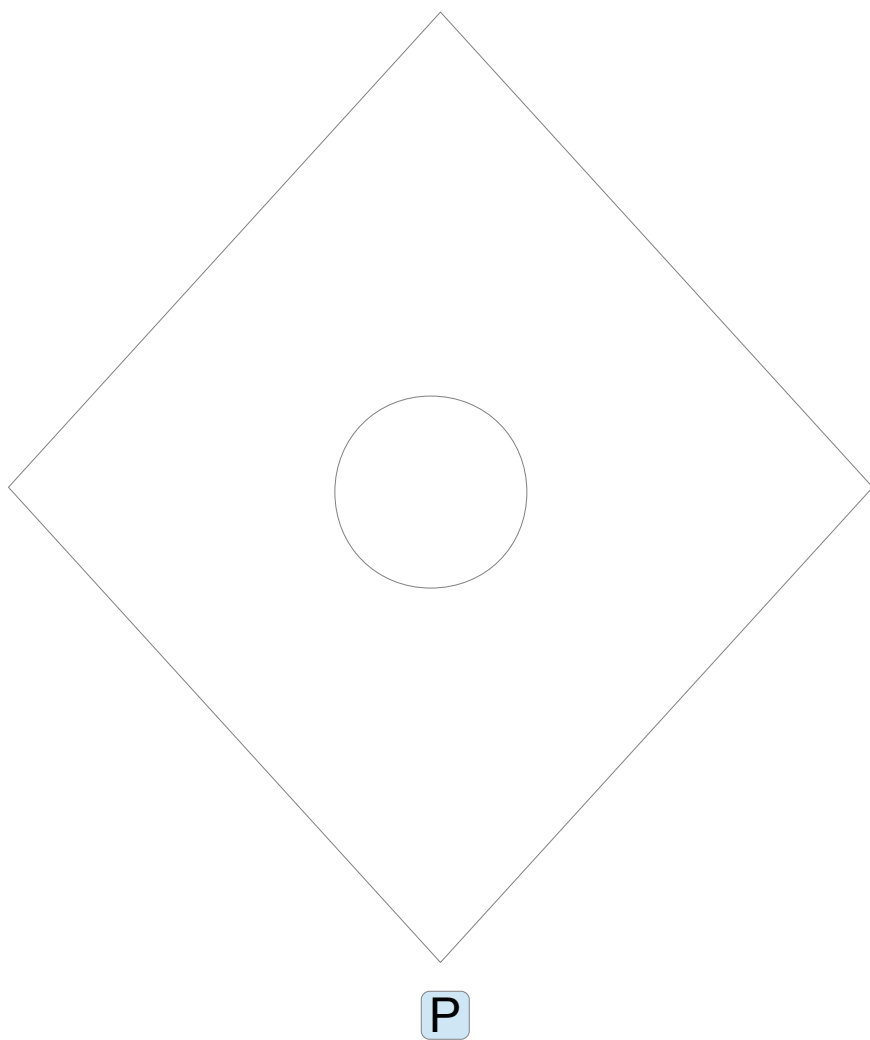




Fast Pitch Mechanic Diagram
Situation: No one on
Base umpire position "A"
20-25 Feet down line in foul
territory





Starting position

P:

Behind the plate

U1:

20-25 feet from first base.

Completely in foul territory, standing up , slightly open to the pitcher.

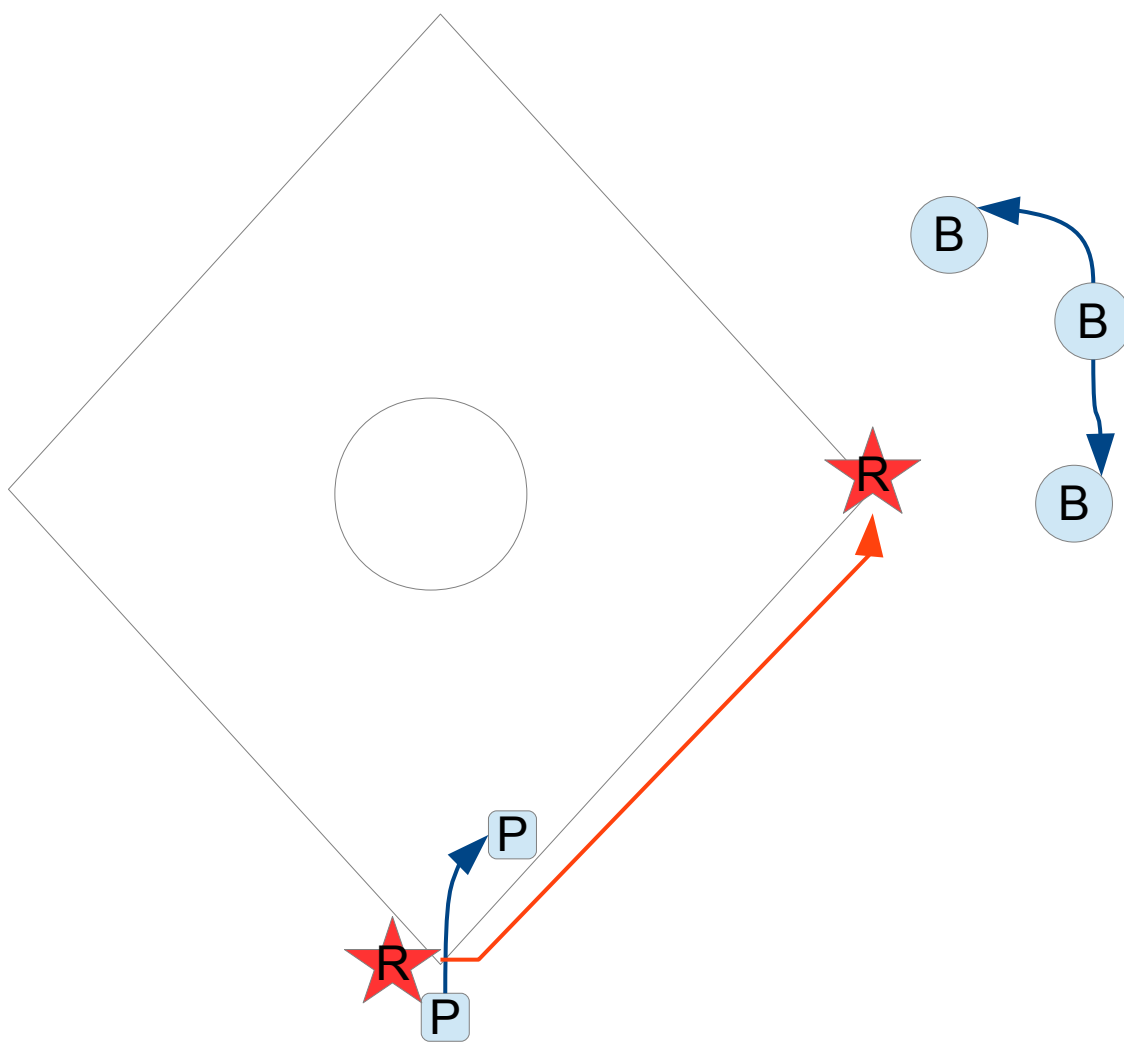
If you walk the line, no more than 2 steps towards the plate.

End with your left foot forward.

This position should take you far enough away from the first base coach if there is any dispute from a previous call, they will have to come towards you visibly to make an issue of it, or yell across the diamond. Either way, they will have to earn your ear.



Fast Pitch Mechanic Diagram
Situation: No one on
Base umpire position "A"
20-25 Feet down line in foul
territory





No one on, hit to infield

P:

Leave the plate area using the most expedient route.

When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.

On a line drive or fly ball on the infield, move into the infield to obtain the best angle to watch the catch/no catch.

Come to a complete stop prior to the ball touching the fielder's glove or hitting the ground.

On a throw to first base, trail the batter-runner in fair territory 15 feet up the line.

If the base umpire is pushed into foul, be prepared to cover second on an overthrow.

Watch any play at first base and be prepared to give help if requested.

When the ball is not thrown to first base, do not trail but remain in the infield.

Wait for the play to conclude before returning to home plate.

U1:

On a line drive, watch the play and be prepared to help if requested.

Move into fair territory for a force play at first base. If the ball is to the left of the second basemen, allow her to push you into foul territory and get 90 degree in foul.

Move to a 90-degree angle to the throw.

Stop and square yourself to first base to make the call.

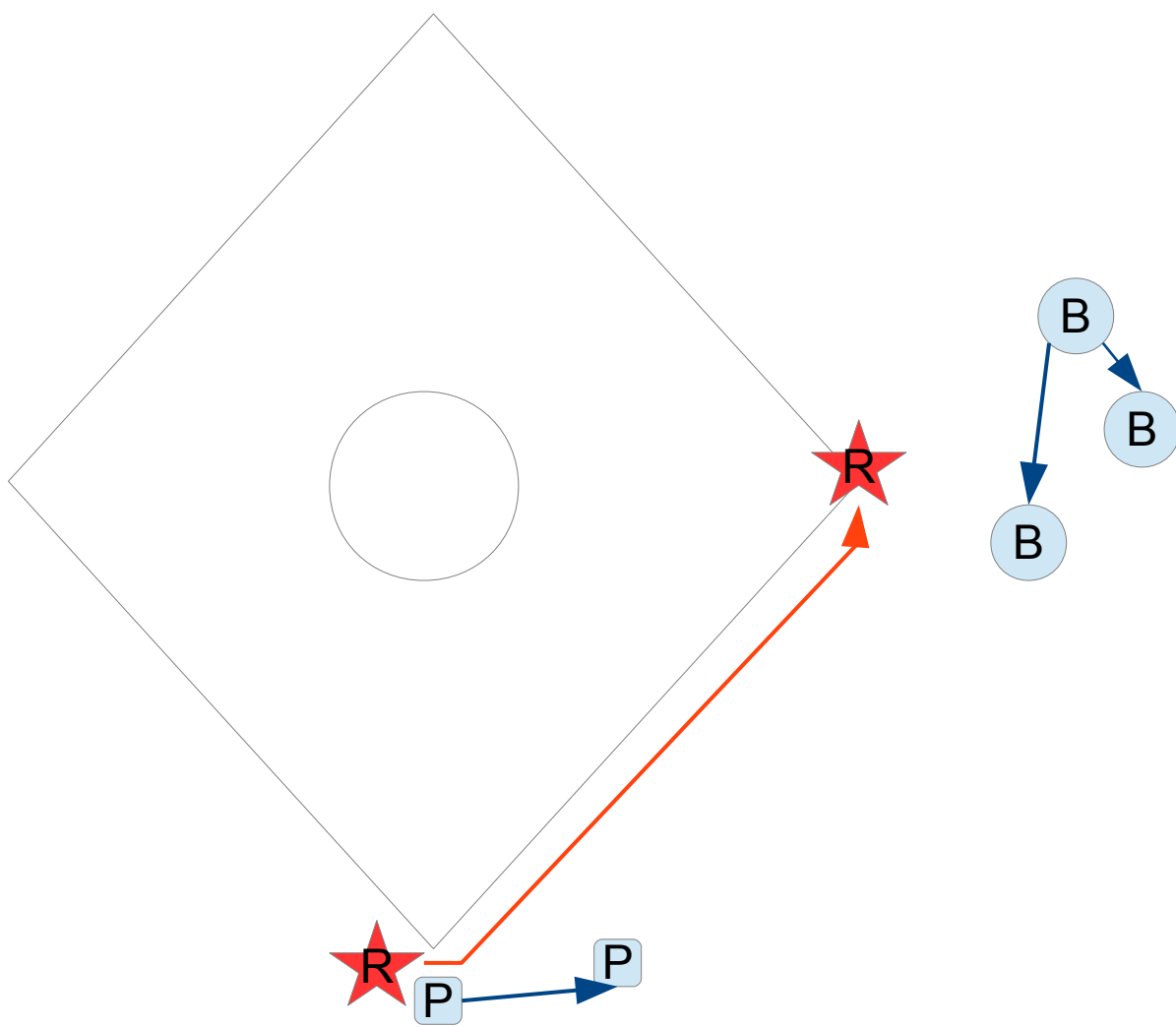
When the batter-runner is safe or there is no throw, watch the batter-runner approach, touch, overrun or round first base.

Take any play when the batter-runner continues to second or third base.

Wait for the play to conclude before heading to the next starting position.



Fast Pitch Mechanic Diagram
Situation: No one on
Base umpire position "A"
20-25 Feet down line in foul
territory





Foul fly ball to infield area

P:

Once the ball is hit, read the catcher. Allow the catcher to take you to the ball.

Be alert to any other ensuing infielders attempting to make a play on the ball.

Close down the distance to the play if the infielders are diving, the ball is up against the fence or near the dugout area.

When a base umpire is bracketing the play, the base umpire will make the catch/no catch if the play is facing them.

U1:

When the fly ball is on the first base side, move into foul territory to bracket the play with the plate umpire.

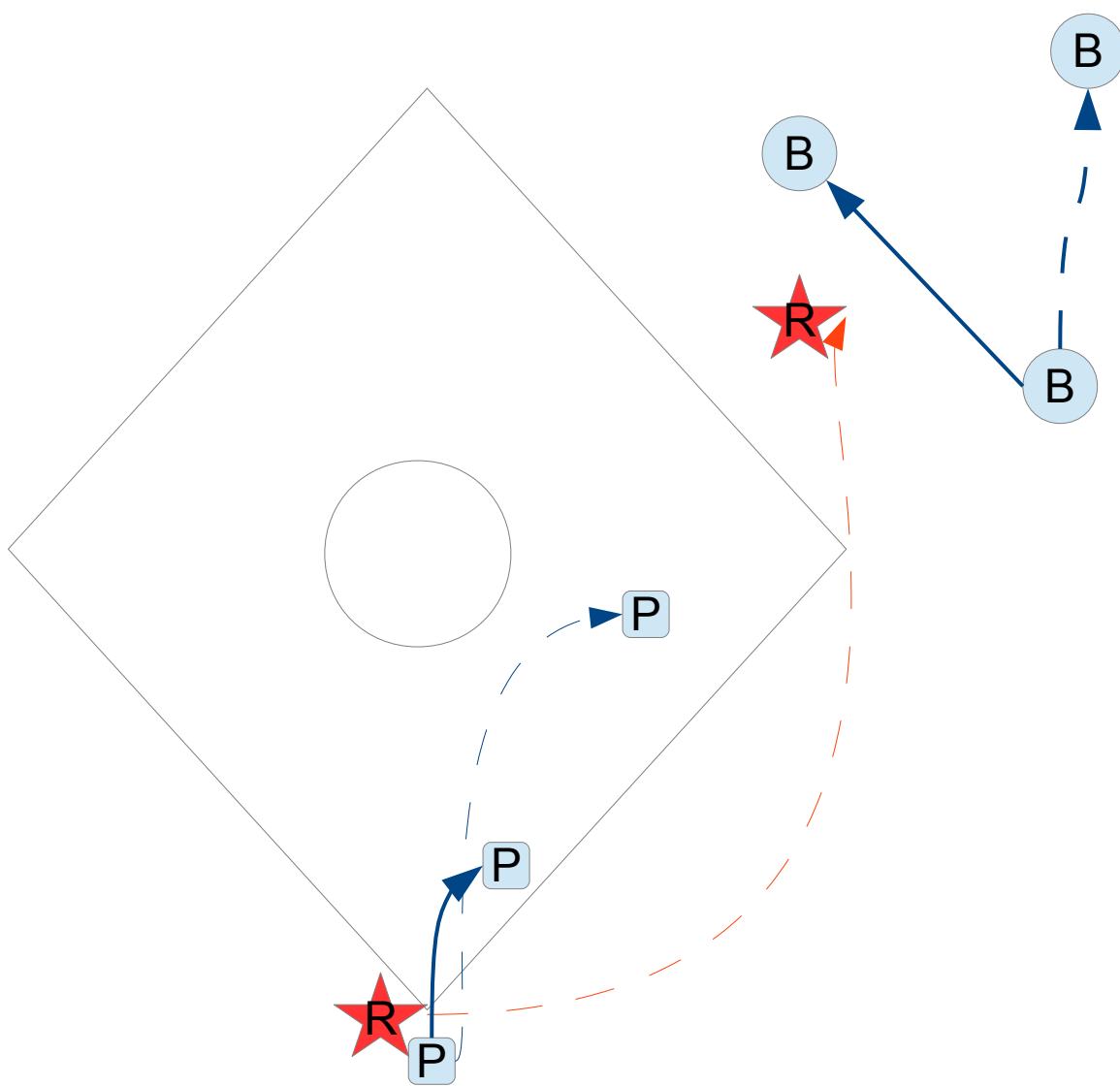
Be alert not to interfere with any infielders attempting to make a play on the ball.

Close down the distance to the play if the infielders are diving, the ball is up against the fence or near the dugout area.

Make the call on the catch/no catch if the play is facing you. Otherwise, the plate umpire will make the call.



Fast Pitch Mechanic Diagram
Situation: No one on
Base umpire position "A"
20-25 Feet down line in foul
territory





Fly Ball/Line Drive to outfield

P:

Leave the plate area using the most expedient route.

Look to see if the base umpire is chasing.

When the base umpire has chased:

- Move all the way to a primary position for a possible force play at 1b.
- Take all plays on the batter-runner at all bases.

When the base umpire has not chased:

- Move into the infield parallel to the flight of the ball to obtain the best angle with credible distance to watch the catch/no catch.
- When the ball is hit near the foul line move to a credible position straddling the line.
- Stop before the ball touches the fielder's glove or hits the ground.
- Wait for the play to conclude before returning to the plate area.

U1:

Read and process where the ball is hit and the fielder(s) movement.

Move into fair territory staying outside the diamond.

Watch the batter-runner approach, touch, overrun or round at first base if batter-runner arrives before the catch.

If the ball is not caught, be ready to take the batter-runner to 2b and 3b.

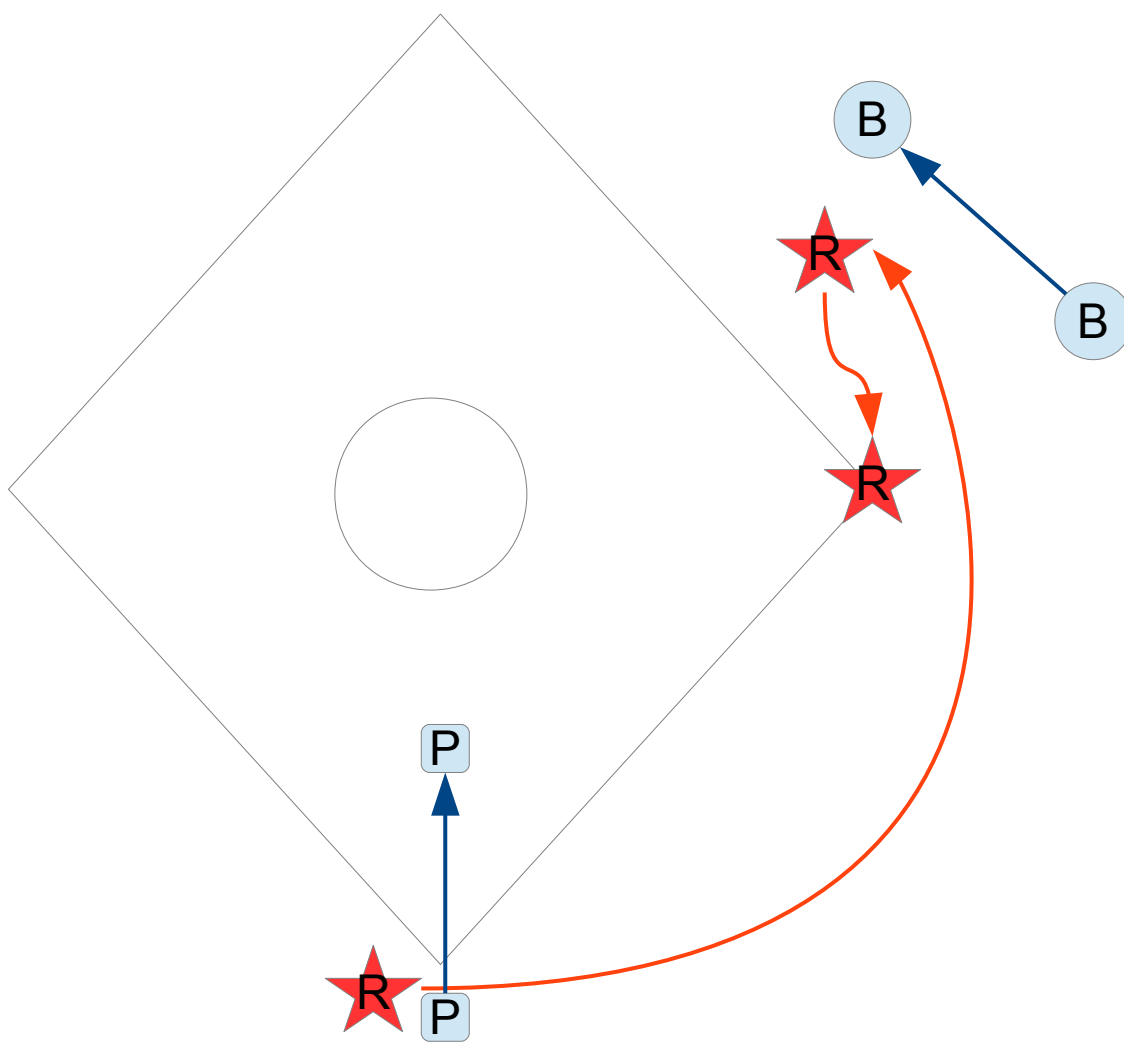
Wait for the play to conclude before heading to the next starting position.

