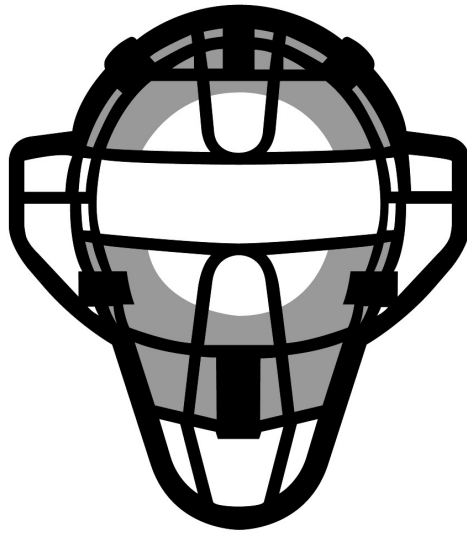


# Two Umpire Rotation Manual

60 FOOT BASES

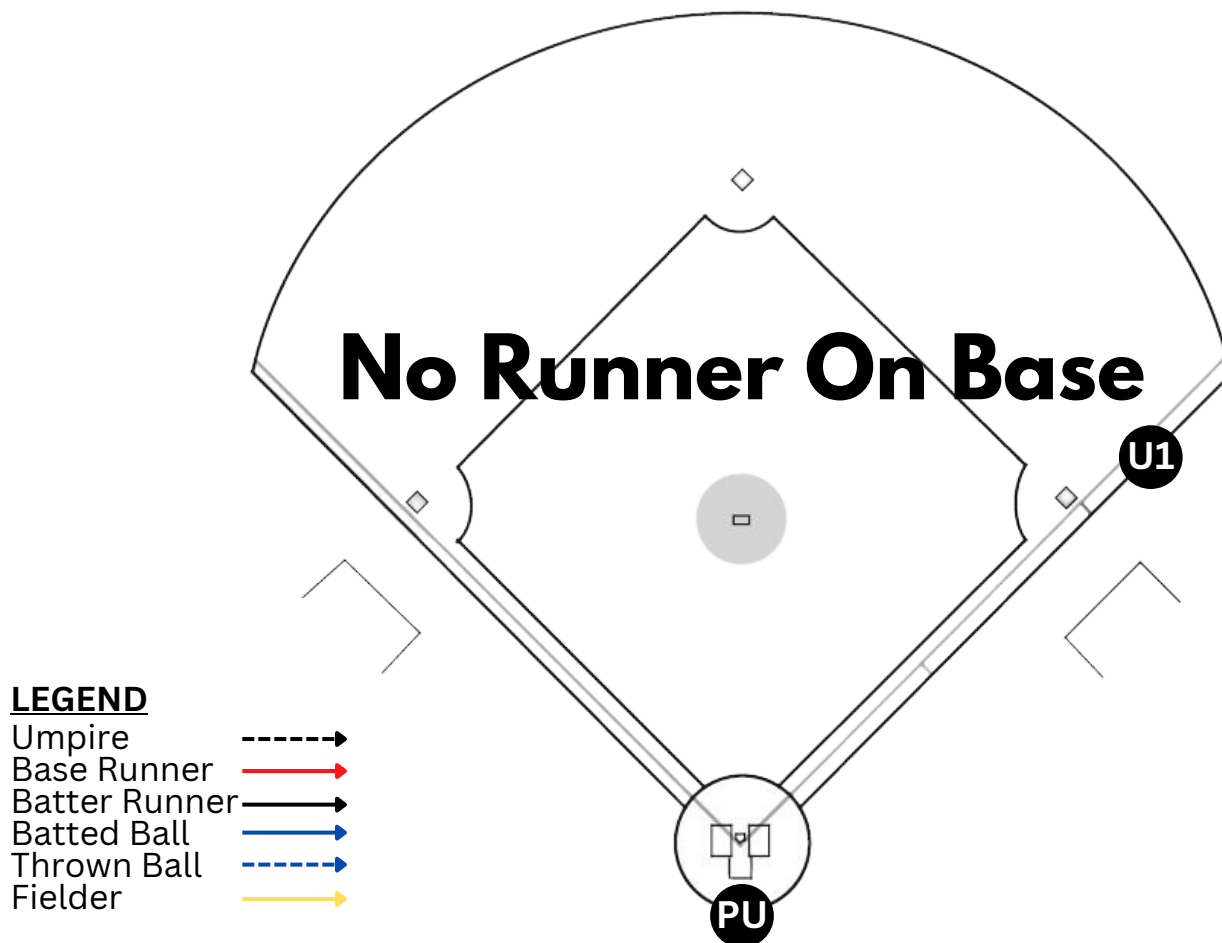


BASEBALL ALBERTA  
**UMPIRES**





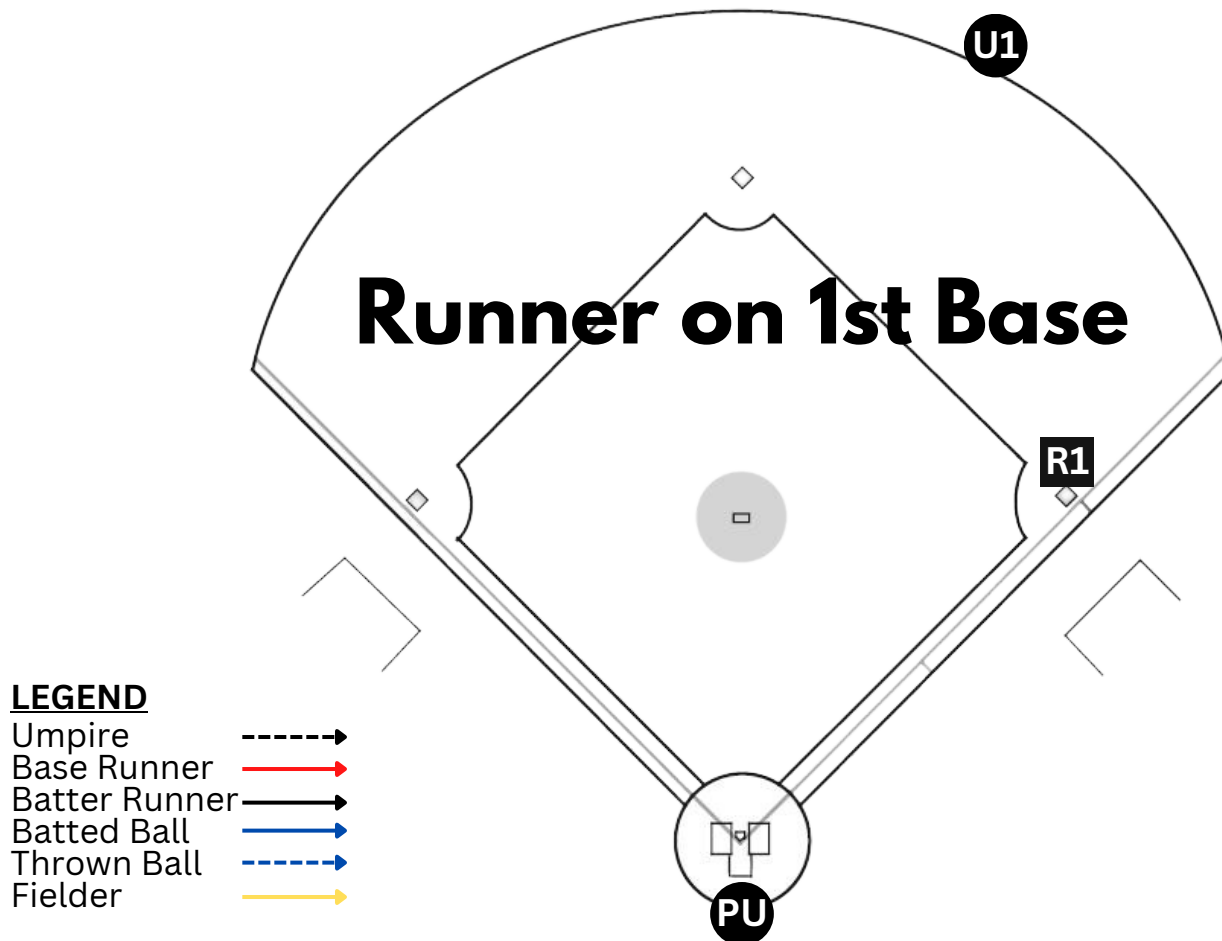
# Two Umpire Rotation - 60 Foot Bases



With no runners on base, the base umpire shall position himself/herself approximately 10 to 12 feet behind the 1st baseman with both feet in foul territory. The base umpire's right foot should be just off the foul line, and his/her body should be squared to home plate. Legs should be spread just over shoulder width apart. The base umpire should be in a "ready" set position with both hands on his/her knees as the pitcher is preparing to deliver the ball to the batter.

When the pitcher is in possession of the ball, the base umpire must keep his/her eyes on the pitcher for any violations of the pitching rules that the pitcher may commit. Then, when the pitcher is into his/her windup and is about ready to deliver the ball, the umpire's head should turn towards the plate, and he/she should then focus on the plate area, being ready to help the home plate umpire with any check swing possibilities, for help in the possibility of the batter being struck by a batted ball, and to help the plate umpire with any balls that go out of play that the plate umpire may have trouble locating or tracking.

