

3-Person Umpire Team Training

Producer: Pre-work	• There is a survey to be administered by Google Form on Slide 5. The form is title ""3-Person Experience Form", and you will be added as a collaborator. Before every training session, clear responses from the prior session. In the form view, go to "Responses", click the three vertical dots, then select "Delete all responses." • As responses are collected, the histogram shown on the "Responses" tab will be a convenient tool to communicate results to the facilitator. • Use the "Send" button to generate a link to send out to trainees via the Zoom chat.
	• Participants should be emailed a copy of the Participant Guide to print before the session.
	• There are two (2) Kahoot activities scheduled, one on Slide 10: Kahoot 1 and one on Slide 24: Kahoot 2. • Prior to each of these slides, take a few steps to ready each Kahoot. Use the link above, then click "Start". You will host a live Kahoot in "Classic Mode." Kahoot will generate a QR code the learners can scan to join. Kahoot will also generate a PIN that can be entered at kahoot.it to join. Learners can join either way.

Facilitator Pre-Work:	• This guide was developed for the purposes of delivering this course using Zoom, but it can also be used for classroom training with the following considerations: ○ Kahoot activities will be completed by learners using their phones. ○ Questions can be directed to the facilitator as needed.
	• Open the Powerpoint file associated with this guide.
	• Share the Powerpoint application and ensure that the Zoom <i>attendees</i> and <i>chat</i> panels are still visible.

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	Talking points and questions are included in this guide, but be prepared to add your own commentary, questions, and expertise as well.
	- Aim toward generating a response or action from the learners at least once every five minutes; this will keep learners engaged and will encourage them to follow along closely. - Learners have a participant guide they should be using to take notes and diagram situations. This guide will note which slides learners are expected to write down information.

Session Overview		
Slides	Approximate Timing	Topic
1-5	6 minutes	Introduction
6-10	17 minutes	Starting Positions
11-19	10 minutes	Leadoff Responsibilities
20-24	20 minutes	Fly Ball Chasing Responsibilities
25-37	22 minutes	Tag-Up Responsibilities
38-40	5-10 minutes	Summary and Wrap-up
Total:	80-90 minutes	

Slide#) Duration	Slide	Facilitator Notes	Producer Notes
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1. Less than 1 min.



DO:

Review notes; be ready to begin the course when the producer signals.

SAY:

[When ready to begin the session] great learners.

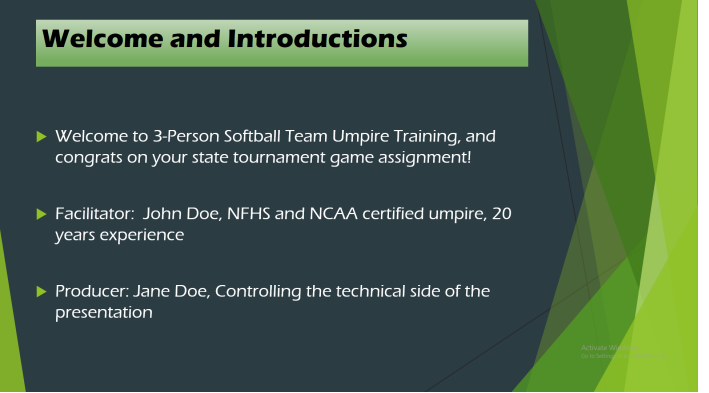
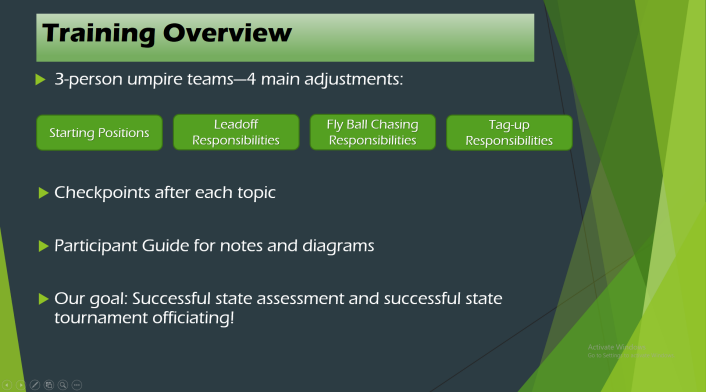
DO:

- Check the attendee list as learners enter the Zoom.
- Be sure Kahoot codes are ready and pasted into your copy of the slide deck.
- Be sure screen sharing capabilities are granted to facilitator and producer only.
- Check for facilitator readiness.
- Signal to facilitator when the group is ready to begin.