Situational mechanic- Right fielder coming in or heading towards foul line

We recommend the base umpire to chase and make the call on catch/no catch as well as fair/foul. Get out of the throwing lane, turn towards the infield to lend eyes on the play, but the batter/runner becomes the plate umpire's responsibility after you have chased. Stay out of the infield. No rotation to home. Wait for the play to conclude before returning to the next starting position.



Fast Pitch Mechanic Diagram
Situation: No one on
Base umpire position "A"
20-25 Feet down line in foul
territory





Single to Outfield

P:

Leave the plate area using the most expedient route.

Follow and track the ball while moving toward the holding area in front of the circle.

Wait for the play to conclude before returning to the plate area.

U1:

Read and process where the ball is hit and the fielder(s) movement.

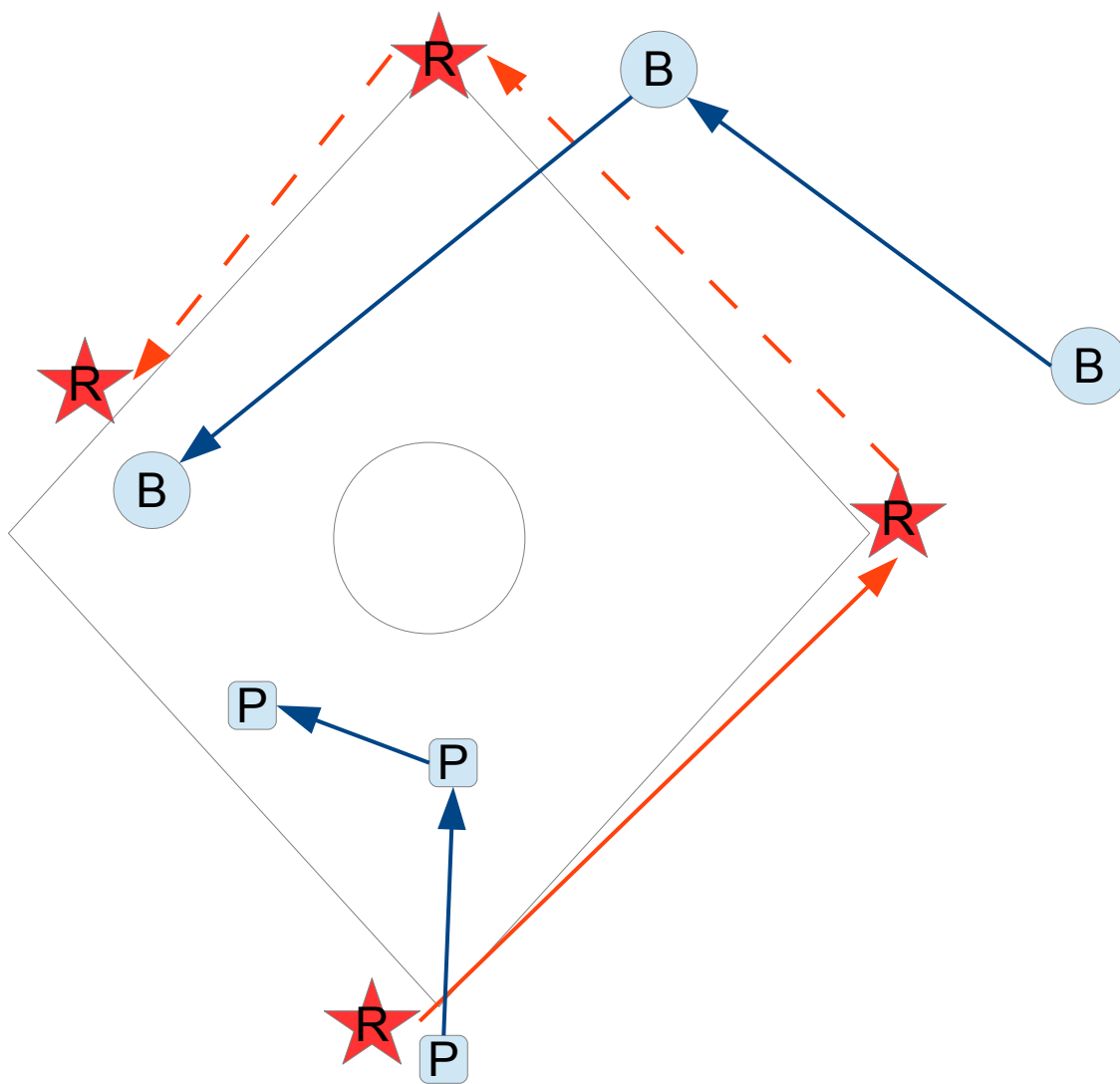
Move into fair territory staying outside the diamond.

Watch the batter-runner approach, touch, overrun or round and make any call at first base.

Wait for the play to conclude before heading to the next starting position.



Fast Pitch Mechanic Diagram
Situation: No one on
Base umpire position "A"
20-25 Feet down line in foul
territory





Extra base hit to outfield

P:

Leave the plate area using the most expedient route.

Follow and track the ball while moving toward the holding area in front of the circle.

Be ready to help the base umpire if a rundown occurs.

When a throw goes to second base or the batter-runner stops at second base, move to a primary position for a possible subsequent play at third base.

When the batter-runner continues non-stop to third base, move to the point-of-plate holding area.

Take any play on the batter-runner at the plate.

Wait for the play to conclude before returning to the plate area.

Read and process where the ball is batted and the fielder(s) movement.

U1:

Read and process where the ball is hit and the fielder(s) movement.

Move into fair territory staying outside the diamond.

Watch the batter-runner approach, touch or round at first base.

As the batter-runner is approaching second base with the ball still in the outfield,

Move inside the diamond behind the batter-runner.

Watch the batter-runner approach, touch or round at second base.

When a throw goes to second base or the batter-runner stops at second base, adjust to the play for the tag play or a back-pick.

When the batter-runner continues non-stop to third base, take any play at third base.

Wait for the play to conclude before heading to the next starting position.



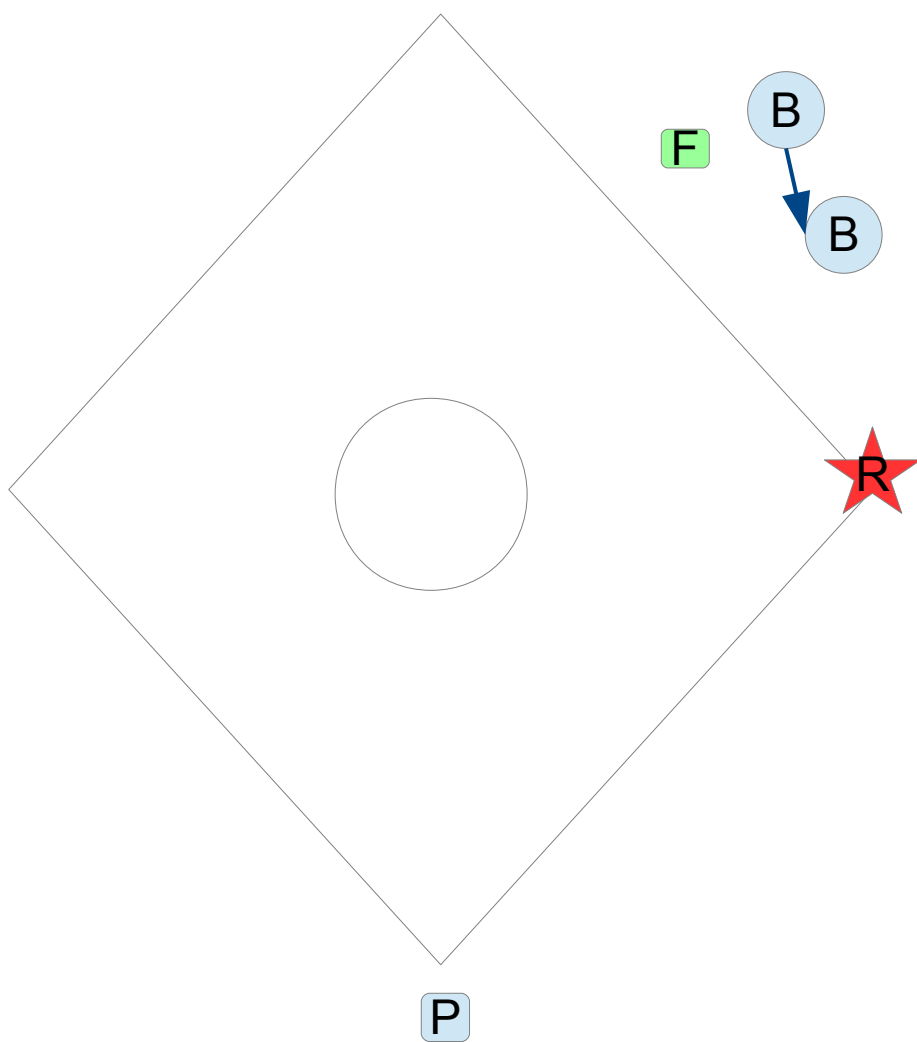
Fast Pitch Mechanic Diagram

Situation: Runner on 1st

Base umpire position "B"

Mid point between 1st and 2nd base

One step behind 2nd basemen and 1
½ steps to either side (variable)





Working between pitches

P:

Move out of stance when the pitch is over completing verbal and/or signal.

Remain alert to the batter's actions and the catcher for any play.

If a throw is made, remove your mask and lend eyes to the play for possible appeals.

U1:

Move out of the set position, move toward first base parallel to the baseline, or slightly diagonal depending on the starting depth, toward the primary position at 1b.

When the ball is in circle with pitcher and R1 having returned to first base, return to starting position.



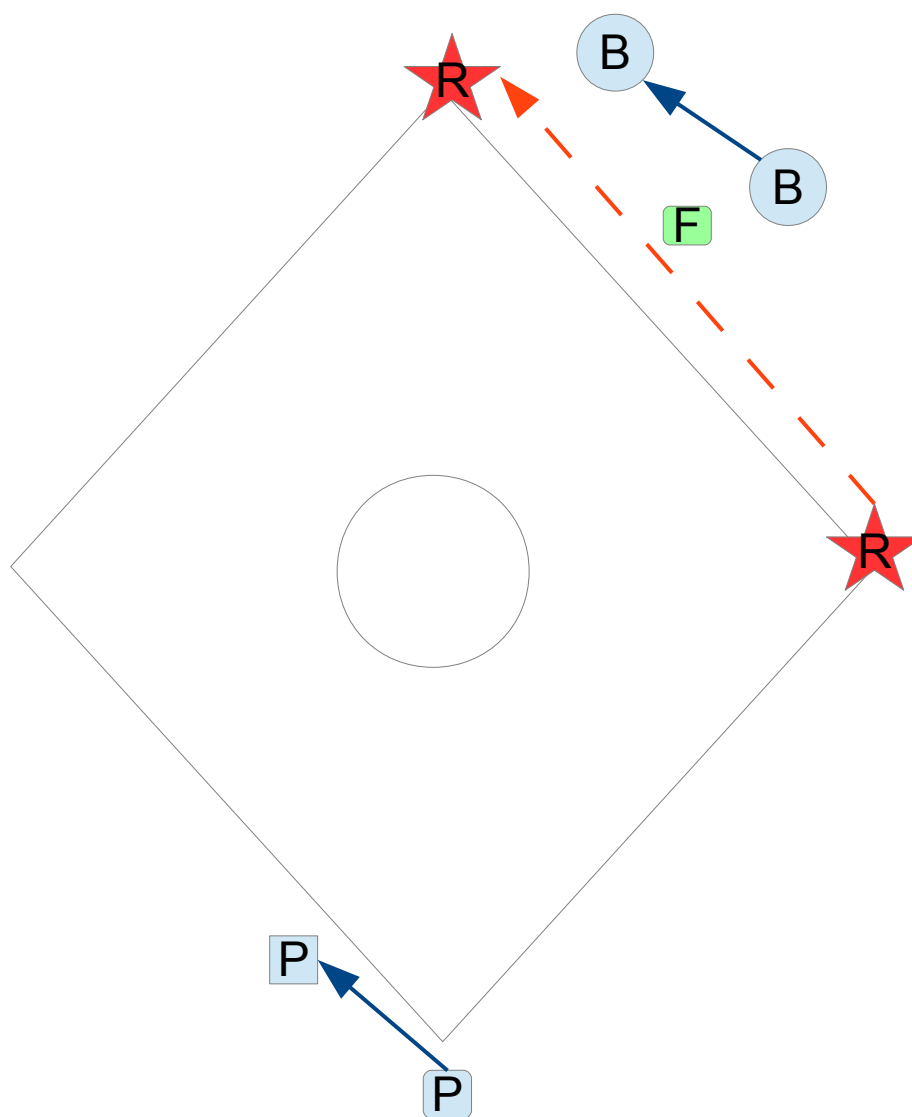
Fast Pitch Mechanic Diagram

Situation: Runner on 1st

Base umpire position "B"

Mid point between 1st and 2nd base

One step behind 2nd basemen and 1
½ steps to either side (variable)





Pick off/ Steal

Pick off

P:

When the pitch is over, watch the catcher's attempt to throw and look for batter interference.

After the throw, step out to the right clearing the catcher and batter to watch the play at first base.

Be prepared to give help if requested.

Wait for the play to conclude before returning to the plate area.

U1:

Move out of the set position, move to as close to the primary position as possible, read the play as it develops and adjust positioning as necessary to make the call.

Take any play at subsequent play at second or third.

Wait for the play to conclude before heading to the next starting position.

Steal

P:

When the pitch is over, watch the catcher's attempt to throw and look for batter interference.

After the throw is released, move up toward third base in foul territory.

Watch the play at second base and be prepared to give help if requested.

If R1 steals as a result of a passed ball, do not move any further than the holding area between home plate and third base avoiding any throwing lanes to third base.

Keep tracking the ball and make the call on any play on the ball (blocked, interference, dead ball).

Wait for the play to conclude before returning to the plate area.

U1:

Move out from the set position, move to a primary position, read the play as it develops and adjust positioning as necessary to watch the applied tag or any play at second base.

Take any subsequent play at second base and third base.

Wait for the play to conclude before heading to the next starting position.



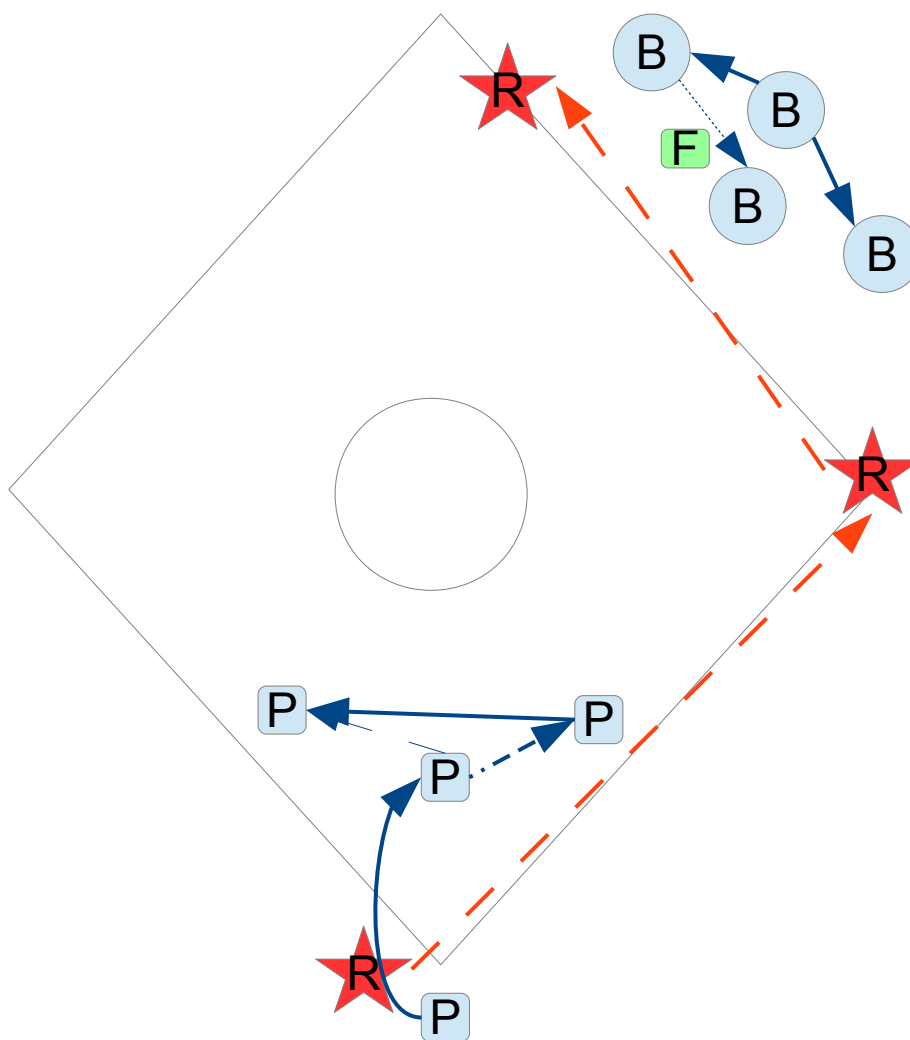
Fast Pitch Mechanic Diagram

Situation: Runner on 1st

Base umpire position "B"

Mid point between 1st and 2nd base

One step behind 2nd basemen and 1
½ steps to either side (variable)





Hit to infield

P:

Leave the plate area using the most expedient route.

When the ball is hit near the foul line, move to a credible position straddling the line; on a line drive or fly ball, move into the infield to get the best angle.

Move into the infield and watch any play at second base and be prepared to give help if requested.

On a throw to first base, trail the batter-runner in fair territory no more than 10 feet up the line; stop near the foul line in fair territory in a prepared position.

Watch any play at first base and be prepared to give help if requested.

Do not trail if there is no throw to first base. Move to a primary position for a tag play at third base.

Take any play on R1 at third base and the plate.

Wait for the play to conclude before returning to the plate area.

Verbally communicate on overthrows with your partner where you are going and that you have the lead runner.

U1:

On a line drive or fly ball, see R1 return and take any play at 1b.

Make any call on R1 at second base and the batter-runner at first, second and third base.

When the initial throw is to second base commit to a primary position for the force play.

When a double play is attempted, commit to the force play at second base by moving a few steps toward a primary position.

- Stop and square to second base to make the call.

- Immediately turn with the throw to first base and move expediently toward a primary position for the force play at first base.

When the initial throw is to first base, commit to a primary position for the force play.

When the batter-runner is safe or there is no throw, watch the batter-runner approach, touch, overrun or round first base.

Wait for the play to conclude before heading to the next starting position.



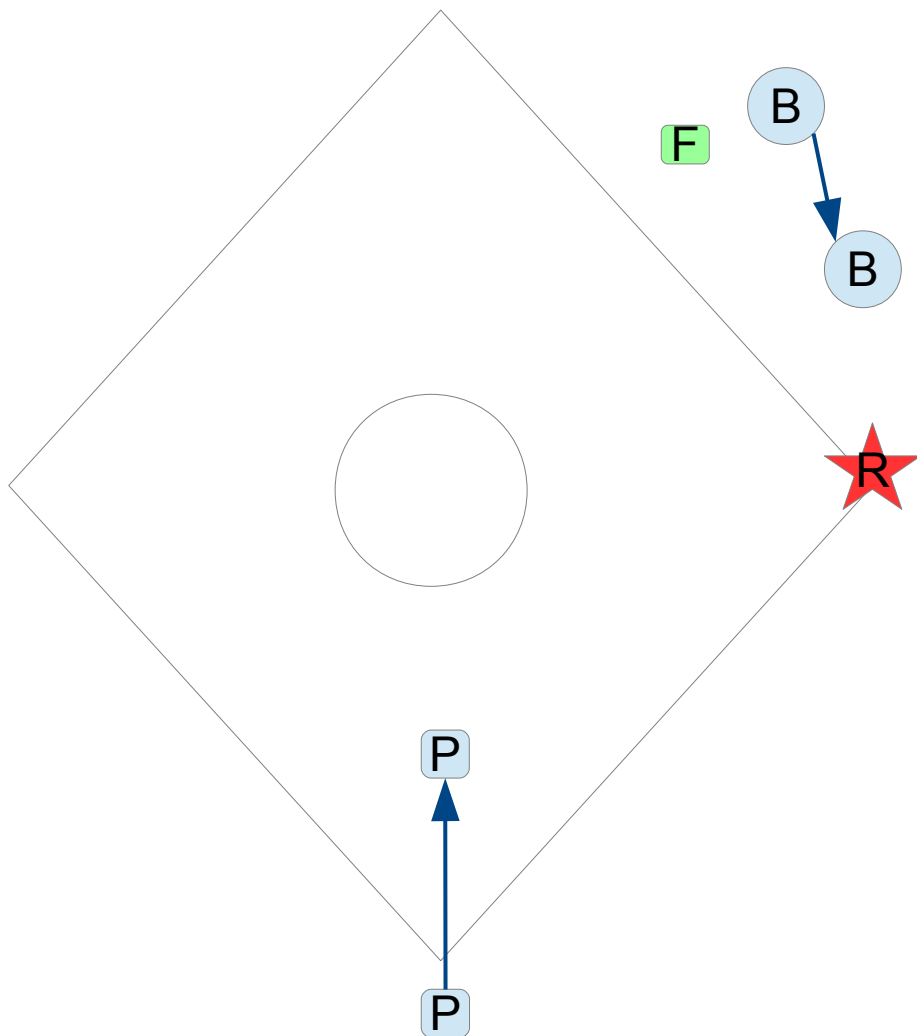
Fast Pitch Mechanic Diagram

Situation: Runner on 1st

Base umpire position "B"

Mid point between 1st and 2nd base

One step behind 2nd basemen and 1
½ steps to either side (variable)





Fly ball/line drive to outfield, ball is caught

P:

Move up and into the infield, parallel to the flight of the ball to obtain the best angle with credible distance to watch the catch/no catch. When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.