# Two Umpire Rotation - 60 Foot Bases

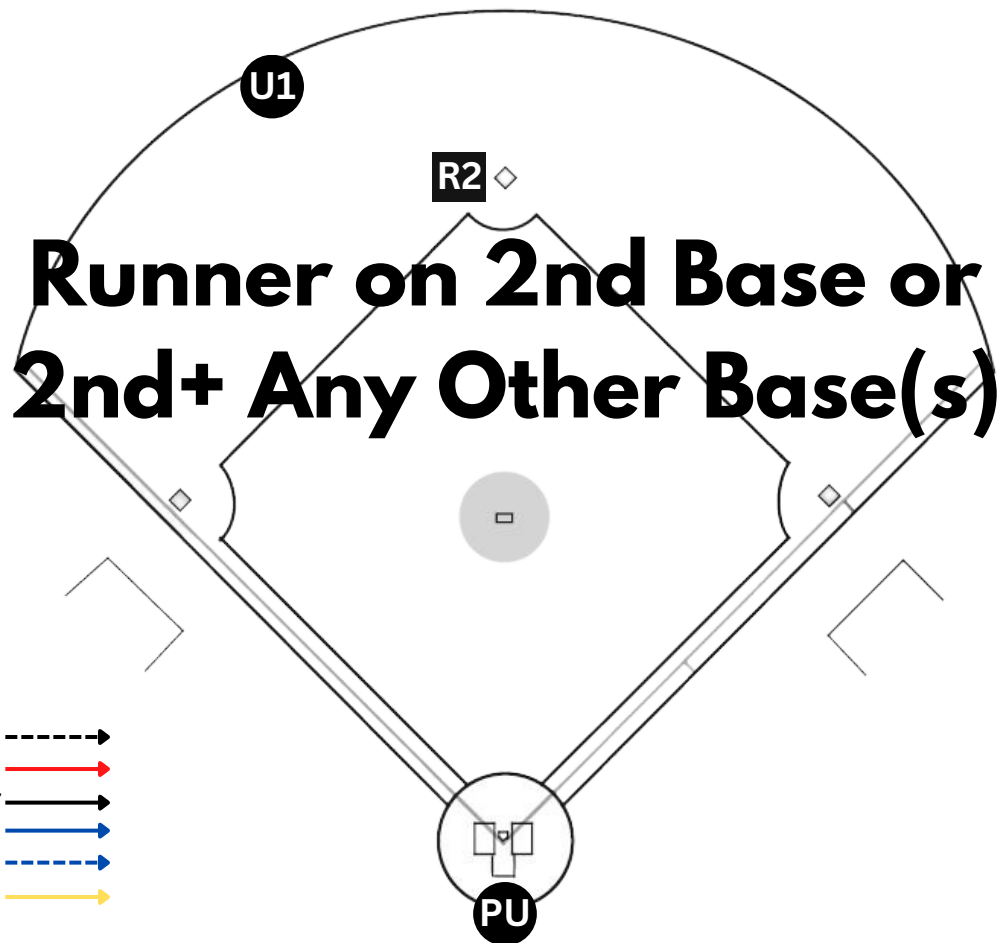


With a runner on 1st base only, the base umpire will position himself/herself midway between the second baseman and the 2nd base bag approximately halfway (30 to 40 feet) between 1st and 2nd base and outside the infield/baseline. The umpire's body should be square to the front edge of home plate and in the "set" position (hands locked lightly on the knees). The base umpire should key this position off of the second baseman and be two to three steps to the side and behind the second baseman's left shoulder. If the second baseman is shaded to his/her left towards 1st base, the base umpire must adjust his/her position to being off the second baseman's right shoulder. It is also important to be very careful not to take a position that will be in the line of sight of the right fielder to home plate. If the right fielder asks the umpire to move, DO IT!

From this position, the base umpire will be in a good position to watch the pitcher for any violations. Also, to help the plate umpire on half swings or batted balls that strike the batter, to be able to observe if the runner leaves early, and if there could possibly be any obstruction on the runner stealing. It is also a very good starting position from which the base umpire can get into the proper position for any plays. With a few steps or minimal movement, he/she should be able to cover steals at 2nd base, double plays, plays at 1st base only and any possible pick offs at 1st base.

It is very important that the base umpire not setup too deep into the outfield or too far towards 1st or 2nd base. That could put the base umpire in a poor position or angle that would make it difficult to properly cover and make the calls on the plays at 1st or 2nd base.