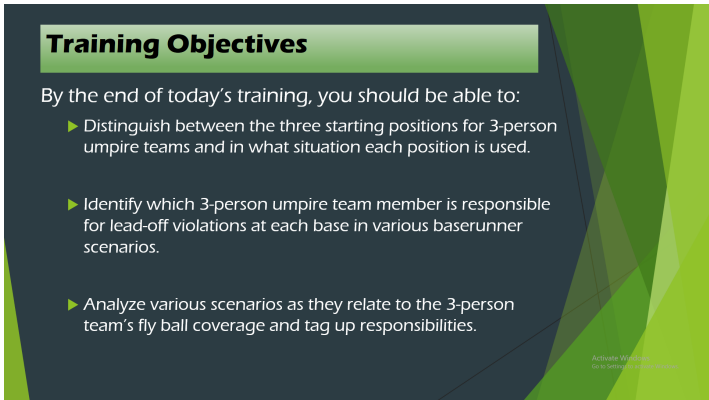
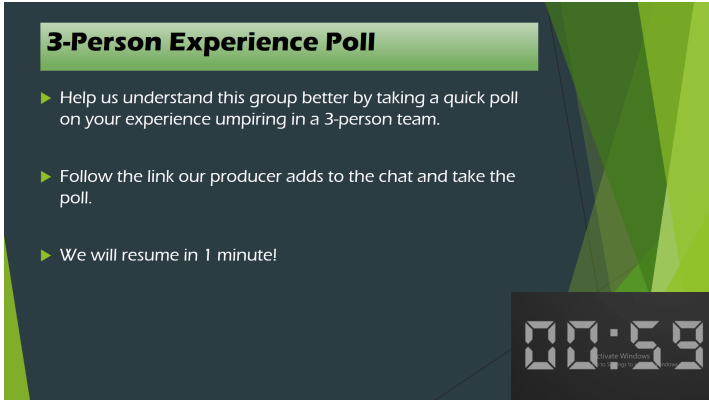
SAY:

- Greet learners as they enter, let them know the session will begin shortly.
- Remind learners to have their printed copy of the participant guide and a writing utensil ready.

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2. 1 min.		DO: Enter each bullet point by click. SAY: • Again welcome learners and congratulate them on their seasons thus far. • Introduce yourself and the producer. EXPLAIN: The producer's role. ASK: • Learners if they see the chat feature. • Learners to have cameras on, but sound muted. • Producer if they have anything to add before the course begins.	DO: • Mute learners as needed to avoid distracting audio. • Monitor the waiting room for any late arrivals. • When prompted, type in the chat to provide learners a chance to see how the chat messaging works. SAY: Anything you would like to add before the course begins.
3) 1 min.		DO: Enter each bullet point and green rectangles by click. SAY: We will start with an overview of today's training. EXPLAIN: • The 4 main topics you will focus on.	DO: Monitor chat for questions.

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		• How checkpoints after each topic will be used. • How to use the participant guide throughout the course. • The overall goal of the course.	
4) 2 min.	 Training Objectives By the end of today's training, you should be able to: ▶ Distinguish between the three starting positions for 3-person umpire teams and in what situation each position is used. ▶ Identify which 3-person umpire team member is responsible for lead-off violations at each base in various baserunner scenarios. ▶ Analyze various scenarios as they relate to the 3-person team's fly ball coverage and tag up responsibilities.	DO: Enter each bullet point by click. EXPLAIN: The training objectives: The first two course topics will cover the first two objectives; the second two topics will cover the third objective.	DO: Be sure you have the Google Form link ready for the next slide.
5) 2 min.	 3-Person Experience Poll ▶ Help us understand this group better by taking a quick poll on your experience umpiring in a 3-person team. ▶ Follow the link our producer adds to the chat and take the poll. ▶ We will resume in 1 minute! 00:59	DO: Enter each bullet point by click. Enter the timer by click. Once learners have instructions and the link is available to them, hover over the timer, then click the play button to start the timer. After the poll is complete, get a summary of results from the producer. SAY:	DO: Add the Google Form link to the chat. Monitor results as they come in. As the minute timer comes to a close, share a summary of the results with the facilitator.

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		● To help us understand our group better, please help by responding to a quick poll. ● Please follow the link our producer is adding to the chat. ● We will resume in one minute.	
6) 1 min.		DO: Enter each bullet point and green rectangle by click. SAY: ● We are ready to begin our first topic, starting positions. ● There are 3 possible pre-pitch starting positions for a 3-person umpire team: Standard position, rotated position, and counter-rotated position. ● Let's take a closer look at each position, and when they are used.	

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7) 2 min.

Topic 1 (continued): Starting Position– Standard

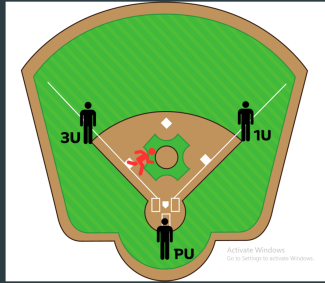
► Standard Positioning is used for:

No Runners On

Runner on 3rd
Only

► In this position:

- PU (Plate Umpire) is behind the plate
- 1U (1st base Umpire) and 3U (3rd base Umpire) are 18-20 feet past their respective bases, down the line and in foul territory.
- As the pitch is delivered, 1U and 3U take no more than two steps forward, ending in a ready-set position on the proper (outside) push foot.



DO:

- Enter the first bullet point and green rectangles by click. A baserunner will enter the field diagram after the 2nd green rectangle.
- Enter each subsequent bullet point by click. Allow a moment for the corresponding umpire to enter the field diagram after they are referenced in a bullet point.
- Be mindful that participants will be writing down some of this information, including the field diagram.
- Producer will give you a thumbs up when learners are ready to progress to the next slide.