After catch is made, move to holding position in front of circle.

Watch any play at first, second or third base and be prepared to give help if requested.

Wait for the play to conclude before returning to the plate area.

U1:

Read and process where the ball is hit and the fielder(s) movement.

Immediately move to get the best angle to watch R1 tag up.

Read the throw from the outfield and adjust positioning.

Watch R1 return and make any call at first base.

If R1 tries to advance to second base, take any play at second base and third base.

Wait for the play to conclude before returning to starting position.



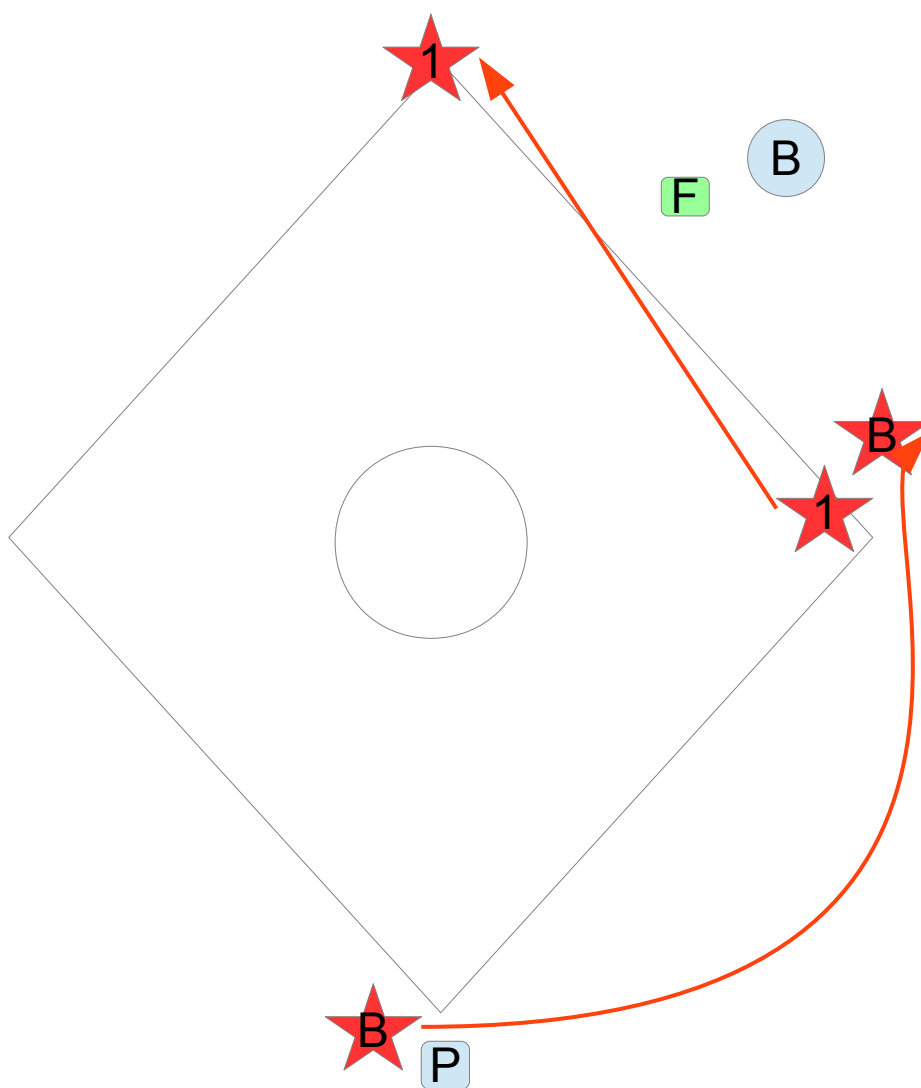
Fast Pitch Mechanic Diagram

Situation: Runner on 1st

Base umpire position "B"

Mid point between 1st and 2nd base

One step behind 2nd basemen and 1
½ steps to either side (variable)





Hit to the outfield

P:

Leave the plate area using the most expedient route.

Follow and track the ball while moving toward the holding area in front of the circle.

As R1 advances to second base, move to a primary position for a tag play at third base.

Watch any play at first base or second base and be prepared to give help if requested.

Wait for the play to conclude before returning to the plate area.

U1:

Read and process where the ball is batted and the fielder(s) movement.

Stay outside the diamond, reading where the most possible play will be.

Move if necessary, but a clean hit with no advancement should mean little if any movement.

Be prepared for a force play at either first or second base.

Watch R1 approach, touch and round second base and make any call at second base.

Watch the batter-runner approach, touch, overrun or round and make any call at first base.

Take any plays on the batter-runner at second and third base.

Wait for the play to conclude before heading to the next starting position.



Fast Pitch Mechanic Diagram

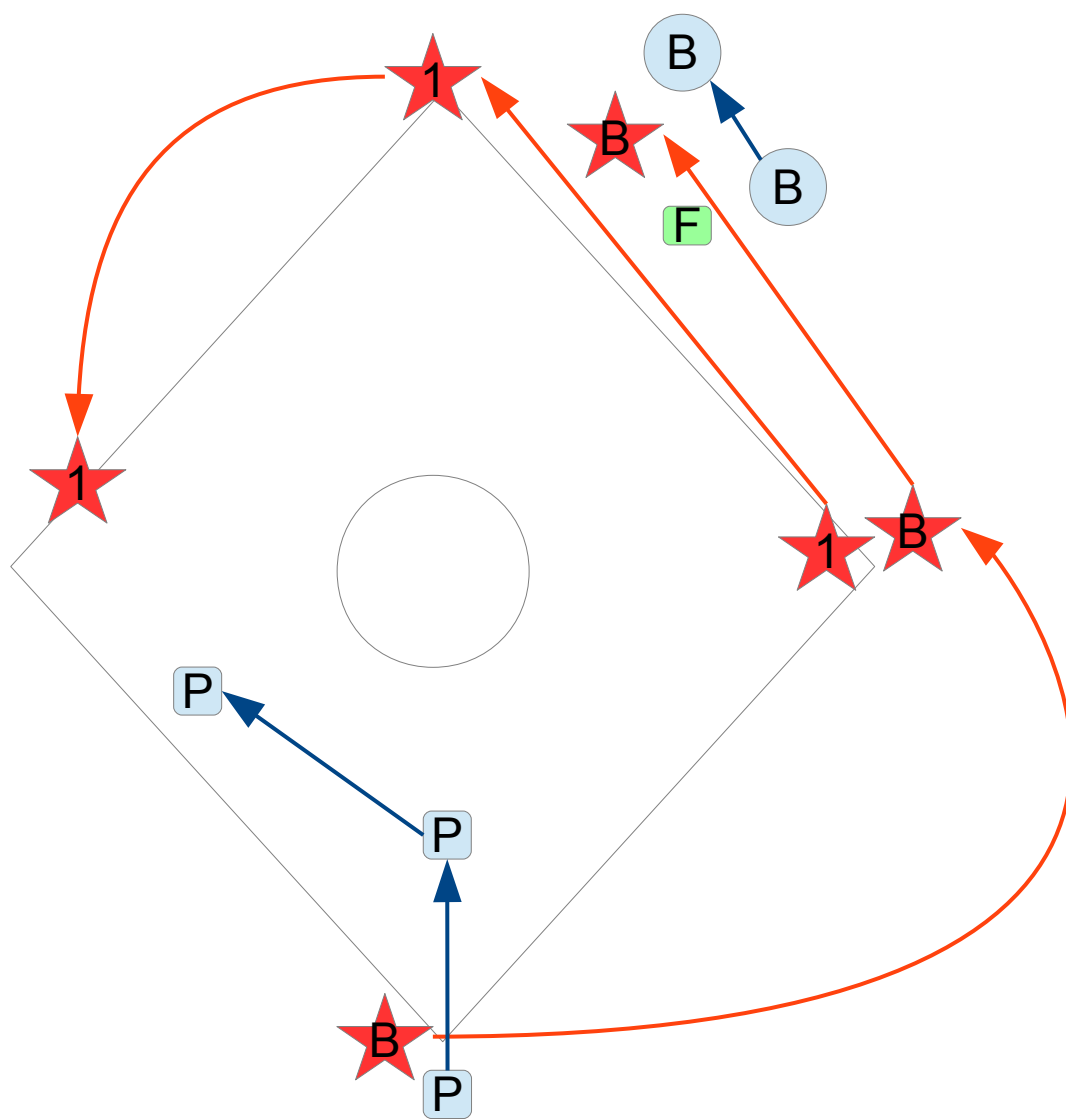
Situation: Runner on 1st

Base umpire position "B"

Mid point between 1st and 2nd base

One step behind 2nd basemen and 1

½ steps to either side (variable)





Extra base hit to outfield

P:

Leave the plate area using the most expedient route.

Follow and track the ball while moving toward the holding area in front of the circle.

As R1 advances to second base, move to a primary position for a tag play at third base.

Watch R1 approach, touch and round third base and make any call at third base.

Watch R1 and the batter-runner approach and touch home plate.

Make any call at home plate.

Wait for the play to conclude before returning to the plate area.

U1:

Read and process where the ball is batted and the fielder(s) movement.

Move inside the diamond or stay outside depending on location of the ball.

Watch R1 approach, touch and round at second base and make any call at second base.

Watch the batter-runner approach, touch and round and make any call at first, second and third base.

Wait for the play to conclude before heading to the next starting position.



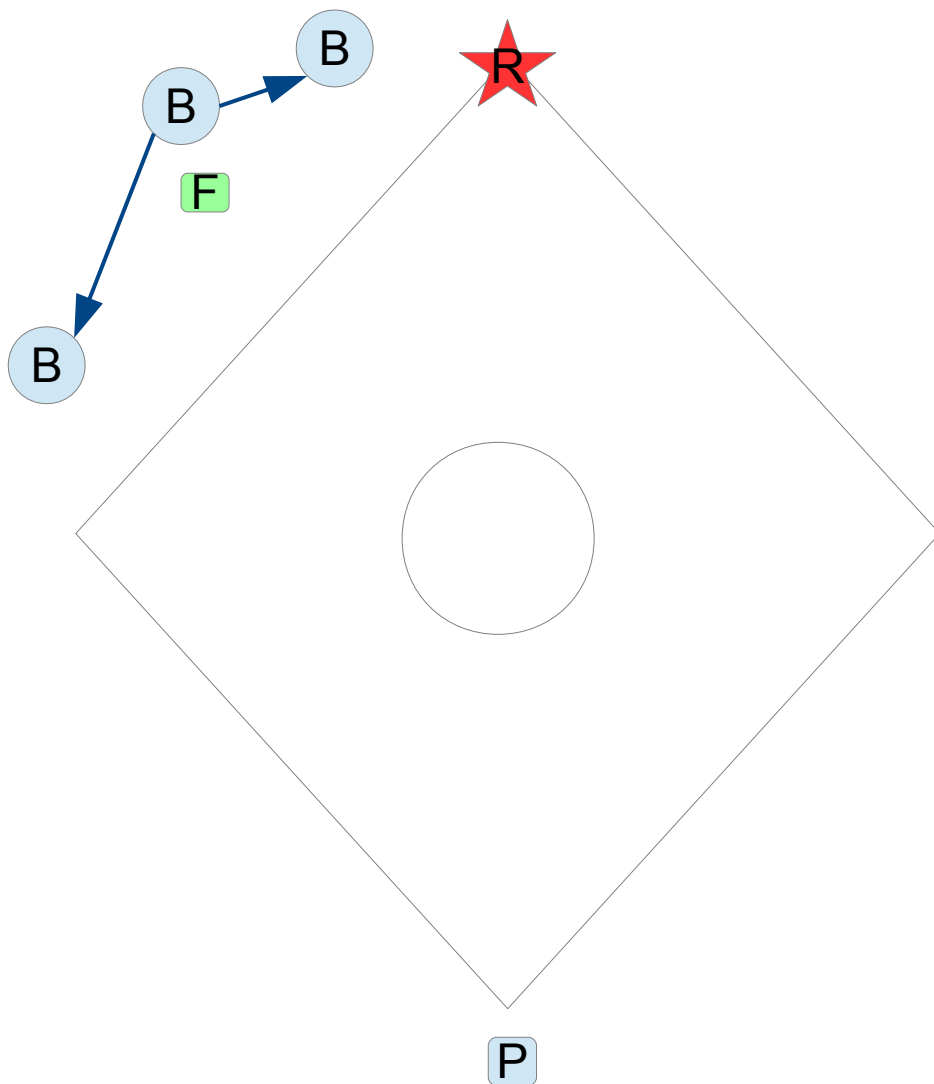
Fast Pitch Mechanic Diagram

Situation: Runner on 2nd

Base umpire position "C"

Mid point between 2nd and 3rd base

One step behind Shortstop and 1 ½ steps to either side (variable)





Working between pitches, pick offs and steals

Working between pitches

P:

Move out of stance when the pitch is over, completing verbal and/or signal.
Remain alert to the batter's actions and the catcher for any play.

U1:

Move out of the set position, move toward second base parallel to the baseline, or slightly diagonal depending on the starting depth, toward the primary position at 2b.
Watch for a possible play or obstruction.
When the ball is in the pitcher's circle and R2 has returned to first base, return to starting position.

Pick off

P:

When the pitch is over, watch the catcher's attempt to throw and look for batter interference.
After the throw, step out to either the left or right clearing the catcher and batter to watch the play at second base; be prepared to give help if requested.
Wait for the play to conclude before returning to the plate area.

U1:

Move out of the set position, move toward second base parallel to the baseline, or slightly diagonal depending on the starting depth, toward the primary position at 2b.
Take any play on R2 at second base and third base.
Wait for the play to conclude before heading to the next starting position.

Steal

P:

When the pitch is over, watch the catcher's attempt to throw and look for batter interference.
After the throw is released, step out to the left and watch the play at third base.
Be prepared to give help if requested.
If the pitch is a passed ball, remain in the plate area avoiding any throwing lanes to third base.
Keep tracking the ball and make the call on any play on the ball (blocked, interference, dead ball).
Wait for the play to conclude before returning to the plate area.

U1:

Move out of the set position, move toward third base parallel to the baseline, or slightly diagonal depending on the starting depth, toward the primary position at third base.
Wait for the play to conclude before heading to the next starting position.



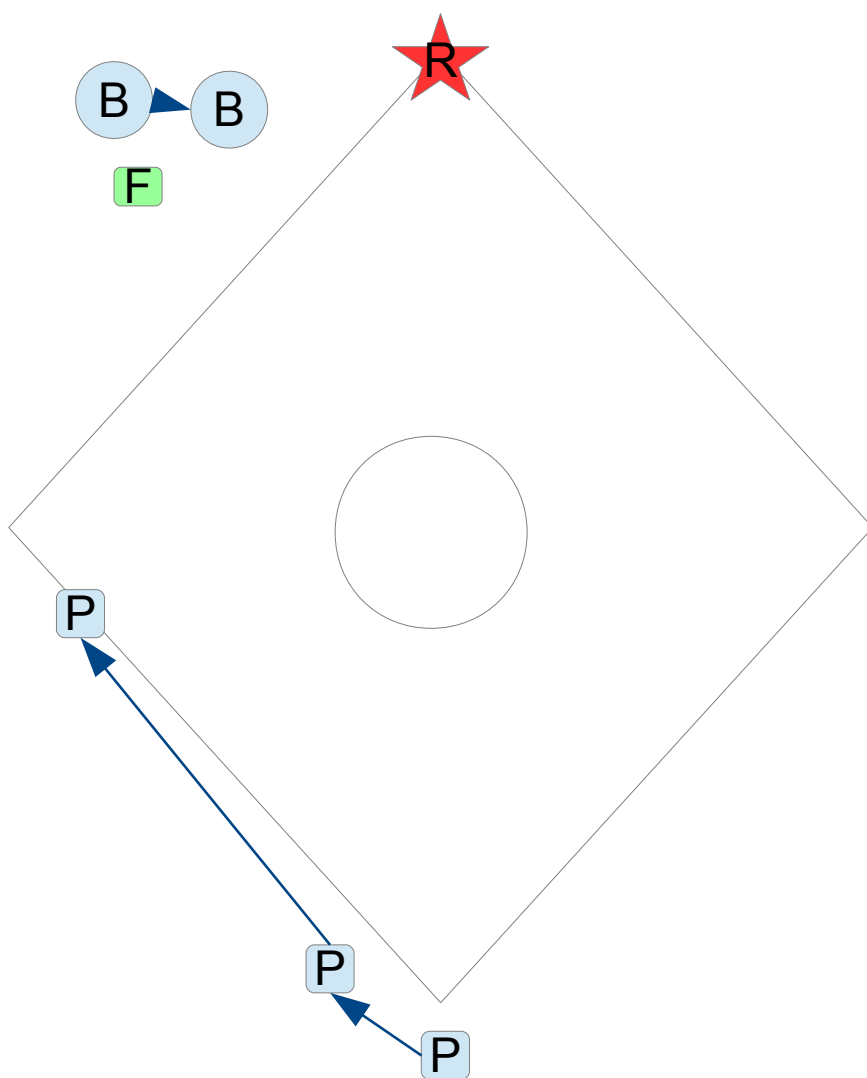
Fast Pitch Mechanic Diagram

Situation: Runner on 2nd

Base umpire position "C"

Mid point between 2nd and 3rd base

One step behind Shortstop and 1 ½ steps to either side (variable)





Hit to infield

P:

When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line in foul territory.

Start moving toward the holding zone as you watch any play on R2 at 2b or the BR at 1b.

Be prepared to help if requested.

When R2 advances to third base after the initial play to 1b, commit to third base.

Make any call on R2 at 3b and home.

Wait for the play to conclude before returning to the plate area.

U1:

When the initial throw is to first base, stay outside of the base line closing the distance a few steps. Square to 1b and make the call.

If the BR is out at first base, turn and watch the play at 3b, looking for swipe tags to the outfield side of third base; be prepared to help if requested.

If the BR is safe at first base, commit toward the BR, staying out of throwing lanes.

When the initial throw is to second or third base, move toward that base parallel to the baseline, or slightly diagonal depending on the starting depth, toward the primary position at that base.

Wait for the play to conclude before heading to the next starting position.



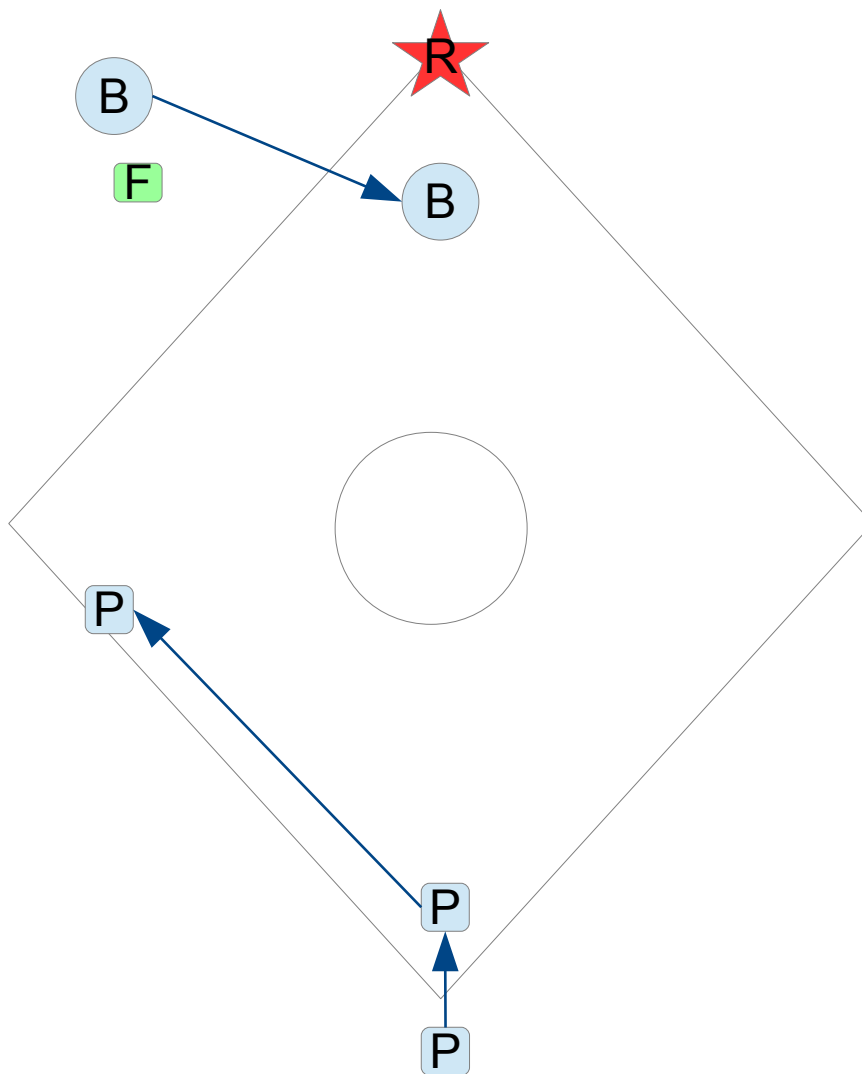
Fast Pitch Mechanic Diagram

Situation: Runner on 2nd

Base umpire position "C"

Mid point between 2nd and 3rd base

One step behind Shortstop and 1 ½ steps to either side (variable)





Line drive/fly ball to outfield, ball is caught

P:

Move up and into the infield, parallel to the flight of the ball to obtain the best angle with credible distance to watch the catch/no catch. When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line. If R2 advances to third base, commit to third base; make any call on R2 at 3b and home. Wait for the play to conclude before returning to the plate area.

