

BASE UMPIRE – POSITION A

RESPONSIBILITIES – PITCHER, (RUNNER), BALL/BATTER, ACTION

STARTING POSITION

1. 18-20 ft from 1st base in foul territory
2. walk line starting on left foot, end in set position 15-18 ft from 1st base before pitch is released
3. watch for illegal pitch, hit batter, foul off batter in box (P/U first opportunity to call dead ball), check swing, bunt or slap attempt, foul tip
4. third strike – fist if caught, point if trapped/dropped

FAIR/FOUL COVERAGE

- A. Primary responsibility P/U
- B. Base umpire can go out for sinking line drive to right field for possible trapped ball or line drive close to foul line – straddle line, make fair /foul/out call, stay out
- C. Pop foul down 1st base foul line – 1st and/or 2nd base fielder coming at you – FREEZE – let THEM go around you. P/U's call. After they pass you can go inside diamond

GROUND BALLS

- A. ROUTINE – Through infield – come inside diamond to pivot 10 ft off base line on 45 degree angle to 1st base. Pivot towards batter/runner advancing to 1st base. Watch for obstruction, missed base and fake tag. Take runner to 2nd (and possibly 3rd) base paralleling the base line offset 10ft. Hold position until ball is in the pitcher's possession in the circle
- B. ROUTINE - in infield -
 1. Go to primary calling position 15-18 ft off 1st base. Position to be on a 90 degree angle to the path of the THROW
 2. Watch fielder throw. Let ball turn you to towards 1st base. Watch ball enter 1st baseman's glove, runner's foot position and 1st baseman's foot to make call
 3. Errant throw pulls 1st base fielder into batter/runner's base path – obstruction if collision without the ball or runner has to alter her base path to avoid
 4. Bunt – primary calling position is 90 degrees to 1st base 15-18ft towards 2nd base
 5. Swipe tag – cover in pregame with partner, determine who will call where on batter/runner advancing to 1st. if runner continues to 1st after attempt and you are in doubt, ask before making call
 6. 3 foot running lane – starts 30ft from 1st base. Runner does not have to be in it until it starts. If no line delineated – umpire judgment where it starts – use imaginary line drawn perpendicular to 1st base line from pitching plate as the starting point
 7. Batter/runner interference on way to 1st base – **has to be a throw**
 - a. Judgment call – if bad throw or not

- b. Runner can run out of the lane to avoid a fielder attempting to field a **batted** ball
- c. Runner considered out of the running lane if **either** foot **completely** outside the running lane in contact with the ground. Can be on either fair or foul side of the running lane.
- d. If interference called – “Dead ball, that’s interference”.

C. NON-ROUTINE – ground ball – foul ground call

Used only on balls hit to 1st base player, 2nd base player’s extreme left or short right field with a possible throw to 1st base from near the foul line. Move no farther than 45 degree angle to 1st base in primary calling position for a force play (15-18 ft)

Problems:

- a. Hard to see 1st base player’s foot/juggled ball.
- b. Tend to be too close to play – affects timing and peripheral vision and judgment.
- c. Coach may get in the way.
- d. Overthrow may hit you.
- e. Puts you behind runner – pregame make sure P/U covers 2nd base.

DOUBLE FIRST BASE Rule 8-10

1. Any play from **FAIR** territory on runner – defense uses white, runner uses colored portion.
 - a. Batter/runner who touches only white portion on a force play is out if the defense appeals prior to the batter/runner returning to either portion of the base.
 - b. B/R collides with fielder on white portion – interference.
 - c. B/R collides with fielder on colored portion – obstruction.
2. B/R and defense can **both use either** white or colored portion on:
 - a. Any force out attempt from foul side of 1st base. i.e. dropped third strike.
 - b. Any errant throw pulling defense off the base into foul territory.
3. B/R or runner can use either portion on:
 - a. Balls hit to the outfield either advancing or returning.
 - b. Tag ups on fly balls.
 - c. Returning on an attempted pick-off play.

LOOK BACK RULE Rule 8-7

In effect when the **pitcher** has the ball in the circle **and** the batter/runner has touched 1st base or has been declared out – includes base on balls, dropped third strike.

1. B/R rounds 1st base towards 2nd base may stop immediately, then advance or return.
2. B/R rounds 1st base towards right field, turns left and immediately stops must advance or return.
3. B/R rounds 1st base towards right field, turns left and moves directly

- towards 2nd base and stops is committed to 2nd base.
4. B/R rounds 1st base towards right field, turns left and moves back towards the infield in any direction except towards 2nd base is committed to 1st base.

In all cases a violation of this rule results in: “Dead ball, you’re out!”

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STARTING POSITION

1. PITCHER
2. BALL
3. BATTER

FAIR/FOUL COVERAGE

1. GO OUT

GROUND BALLS – ROUTINE

1. THRU INFIELD
2. IN INFIELD
 - a. PRIMARY CALLING POSITION
 - b. BUNT
 - c. SWIPE TAG
 - d. 3 FOOT RUNNING LANE
 - e. BATTER/RUNNER INTERFERENCE

GROUND BALLS – NON ROUTINE

1. CALLING POSTION – FOUL TERRITORY
2. WHEN TO USE

DOUBLE FIRST BASE

LOOK BACK RULE