SAY:

- We will start with standard starting position.
- Please start filling in your participant guide with this slide.

EXPLAIN:

- When standard position is used.
- Where each umpire is set up for standard position.

ASK:

- Learners to give a thumbs up to their camera when they are finished making notes on this slide.

DO:

In the chat, alert learners they should start filling in their participant guide with the information from this slide.

Monitor the chat for questions.

When the facilitator asks for the thumbs up to proceed, monitor the learners and give the facilitator a thumbs up when it is time to proceed.

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8) 2 min.

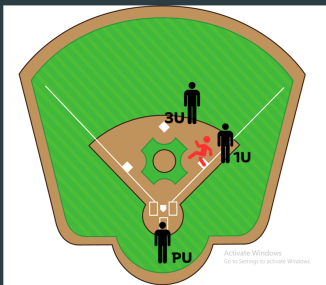
Topic 1 (continued) Starting Position: Rotated

► Rotated positioning is used for:

Runner On 1st
Only

► In this position:

- PU (Plate Umpire) is behind the plate
- 1U (1st base Umpire) is 8-10 feet down the line from 1st base in foul territory, facing the plate.
- 3U (3rd base Umpire) is facing the plate 10-12 feet beyond 2nd base, in an imaginary line from 2nd base to right-center field.



DO:

- Enter the first bullet point and green rectangle by click. A baserunner will enter the field diagram after the green rectangle.
- Enter each subsequent bullet point by click. Allow a moment for the corresponding umpire to enter the field diagram after they are referenced in a bullet point.
- Be mindful that participants will be writing down some of this information, including the field diagram.
- Producer will give you a thumbs up when learners are ready to progress to the next slide.

SAY:

- Next, let's take a look at rotated starting position.
- Continue filling in your participant guide with this slide.

EXPLAIN:

- When rotated position is used.
- Where each umpire is set up for rotated position.

ASK:

- Learners to give a thumbs up to their camera when they are finished making notes on this slide.

DO:

Monitor the chat for questions.

When the facilitator asks for the thumbs up to proceed, monitor the learners and give the facilitator a thumbs up when it is time to proceed.

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9) 2 min.

Topic 1 (continued) Starting Position: Counter-Rotated

▶ Counter-rotated positioning is used for situations not previously mentioned, including:

Runner On 2nd
Only

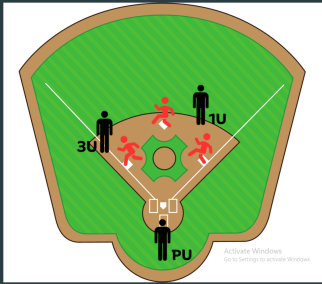
All Multiple Runner
Situations

▶ In this position:

▶ PU is behind the plate

▶ 1U is 15-30 feet from 1st base and 15 feet from 2nd base, usually behind the second baseman.

▶ 3U is facing the plate 8-12 feet down the line from 3rd base. With a runner on 3rd, 3U may be a few steps off the line.



DO:

- Enter the first bullet point and green rectangle by click. A baserunner on 2nd base will enter the field diagram after the first green rectangle.
- Enter the second green rectangle by click. Another baserunner, on first base, will enter after the second green rectangle.
- Click again to show another multiple runner situation: runners on 2nd and 3rd.
- Click once more to show the bases loaded situation.
- Enter each subsequent bullet point by click. Allow a moment for the corresponding umpire to enter the field diagram after they are referenced in a bullet point.
- Be mindful that participants will be writing down some of this information, including the field diagram.
- Producer will give you a thumbs up when learners are ready to progress to the next slide.

SAY:

- Next, let's take a look at counter-rotated starting position.
- Continue filling in your participant guide with this slide.

DO:

Have the Kahoot QR code ready on the next slide, including QR code and link with PIN.

Monitor the chat for questions.

When the facilitator asks for the thumbs up to proceed, monitor the learners and give the facilitator a thumbs up when it is time to proceed.

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		EXPLAIN: - When counter-rotated position is used. - Where each umpire is set up for counter-rotated position. ASK: - Learners to give a thumbs up to their camera when they are finished making notes on this slide.	
10) 10 min.	 Checkpoint: 3-person Starting Positions Kahoot! ▶ Scan the QR code to join, OR...join the game using the on-screen link and PIN. ▶ Please enter first name and last initial for your Kahoot! nickname! ▶ Once everyone has joined, the game will begin. ▶ Note you will only have 20 seconds to answer each question, be ready! Kahoot! QR	DO: - The producer will be screen sharing for this slide, so they will click to enter each bullet point. - Watch the Kahoot game as it is played. - Note the most-missed questions. SAY: - We have reached the checkpoint over our first topic, starting positions. - We will use a Kahoot! game to check understanding. - Our producer will be sharing their screen to facilitate the game. EXPLAIN: - Each bullet point.	DO: - Host Kahoot found at: https://create.kahoot.it/share/3-person-starting-positions/0501a07f-3c43-48a9-8ac3-3a8e2cfc60d2. - Follow the link to access the Kahoot; you will host the game using classic mode. - Share your screen to make the QR code available to the group. - Also put the website address and PIN in the chat.