U1:

Immediately move to a straight line to the ball and R2 to see the tag up. After the catch, read the throw from the outfield and adjust positioning. If R2 returns to second base make any call at second base. If R2 advances to third base or home watch the play and be prepared to give help if requested. Wait for the play to conclude before heading to the next starting position.



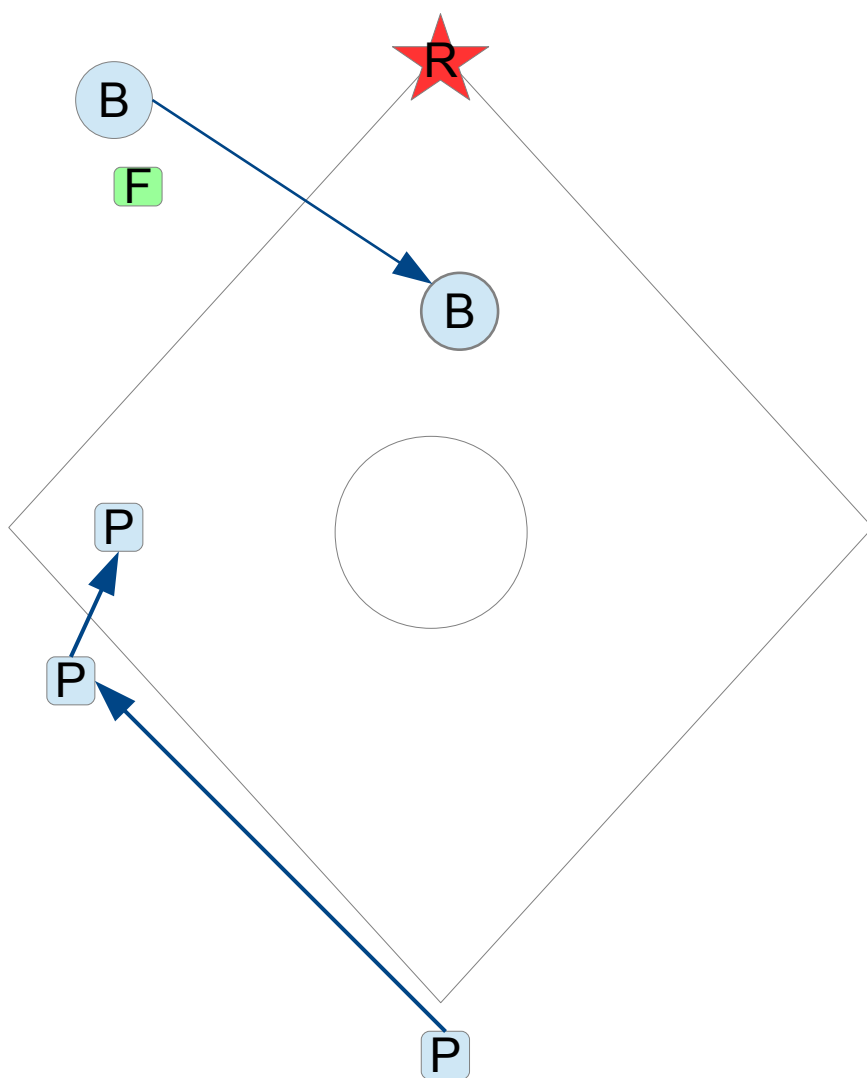
Fast Pitch Mechanic Diagram

Situation: Runner on 2nd

Base umpire position "C"

Mid point between 2nd and 3rd base

One step behind Shortstop and 1 ½ steps to either side (variable)





Single to outfield

P:

Immediately move to the holding area in foul territory between home and third base OR:

If you read that there is no possible play at 3b but a good chance for a play at home plate:

- Move to the point-of-the-plate.
- Read the throw and the catcher; adjust to the play.

If there is a play at 3b read the throw from the outfield and adjust positioning closer to third base.

If there is no immediate play at 3b, read the play and be ready to move to 3b for a subsequent play there, or back to home plate for a play there.

Watch any play at first base or second base and be prepared to give help if requested.

Wait for the play to conclude before returning to the plate area.

U1:

Immediately move into the diamond or around second base to a position as close to first base as possible, staying out of running lanes and throwing lanes.

Watch the batter-runner approach, touch and round first base.

Make any call on the batter-runner at first, second and third base.

Watch any play on R2 or the batter-runner at home plate; be prepared to give help if requested.

Wait for the play to conclude before heading to the next starting position.



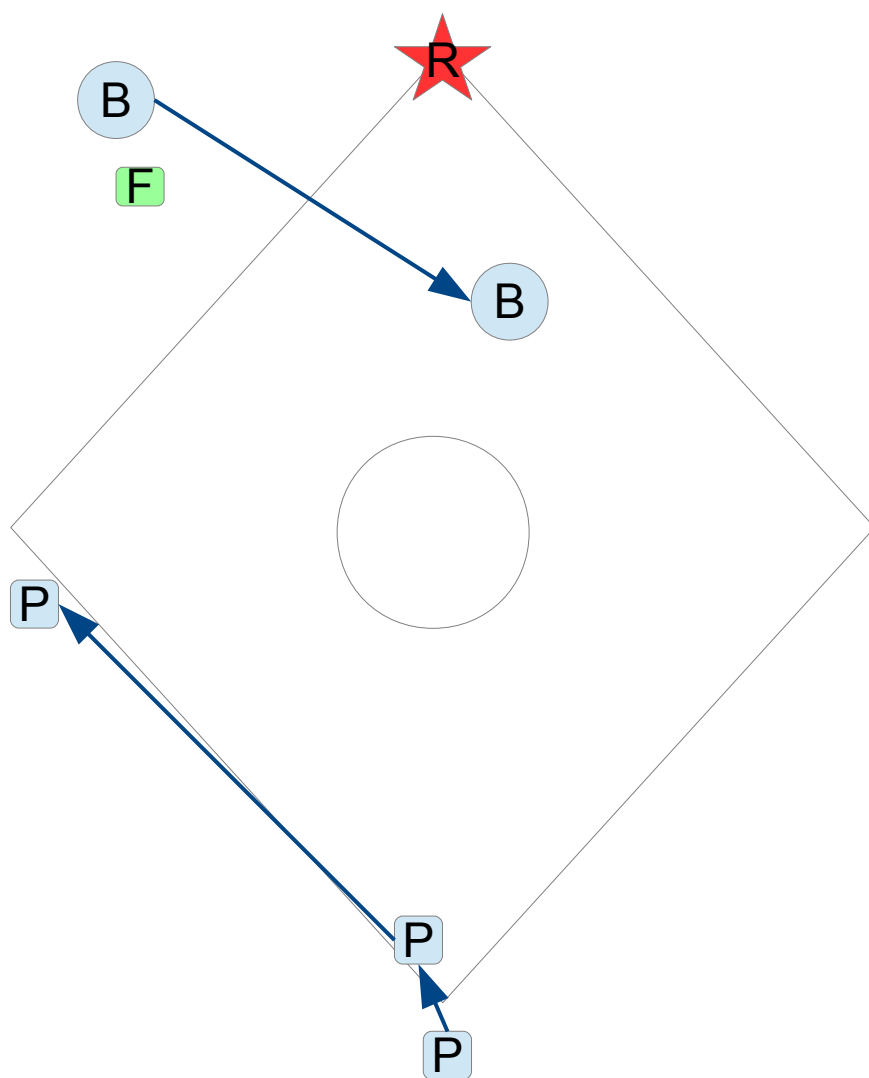
Fast Pitch Mechanic Diagram

Situation: Runner on 2nd

Base umpire position "C"

Mid point between 2nd and 3rd base

One step behind Shortstop and 1 ½ steps to either side (variable)





Extra base hit to the outfield

P:

Immediately move to the holding area in foul territory between home and third base OR:

If you read that there is no possible play at 3b but a good chance for a play at home plate:

- Move to the point-of-the-plate.
- Read the throw and the catcher; adjust to the play.

Watch R2 approach, touch and round at third base.

As R2 advances to home plate, move to a primary position for a tag play at home plate.

If there will be no play at home plate, move into the diamond as you watch R2 touch home plate.

Watch any play at first, second or third base on the batter-runner; be prepared to help if requested.

As the batter-runner approaches 3b, move back to a primary position at the plate.

Wait for the play to conclude before returning to the plate area.

U1:

Immediately move into the diamond or around second base staying out of running lanes and throwing lanes.

Watch the batter-runner approach, touch, round each base; make any call at those bases.

Read the play to determine where the most likely first play on the BR will be.

- If it is at second base, move to the play there.
- If it is at third base, cut straight across the diamond staying out of running lanes and throwing lanes while you watch the batter-runner touch second base.

Watch any play on R2 or the batter-runner at home plate; be prepared to give help if requested.

Wait for the play to conclude before heading to the next starting position.



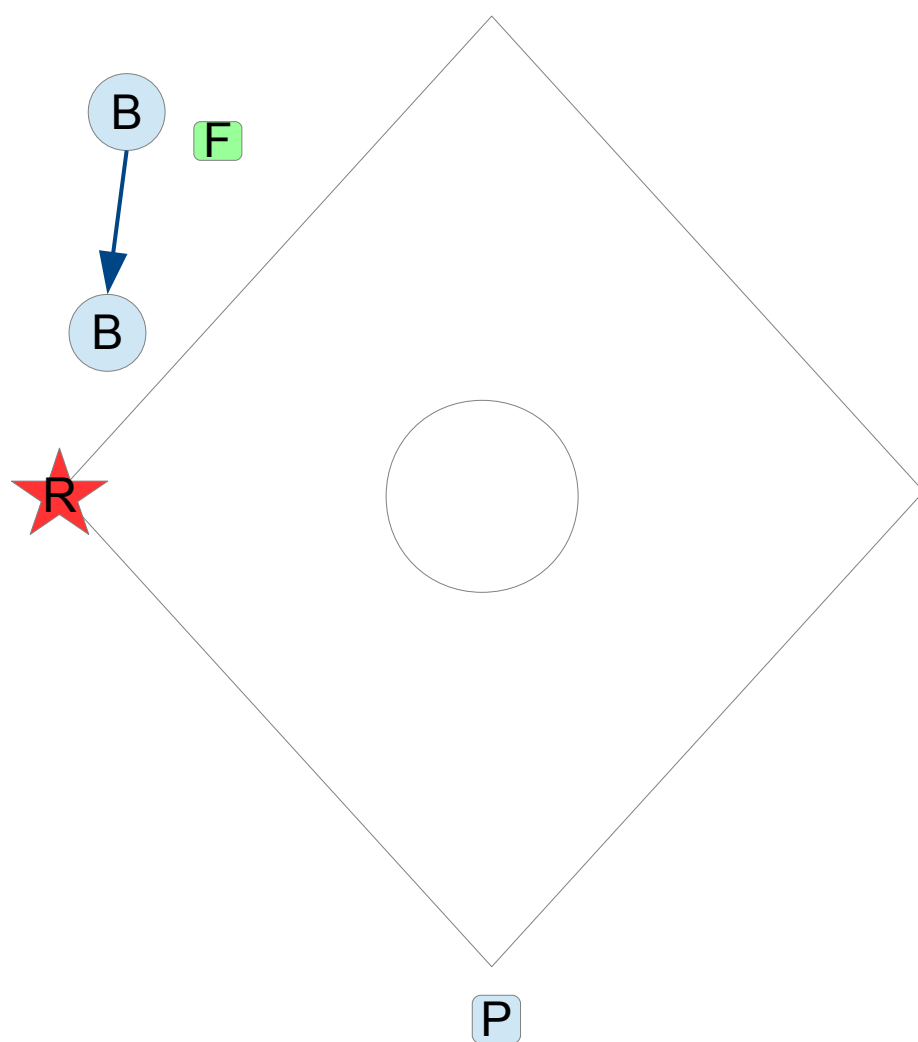
Fast Pitch Mechanic Diagram

Situation: Runner on 3rd

Base umpire position "C"

Mid point between 2nd and 3rd base

One step behind Shortstop and 1 ½ steps to either side (variable)





Working between pitches, pick off

Working between pitches

P:

Move out of stance when the pitch is over, completing verbal and/or signal.

Remain alert to the batter's actions and the catcher for any play.

U1:

Move out of the set position, move parallel to the third/home baseline, or slightly diagonal depending on the starting depth, toward the primary position at 3b. Watch the catcher for a throw before committing

When the ball is in circle with pitcher and R3 has returned to first base, return to starting position.

Pick off

P:

When the pitch is over, watch the catcher's attempt to throw and look for batter interference.

After the throw, step out to the left clearing the catcher and batter to watch the play at third base; be prepared to give help if requested.

Wait for the play to conclude before returning to the plate area.

U1:

Move out of the set position, move parallel to the third/home baseline, or slightly diagonal depending on the starting depth, toward the primary position at 3b.

Watch for a possible play or obstruction.

Wait for the play to conclude before heading to the next starting position.



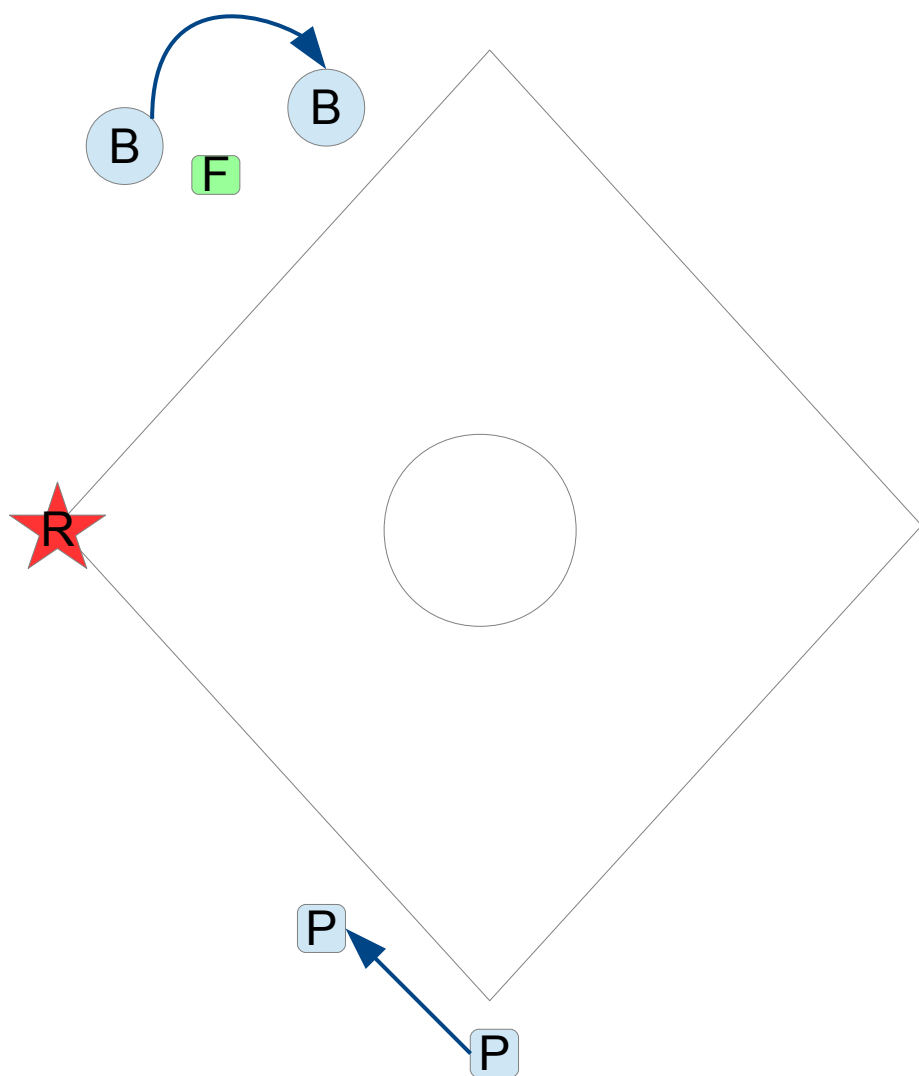
Fast Pitch Mechanic Diagram

Situation: Runner on 3rd

Base umpire position "C"

Mid point between 2nd and 3rd base

One step behind Shortstop and 1 ½ steps to either side (variable)





Hit to infield

P:

When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line in foul territory.

On a throw to first base, move to a first base line extended trail position in foul territory

If the initial play is to the plate, read the throw and the catcher; adjust to the play.

If the initial play is to first base, move toward the holding zone as you watch the play.

- Be ready to help if requested.
- After the initial play to first base, take any play on R3 at 3b or the plate.

Wait for the play to conclude before returning to the plate area.

U1:

When the initial throw is to first base, move towards 1st, staying outside of the base line. Cut the distance for the force play at first base, staying out of throwing lanes.

If the BR is out at first base, watch the play at 3b; be prepared to help if requested.

If the BR is safe at first base, commit toward the BR, staying out of throwing lanes.

When the initial throw is to third base move straight into the diamond toward the primary position at third base, staying out of the throwing lane.

Wait for the play to conclude before heading to the next starting position.



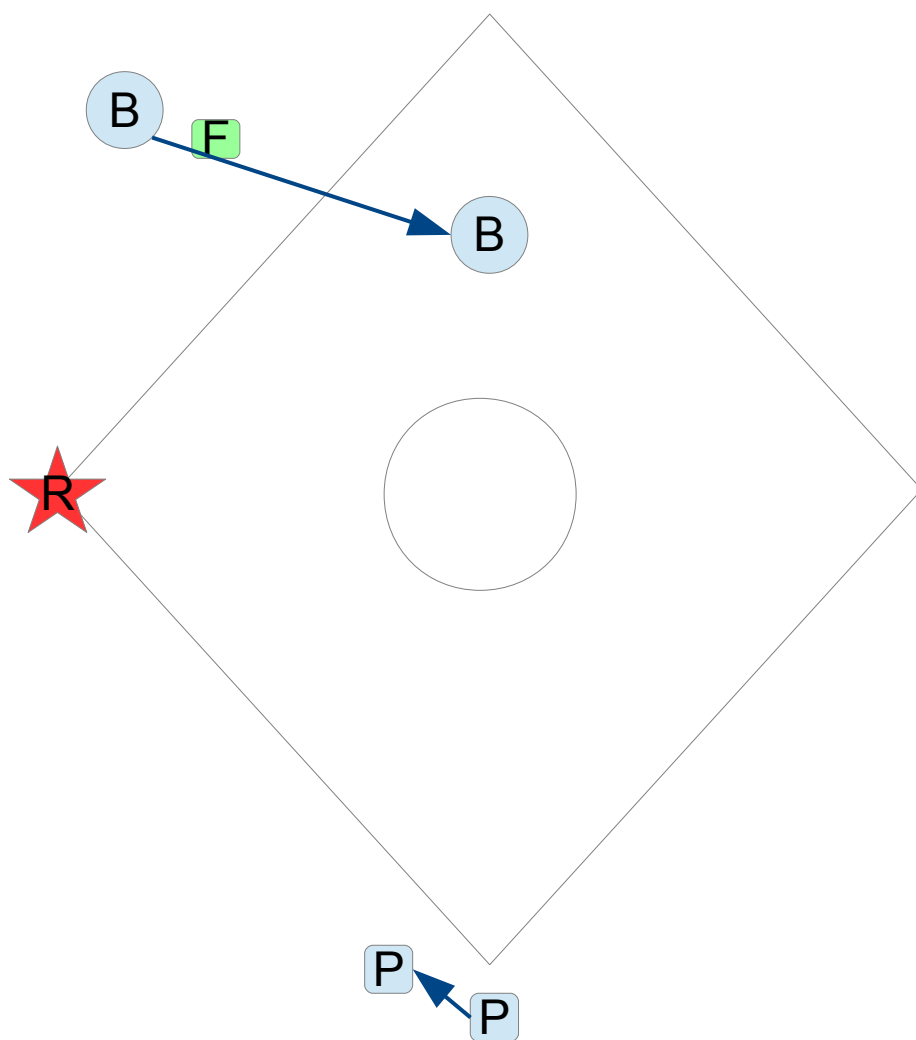
Fast Pitch Mechanic Diagram

Situation: Runner on 3rd

Base umpire position "C"

Mid point between 2nd and 3rd base

One step behind Shortstop and 1 ½ steps to either side (variable)





Fly ball/line drive to outfield ball is caught

P:

Move to obtain the best angle to watch the catch/no catch and the tag up at 3b; stay near the plate

When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.

When R3 advances to home plate, read the play as it develops and adjust.

Wait for the play to conclude before returning to the plate area.

U1:

Immediately move across the field toward first base.

Glance at R3 tagging up if the batter-runner has not approached first base so you can help if requested by the plate umpire for a legal tag up.