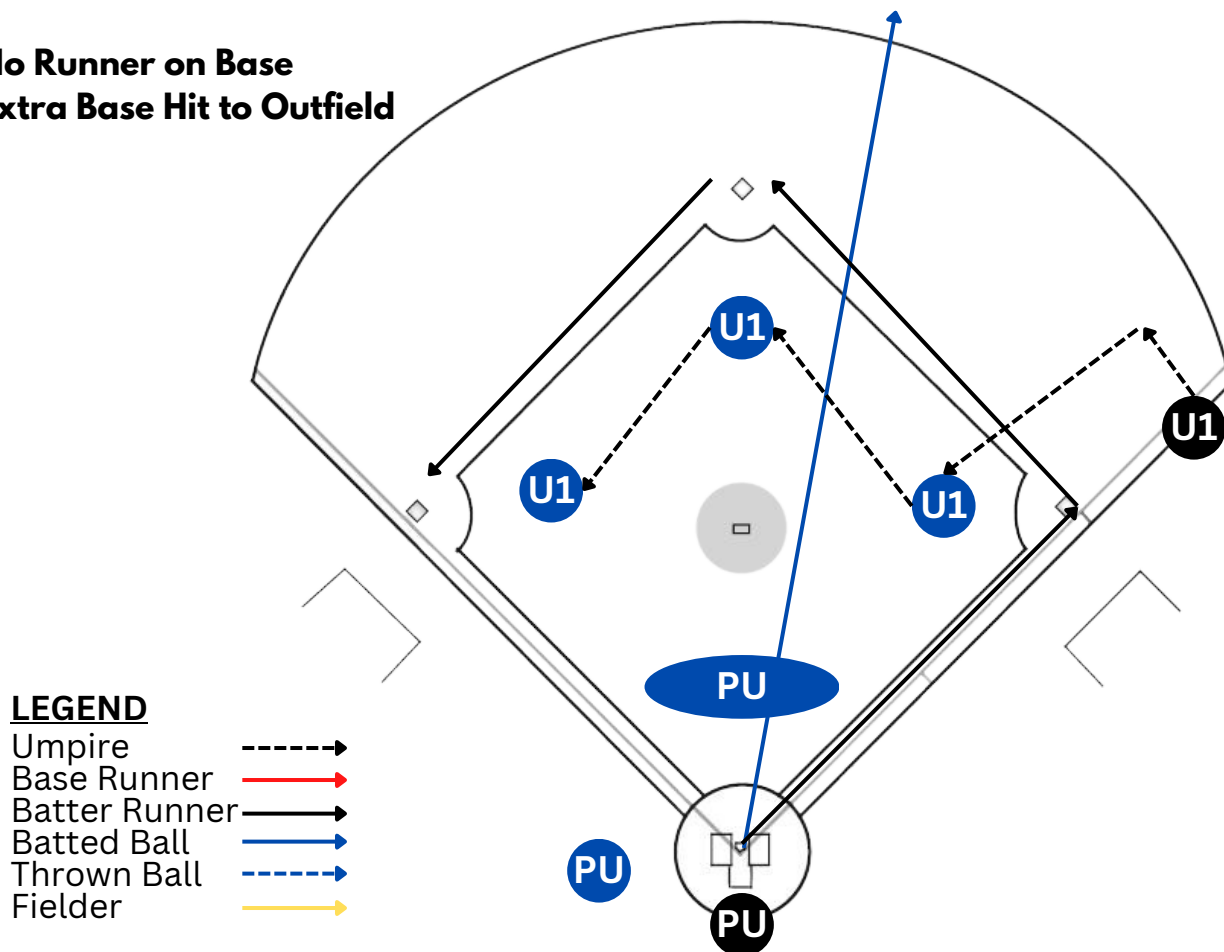
# Two Umpire Rotation - 60 Foot Bases



With bases loaded, the base umpire will position himself/herself in exactly the same manner as with a runner on 2nd base only.