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		• How to play: given multiple-choice questions, click the color/shape that corresponds with the correct choice.	• Click to enter each bullet point for the facilitator. • Monitor the group joining, once all have joined, begin the game. • Once participants start responding, the field graphics may hide from view. Click “show media” to show the picture to the group until time has expired on each question. • When the game is over, click “View Summary” and report back the most missed topics to the presenter for discussion.
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11) 2 min.

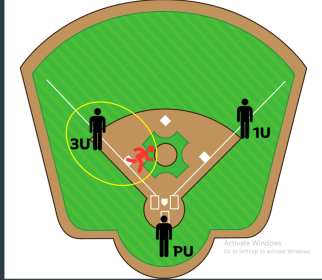
Topic 2: Leadoff responsibilities—Standard Position

► Recall standard position is for:

No Runners On

Runner on 3rd
Only

► Therefore, the only leadoff responsibility falls on 3U (3rd base umpire) when there is a runner on 3rd base.



DO:

- Share your screen again, to take over after the Kahoot finishes.
- Click to enter the field with umpires in standard position graphics.
- Click to enter the first bullet point and green rectangles. A runner on 3rd base will enter after the second green rectangle.
- Enter the second bullet point by click. Allow a moment for a yellow oval to appear to illustrate the lead-off responsibility.
- Be mindful that participants will be writing down some of this information, including the field diagram.
- Producer will give you a thumbs up when learners are ready to progress to the next slide.

SAY:

- Our second topic is leadoff responsibilities.
- We will go over these by starting position, starting with standard position.
- Continue filling in your participant guide with this slide.

EXPLAIN:

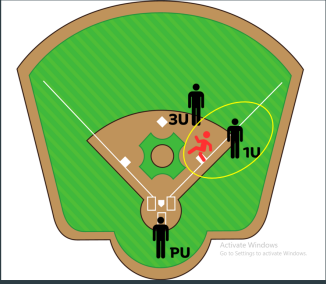
- There is only one possible leadoff responsibility in standard position,

DO:

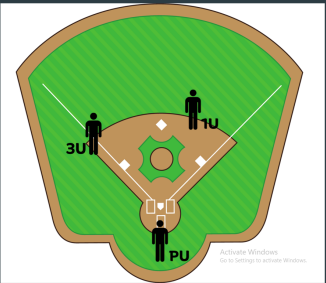
Monitor the chat for questions.

When the facilitator asks for the thumbs up to proceed, monitor the learners and give the facilitator a thumbs up when it is time to proceed.

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		which is 3U (3rd base Umpire) for a runner at 3rd. ASK: • Learners to give a thumbs up to their camera when they are finished making notes on this slide.	
12) 1 min.	Topic 2 (continued): Leadoff responsibilities—Rotated Position ► Recall rotated position is for: Runner on 1st Only ► Therefore, the only leadoff responsibility falls on 1U when there is a runner on 1st base. 	DO: • Click to enter the field with umpires in rotated position graphics. • Click to enter the first bullet point and green rectangle. A runner on 1st will enter after the green rectangle. • Enter the second bullet point by click. Allow a moment for a yellow oval to appear to illustrate the lead-off responsibility. • Be mindful that participants will be writing down some of this information, including the field diagram. • Producer will give you a thumbs up when learners are ready to progress to the next slide. SAY: • This slide covers leadoff responsibilities from rotated position. • Continue filling in your participant guide with this slide.	DO: Monitor the chat for questions. When the facilitator asks for the thumbs up to proceed, monitor the learners and give the facilitator a thumbs up when it is time to proceed.

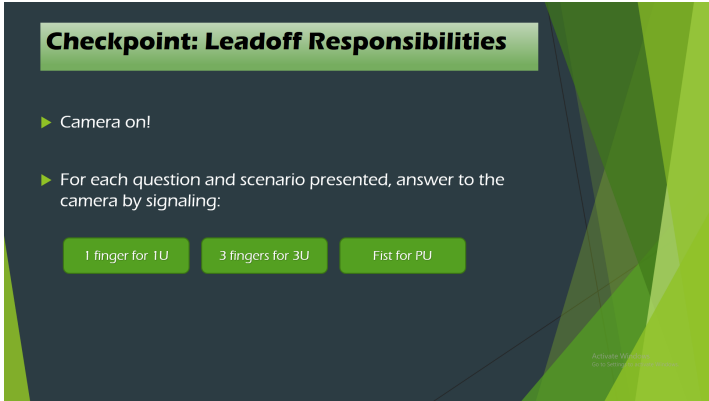
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		EXPLAIN: - There is only one possible leadoff responsibility in rotated position, which is 1U (1st base Umpire) for a runner at 1st. ASK: - Learners to give a thumbs up to their camera when they are finished making notes on this slide.	
13) 2 min.	Topic 2 (continued): Leadoff responsibilities—Counter-Rotated Position ▶ Recall counter-rotated position is for: Runner On 2nd Only All Multiple Runner Situations ▶ One key for leadoff responsibility in this position is: 1U is always responsible for a runner on 2nd base. ▶ 3U will be responsible for any runner on 3rd base. If there is no runner on 3rd, 3U will be responsible for any runner on 1st base. ▶ Let's run through these scenarios. 	DO: - Click to enter the field with umpires in counter-rotated position graphics. - Click to enter the first bullet point and green rectangles. (Runners will not enter yet). - Enter each subsequent bullet point by click. - After the last bullet point, scenarios will begin. - Click to enter the first scenario, runner on 2nd base. The baserunner will enter, then an oval showing 1U responsibility. - Click to exit the oval. - Click to enter the second scenario, runners on 2nd and 3rd bases. Another runner will enter and two ovals showing 1U and 3U responsibility.	DO: Monitor the chat for questions. When the facilitator asks for the thumbs up to proceed, monitor the learners and give the facilitator a thumbs up when it is time to proceed.