Watch the play at the plate or third base so you can help if requested by the plate umpire.

Wait for the play to conclude before heading to the next starting position.



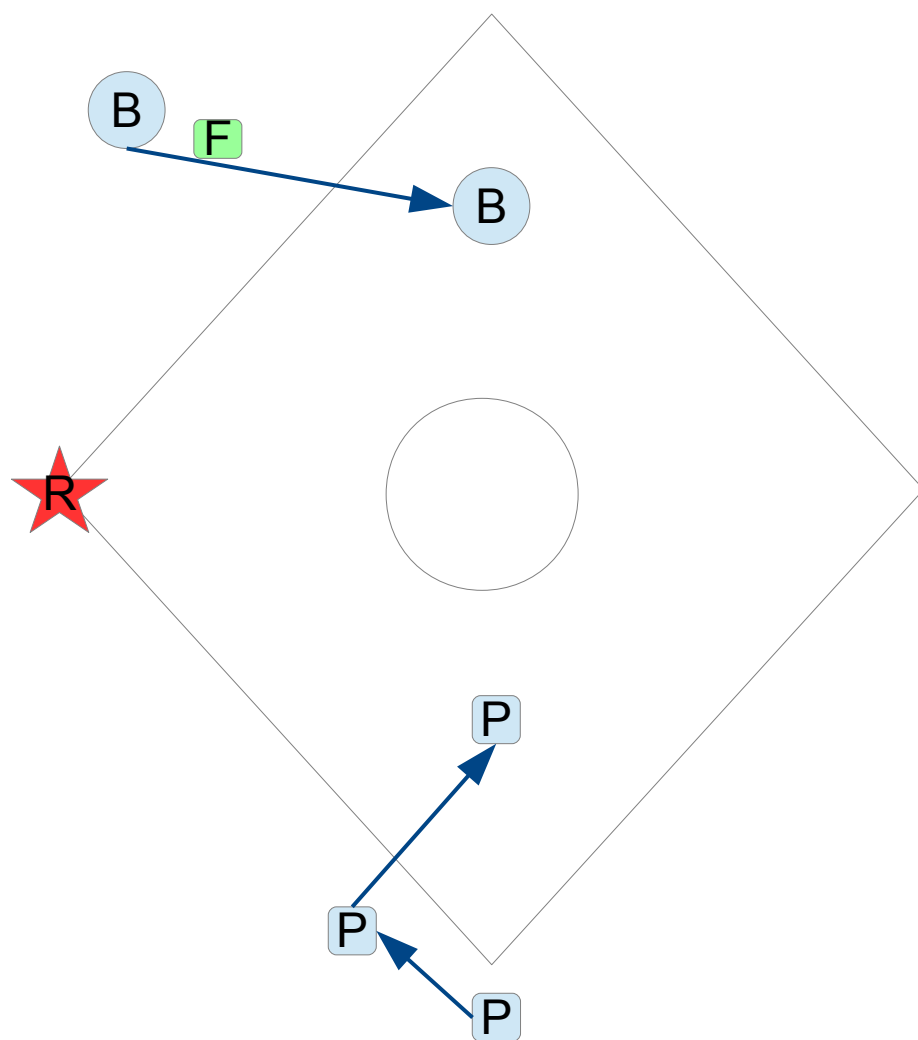
Fast Pitch Mechanic Diagram

Situation: Runner on 3rd

Base umpire position "C"

Mid point between 2nd and 3rd base

One step behind Shortstop and 1 ½ steps to either side (variable)





Single to outfield

P:

Immediately move to the holding area in foul territory between home and third base.

Move into the diamond toward the holding zone in front of the circle as you watch R3 touch home.

Watch any play at first, second or third base on the batter-runner; be prepared to help if requested.

Wait for the play to conclude before returning to the plate area.

U1:

Immediately move into the diamond or around second base to a position as close to first base as possible, staying out of running lanes and throwing lanes.

Watch the batter-runner approach, touch and round at first, second and third base.

Make any call on the batter-runner at those bases.

Wait for the play to conclude before heading to the next starting position.



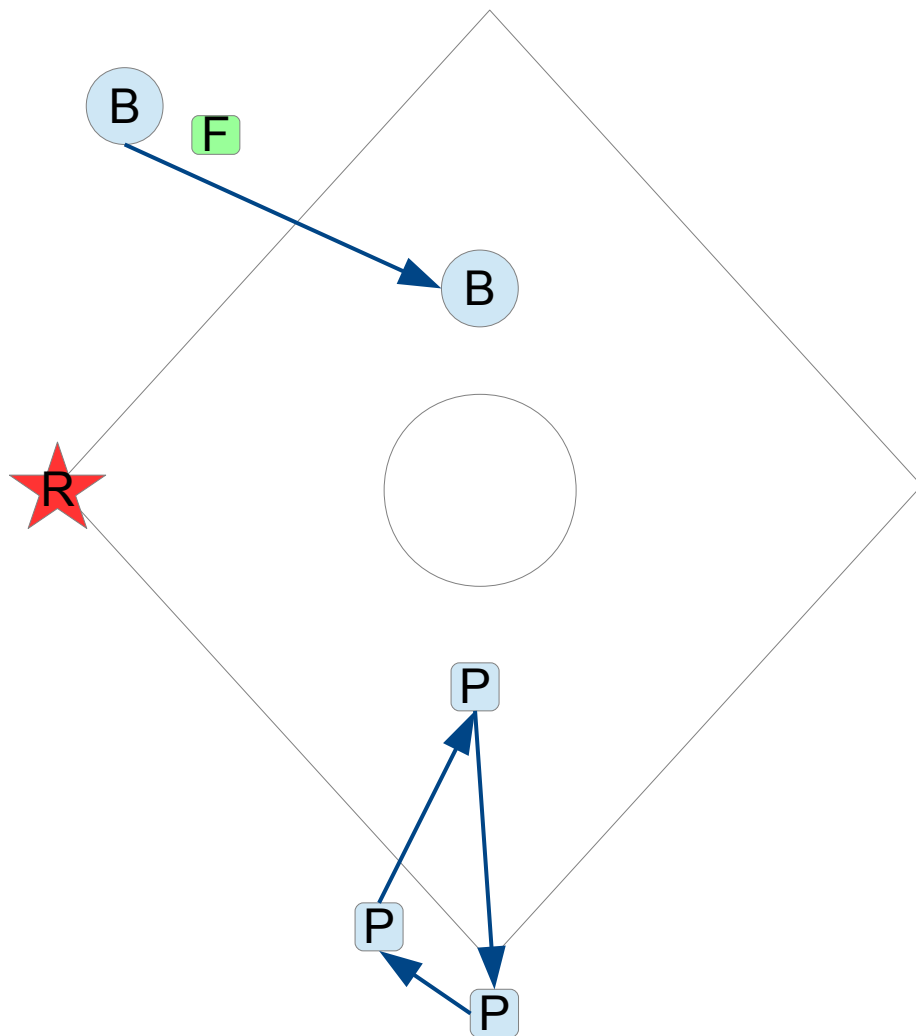
Fast Pitch Mechanic Diagram

Situation: Runner on 3rd

Base umpire position "C"

Mid point between 2nd and 3rd base

One step behind Shortstop and 1 ½ steps to either side (variable)





Extra base hit to the outfield

P:

Immediately move to the holding area in foul territory between home and third base.

Move into the infield toward the holding zone in front of the circle as you watch R3 approach and touch home plate.

Watch any play at first, second or third base on the batter-runner; be prepared to help if requested.

As the batter-runner advances to third base, move to the point of plate holding area.

Wait for the play to conclude before returning to the plate area.

U1:

Immediately move into the diamond staying out of running and throwing lanes.

Watch the batter-runner approach, touch, and round first, second and third base.

Make any call on the batter-runner at those bases.

Read the play to determine where the most likely first play on the BR will be:

- If it is at second base, move to the play there.
- If it is at third base, cut straight across the infield staying out of running lanes and throwing lanes while you watch the batter-runner touch second base.

Wait for the play to conclude before heading to the next starting position.



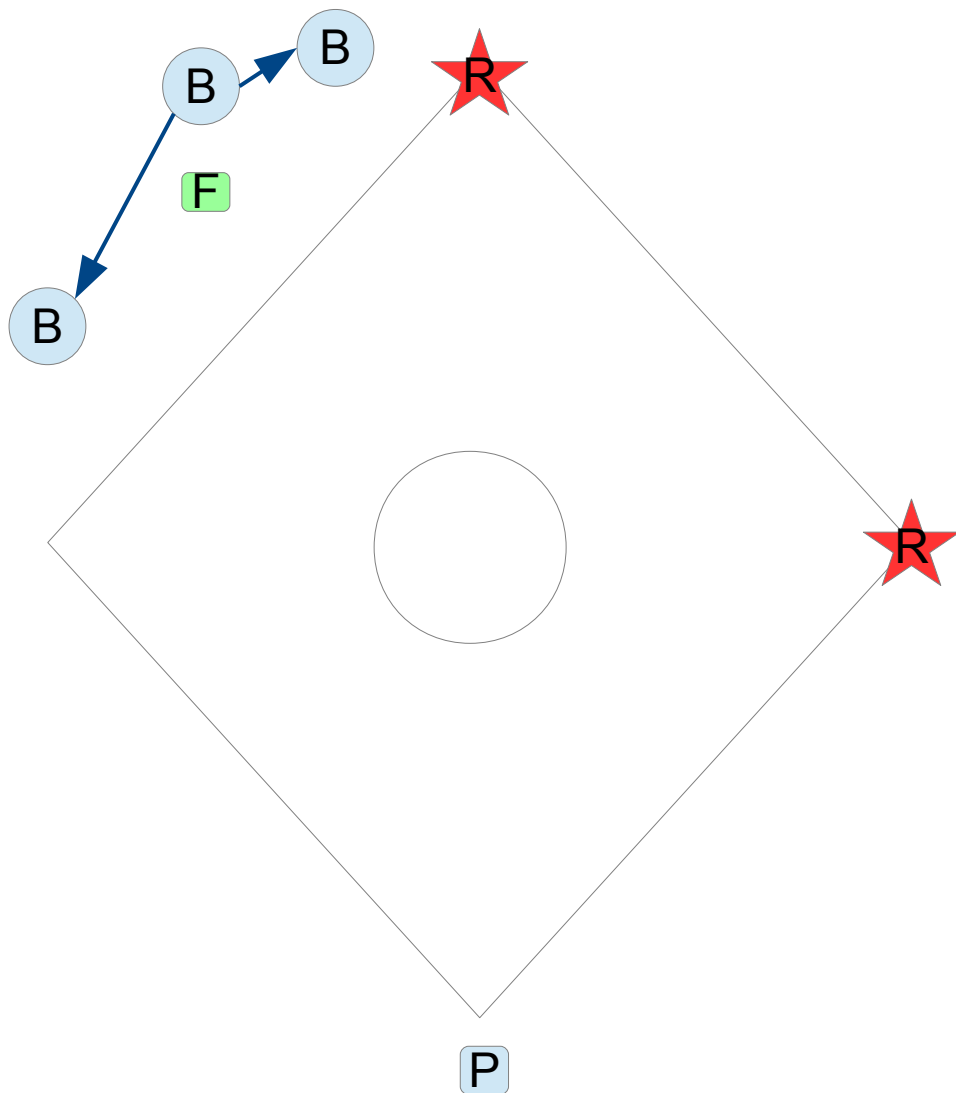
Fast Pitch Mechanic Diagram

Situation: Runner on 1st and 2nd

Base umpire position "C"

Mid point between 2nd and 3rd base

One step behind Shortstop and 1 ½ steps to either side (variable)





Working between Pitches, Pickoff, Steal

Working between pitches and pick off attempt

PU:

Move out of stance when the pitch is over, completing verbal and/or signal. If there is a pick off attempt watch the catcher's attempt to throw and look for batter interference.

- After a throw, step out to the left or right clearing the catcher and batter to watch the play; be prepared to give help if requested, especially if the play is to first base.
- Be ready to help with a play at third base on R2 if the initial play is to first base.

If the pitch is a passed ball, remain in the plate area avoiding any throwing lanes to third base.

Keep tracking the ball and make the call on any play on the ball (blocked ball, interference, enters dead ball area, etc.).

Wait for the play to conclude before returning to the plate area

U1:

Move out of the set position, take a step in while watching the catcher for a throw.

If the play goes to first base continue forward and try to get closer to first base. Wait for the play to conclude before heading to the next starting position.

Steal of 3b

P:

Move out of stance when the pitch is over, completing verbal and/or signal. Step out to the left clearing the catcher and batter to watch the play. Be prepared to adjust to throws.

Wait for the play to conclude before returning to the plate area.

U1:

Move out of the set position, move parallel to line to get the angle on a play at third.

Wait for the play to conclude before heading to the next starting position.



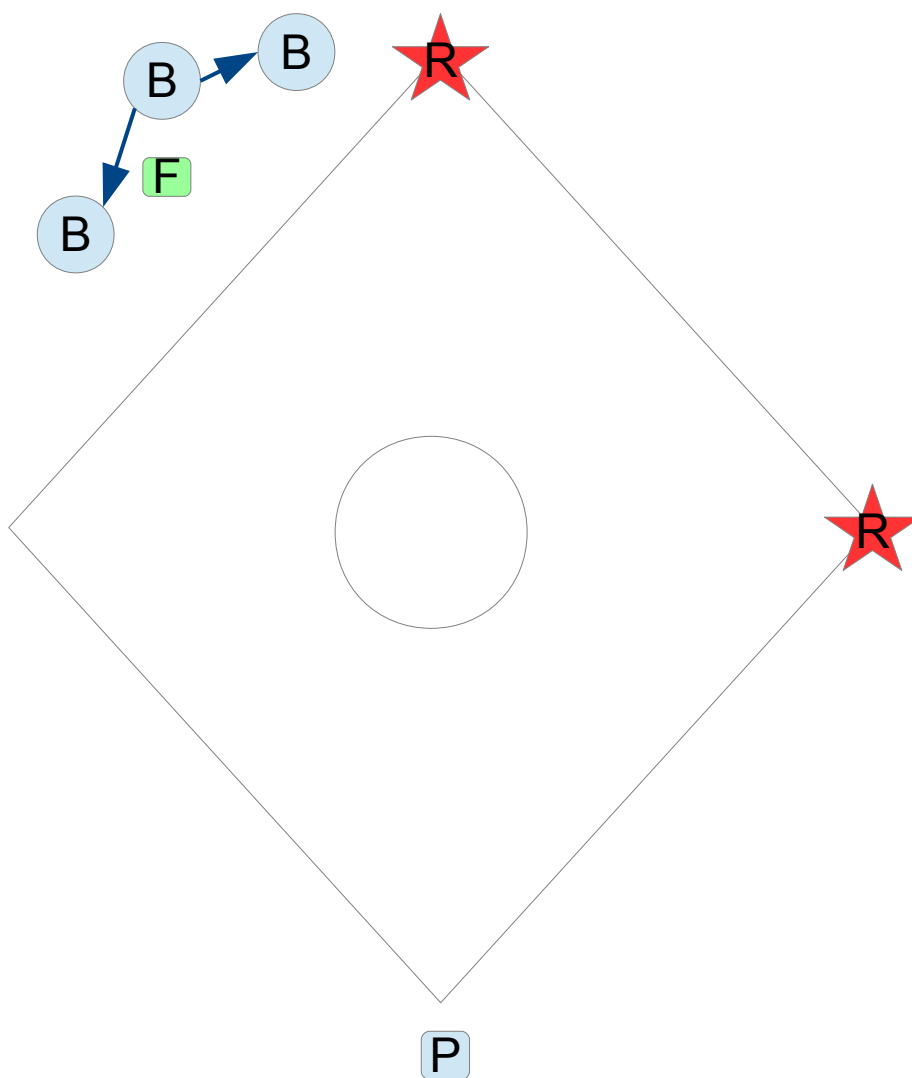
Fast Pitch Mechanic Diagram

Situation: Runner on 1st and 2nd

Base umpire position "C"

Mid point between 2nd and 3rd base

One step behind Shortstop and 1 ½ steps to either side (variable)





Hit to the Infield

P:

When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line in foul territory.

Start moving toward the holding zone down the third base line as you watch any play develop at any of the bases.

Be prepared to help if requested.

If the first play is not to 3b, commit to third base as you watch the play at first base

Make the call at 3b on any play after the initial play and a subsequent play at home.

Wait for the play to conclude before returning to the plate area.

U1:

Read the fielder and be ready to move quickly toward the play she is making.

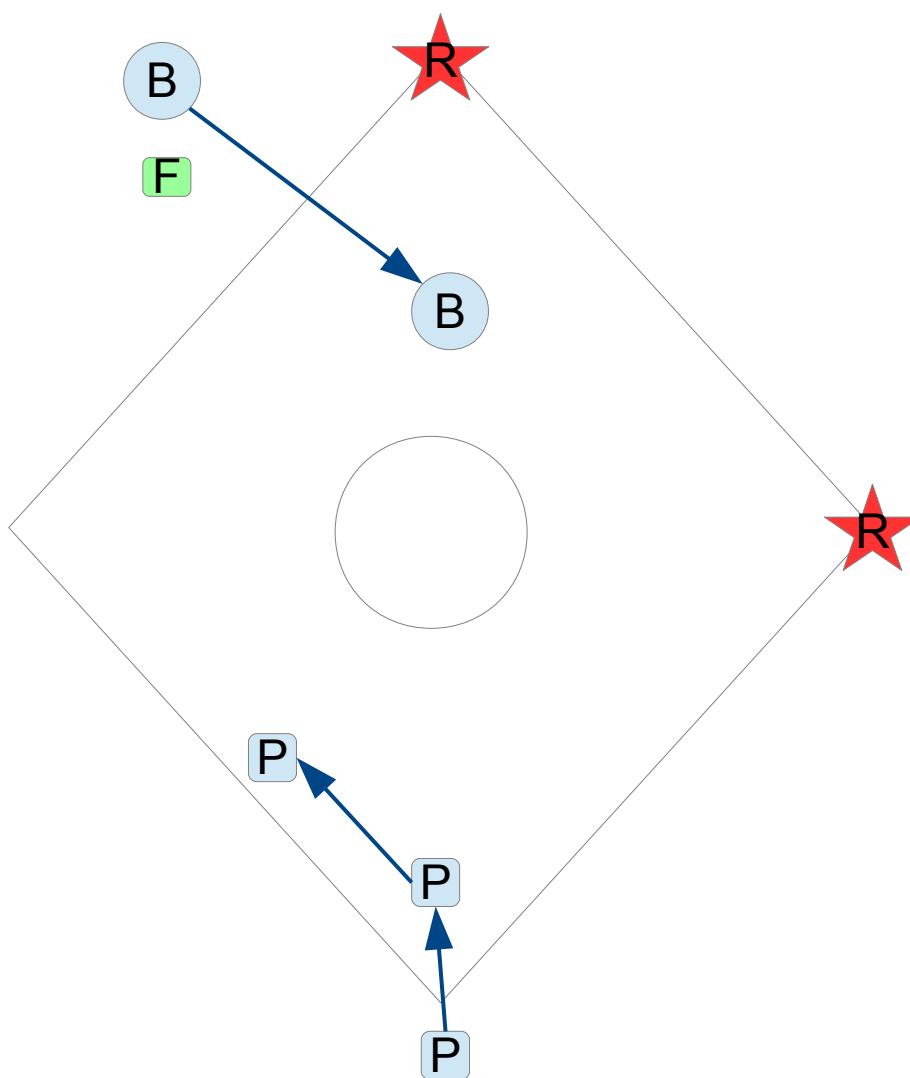
After the play at first base, turn toward a potential play at 2b and watch the play at 3b - be prepared to help if requested

Be prepared for a double play attempt – same mechanics as listed with a runner on first base only

Wait for the play to conclude before heading to the next starting position.