# Two Umpire Rotation - 60 Foot Bases

**No Runner on Base**  
**Extra Base Hit to Outfield**

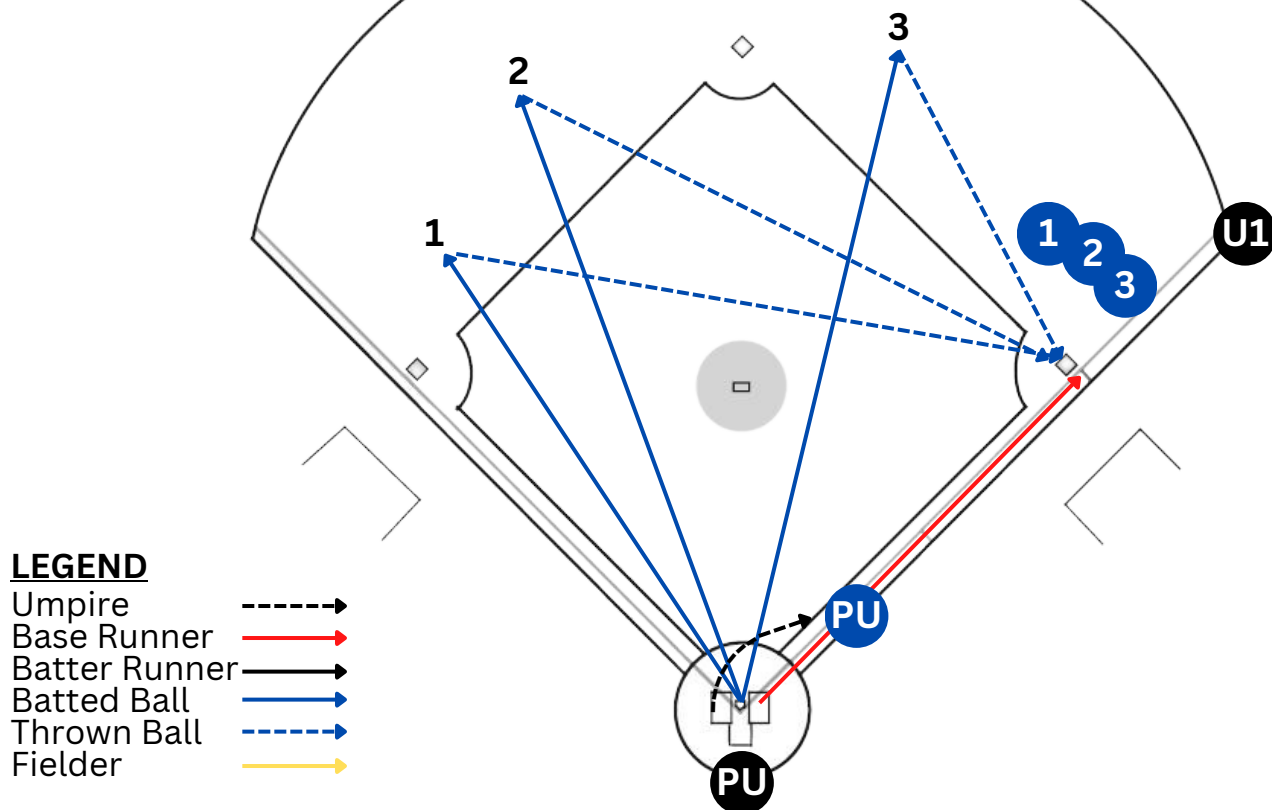


If the batter-runner rounds 1st base and breaks towards 2nd base, the base umpire will see this and will likewise accelerate towards the 2nd base cutout for a possible play there. At this point (after the batter-runner has committed), the base umpire will again pick up the ball to determine whether a play is imminent at 2nd or whether the hit will be a possible triple and react accordingly. As the batter-runner reaches 2nd base, the base umpire must take his/her eye off the ball to watch the batter-runner touch 2nd pick up the ball again as he/she continues to take a couple more steps, but then again take his/her eye off the ball and look back in order to pick up the reactions of the batter-runner as he/she rounds 2nd base. By doing so, the base umpire will determine whether he/she should continue on to 3rd base for a possible play there or whether he/she should retreat back towards 2nd base because that is where the batter-runner will hold up. The base umpire's continual glancing back and forth between the ball and the runner is necessary in this situation for the umpire to react as quickly as possible to the development of this type of play and consequently be in the best possible position for the play.

Once the batter-runner has committed to 2nd base, the plate umpire will retreat into foul territory and set up for any play at the plate.

# Two Umpire Rotation - 60 Foot Bases

**No Runner on Base**  
**Ground Ball to the Infield**

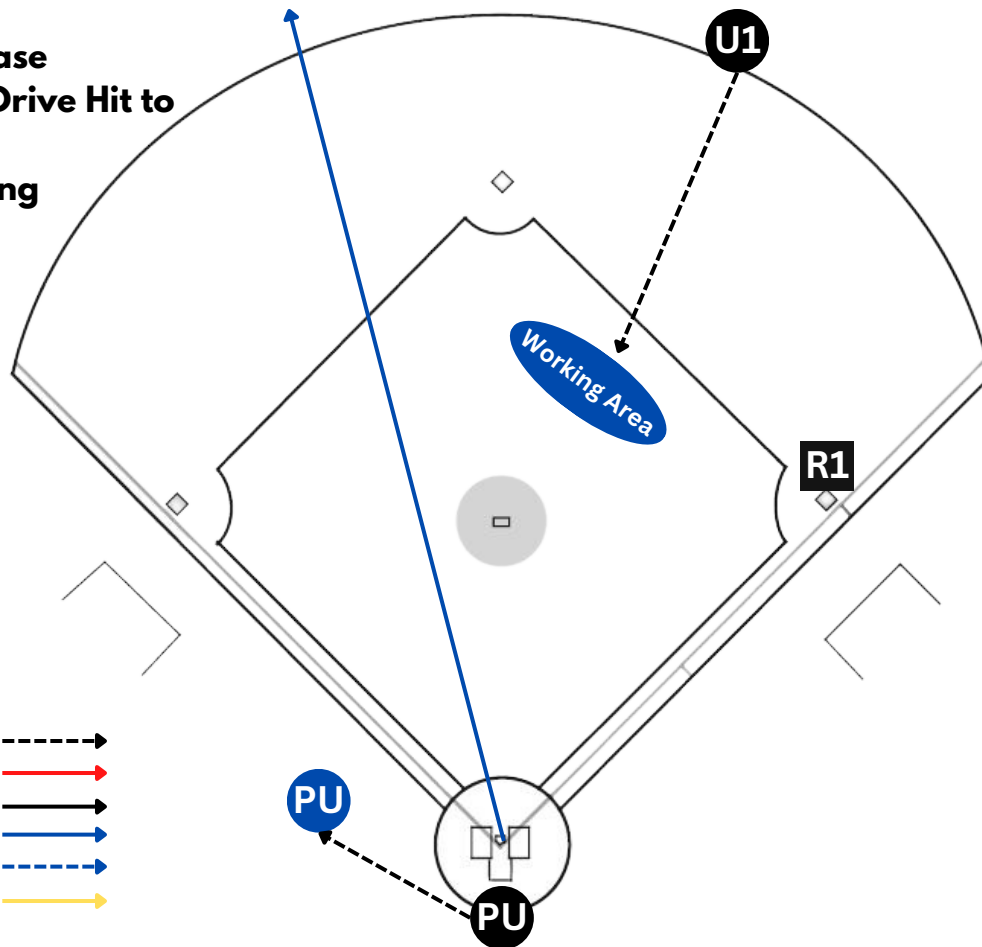


On a ground ball to the infield with no one on base, the plate umpire will come out from behind home plate by coming around the left side and then proceed to jog (not sprint) down the 1st base line, going no farther than the 30-foot line. He/she should be completely stopped, straddling the foul line, when the play occurs at 1st base. There are four reasons for having the plate umpire come up the line with no one on base: interference by BR out of running lane, overthrows, swipe tag, and pulled foot.

With no runners on base, on a ground ball to the infield the base umpire will move from his/her position on the foul line and set up for the play at 1st base. He/she should generally move to a position approximately 10 to 12 feet from the base and such that he/she will be approximately at a right angle to the throw from the infielder. When the base umpire comes in to set up for the play at 1st base, he/she should come off the foul line while facing the batted ball. As the ball is about to reach the fielder, the umpire should square his/her body towards 1st base - with proper distance and angle to the base - while continuing to watch the ball by keeping his/her head turned towards the fielder. Then, as the fielder releases the ball (and the umpire sees that the throw is "true"), he/she will come to a set position (hands on knees as a basic fundamental), turn his/her head towards the base, and focus on the bag while he/she utilizes his/her peripheral vision watching the tag of the base by the runner and the ball hitting the glove. To assist in making this call when it is very close, the base umpire should listen for both the sound of the batter-runners foot hitting the bag and the sound of the thrown ball hitting the 1st baseman's mitt. The timing of the sounds may provide a better indication as to safe or out than relying solely on visual evidence.

