Ohio High School Athletic Association

FOUR UMPIRE MECHANICS
2019-2020
GENERAL PRINCIPLES

• In four person crews, someone will *ALWAYS* go out on catchable fly balls and once out stay out;

• Check swings appeals go to *U1* on right handed batters and *U3* on left handed batters;

• *U2* has interference call at 2ND on double plays;

• *PLATE* when there is a runner in scoring position the plate umpire will rarely remain stationary. They should be moving to rotate or to be a second set of eyes on the play unless a runner can score.

• Cover partners if a rotation is missed;

• Communicate; Both Verbal (during the play) and Non-verbal (prior to the play)

• Have an umpire ahead of the play versus following the play.
**NO RUNNERS ON**

**Fair/Foul Responsibilities**

*The same in all situations in 4 man mechanics:*

- **Plate** – Up to the front edge of the 1st and 3rd base bags;
- **U1 and U3** – Front edge of their respective bases to the foul poles.

**U2:**
- E position;
- On or close to the imaginary line running from the plate through the edge of the pitchers mound;
- 10 -12 feet behind the middle infielders;
- Preferably on the second baseman’s side, but permissible to be on the shortstop’s side;
- Avoid being directly behind an infielder, or being too close to them;

**U3:**
- D position;
- 10-12 feet behind third baseman, with both feet in foul territory and square to the plate.

**U1:**
- A position;
- 10-12 feet behind first baseman, with both feet in foul territory and square to the plate.
FLY BALL/LINE DRIVE COVERAGE

U3:
- F7 going to his right, and all the way to the line;
- F5 and F6 straight in or to his right.

U2:
- F7 going in back or to his left
- F8 in all directions
- F9 going in, back or to his right
- Middle infielders diving toward the middle.

U1:
- F9 going to his left and all the way to the line;
- F3 and F4 straight in or to his left.

Plate:
- F1 and F2.
WHEN U1 GOES OUT

**U1:**
- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

**U2:**
- Move into the infield to take all touches and plays at 2nd;
- Come in on the side of the base away from the throw of the fielder;
- Stay on the outfield side of the base if cannot.

**U3:**
- Move down the line ready to move into position to take the runner into 3rd.

**Plate:**
- Trail the BR up the 1st base line and fill in behind U1;
- Once BR reaches second, retreat to home for a possible play.
WHEN U2 GOES OUT

U3:
- Move into infield ready to take all touches and calls at 2\textsuperscript{nd};
- **DO NOT** retreat to 3\textsuperscript{rd}.

U2:
- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

Communication:
P- tell U3 your at 3\textsuperscript{rd} if he comes.

Plate:
- Move out on the batted ball in foul territory toward 3\textsuperscript{rd};
- Observe runner/s touch of 3\textsuperscript{rd};
- Be prepared to take the runner into 3\textsuperscript{rd};
- Will not retreat home.

U1:
- Move into the infield and pivot observing touch of 1\textsuperscript{st};
- Be prepared to take the runner back into 1\textsuperscript{st} or into 2\textsuperscript{nd} if U3 gets hung up at 3\textsuperscript{rd};
- Once runner achieves 2\textsuperscript{nd}, retreat toward home telling P, “I've got the plate.”;
- **DO NOT** commit to home too soon.
WHEN U3 GOES OUT

U3:
- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

U2:
- Move into the infield to take all touches and plays at 2nd;
- Come in on the side of the base away from the throw of the fielder;
- Stay on the outfield side of the base if cannot make it inside

Communication:
P- tell U2 your at 3rd if he comes.

Plate:
- Move out on the batted ball in foul territory toward 3rd;
- Observe runner’s touch of 3rd;
- Be prepared to take the runner into 3rd;
- Will not retreat home.
**U1:**
- Move into the infield and pivot observing the BR's touch of 1st;
- Be prepared to take BR into 2nd if U2 does not make it to 2nd;
- Be prepared to take the runner back into 1st.

