

Three Man Umpiring Mechanics Pre-game Conference Outline

Notify coaches that the crew has arrived & Confirm Start Time

Discussion Topics

1. Uniforms
2. Pre-game check of helmets and bats
3. Pre-game conference
 - A. Positioning
 - B. Ground Rules by home coach
 - C. UIC does all talking unless otherwise directed
 - D. National Anthem position
 - E. Run to positions
4. Check-Swings responsibilities and mechanics
5. Swipe tag and pulled foot mechanics
6. Fair/Foul responsibilities
 - A. Up to bag
 - B. Over the bag
 - C. No double calls/eye contact/good timing
7. Outfield Coverage
 - A. With U1 and U3 on the lines
 - B. With U3 in the middle
 - C. With U1 in the middle
 - D. If any doubt, go out/communicate/if U3 errors on coverage, keep going
 - E. Better to have someone in outfield, even if it turns out to be routine, instead of not being there if it becomes trouble
8. Non-verbal signals
 - A. Infield Fly
 - B. Standard Rotation
 - C. Reverse Rotation
 - D. Umpire going out
 - E. Appeal
 - F. Time Play
 - G. Trap/Catch by catcher on 3rd strike
 - H. Outs & Count
 - I. Eye Contact
9. Rotation Situations
 - A. No runners/U1 goes out/UIC to 1st for throwback
 - B. Runner on 1st or 1st and 3rd/Clean hit/UIC to 3rd/U1 to plate
 - C. Runners in scoring position/Clean hit/U1 to infield/U3 to plate
 - D. Runner on 2nd or 1st and 2nd/Fly-ball tag-up/UIC to 3rd/U1 to plate (if necessary)
10. Odd Plays
 - A. Runner on 3rd only/Fly-ball to RF/U1 goes out/U3 to 2nd/UIC takes tag-up
 - B. Runner on 3rd only/Fly-ball to LF/U3 goes out/U1 to 2nd/UIC has throw back at 3rd

Basics

1. If you go out, stay out
2. Never cross the baseline from inside
3. With no runners on U3 makes the decision of outfield coverage on balls to CF
4. Base touches and tag-ups
 - A. UIC has home plate and can help at 1st and 3rd
 - B. U1 has 1st unless he goes out/helps on 2nd and 3rd of U3 goes out
 - C. U3 has 3rd and 2nd unless he goes out
 - D. Communicate if there is going to be an appeal
 - E. Position between innings
5. Handling dugouts
 - A. Arguing balls and strikes
 - B. Bench jockeying
6. Arguments
 - A. 1 on 1
 - B. When to step in and when not to
7. Fights
 - A. Try to stop players before fight starts
 - B. If you can't stop them, step back and take numbers of participants
8. Other
 - A. Rule or mechanics questions
 - B. Hustle at all times
 - C. Communicate, communicate, communicate,
 - D. Good eye contact
 - E. Good timing
 - F. Get the play right at all costs
 - G. Have fun and **enjoy what you are doing.**