# Two Umpire Rotation - 60 Foot Bases

**Runner on 1st Base  
Fly Ball or Line Drive Hit to  
the outfield  
Runner is Tagging**



As the ball is batted the plate umpire will clear the catcher to the left, remove the mask, and move into a position that he/she feels will give the best opportunity to view the entire field and the play (normally a few feet into foul territory and up the third base line). Whenever the plate umpire is moving into a position to make a call on a fly ball or line drive to the outfield, he/she must keep in mind that he should never go straight at the fielder who is going to make the play. The plate umpire should always move at an angle to the play in case the routine play turns into a last second shoe top catch attempt. With this angle to the fielder, the plate umpire will be in a better position to see if the fielder makes a clean catch or perhaps it was a trapped ball.

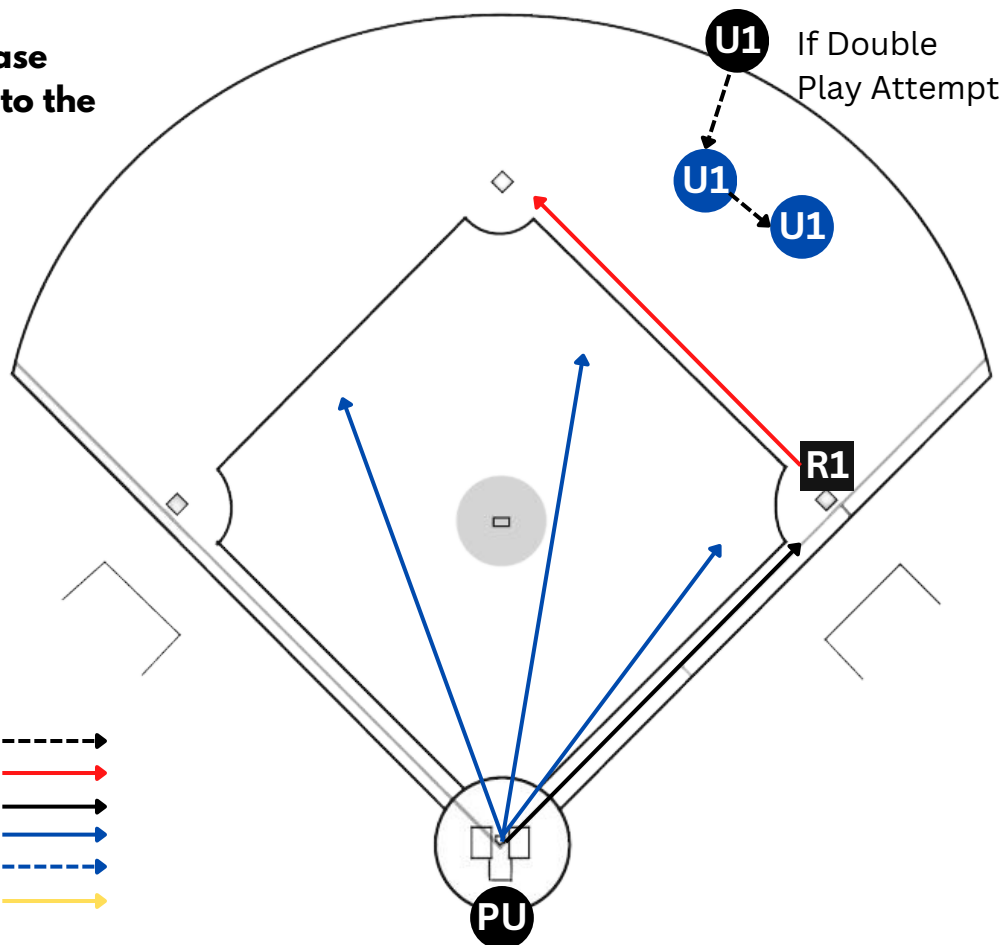
If the runner at 1st base is tagging or holding, the base umpire will go directly into the infield. The base umpire will go directly in and pivot to watch for the tag up by the base runner; the touch of 1st base by the batter-runner; that there is no obstruction or that the batter-runner does not pass the base runner.

The base umpire should set himself/herself up within the area behind the pitchers mound that is commonly called the “working area”. This is an area approximately 15 to 18 feet long; about 3 to 4 feet wide and about 10 to 12 feet behind the pitchers mound. From this area the base umpire is in a good position to perform his/her responsibilities and for moving into the proper position and angle as the plays develop.