**U2:**
- Move into the infield to take all touches and plays at 2nd;
- Come in on the side of the base away from the throw of the fielder;

**U3:**
- Move down the line ready to move into position to take the runner into 3rd.

**Plate:**
- Move out into the infield grass to observe the play;
- Be a second pair of eyes for possible obstruction/interference;
- If the BR gets to 2nd, retreat to home for a possible play.
**GROUND BALL**

**U2:**
- Move into the infield to take all touches and plays at 2nd;
- Come in on the shortstop side of the base;
- Let either middle infielder make the throw to 1st before you run by them;
- Stay on the outfield side of the base if cannot make it inside.

**U1:**
- Move in to make the call at 1st;
- Come set, observe the play, make the call;
- On an overthrow observe the BR and get in position for any play back into 1st.

**U3:**
- Move down the line ready to move into position to make all calls at 3rd.

**Plate:**
- Trail the BR up the 1st base line in order to help on pulled foot or swipe tag;
- Responsible for an overthrow;
- If the BR makes it to 2nd, retreat to home for a possible play.
**RUNNER ON FIRST**

**Communication:**
Standard Rotation (S14) if U3 goes out

**U2:**
*Position Deep B or Deep C:*
- Basically Position B, but a step back or position C but at the edge of the infield dirt on shortstop side;

**U3:**
- D position;
- 10-12 feet behind third baseman, with both feet in foul territory and square to the plate.

**U1:**
*Position A:*
- 8-10 ft. behind 1st in foul territory;
- Adjacent to the foul line, facing the 1st base bag.
- Hands on knees set. Do not move for pickoffs.
FLY BALL COVERAGE
(SAME FOR ALL SITUATIONS WITH U2 IN THE INFIELD)

U1:
• F8 going back, coming in, and going to his left;
• F9 in all instances;
• F3 and F4 moving toward 1st base.

U3:
• F8 going to his right;
• F7 in all instances;
• F5 and F6 moving toward 3rd base.

Plate:
• F1 and F2.

U2:
• F4 and F6 unless moving toward the foul line on their side;
• NO OUTFIELD RESPONSIBILITIES.
WHEN U1 GOES OUT

U1:
• Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
• Get the best angle possible;
• Stop for any catch/no catch decisions;
• Once out, stay out, and do not return the infield.

U2:
• Move into position to take all touches at 1st and 2nd.
• If the ball is caught and a throw back to 1st, get set for the play.

U3:
• Move down the line ready to move into position to take all touches and calls at 3rd.

Plate:
• Move out on the batted ball and observe the action.
• Be prepared to help on any calls at first that U2 may request your help.
WHEN U3 GOES OUT

U3:
- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

Plate:
- Move out on the batted ball to take all calls and touches at 3rd;

U1:
- Move into position to observe tags and touches of 1st (can be in foul territory);
- Takes R1 back into 1st;
- Rotate home only when R1 commits to 3rd;
- Should be at the plate area by the time that R1 has rounded 3rd.

U2:
- Move into position to take all touches and calls at 2nd;
- Move into position to cover plays at 1st if U1 covers home.
**BASE HIT**

**U2:**
- Move into position to take all touches and calls at 2nd.

**U1:**
- Move into position to observe touches of 1st;
- Be alert to take the runner back into 1st.

**U3:**
- Moves down the line ready to take all touches and make all calls at 3rd.

**Plate:**
- Move out with the batted ball;
- Move into position to observe touches and make calls at home.
U3:
• Move down the line ready to move into position to take all touches and make all calls at 3rd.

U2:
• Move into position to rule on any play at 2nd;
• Watch for interference by on an illegal slide.

U1:
• Move in to make the call at 1st;
• Come set, observe the play, make the call.

Plate:
• Trail the BR up the 1st base line in order to rule on a pulled foot or swipe tag;
• Be prepared to retreat to home for a possible play;
• Responsible for overthrows.

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RUNNER ON SECOND

U2:
- Deep B position;
- On the edge of the dirt behind 2nd base.