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		● Click to exit the ovals and runner at 3rd. ● Click to enter the third scenario, runners at 1st and 2nd bases. Another runner will enter and two ovals showing 1U and 3U responsibility. ● Click to enter the last scenario, bases loaded. Another runner will enter and ovals showing 1U and 3U responsibility. ● Be mindful that participants will be writing down some of this information, including the field diagram. ● Producer will give you a thumbs up when learners are ready to progress to the next slide. SAY: ● Next we will look at counter-rotated position, which is used in many baserunning scenarios– thus containing multiple leadoff responsibilities. ● Continue filling in your participant guide with this slide. EXPLAIN: ● The responsibilities as listed in the bullet points, then each scenario as they are illustrated. ASK:	
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		Learners to give a thumbs up to their camera when they are finished making notes on this slide.	
14) 1 min.	 Checkpoint: Leadoff Responsibilities ▶ Camera on! ▶ For each question and scenario presented, answer to the camera by signaling: 1 finger for 1U 3 fingers for 3U Fist for PU	DO: Enter the bullet points and green rectangles by click. SAY: We are now ready for our checkpoint over leadoff responsibilities. For this activity, I will show a field diagram and leadoff responsibility question on screen. Please respond by holding up, 1 finger, 3 fingers, or a fist to your camera.	DO: Monitor that participants have cameras on, but remain muted.
15) 1 min.	 Who is responsible for the 1st base runner's leadoff? 1U 3U PU	SAY: - Who is responsible for the 1st base runner's leadoff in this situation? - Hold up 1 finger for 1U, 3 fingers for 3U, or a fist for the plate umpire (PU). DO: - Monitor the responses for any common misunderstandings. - Watch for the producer's signal that all have had a chance to answer. - Then click to enter the correct answer (3U).	DO: Monitor responses; signal to facilitator when all have had the chance to respond.

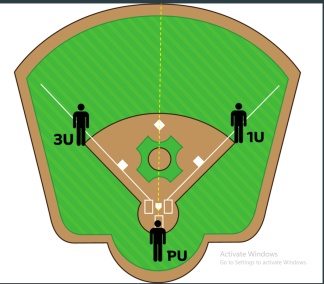
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16) 1 min.		SAY: - Who is responsible for the 2nd base runner's leadoff in this situation? DO: - Monitor the responses for any common misunderstandings. - Watch for the producer's signal that all have had a chance to answer. - Then click to enter the correct answer (1U).	DO: Monitor responses; signal to facilitator when all have had the chance to respond.
17) 1 min.		SAY: - Who is responsible for the 2nd base runner's leadoff in this situation? DO: - Monitor the responses for any common misunderstandings. - Watch for the producer's signal that all have had a chance to answer. - Then click to enter the correct answer (1U).	DO: Monitor responses; signal to facilitator when all have had the chance to respond.

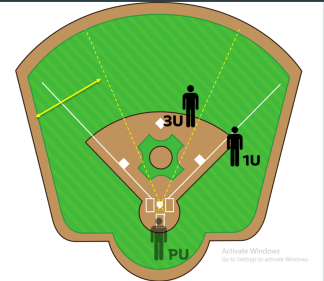
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18) 1 min	Who is responsible for the 3rd base runner's leadoff? 1U 3U PU 	SAY: - Who is responsible for the 3rd base runner's leadoff in this situation? DO: - Monitor the responses for any common misunderstandings. - Watch for the producer's signal that all have had a chance to answer. - Then click to enter the correct answer (3U).	DO: Monitor responses; signal to facilitator when all have had the chance to respond.
19) 1 min.	Who is responsible for the 2nd base runner's leadoff? 1U 3U PU 	SAY: - Who is responsible for the 2nd base runner's leadoff in this situation? DO: - Monitor the responses for any common misunderstandings. - Watch for the producer's signal that all have had a chance to answer. - Then click to enter the correct answer (1U)	DO: Monitor responses; signal to facilitator when all have had the chance to respond.