# Two Umpire Rotation - 60 Foot Bases

**Runner on 1st Base  
Ground Ball Hit to the  
Infield**



## LEGEND

Umpire	----->
Base Runner	----->
Batter Runner	----->
Batted Ball	----->
Thrown Ball	----->
Fielder	----->

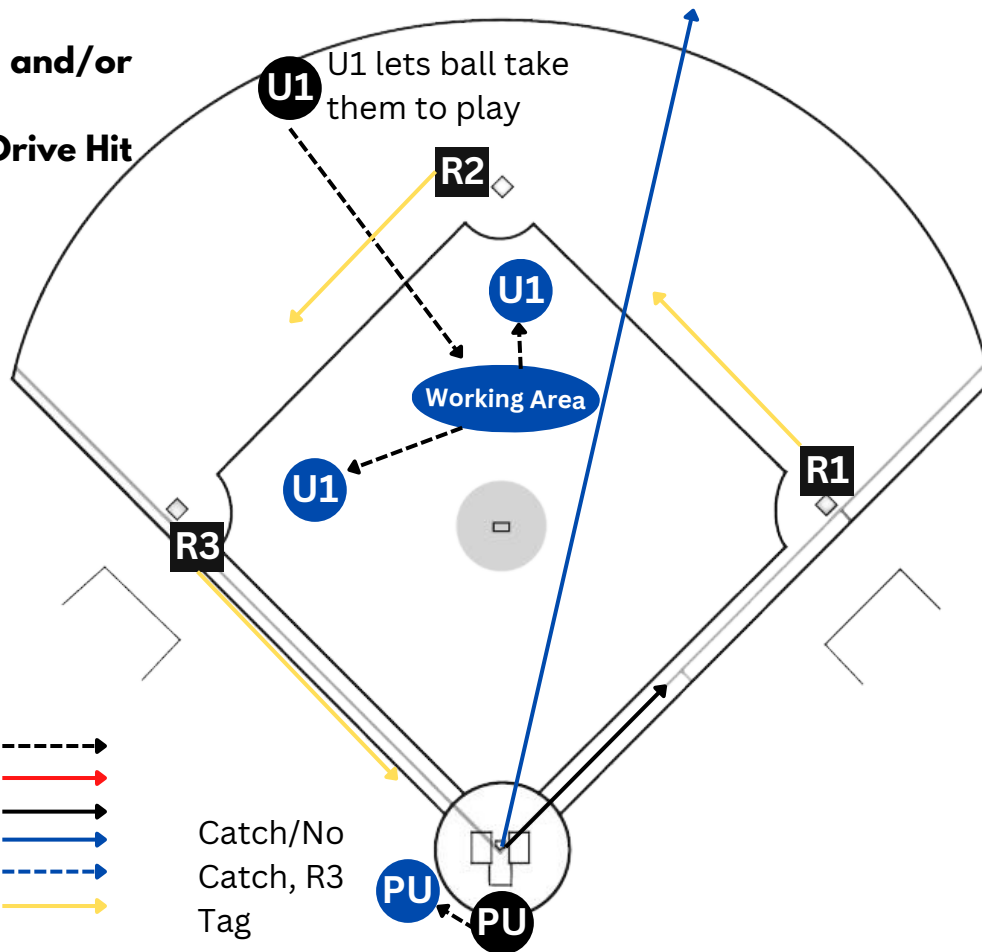
With a runner on 1st base only, on a ground ball to the infield (other than those rolling down the foul lines), the plate umpire will swing out from behind the plate a few feet into foul territory in the direction of 3rd base. He/she will be moving towards 3rd base in case the runner originally on 1st should attempt 3rd on the play, in which case the play at 3rd base would belong to the plate umpire.

With a runner on 1st base only, on any ground ball to the infield, the base umpire will step up and turn with the ball, facing the fielder as he/she is fielding the ball. With less than two out the double play is in order and the base umpire must react with good anticipation as to how the play will develop. If the base umpire reads that a double-play attempt will occur, he/she would use the double-play mechanic as follows:

The base umpire will step up, turn with the ball, and will stay in the approximate position he/she started, taking no more than a step or two in any direction. As the ball is being thrown to 2nd base, he/she will turn with the ball and be set for the play at 2nd. When the decision is rendered at 2nd base, he/she will turn and set up an angle for the play at 1st base by taking several steps in the direction of the foul line (individual agility and speed will determine how many steps are possible). The base umpire should be completely stopped and set for each play. It is also important that the base umpire NOT drift towards 1st base more than a step or two as the ball is originally fielded and thrown to 2nd base so as not to be too far from the play at 2nd base when it occurs. (The intent is to have the base umpire remain in good position for potential "problems" at 2nd base, including, but not limited to: bobbled balls, dropped balls, close plays, possible interference, etc.).

# Two Umpire Rotation - 60 Foot Bases

**Runners on 2nd and/or other Base  
Fly Ball or Line Drive Hit  
to the Outfield**



## LEGEND

- Umpire ----->
- Base Runner ----->
- Batter Runner ----->
- Batted Ball ----->
- Thrown Ball ----->
- Fielder ----->