U3:
- D position;
- 4-6 feet behind third baseman, no closer than 10 feet from the bag, with both feet in foul territory and square to the plate;
- Prepared to quickly move in the direction of the 3rd base coach’s box on a steal or ground ball to infield.

U1:
- A position;
- 10-12 feet behind first baseman, with both feet in foul territory and square to the plate.
WHEN U1 GOES OUT

U2:
- Move into position to take all touches and calls at 2nd and 1st;
- Responsible for tag-up of R2.

Communication:
Stay Home (S16)
Push if U3 goes out (S17)

U1:
- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

U3:
- Move into position to take all touches and calls at 3rd.

Plate:
- In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate.
WHEN U3 GOES OUT

**U3:**
- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

**U2:**
- Drop back towards the mound between 2nd and 3rd;
- Has tag-up of R2;
- If BR advances toward 2nd, will let U1 take the BR into 2nd (push).

**U1:**
- Move into the infield between 1st and 2nd;
- Pick up BR and take BR back into 1st and into 2nd (push).

**Plate:**
- In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate.
BASE HIT

U3:
• Move down the line ready to move into position to take all touches and calls at 3rd.

U2:
• Move into position and be prepared to take all touches and calls at 2nd.

U1:
• Move into position to observe tags and touches of 1st.

Plate:
• Move into position for a possible play at the plate;
• Responsible for all overthrow.
U3: Move QUICKLY toward the third base coach’s box to get into position for a possible quick throw to retire R2.

Plate: Move into position for a possible play at the plate; Responsible for all overthrow.

U2: Move into position to rule on a possible quick play back into 2nd, or a possible rundown on R2 between 2nd and 3rd.

U1: Move into position to make the call at 1st.
RUNNER ON THIRD

U3:
- Be on edge of infield next to the shortstop with LESS THAN two outs.
- If the infield is in move onto the dirt approximately 5-10 feet deeper than the SS.
- With two outs you can move back to normal position.
FLY BALL COVERAGES

U2:
- F8 in all instances;
- F9 going to his right;
- F7 going to his left;
- F6 and F4 diving toward U2.

U1:
- F9 going back, coming in, and all the way to the line;
- F3;
- F4 straight in or toward the line.

U3:
- F7 going back, coming in, and all the way to the line;
- F5;
- F6 straight in or toward the line.

Plate:
- F1 and F2.

U1:
- F9 going back, coming in, and all the way to the line;
- F3;
- F4 straight in or toward the line.
WHEN U1 GOES OUT

U2:
- Quickly move into the infield to take all touches and plays on BR at 1st and 2nd.

U3:
- Quickly move down the line to observe R3's tag;
- Be ready to move into position to take BR into 3rd.

Communication:
Stay Home (S16)
Push if U3 goes out (S17)

Plate:
- In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate.

U1:
- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

INITIAL MOVEMENT
SECONDARY MOVEMENT
BALL FLIGHT
WHEN U2 GOES OUT

U2:
- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

U1:
- Move into the infield and pivot observing the BR’s touch of 1st;
- Be prepared to take the runner back into 1st or into 2nd.

U3:
- Move down the line to observe R3’s tag;
- Be ready to move into position to a runner into 3rd.

Plate:
- In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate.
WHEN U3 GOES OUT

**U3:**
- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

**U2:**
- Quickly move to the 3rd base cutout.
- Responsible for all plays at 3rd.

**U1:**
- Move into the infield and pivot observing the BR’s touch of 1st;
- Be prepared to take the runner back into 1st or into 2nd.

**Plate:**
- Responsible for tag-up of R3;
- In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate.
BASE HIT

U3:
- Move down the line ready to move into position to take all touches and calls at 3rd.

U2:
- Move into the infield to take all touches and plays at 2nd;
- Come in on the side of the base away from the throw of the outfielder;
- Stay on the outfield side of the base if cannot make it inside.

Plate:
- Be ready for a possible play at the plate;
- Responsible for overthrows.

