

O. D. U. A.

Two-Man System

No Runners on Base

Positioning - Base Umpire in **A** Position (10-12 feet behind the first baseman, straddling the foul side of the line) should never be closer than 8 feet to first base

Fly Ball Responsibility

Centerfielder - straight in or towards right field is the **Base Umpires**

Centerfielder - towards left is the **Plate Umpires**

Fair/Foul

Catch/No Catch

Pause/Read/React

If Base Umpire goes out Plate Umpire takes the batter/runner, otherwise Base Umpire Pivots and takes the runner, if necessary (Stress on Communication)

Line Drives

Line drive to first baseman in front of the bag **Plate Umpire**

Line drive to first baseman beyond the bag **Base Umpires**

Ground balls

Base Umpire sets up at 90-degree angle three steps in

Plate Umpire up the line to the 45-foot line

Pause/Read/React

Overthrow - follow the ball

Watch for possible interference in the 3 foot running lane

Swipe tag where the Base Umpire ask for help

Base Hit

Base Umpire pivots and stays ahead of the batter/runner

Pop-up to infield

Base Umpire comes in and pivots

Runner on First

Positioning - Base Umpire in **B** Position (careful not to get too deep)

Fair/Foul - Catch/No Catch Responsibility

All Fair/Foul - Catch/No Catch outside the "V" **Plate Umpire**

Catch/No Catch inside the "V" **Base Umpire** (Base Umpire **should not** leave the infield)

Line Drives

Directly at 1st/3rd baseman and in between **Base Umpire**

Towards the line or to the Pitcher **Plate Umpire**

Any doubt about Catch/No Catch the Fair/Foul decision takes precedence - point F/F first then C/NC

Ground Ball

Pause/Read/React - Let the throw take you to the play - watch for possible double play

Base hit

Plate Umpire has 1st to 3rd responsibility - if Plate Umpire needs to stay with the ball then base Umpire has all (Stress on Communication)

Ball and Runner takes the Plate Umpire into the cutout

Base Umpire picks up the batter/runner

Pick-off at First Base

Base Umpire steps to the 45-foot line and turns to the base to improve the angle

Steal of Second Base

Base umpire drop step back and let the throw turn you - do not turn early

RUNNERS ON FIRST & SECOND

Positioning - Base Umpire in **C** Position

Fly Ball Responsibility

Fair/Foul - Catch/No Catch Responsibility

All Fair/Foul - Catch/No Catch outside the "V" Plate **Umpire**

Catch/No Catch inside the "V" Base **Umpire** (Base Umpire **should not** leave the infield)

Tag-up **Base Umpire** has the initial play at 1st or 2nd (Communication)

Ball and runner to 3rd **Plate Umpire**

Anytime with a runner on 2nd and the ball hits the ground the Plate Umpire should stay home

Infield fly with less than 2 out **Communicate** either Umpire can call the Infield Fly Rule, partner should mirror it

Line Drives

Same as with runner at 1st base

Ground Balls

Pause/Read/React - Let the throw take you to the play - watch for possible double play

Base Hit

Base Umpire takes the initial play on the infield Plate Umpire stays home - trade distance for angle

Pick-off at 1st or 2nd and steal of 3rd **Base Umpire**

Time Play Situation

Plate Umpire clears the bat with runner in scoring position and sets up for possible "Time Play" if there are two outs - stress angle and emphasis here

RUNNERS ON FIRST, SECOND, and THIRD; SECOND and THIRD: SECOND ONLY

Positioning - Base Umpire in **C** Position

Fly Ball Responsibility same as with runners on 1st and 2nd

Tag-up at 3rd **Plate Umpire**

All other tag-ups **Base Umpire**

RUNNERS ON FIRST and THIRD

Positioning - Base Umpire in **B** Position

Base Hit

Plate Umpire has 1st to 3rd responsibility if the ball and the runner takes him to the cutout at 3rd Fair/Foul comes first
COMMUNICATE - Plate Umpire should watch runner from third touch home as he moves up the line

All touches of third should be the Plate Umpires **EXCEPT** the batter/runner

All touches of 1st, 2nd and the batter /runner should be the Base Umpires