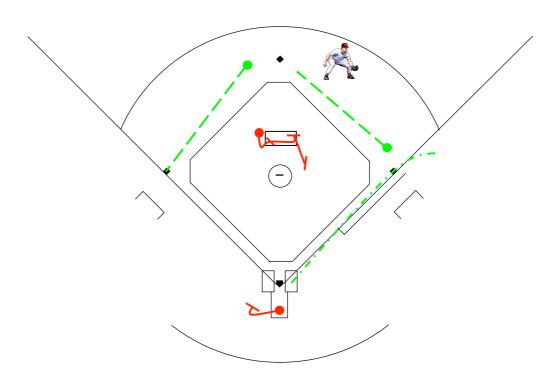
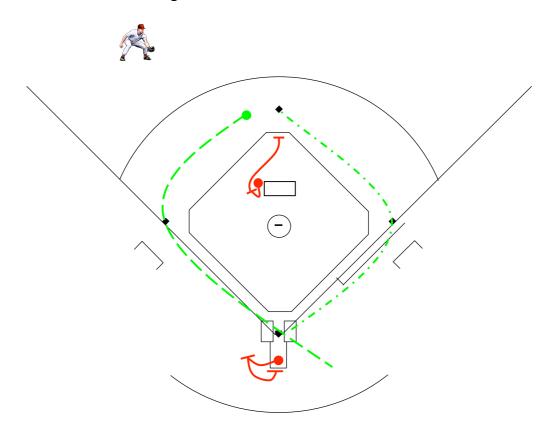


Plate Umpire	Base Umpire
<ul> <li>Take of mask with left hand (hand to mask)</li> <li>Go to 1<sup>st</sup> base line extended, about 3-4 meters from home plate.</li> <li>Chest to ball.</li> <li>Watch the ball and glance at R2.</li> <li>Look for a possible overthrow at 1<sup>st</sup> base.</li> </ul>	<ul> <li>Step up with left foot and turn with the ball.</li> <li>As the double play develops, bust to the other side of the working area.</li> <li>Stop before the play at 2<sup>nd</sup> base happens.</li> <li>Standing set and chest to base.</li> <li>Drop step with right foot and two steps towards 45 ft line.</li> <li>While turning to 1<sup>st</sup>, make the call at 2<sup>nd</sup> base.</li> <li>Turn to 1<sup>st</sup> base - hands on knee set.</li> </ul>



- R2, 2 Out
- Base hit to leftfield. R2 goes home. The batter-runner tries to reach 2<sup>nd</sup> base.



### Plate Umpire Base Umpire • Step up with right foot and turn with · Take of mask with left hand (hand to mask) the ball. • Go to 1st base line extended, about 3-· Watch the ball and glance at the 4 meters from home plate. batter-runner. • Remove bat, if necessary • Watch the batter-runner touching 1st • Watch R2 touching 3rd base. base. • Line up to see the play at 2<sup>nd</sup> base and • As the play at 2<sup>nd</sup> base develops, go R2 touching home plate. to the cutout. • Hands on knee set. • This is a "time-play". - To score the run, R2 must reach home plate before the batter-runner is tagged out at 2<sup>nd</sup> base.



- R3
- Ground ball to shortstop. R3 scores and the batter-runners is retired at  $1^{\rm st}$ .