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20) 3 min.	Topic 3: Fly Ball Chasing Coverage in 3-person team <u>General Chasing Reminders:</u> ▶ Chase when: - Ball is near the fence 2+ fielders are going for the ball - It looks like trouble ▶ Chase parallel to the flight of the ball, UNLESS you need to judge fair/foul ▶ Always be STOPPED to see the catch/no catch and make the call	DO: ● Click to enter the first bullet point and green rectangles. ● Enter each subsequent bullet point by click. SAY: ● Our third topic will cover fly ball chasing responsibilities. ● We will start with a few general reminders about chasing.	DO: Monitor the chat for any questions.
21) 2 min.	Topic 3: Fly Ball Chasing Coverage in 3-person team—Standard Position ▶ 1U has chase responsibilities for the right side of centerfield. ▶ 3U has chase responsibilities for the left side of centerfield. ▶ PU has no chase responsibilities. 	DO: ● Click to enter the field with umpires in standard position graphics. ● Click to enter the first bullet point. Following the text entrance, a yellow line showing responsibility of 1U will enter, and 1U will pulse. Allow the animation to finish. ● Click to enter the second bullet point. Following the text entrance, a yellow line showing responsibility of 3U will enter, and 3U will pulse. Allow the animation to finish. ● Click to enter the third bullet point. Following the text entrance, PU (Plate Umpire) will pulse. Allow the animation to finish. ● Be mindful that participants will be writing down some of this	DO: Monitor the chat for questions. When the facilitator asks for the thumbs up to proceed, monitor the learners and give the facilitator a thumbs up when it is time to proceed.

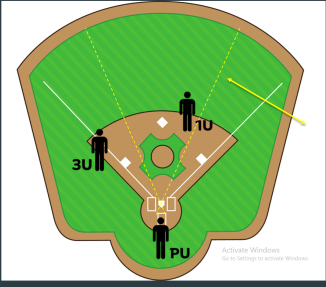
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		information, including the field diagram. • Producer will give you a thumbs up when learners are ready to progress to the next slide. SAY: • This slide covers fly ball chasing responsibilities from standard position. • Continue filling in your participant guide with this slide. EXPLAIN: • In standard position, 1U will chase anything hit right of centerfield and 3U will chase anything to the left of centerfield. ASK: • Learners to give a thumbs up to their camera when they are finished making notes on this slide.	
22) 4 min.	Topic 3 (continued): Fly Ball Chasing Coverage in 3-person team—Rotated Position ▶ 1U has chase responsibilities from the right-fielder to right field out-of-play area. ▶ 3U has chase responsibilities from the left-fielder to the right-fielder. ▶ PU has chase responsibilities from the left-fielder to the left field out-of-play area. 	DO: • Click to enter the field with umpires in rotated position graphics. • Click to enter the first bullet point. Following the text entrance, a yellow line showing responsibility of 1U will enter, and 1U will pulse. Allow the animation to finish. • Click to enter the second bullet point. Following the text entrance,	DO: Monitor the chat for questions. When the facilitator asks for the thumbs up to proceed, monitor the learners and give the facilitator a thumbs up when it is time to proceed.

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		a yellow line showing responsibility of 3U will enter, and 3U will pulse. Allow the animation to finish. ● Click to enter the third bullet point. Following the text entrance, a yellow line showing responsibility of PU will enter, and PU will pulse. Allow the animation to finish. ● Be mindful that participants will be writing down some of this information, including the field diagram. ● Producer will give you a thumbs up when learners are ready to progress to the next slide. SAY: ● This slide covers fly ball chasing responsibilities from rotated position. ● Continue filling in your participant guide with this slide. EXPLAIN: ● In rotated position, 1U will chase from the right fielder to out of play. 3U will chase the whole middle of the field, and PU will chase from the left fielder to out of play. ASK: ● Learners to give a thumbs up to their camera when they are finished making notes on this slide.	
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23) 4 min.	Topic 3 (continued): Fly Ball Chasing Coverage in 3-person team—Counter-Rotated Position ▶ 1U has chase responsibilities from the right-fielder to the left-fielder. ▶ 3U has chase responsibilities from the left-fielder to the left field out-of-play area. ▶ PU has chase responsibilities from the right-fielder to the right field out-of-play area. 	DO: ● Click to enter the field with umpires in counter-rotated position graphics. ● Click to enter the first bullet point. Following the text entrance, a yellow line showing responsibility of 1U will enter, and 1U will pulse. Allow the animation to finish. ● Click to enter the second bullet point. Following the text entrance, a yellow line showing responsibility of 3U will enter, and 3U will pulse. Allow the animation to finish. ● Click to enter the third bullet point. Following the text entrance, a yellow line showing responsibility of PU will enter, and PU will pulse. Allow the animation to finish. ● Be mindful that participants will be writing down some of this information, including the field diagram. ● Producer will give you a thumbs up when learners are ready to progress to the next slide. SAY: ● This slide covers fly ball chasing responsibilities from counter-rotated position.	DO: <i>Have the Kahoot QR code ready on the next slide, including QR code and link with PIN.</i> Monitor the chat for questions. When the facilitator asks for the thumbs up to proceed, monitor the learners and give the facilitator a thumbs up when it is time to proceed.
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		- Continue filling in your participant guide with this slide. EXPLAIN: - In counter-rotated position, 1U will chase the whole middle of the field. 3U will chase from the left fielder to out of play, and PU will chase from the right fielder to out of play. ASK: - Learners to give a thumbs up to their camera when they are finished making notes on this slide.	
24) 7 min.	Checkpoint: 3-Person Fly Ball Chasing Kahoot! ▶ Scan the NEW QR code to join, OR...join the game using the on-screen link and PIN. ▶ Please enter first name and last initial for your Kahoot nickname! ▶ Once everyone has joined, the game will begin. ▶ Note you will only have 10 seconds to answer each question, be ready! Kahoot! QR	DO: - The producer will be screen sharing for this slide, so they will click to enter each bullet point. - Watch the Kahoot game as it is played. - Note the most-missed questions. SAY: - We have reached the checkpoint over our third topic, fly ball chasing responsibilities. - We will use a new Kahoot! game to check understanding. - Our producer will be sharing their screen to facilitate the game, showing a new QR code.	DO: - Host Kahoot found at: https://create.kahoot.it/share/3-person-starting-positions/0501a07f-3c43-48a9-8ac3-3a8e2cfc60d2. - Follow the link to access the Kahoot; you will host the game using classic mode. - Share your screen to make the QR code available to group. - Also put website address and PIN in the chat.