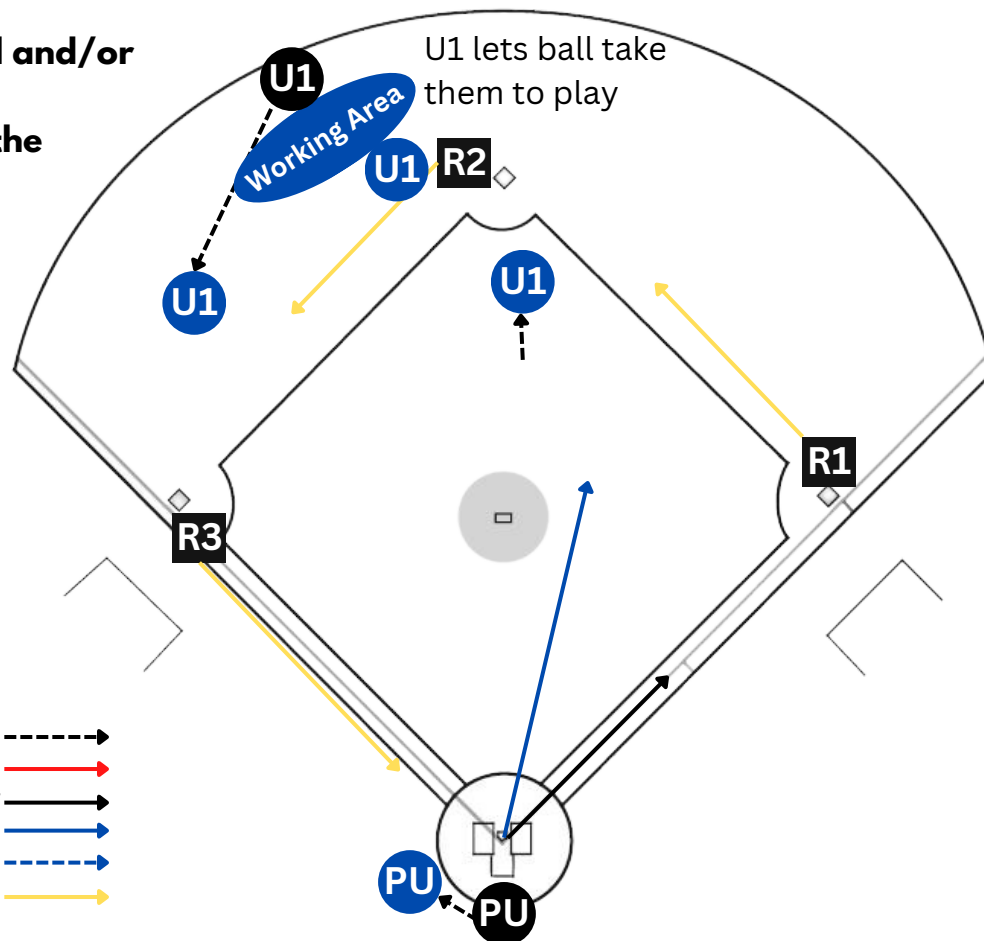
- Catch/No Catch, R3 ----->
- Tag ----->

The plate umpire will clear the catcher, remove his/her mask and swing out several steps to the left in foul territory (in the general direction of the 3rd base dugout) in order to line up for the tag-up at 3rd base. After the touch of the ball and the tag-up the plate umpire will immediately bounce back to home plate, setting up for a possible play on the runner coming from 3rd base. The actual distance and direction the plate umpire swings out to the left will vary depending on the direction the fly ball is hit and in most cases it will not be possible for the plate umpire to have an exact line on the tag-up, however by swinging out to the left this will help decrease the angle for lining up the ball and the tag up at 3rd base.

The base umpire will move directly and quickly into the infield. The base umpire must be alert to how many outs and to whether the runner is moving after the pitch and the umpire should always allow the runner to pass first if the runner is advancing towards 3rd base. If the runner is not advancing, the umpire will go straight in. Once the umpire is within the infield he/she will pivot into the "working area" behind the pitcher's mound. This position will open up the playing field for the base umpire to observe the tag-ups at 2nd and 1st base, as well as all plays at 1st, 2nd or 3rd bases, for any plays on any runner going back into 1st, 2nd or 3rd base after the catch, for any plays at 1st, 2nd or 3rd base should the ball not be caught, for the touches of 1st and 2nd base, and the touches of 1st, 2nd and 3rd base by the batter-runner

# Two Umpire Rotation - 60 Foot Bases

**Runners on 2nd and/or other Base  
Ground Ball to the Infield**



## LEGEND

Umpire	----->
Base Runner	----->
Batter Runner	----->
Batted Ball	----->
Thrown Ball	----->
Fielder	----->

The plate umpire will swing out from behind home plate only a few feet into foul territory in the direction of 3rd base to observe the play. He/she must be prepared to move quickly into position for a play at home plate on the runner from 3rd base (potential force or tag play).

If the ground ball is up the 1st base line, the plate umpire will take the fair/foul from behind the plate, straddling the 1st base line extended. If the ground ball is up the 3rd base line, the plate umpire will take the fair/foul from behind the plate, straddling the 3rd base line. In either case, the plate umpire must be prepared for a play at the plate.

The base umpire will step up and turn with the ball, facing the fielder as he/she is fielding the ball. He/she will NOT move into the infield. With less than two out the double play is in order, and if the base umpire anticipates that a 2nd-to-1st double play will develop, he/she will cover the play according to the double-play mechanics.

On a ground ball to the infield with bases loaded, the base umpire must recognize that there are several possibilities other than the 2nd-to-1st double play that could occur. Therefore, it is extremely important in these situations that the base umpire does not over-commit prematurely, that he/she shows good reactions to the development of the play, that he/she lets the ball take him/her to the play, and that he/she bounces back towards the other runners after any initial play on the bases.