Fast Pitch Mechanic Diagram
Situation: Runner on 1st and 2nd
Base umpire position "C"
Mid point between 2nd and 3rd base
One step behind Shortstop and 1 ½
steps to either side (variable)





Fly ball/line drive to the outfield- ball is caught

P:

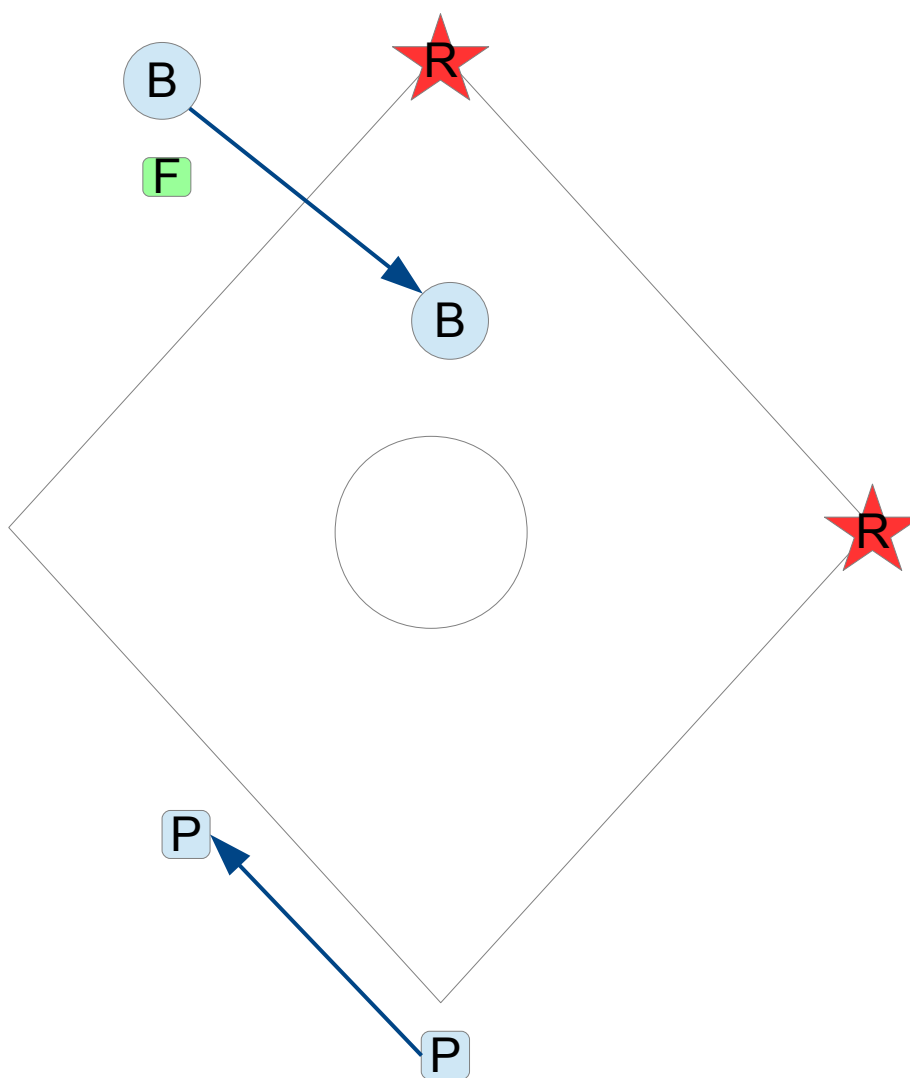
Move up and into the infield, parallel to the flight of the ball to obtain the best angle with credible distance to watch the catch/no catch. When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line. If R2 advances to third base, commit to third base. Make any call on R2 at 3b and home. Wait for the play to conclude before returning to the plate area.

U1:

Immediately move to a position inside the diamond to allow you to see both R1 and R2 tag up. After the catch, read the throw from the outfield and adjust positioning. If the play is on R1 or R2 returning to their bases, move to best angle and distance possible to make the call. If R2 advances to third base or home watch the play and be prepared to help if requested. Watch for a subsequent play at 2b and at 3b base if the plate umpire is making the call at the plate. Wait for the play to conclude before heading to the next starting position.



Fast Pitch Mechanic Diagram
Situation: Runner on 1st and 2nd
Base umpire position "C"
Mid point between 2nd and 3rd base
One step behind Shortstop and 1 ½
steps to either side (variable)





Base hit to the outfield

P:

Immediately move to the holding area in foul territory between home and third base; read the play and move closer to 3b or the plate as appropriate, OR:

If you read that there is no possible play at 3b but a good chance for a play at home plate:

- Move to the point-of-the-plate.
- Communicate to your partner that you are at the plate
- Read the throw and the catcher; adjust to the play.

If there is a play at 3b read the throw from the outfield and adjust positioning closer to third base.

If there is no immediate play at 3b, read the play and be ready to move to 3b for a subsequent play there, or back to home plate for a play there.

Communicate with your partner where you are at, either third or home.

Watch any play at first base or second base and be prepared to give help if requested.

Wait for the play to conclude before returning to the plate area.

U1:

Read and process where the ball is hit and the fielder(s) movement.

Move inside the diamond, reading where the most possible play will be

Be prepared for a force play at either first or second base.

Watch the batter-runner approach, touch and round first, second and third base.

Make any call on the batter-runner at first, second and third base.

Watch R1 approach, touch, round and make any call at second base.

Watch for a subsequent play at 2b and at 3b base if the plate umpire is making the call at the plate.

Watch any play on R2 or the batter-runner at home plate; be prepared to give help if requested.

Wait for the play to conclude before heading to the next starting position.



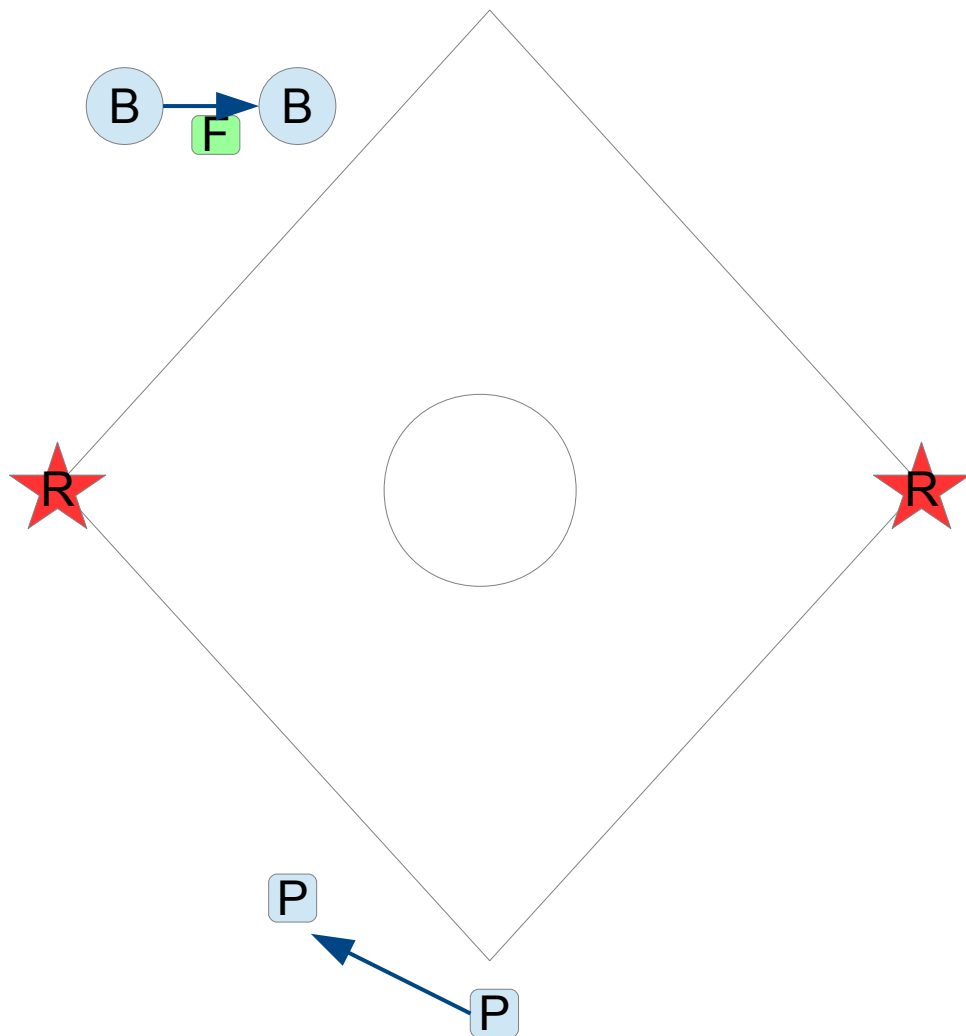
Fast Pitch Mechanic Diagram

Situation: Runner on 1st and 3rd

Base umpire position "C"

Mid point between 2nd and 3rd base

One step behind Shortstop and 1 ½ steps to either side (variable)





Working between pitches and pick off attempt

Work between pitches

P:

Move out of stance when the pitch is over, completing verbal and/or signal.

If there is a pick off attempt watch the catcher's attempt to throw and look for batter interference.

- After a throw, step out to watch the play; be prepared to give help if requested, especially if the play is to first base.

- Be ready to help with a play at third base on R3 if the initial play is to first base.

If the pitch is a passed ball, remain in the plate area avoiding any throwing lanes to third base.

- Keep tracking the ball and make the call on any play on the ball (blocked ball, interference, enters dead ball area, etc.).

Wait for the play to conclude before returning to the plate area.

U1:

Move out of the set position, move toward the second/third baseline to achieve the angle for R3.

If the play goes to first base continue forward and try to get closer to first base.

If the initial play is to first base, be ready for a quick back-pick at 3b.

Wait for the play to conclude before heading to the next starting position.

Steal of 2b

P:

Move out of stance when the pitch is over, completing verbal and/or signal.

Step out to the left clearing the catcher and batter to watch the play while moving toward the holding zone.

Read R3 to see if she will attempt to come home or is staying at 3b.

Move aggressively to 3b or the plate as appropriate; be prepared for a rundown.

Wait for the play to conclude before returning to the plate area.

U1:

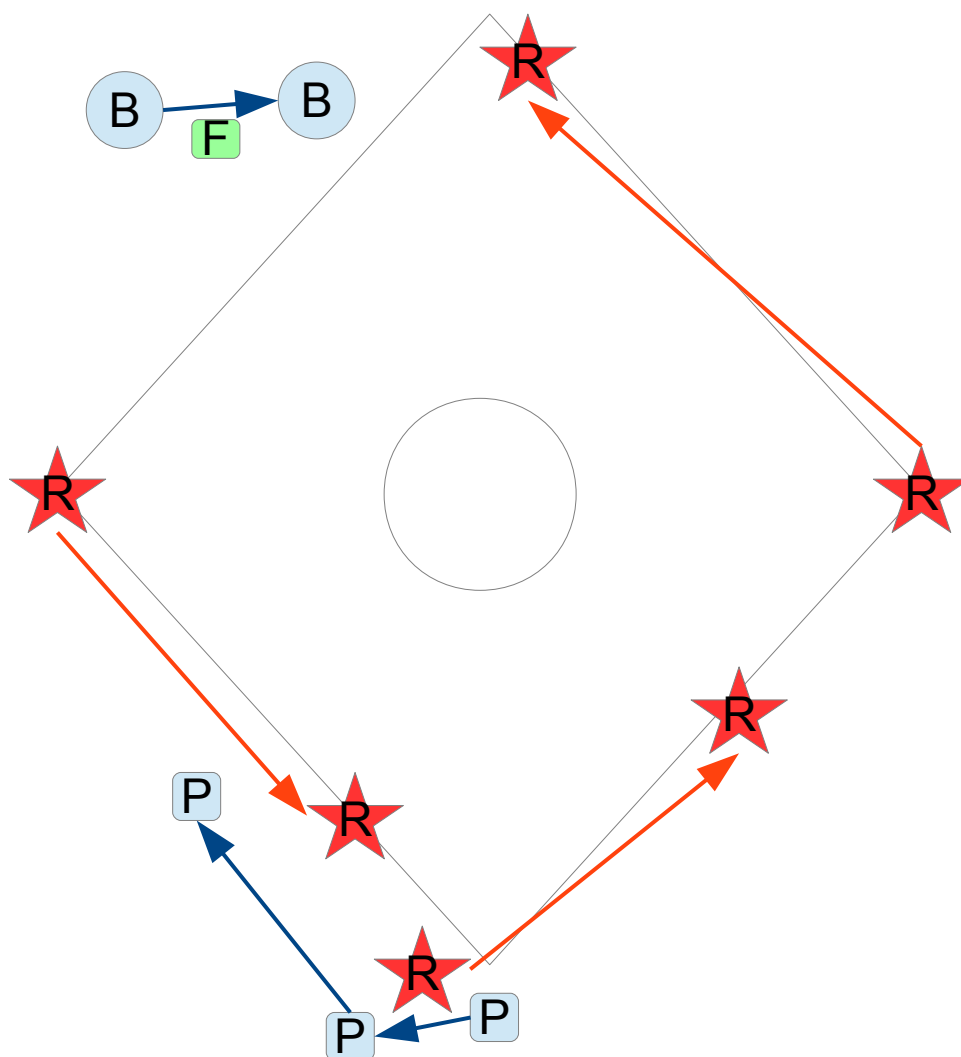
Move out of the set position, move into the diamond to achieve the angle at second base.

If the throw is to 2b, move into the play to the best angle and distance possible.

If the throw is cut off, read the play and be ready to stay with R1 or help with a rundown on R3.



Fast Pitch Mechanic Diagram
Situation: Runner on 1st and 3rd
Base umpire position "C"
Mid point between 2nd and 3rd base
One step behind Shortstop and 1 ½
steps to either side (variable)





Hit to the infield

P:

When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line in foul territory.

Read the play while moving toward the holding zone so you can help at first base if necessary.

If R3 advances, move back to the plate to make the call.

If the first play is to 2b or 1b:

- If R3 stays at 3b, move toward 3b for a possible back-pick.
- If R3 advances read the play as it develops and adjust to see the applied tag.

Wait for the play to conclude before returning to the plate area.

U1:

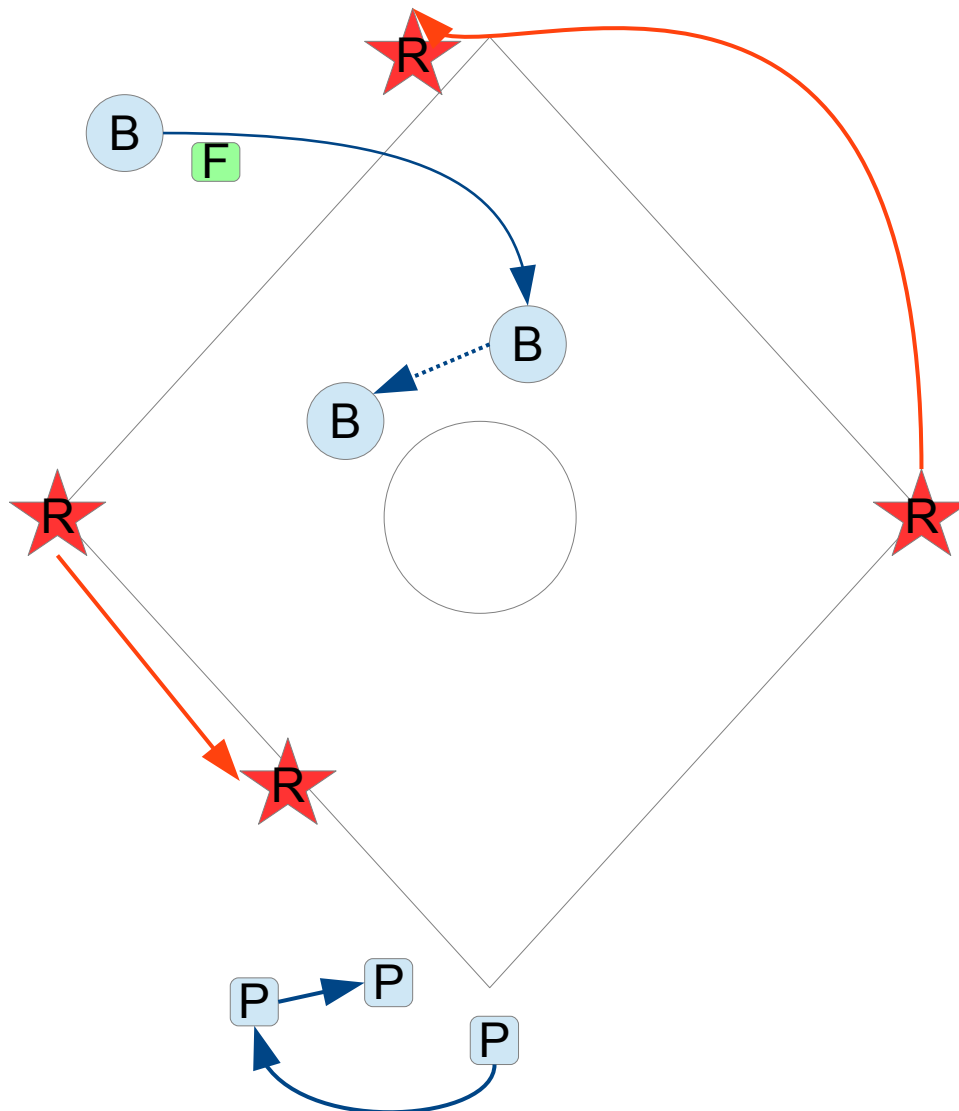
Read the fielder and be ready to move quickly toward the play she is making.

After the initial play at first base, turn toward a potential play at 2b.

Wait for the play to conclude before heading to the next starting position.



Fast Pitch Mechanic Diagram
Situation: Runner on 1st and 3rd
Base umpire position "C"
Mid point between 2nd and 3rd base
One step behind Shortstop and 1 ½
steps to either side (variable)





Fly Ball/line drive to outfield, ball is caught

P:

Move to obtain the best angle to watch the catch/no catch and the tag up at 3b; stay near the plate.

When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.

After the catch, read R3:

- If she stays at 3b commit to third base.
- If she advances, read the play as it develops and adjust to see the applied tag.

Wait for the play to conclude before returning to the plate area.

U1:

Immediately move to a position inside the diamond to allow you to see R1 tag up.

After the catch, read the throw from the outfield and adjust positioning.

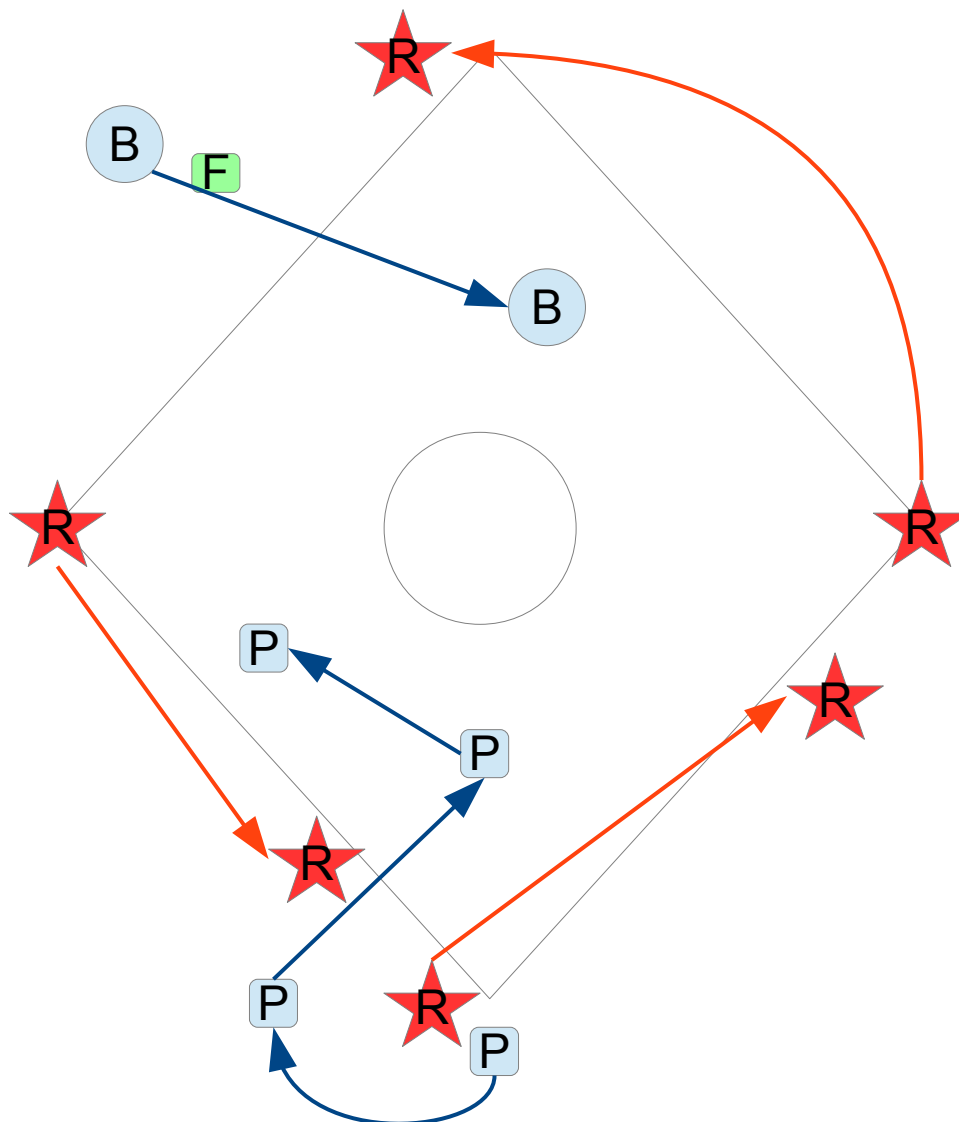
Take any play on R1 at first, second or third base.

Watch for a subsequent play at 3b base or the plate; be ready to help if requested.

Wait for the play to conclude before heading to the next starting position.



Fast Pitch Mechanic Diagram
Situation: Runner on 1st and 3rd
Base umpire position "C"
Mid point between 2nd and 3rd base
One step behind Shortstop and 1 ½
steps to either side (variable)





Base hit to outfield

P:

Immediately move to the holding area in foul territory between home and third base.

Move into the infield as you watch R3 touch home plate.

If R1 is advancing to third base, commit to third base and adjust to the play. Communicate your location to your partner.

Wait for the play to conclude before returning to the plate area.

U1:

Read and process where the ball is hit and the fielder(s) movement.

Move inside the diamond, reading where the most possible play will be

Be prepared for a force play at either first or second base.

Watch the batter-runner approach, touch, and round first, second and third base.