U1:
- Move into position to make any call at 1st.
RUNNERS ON FIRST AND SECOND

Communication:
Stay Home (S16)
Infield Fly with less than two outs (S12)
With two outs Timing Play (S13)
Push if U3 goes out ((S17)

U2:
- Deep B position;
- On the edge of the dirt behind 2nd base.

U3:
- D position;
- 4-6 feet behind third baseman, no closer than 10 feet from the bag, with both feet in foul territory and square to the plate;
- Prepared to quickly move in the direction of the 3rd base coach’s box on a steal or ground ball to infield.

U1:
- A position;
- 10-12 feet behind first baseman, with both feet in foul territory and square to the plate.
WHEN U1 GOES OUT

U2:
- Move into position to take all touches and calls at 2nd and 1st;
- Responsible for tag-ups of both R2 and R1.

U1:
- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

U3:
- Move into position to take all touches and calls at 3rd.

Plate:
- In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate.
WHEN U3 GOES OUT

U3:
- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

U2:
- Drop back towards the mound between 2nd and 3rd;
- Responsible for tag-up of R2;
- Take all plays on R2 and R1 at 2nd and 3rd;
- If BR advances toward 2nd, will let U1 take the BR into 2nd (push).

U1:
- Move into the infield between 1st and 2nd;
- Responsible for the tag-up of R1;
- Pick up BR and take BR back into 1st and into 2nd (push).

Plate:
- In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate.
**BASE HIT**

**U2:**
- Move into position and be prepared to take all touches and calls at 2nd.

**U3:**
- Move down the line ready to move into position to take all touches and calls at 3rd.

**Plate:**
- Move into position for a possible play at the plate;
- Responsible for all overthrow.

**U1:**
- Move into position to observe tags and touches of 1st.
RUNNER ON FIRST AND THIRD

Communication:
Stay Home (S16)
Push if U3 goes out (S17)

U2:
Position Deep B or Deep C:
• Basically Position B, but a step back or position C but at the edge of the infield dirt on shortstop side;

U1:
Position A:
• 8-10 ft. behind 1st in foul territory;
• Adjacent to the foul line, facing the 1st base bag.
• Hands on knees set. Do not move for pickoffs.

U3:
• D position;
• 4-6 feet behind third baseman, no closer than 10 feet from the bag, with both feet in foul territory and square to the plate;
• Prepared to quickly move in the direction of the 3rd base coach’s box on a steal or ground ball to infield.

Communication:
Stay Home (S16)
Push if U3 goes out (S17)
WHEN U1 GOES OUT

U2:
• Move into position to take all touches and calls at 2nd and 1st;
• Responsible for tag-up of R1.

U1:
• Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
• Get the best angle possible;
• Stop for any catch/no catch decisions;
• Once out, stay out, and do not return the infield.

U3:
• Move into position to take all touches and calls at 3rd;
• Responsible for tag-up of R3.

Plate:
• In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate.
WHEN U3 GOES OUT

U3:
- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

U2:
- Drop back towards the mound between 2nd and 3rd;
- Take all plays on R3 at 3rd, and R1 at 2nd or 3rd;
- If BR advance to 2nd, let U1 take the play into 2nd (push).

U1:
- Move into the infield between 1st and 2nd;
- Pick up B-R and has B-R back into 1st and into 2nd (push).

Plate:
- In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate;
- Responsible for tag-up of R3.
**BASE HIT**

**U3:**
- Move down the line ready to move into position to take all touches and calls at 3rd.

**U2:**
- Move into position and be prepared to take all touches and calls at 2nd.

**U1:**
- Move into position to observe tags and touches of 1st.

**Plate:**
- Move into position for a possible play at the plate;
- Responsible for all overthrow.

**INITIAL MOVEMENT**

**SECONDARY MOVEMENT**

**BALL FLIGHT**
RUNNERS ON SECOND AND THIRD

Communication:
Stay Home (S16)
Push if U3 goes out (S17)

U2:
• Deep B position;
• On the edge of the dirt behind 2nd base.