3-Person Umpire Team Training

		EXPLAIN: • Each bullet point. • Now that you know how Kahoot! works, we will cut the response time down to 10 seconds.	• Click to enter each bullet point for the facilitator. • Monitor the group joining, once all have joined, begin the game. • Once participants start responding, the field graphics may hide from view. Click “show media” to show the picture to the group until time has expired on each question. • When the game is over, click “View Summary” and report back the most missed topics to the presenter for discussion.
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3-Person Umpire Team Training

25) 1 min	Topic 4: Tag-up Responsibilities ▶ Our final topic covers tag-up responsibilities in different starting positions when one umpire chases and when no umpire chases. ▶ In general, when a field umpire chases, we revert to 2-umpire mechanics. ▶ In the event the plate umpire chases, the field umpires will be responsible for all tagging runners.	DO: ● Click to enter each bullet point. EXPLAIN: ● Each bullet point.	DO: Monitor the chat for any questions.
26) 4 min.	Topic 4: Tag-up Responsibilities When One Umpire Chases—Standard Position ▶ For standard position, a tag could only occur with a runner on 3rd. ▶ If 1U chases, PU has the tag at 3rd and the potential play at home. 3U rotates in for possible play at 1st or 2nd. ▶ If 3U chases, PU has the tag at 3rd and the potential play at home. 1U will buttonhook inside for any calls at 1st or 2nd.	DO: ● Click to enter the first bullet point. Runner on 3rd will enter after. ● Click to enter the second bullet point. ● Click to start the animation that corresponds with the second bullet point: 1U will chase, other umpires will move, a line showing tag responsibilities will enter, and the runner will tag up. Let the full animation complete. ● Click to reset the field. ● Click to enter the third bullet point. ● Click to start the animation that corresponds with the third bullet point: 3U will chase, other umpires will move, a line showing tag responsibilities will enter, and the runner will tag up. Let the full animation complete.	DO: Monitor the chat for questions. When the facilitator asks for the thumbs up to proceed, monitor the learners and give the facilitator a thumbs up when it is time to proceed.

3-Person Umpire Team Training

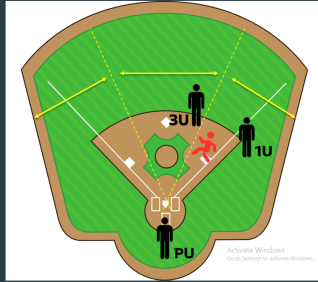
		● Be mindful that participants will be writing down some of this information, including the field diagram. ● Producer will give you a thumbs up when learners are ready to progress to the next slide. SAY: ● This slide covers tag-up responsibilities from standard position when an umpire chases. ● Continue filling in your participant guide with this slide. EXPLAIN: ● In standard position, if either field umpire chases, PU will have the tag at third and subsequent play at home. The non-chasing field ump will rotate inward for potential plays at 1st or 2nd. ASK: ● Learners to give a thumbs up to their camera when they are finished making notes on this slide.	
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3-Person Umpire Team Training

27) 3 min.

Topic 4 (continued): Tag-up Responsibilities When One Umpire Chases—Rotated Position

- ▶ For rotated position, a tag could only occur with a runner on 1st.
- ▶ 1U has the tag at 1st if either 3U or PU chase.
- ▶ If 1U chases, 3U has the tag and will buttonhook inside for potential plays at 1st or 2nd.



DO:

- Click to enter the first bullet point. Runner on 1st will enter after.
- Click to enter the second bullet point.
- Click to start the animation that corresponds with the second bullet point: a line showing tag responsibility for 1U will enter, and 3U and PU will pulse. Let the full animation complete.
- Click to enter the third bullet point.
- Click to start the animation that corresponds with the third bullet point: 1U will chase, 3U will move, and a line showing the tag responsibility will enter. Let the full animation complete.
- Be mindful that participants will be writing down some of this information, including the field diagram.
- Producer will give you a thumbs up when learners are ready to progress to the next slide.

SAY:

- This slide covers tag-up responsibilities from rotated position when an umpire chases.
- Continue filling in your participant guide with this slide.

DO:

Monitor the chat for questions.

When the facilitator asks for the thumbs up to proceed, monitor the learners and give the facilitator a thumbs up when it is time to proceed.

