



***United Umpires  
Training***

## Double Play Footwork

- R1 Only
  - B Position
  - GB to ANYWHERE in the infield
    - Chest to ball
  - Throw goes to 2<sup>nd</sup> base
    - Chest to base (with head around early to 2<sup>nd</sup>)
  - USE YOUR EYES PROPERLY FOR THAT PLAY
    - Don't rush because of your play at first
  - Mechanic given while turning towards first
    - Eyes arrive early
  - You should finish in essentially the same place you started – no movement to 2<sup>nd</sup> – no movement to first

## Double Play Footwork

- R1/R2 or Bases Loaded
  - C Position
  - Lateral Drift
    - Immediately when we can be certain the initial play is NOT at third
    - Delayed if SS or 3B may make initial play at third base
  - Be set for play at second – and square to the base
  - Repeat the steps that we followed with R1 only
    - Proper Use of Eyes
    - Mechanic while turning
    - Eyes to first base ASAP

## Force Play Slide Rule

- Check your specific rules – all amateur baseball requires a slide directly into the base but does have differences between HS/NCAA/ETC.
- As usual, proper use of eyes is key
  - Don't make a decision about the play until it has concluded
- 2 umpire system – FPSR responsibilities
  - Base umpire has initial action
  - Plate umpire has anything after the throw goes to first

## Force Play Slide Rule

- 3 umpire system – FPSR responsibilities
  - Base umpire should stay focused on the play they are responsible for
- Know what to look for
  - Sliding path
  - Leg kick
  - Leg above knee
  - Roll block
  - Pop Up

# Steal Plays/Pick Off Plays

## ○ General Guidance

- The quicker the play will develop, the more important our starting position is.
  - Starting position creates angles to ensure we aren't blocked by runner's body
- Plays at 2<sup>nd</sup> – Drop step towards the base
- Plays at 1<sup>st</sup>/3<sup>rd</sup> – Step forward towards midpoint of baseline
- Just like force plays at first – our eyes must be early
  - Once you ensure the throw isn't going to hit you or that the pitcher has made a legal move, snap your head around to the play

## Steal Plays

- R1 Only
  - Goal – Finish Play on first base side of cutout
  - Begin movement early
    - Drop step prior to ball being thrown by catcher
    - Step should be directly towards destination
  - Continue on this path as ball is thrown
  - Once we ensure a throw is not going to hit us, turn your head to second to arrive ahead of the ball

## Steal Plays

- R2 Only – Steal of third
  - Good starting position is essential
  - Move towards 45 foot mark of baseline
  - Continue this movement for as far as the play will allow, getting set and having your head arrive before the ball
- R1/R2 – Double Steal
  - Do not commit until you recognize where the catcher will throw



# Pick Off Plays

- First base
  - Starting position is essential
    - Too far back puts you behind runner sliding in
  - One or two steps depending on the level of play, working our way toward the 45 foot line
  - Set for play
- Second base
  - Starting position is essential
    - Too far back puts you behind runner sliding in
  - Drop step directly toward base, crossover and get head around early
- Third base
  - Similar to first

## Backpick Plays

- Post Pitch steps
  - Should be employed when you only have ONE runner and you are certain they are not advancing
  - As pitch crosses through the hitting zone and is NOT put in play, a step to get your momentum going towards the runner will prepare you in the case of a backpick throw from the catcher
  - Angle is similar to pick-off plays, you should be able to take a few additional steps to help see the play

## Using The Working Area

- Define the Working Area – the area behind the pitchers mound from the B to the C position
- Key Phrases for the working area
  - Split the difference – be BETWEEN your possible responsibilities
  - Play = ball and runner = move closer
  - Be set for the play – different than being in the wedge
- What do we do in the working area?
  - Chest to ball
  - Watch ball, glance at runners and other responsibilities
  - Use instincts to help you shade towards your likely play
  - Don't overcommit when a secondary play is possible

## Ground Balls with 2 Outs

- Instinct Plays – understand where the defense wants to go with the ball
- Move aggressively – show that you are engaged
- Be set for play

# Clearing Catcher/First Basemen on Pop Ups

- Plate Umpire
  - Eyes to the catcher
  - Open the gate by stepping backwards w that foot
  - Keep your distance, we know the ball will spin back at the last second
- Base umpire
  - If there is ANY chance of the ball being fair – move inside ahead of B/R
  - On balls that are clearly foul
    - Get your eyes to fielder and open the gate for them to pass
    - Follow to the boundary
- Both
  - As the ball descends, if it may hit the net/fence, get eyes to ball