U3:
• D position;
• 4-6 feet behind third baseman, no closer than 10 feet from the bag, with both feet in foul territory and square to the plate;
• Prepared to quickly move in the direction of the 3rd base coach’s box on a steal or ground ball to infield.

U1:
• A position;
• 10-12 feet behind first baseman, with both feet in foul territory and square to the plate.
WHEN U1 GOES OUT

**U2:**
- Move into position to take all touches and calls at 2nd and 1st;
- Responsible for tag-up of R2.

**U1:**
- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

**U3:**
- Move into position to take all touches and calls at 3rd;
- Responsible for tag-up of R3.

**Plate:**
- In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate.
WHEN U3 GOES OUT

U3:
- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

U2:
- Drop back towards the mound between 2nd and 3rd;
- Responsible for tag-up of R2;
- Has play on R3 at 3rd, R2 at 2nd or 3rd, and if BR goes to 2nd, move to 3rd and let U1 take the play (push).

U1:
- Move into the infield between 1st and 2nd;
- Pick up B-R and has B-R back into 1st and into 2nd (push).

Plate:
- Responsible for tag-up of R3.
- In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate.
**BASE HIT**

**U3:**
- Move down the line ready to move into position to take all touches and calls at 3rd.

**U2:**
- Move into position and be prepared to take all touches and calls at 2nd.

**U1:**
- Move into position to observe tags and touches of 1st.

**Plate:**
- Move into position for a possible play at the plate;
- Responsible for all overthrows.
**Communication:**

Stay Home (S16)
Infield Fly with less than two outs S(12)
With two outs Timing Play (S13)
Push if U3 goes out (S17)

**U2:**
- Deep B position;
- On the edge of the dirt behind 2nd base.

**U1:**
- A position;
- 10-12 feet behind first baseman, with both feet in foul territory and square to the plate.

**U3:**
- D position;
- 4-6 feet behind third baseman, no closer than 10 feet from the bag, with both feet in foul territory and square to the plate;
- Prepared to quickly move in the direction of the 3rd base coach’s box on a steal or ground ball to infield.
**WHEN U1 GOES OUT**

**U2:**
- Move into position to take all touches and calls at 2\textsuperscript{nd} and 1\textsuperscript{st};
- Responsible for tag-ups of R2 and R1.

**U1:**
- Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
- Get the best angle possible;
- Stop for any catch/no catch decisions;
- Once out, stay out, and do not return the infield.

**U3:**
- Move into position to take all touches and calls at 3\textsuperscript{rd};
- Responsible for tag-up of R3.

**Plate:**
- In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate.
WHEN U3 GOES OUT

U2:
• Drop back towards the mound between 2nd and 3rd;
• Responsible for tag-up of R2;
• Take any play on R3 at 3rd or R2 or R1 at 2nd or 3rd;
• If BR attempts to advance to 2nd, let U1 take the play into 2nd (push).

U3:
• Go out on ALL catchable balls in coverage area, as well as any trouble ball or any ball that may go out of play in coverage area;
• Get the best angle possible;
• Stop for any catch/no catch decisions;
• Once out, stay out, and do not return the infield.

U1:
• Move into the infield between 1st and 2nd;
• Responsible for tag-up of R1;
• Pick up B-R and has B-R back into 1st and into 2nd (push).

Plate:
• In the four-person system, with a runner starting in scoring position, the plate umpire will remain at home and be in position for a possible play at the plate.
• Responsible for tag-up of R3;
**BASE HIT**

**U2:**
- Move into position and be prepared to take all touches and calls at 2nd.

**U3:**
- Move down the line ready to move into position to take all touches and calls at 3rd.

**U1:**
- Move into position to observe tags and touches of 1st.

**Plate:**
- Move into position for a possible play at the plate;
- Responsible for all overthrow.

**Ball Flight**

**Plate:**
- Move into position for a possible play at the plate;
- Responsible for all overthrow.