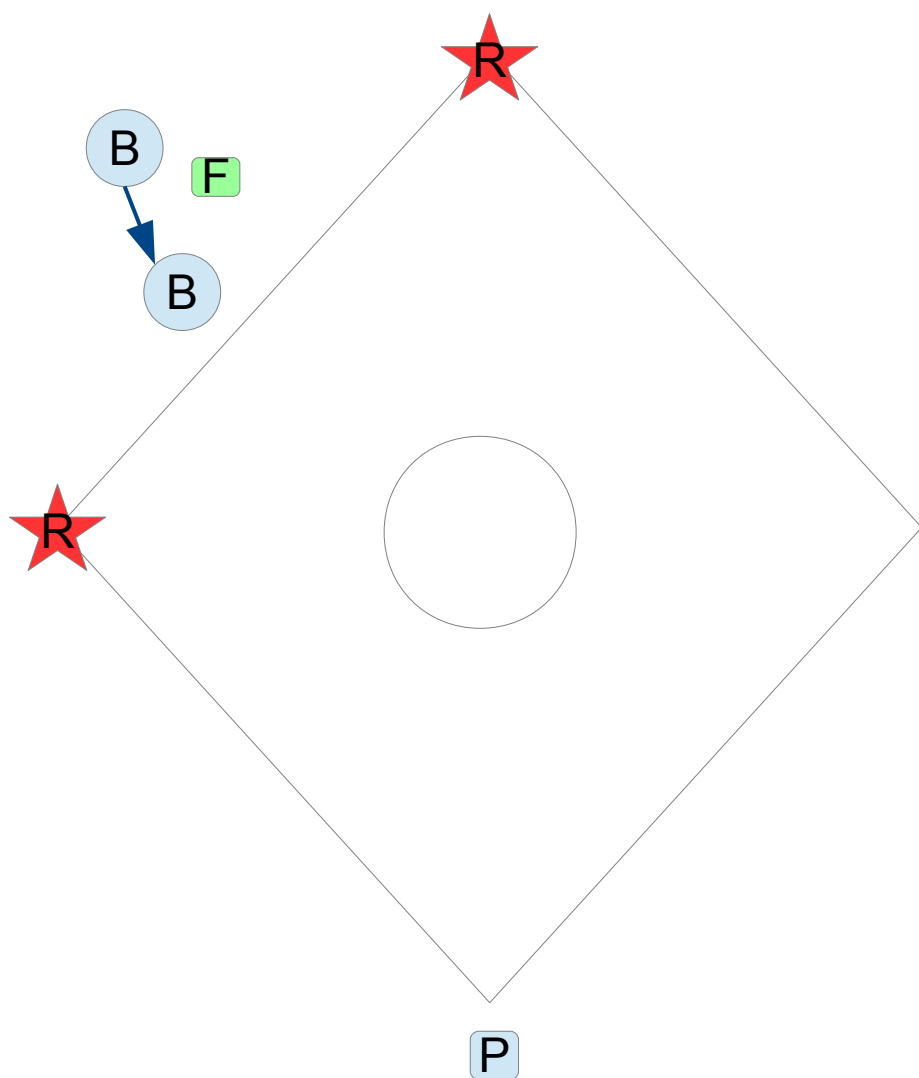
Make any call on the batter-runner at first, second and third base.

Watch R1 approach, touch and round second base; make any call at second base.

Wait for the play to conclude before heading to the next starting position.



Fast Pitch Mechanic Diagram
Situation: Runner on 2nd and 3rd
Base umpire position "C"
Mid point between 2nd and 3rd base
One step behind Shortstop and 1 ½
steps to either side (variable)





Working between pitches, Pickoff

P:

Move out of stance when the pitch is over, completing verbal and/or signal.

If there is a pick off attempt, step out to the left clearing the catcher and batter to watch the play.

- Be prepared to give help if requested.

If the pitch is a passed ball, remain in the plate area avoiding any throwing lanes and the catcher.

- Keep tracking the ball while watching R3 and the catcher.
- Adjust to any play at home plate.

Wait for the play to conclude before returning to the plate area.

U1:

Move out of the set position and read the runners and catcher.

Movement should be forward in the direction of the intersection with the imaginary line between the primary position at 2b and 3b.

React quickly if a play develops, getting the best angle and distance for the play.

Be ready for a subsequent throw to the other base after the initial play.

When the ball is in circle with the pitcher and all runners have returned to first base, return to starting position.



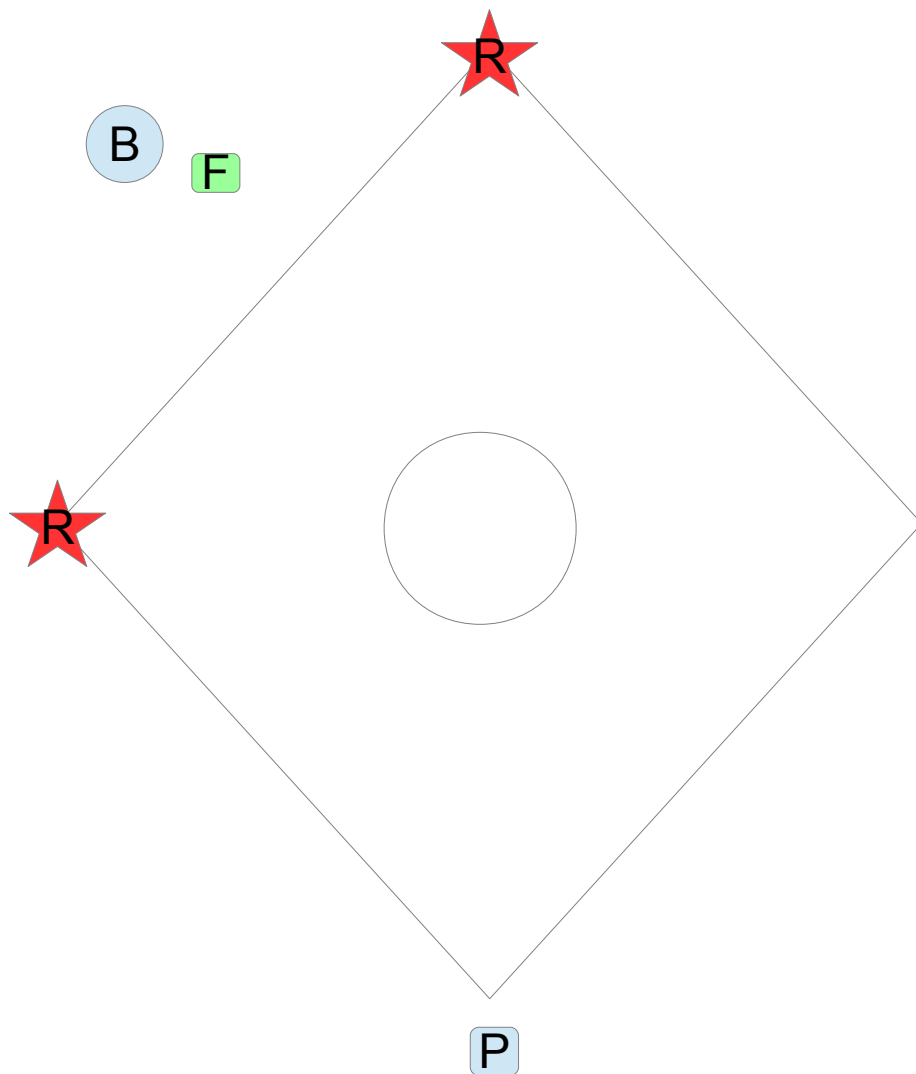
Fast Pitch Mechanic Diagram

Situation: Runner on 2nd and 3rd

Base umpire position "C"

Mid point between 2nd and 3rd base

One step behind Shortstop and 1 ½ steps to either side (variable)





Hit to infield

P:

When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line in foul territory.

Take a few steps to your left and read R3.

If R3 is advancing to the plate, read the play and adjust to the tag.

If she is not initially advancing, watch the play at 1b or 2b and be ready to help.

If the first play is to 1b or 2b:

- If R3 stays at 3b, move toward 3b for a possible back-pick; take the call at 3b.

- If R3 advances move back to the plate area and adjust to the play.

Wait for the play to conclude before returning to the plate area.

U1:

Read the fielder and be ready to move quickly toward the play she is making. Stay outside the diamond.

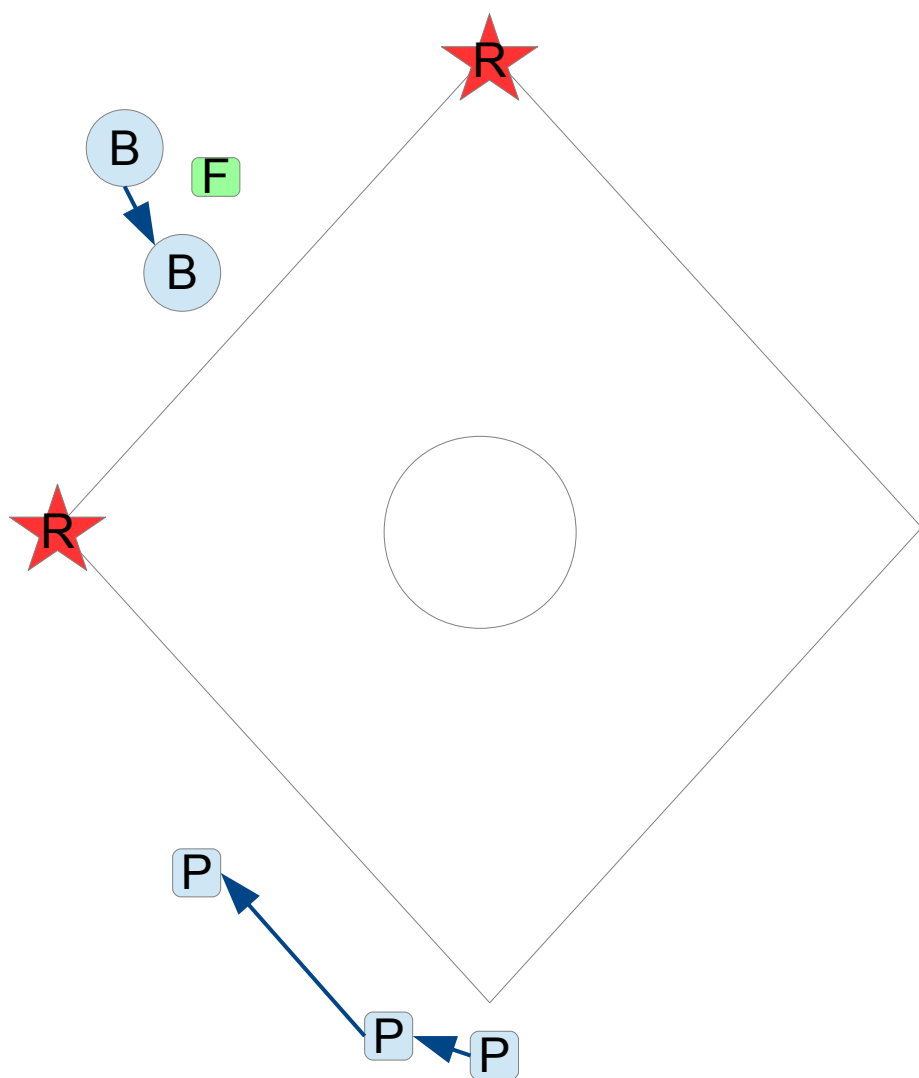
After the initial play at first base, turn toward a potential play at 2b and be ready to help on any play at third or the plate.

Wait for the play to conclude before heading to the next starting position.

.



Fast Pitch Mechanic Diagram
Situation: Runner on 2nd and 3rd
Base umpire position "C"
Mid point between 2nd and 3rd base
One step behind Shortstop and 1 ½
steps to either side (variable)





Fly ball/line drive to outfield, ball is caught

P:

Move to obtain the best angle to watch the catch/no catch and the tag up at 3b.

When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.

After the catch, read R3:

- If she stays at 3b commit to third base.
- If she advances, read the play as it develops and adjust to the play.

Wait for the play to conclude before returning to the plate area.

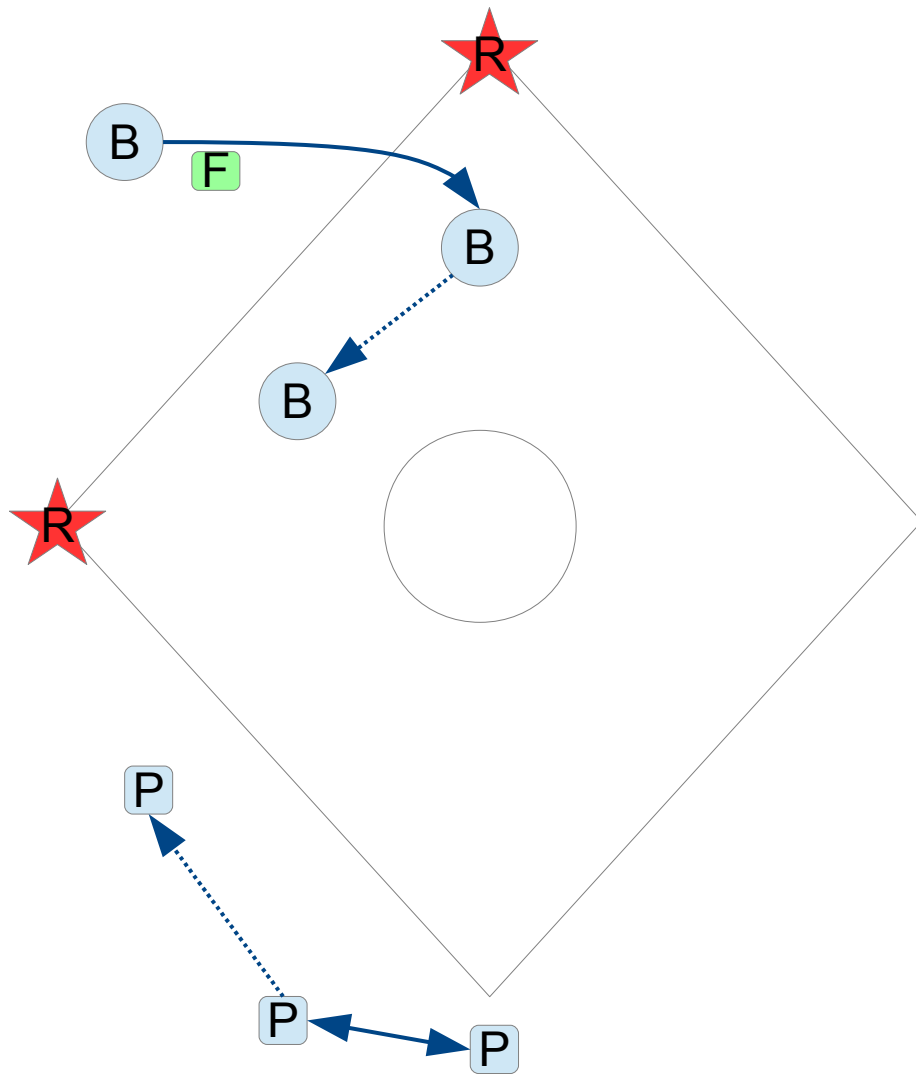
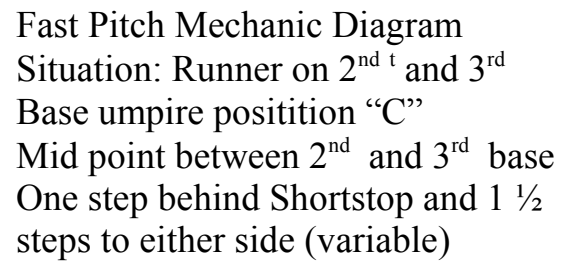
U1:

Immediately move to a position to allow you to see R2 tag up.

After the catch, read the throw from the outfield and adjust positioning.

Take any play on R2 at second base and third base.

Wait for the play to conclude before heading to the next starting position.





Fly ball/line drive to outfield, ball is caught

P:

Immediately move to the holding area in foul territory between home and third base.

If you read a possible play at third base on a tag up situation, commit to third base and adjust to the play.

– Verbal to your base umpire that you have third base.

If R2 advances toward the plate without stopping, move back to the plate and adjust to the play.

Wait for the play to conclude before returning to the plate area.

U1:

Read and process where the ball is hit and the fielder(s) movement.

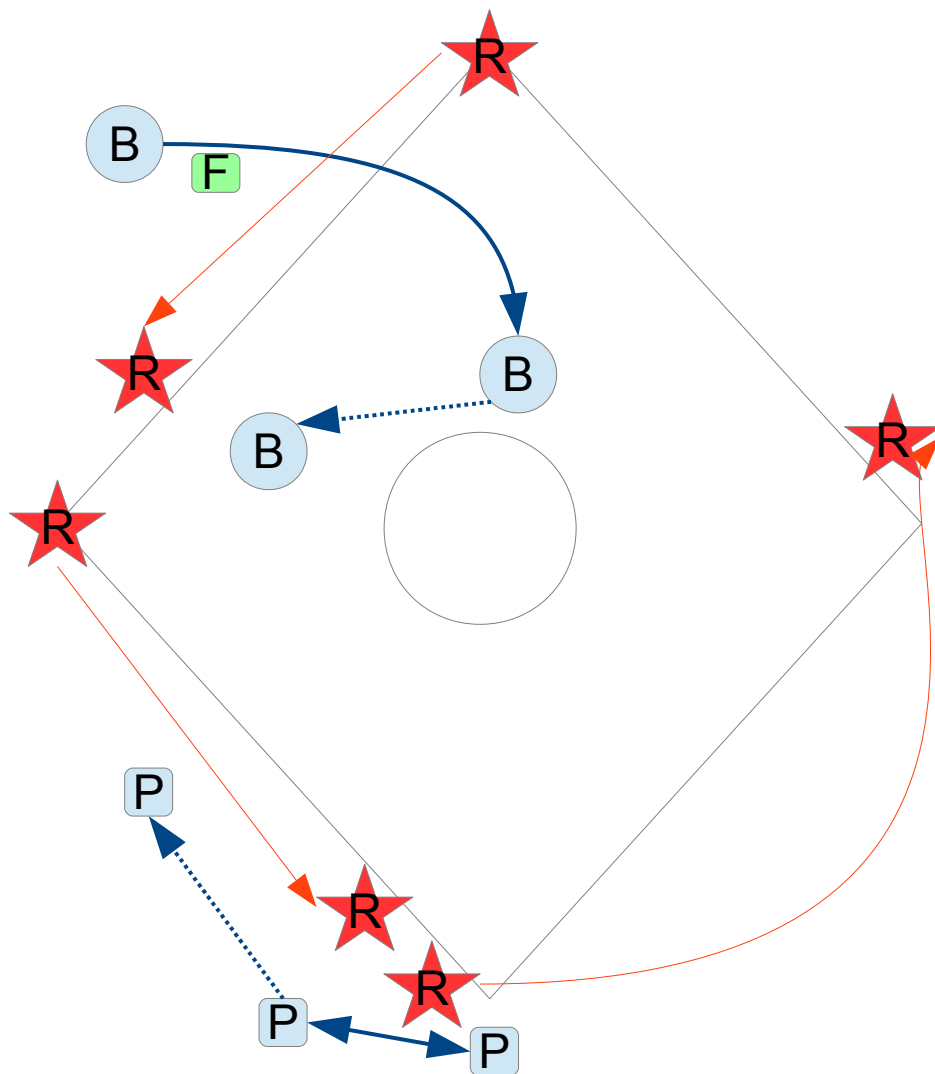
Move inside the diamond to get the tag up on the runner at second.

Take the runner from second into third.

Wait for the play to conclude before heading to the next starting position.



Fast Pitch Mechanic Diagram
Situation: Runner on 2nd t and 3rd
Base umpire position "C"
Mid point between 2nd and 3rd base
One step behind Shortstop and 1 ½
steps to either side (variable)





Base hit to outfield

P:

Immediately move to the holding area in foul territory between home and third base.

Watch R1 touch home plate and R2 touch third.

If you read a possible play at third base, commit to third base and adjust to the play.

– Verbal to your base umpire that you have third base.

If R2 advances toward the plate without stopping, move back to the plate and adjust to the play.

Wait for the play to conclude before returning to the plate area.

U1:

Read and process where the ball is hit and the fielder(s) movement.

Come inside the diamond, near the top of the circle.

Watch the batter-runner approach, touch, and round first, second and third base.

Make any call on the batter-runner at first, second and third base.

If the batter-runner is not advancing to 2b, and you have not heard the plate umpire verbalize he/she has 3rd base, glance toward 3b and be ready to help if requested.

Wait for the play to conclude before heading to the next starting position.