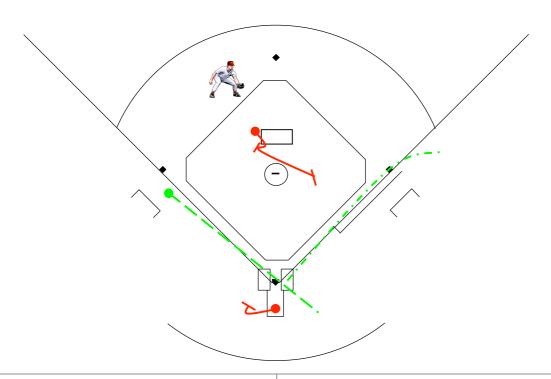
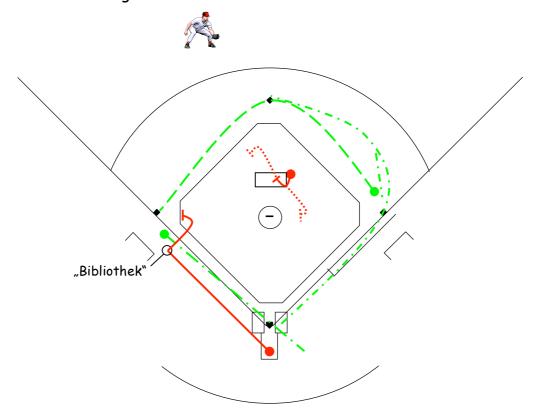


Plate Umpire	Base Umpire
<ul> <li>Take of mask with left hand (hand to mask)</li> <li>Go to 1<sup>st</sup> base line extended, about 3-4 meters from home plate.</li> <li>Chest to ball.</li> <li>Watch R3 crossing home plate</li> <li>Look for a possible overthrow at 1<sup>st</sup> base.</li> </ul>	<ul> <li>Step up with right foot and turn with the ball.</li> <li>As the shortstop has got the ball, bust towards 45 ft line as far as the play will allow.</li> <li>Stop and turn to 1<sup>st</sup> base before the play happens.</li> <li>Hands on knee set.</li> </ul>



- R1 and R3
- Base hit to left centerfield. R3 scores. R1 goes to  $3^{\rm rd}$  base where a play develops. The batter-runner goes to  $2^{\rm nd}$  base.



#### Plate Umpire Base Umpire · Take off mask with left hand (hand to • Step up with right foot and turn with mask) and bust down 3rd base line with the ball. about 3-4 meters off the foul line • Stay in the working area. • Go to the library. · Watch the ball and glance at the • "I'VE GOT 3RD, IF HE COMES!" runners. • Watch R3 touching home plate on your • Watch R1 and the batter-runner touching 2<sup>nd</sup> and 1<sup>st</sup> base. way to the library. • Stay ahead of the batter-runner • Read the play. • As the ball is thrown to 3rd base, bust going to 2<sup>nd</sup> base. Chest to ball. in and go to the cutout. "I'VE GOT 3RD! I'VE GOT 3RD!" • If the batter-runner stays at 1st • If R1 is safe bounce ahead. If he's out base, go towards 45 ft line. go back to home plate over foul territory.



- R3
- Fly ball to centerfield. R3 tagging up with a play at home plate.

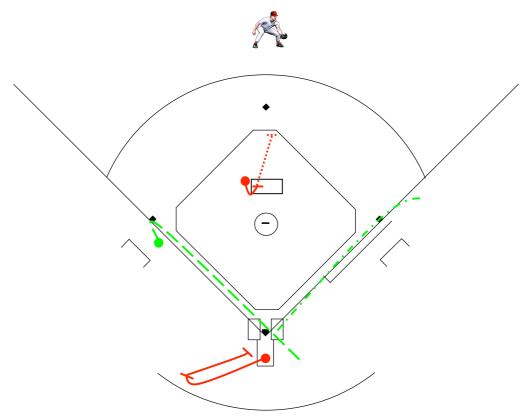


Plate Umpire	Base Umpire
<ul> <li>Take of mask with left hand (hand to mask)</li> <li>Bust to the backstop to open up the field. So you have a good visual of the catch and R3 tagging up.</li> <li>As soon as the centerfielder has touched the ball, go to 1<sup>st</sup> base line extended, about 3-4 meters from home plate.</li> <li>Hand on knee set.</li> <li>Look for possible interference and obstruction.</li> <li>Look for a possible overthrow.</li> </ul>	<ul> <li>Step up with left foot and turn with the ball.</li> <li>Catch/no catch call.</li> <li>If you see "trouble" go to the infield grass line.</li> <li>Go back to the working area with the outfields throw.</li> </ul>