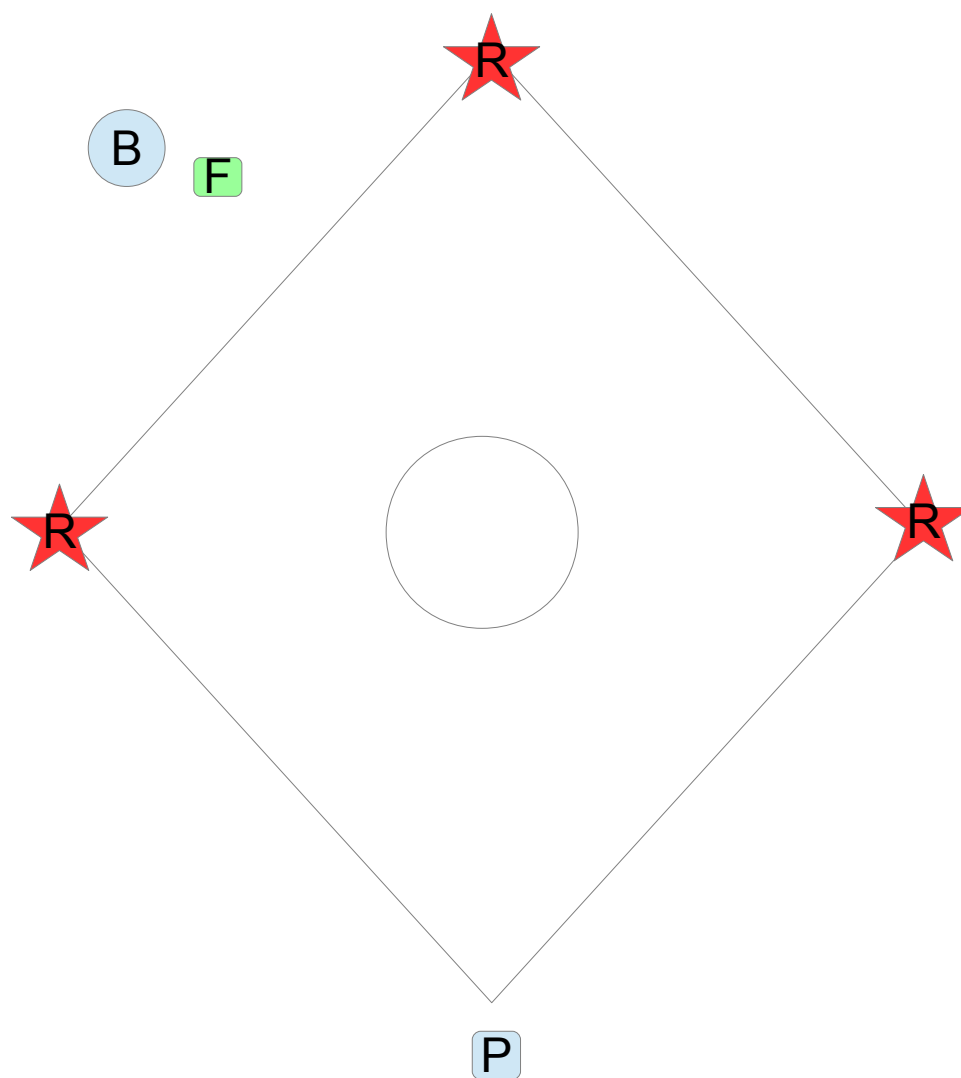
Fast Pitch Mechanic Diagram

Situation: Bases Loaded

Base umpire position "C"

Mid point between 2nd and 3rd base

One step behind Shortstop and 1 ½ steps to either side (variable)





Extra base hit to the outfield

P:

Immediately move to the holding area in foul territory between home and third base.

Watch R3 approach and touch home plate.

Take any play on R2 at the plate.

As soon as you read that R2 will score without a play, start moving to the holding zone and be ready to help if requested on any play at 2b and 3b.

Wait for the play to conclude before returning to the plate area.

U1:

Read and process where the ball is hit and the fielder(s) movement while staying outside.

Watch the batter-runner approach, touch and round first, second and third base.

Make any call on the batter-runner at first, second and third base.

Watch any play on R2 or the batter-runner at home plate; be ready to give help if requested.

Wait for the play to conclude before heading to the next starting position.



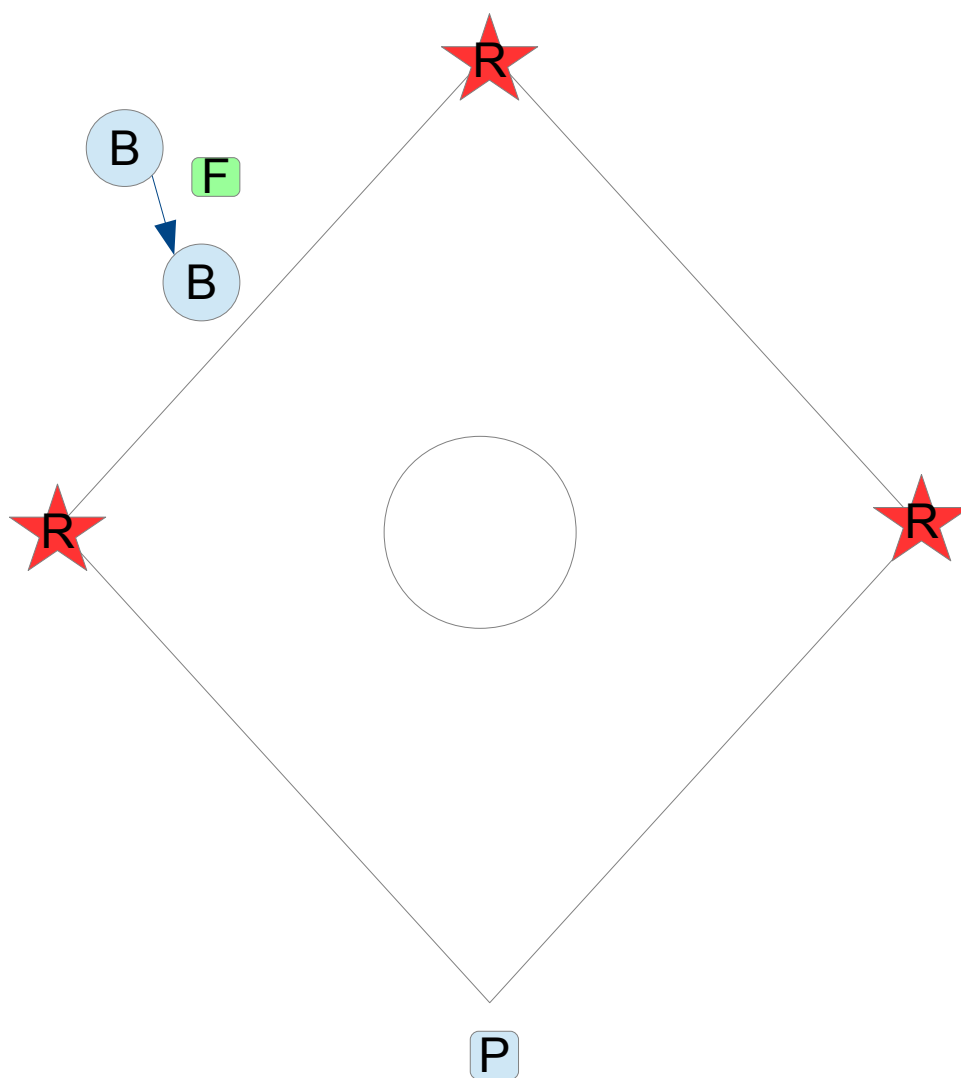
Fast Pitch Mechanic Diagram

Situation: Bases Loaded

Base umpire position "C"

Mid point between 2nd and 3rd base

One step behind Shortstop and 1 ½ steps to either side (variable)





Working between pitches/ pickoff plays

P:

Move out of stance when the pitch is over, completing verbal and/or signal.

If there is a pick off attempt watch the catcher's attempt to throw and look for batter interference.

- After a throw, step out to the left clearing the catcher and batter to watch the play.
- Be prepared to give help if requested, especially at first base.
- Be ready for R3's attempt to advance to the plate.

If the pitch is a passed ball, remain in the plate area avoiding any throwing lanes and the catcher.

- Keep tracking the ball while watching R3 and the catcher.
- Adjust to any play at home plate.

Wait for the play to conclude before returning to the plate area.

U1:

Move out of the set position and read the runners and catcher.

Movement should be forward in the direction of the intersection with the imaginary line between the primary position at 2b and 3b.

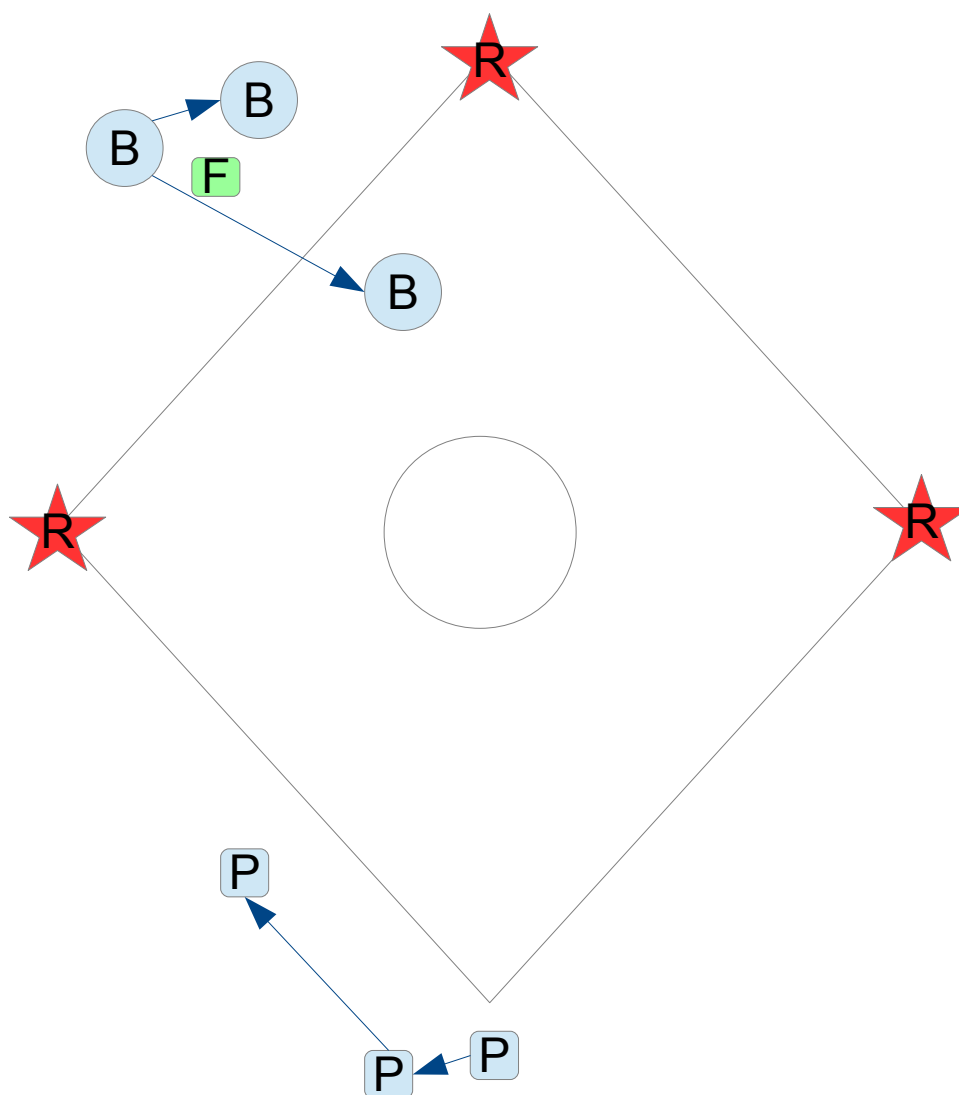
React quickly if a play develops, getting the best angle and distance for the play.

Be ready for a subsequent throw to other bases after the initial play.

When the ball is in circle with the pitcher and all runners have returned to first base, return to starting position.



Fast Pitch Mechanic Diagram
Situation: Bases Loaded
Base umpire position "C"
Mid point between 2nd and 3rd base
One step behind Shortstop and 1 ½
steps to either side (variable)





Hit to infield

P:

When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line in foul territory.

Move to the 1b line extended, backing up to force-play depth.

If the first play is not to the plate, watch R3 score and be ready to help at any base if requested.

Be ready to move to 3b for any subsequent play on R2 or R1.

Wait for the play to conclude before returning to the plate area.

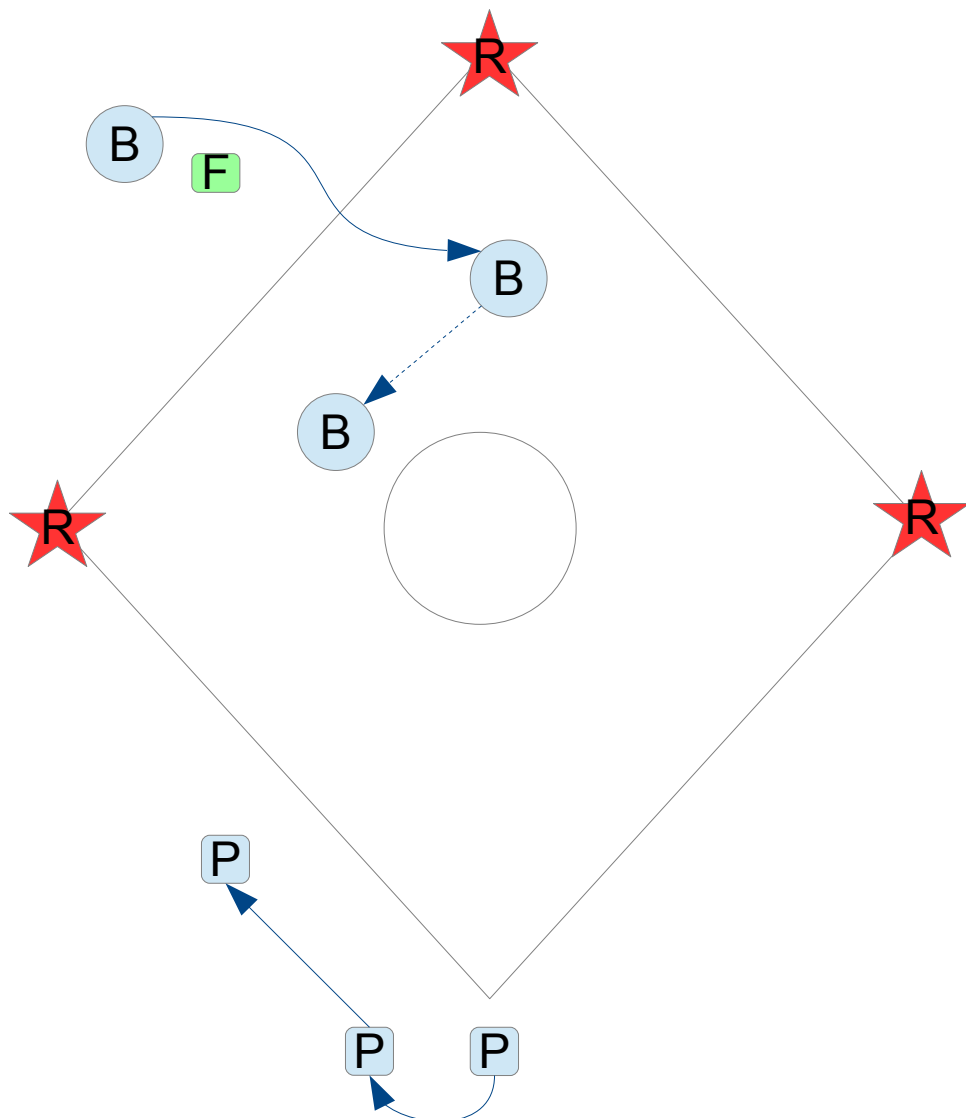
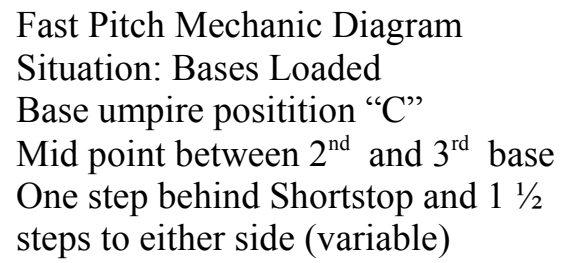
U1:

Read the fielder and be ready to move quickly toward the play she is making.

If the initial play is to the plate, move aggressively into the diamond, staying out of running lanes for the potential double-play attempt at 1b.

If the initial play is to 1b, when that play is over turn toward a potential play at 2b and be ready to help the plate umpire on a play at 3b.

Wait for the play to conclude before heading to the next starting position.





Fly ball/Line drive to the outfield, ball is caught

P:

Move to obtain the best angle to watch the catch/no catch and the tag up at 3b.

When the ball is hit near the foul line, move to a credible position straddling the line or the extension of the line.

After the catch, read R3:

- If she stays at 3b commit to third base.
- If she advances, read the play as it develops and adjust to the play.

After R3 scores or is called out, be alert for other plays which may develop.

Verbalize coverage at 3b as appropriate.

Wait for the play to conclude before returning to the plate area.

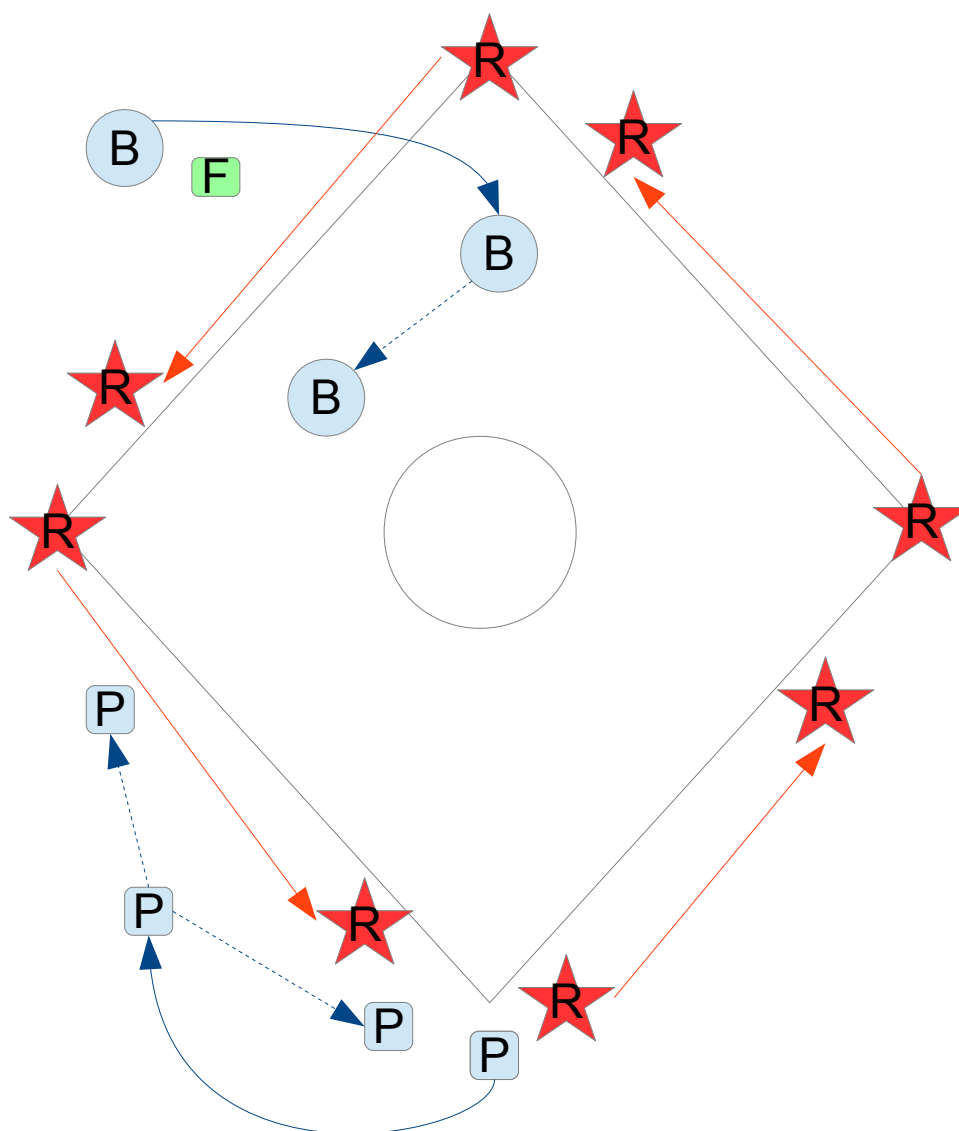
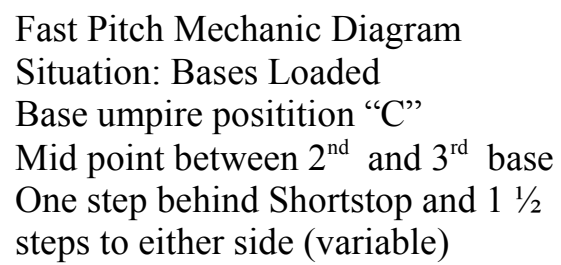
U1:

Immediately move to a position to allow you to see R1 and R2 tag up inside the diamond.

After the catch, read the throw from the outfield and adjust positioning.

Take any play at 1b or 2b, and be ready to take any play at third base until you hear the plate umpire verbalize coverage at 3b.

Wait for the play to conclude before heading to the next starting position.





Base hit to the outfield

P:

Immediately move to the holding area in foul territory between home and third base.

Watch R3 approach and touch home plate.

Take any play on R2 or R1 at the plate.

As soon as you read that R2 will score without a play and there is a possible play on R1 at 3b, commit to 3b and adjust to the play;

Verbalize coverage at 3b.

As soon as you read that R1 will advance to the plate, move back to the plate and adjust to the play.

Wait for the play to conclude before returning to the plate area.

U1:

Read and process where the ball is hit and the fielder(s) movement

When the first runner passes, move inside the diamond to see all base touches at 1st and 2nd.

Watch the batter-runner approach, touch and round first, second and third base.

Make any call on the batter-runner at first, second and third base.

Take any play at 1b or 2b, and be ready to take any play at third base until you hear the plate umpire verbalize coverage at 3b.

If the batter-runner is not advancing to 2b, and you have not heard the plate umpire verbalize coverage at 3rd base, glance toward 3b and be ready to help if requested.

Wait for the play to conclude before heading to the next starting position.