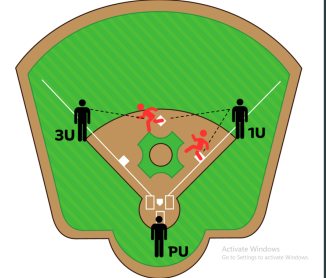
3-Person Umpire Team Training

		EXPLAIN: - In rotated position, 1U will have the tag as long as 1U does not chase. If 1U chases, 3U will have the tag. ASK: - Learners to give a thumbs up to their camera when they are finished making notes on this slide.	
28) 3 min.	Topic 4 (continued): Tag-Up Responsibilities When One Umpire Chases—Counter-Rotated Position - This position includes runner on 2nd only and ALL multiple baserunner situations. - If 3U OR 1U chase, PU has the <u>lead runner</u> tag. The remaining field ump has the tag of any trailing runners. - If PU chases, 3U has the <u>lead runner</u> tag and 1U has the tag of any trailing runners.	DO: - Click to enter the first bullet point. Runner on 2nd will enter after. - Click to enter another runner at 1st. - Click to advance the runners to 2nd and 3rd. - Click to enter a third runner. - Click to enter the second bullet point. - Click to start the animation that corresponds with the second bullet point: PU will move, a line showing tag responsibility for PU will enter, and 3U and 1U will pulse. Let the full animation complete. - Click to reset the field and enter the third bullet point. - Click to start the animation that corresponds with the third bullet point: PU will chase and a line showing the 3U tag responsibility will enter. Let the full animation complete.	DO: Monitor the chat for questions. When the facilitator asks for the thumbs up to proceed, monitor the learners and give the facilitator a thumbs up when it is time to proceed.

3-Person Umpire Team Training

		● Be mindful that participants will be writing down some of this information, including the field diagram. ● Producer will give you a thumbs up when learners are ready to progress to the next slide. SAY: ● This slide covers tag-up responsibilities from counter-rotated position when an umpire chases. ● Continue filling in your participant guide with this slide. EXPLAIN: ● In counter-rotated position, PU will have the lead runner tag as long as PU does not chase. The remaining field ump will have trailing runner(s). If PU chases, 3U will have the lead runner tag. ASK: ● Learners to give a thumbs up to their camera when they are finished making notes on this slide.	
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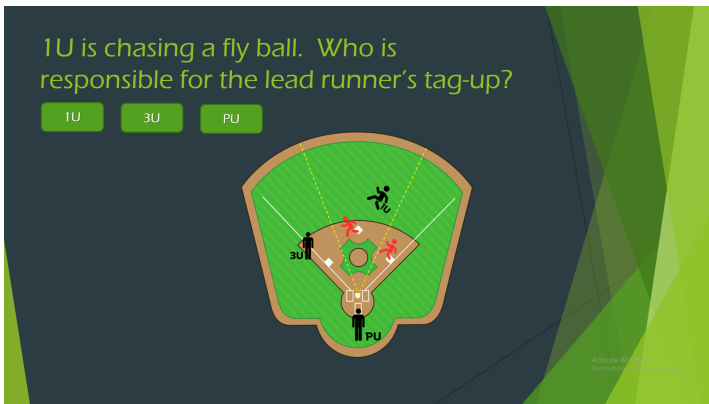
3-Person Umpire Team Training

29) 2 min.	Topic 4: Tag-up Responsibilities when an Umpire Chases: <u>Summary</u> In summary, when an umpire chases, ▶ PU will have lead runner tag-up and remaining field ump will have an trailing runner(s). ▶ OR, if PU chases, 3U will have lead runner tag-up and 1U the trailing runner(s). ▶ This would not apply if the only runner is at 1B, in which case the non-chasing field ump will have the tag. If the PU chases, 1U will have the best angle for the tag.	DO: ● Click to enter each bullet point. ● Be mindful that participants will be writing down some of this information. ● Producer will give you a thumbs up when learners are ready to progress to the next slide. SAY: ● This slide summarizes tag-up responsibilities when an umpire chases. ● Continue filling in your participant guide with this slide. ASK: ● Learners to give a thumbs up to their camera when they are finished making notes on this slide.	DO: Monitor the chat for questions. When the facilitator asks for the thumbs up to proceed, monitor the learners and give the facilitator a thumbs up when it is time to proceed.
30) 3 min.	Topic 4: Tag-up Responsibilities when <u>NO</u> umpire chases Regardless of starting position, if NO umpire chases, tag-up responsibilities can be summarized as: ▶ 1U has tag-ups at 1st and 2nd ▶ 3U has tag-ups at 3rd ▶ If 1U has a two-tag situation and 3U has none, 3U may assist with the lead runner. ▶ If no umpire chases, PU has no tag responsibilities. 	DO: ● Click to enter the subtitle. ● Click to enter the first bullet point. Lines showing the tag-up responsibility of 1U will follow. Allow animation to complete. ● Click to enter the second bullet point. A line showing the tag-up responsibility of 3U will follow; allow the animation to complete. ● Click to enter the third bullet point. Runners will enter at 1st and 2nd, and a line showing the 3U help	DO: Monitor the chat for questions. When the facilitator asks for the thumbs up to proceed, monitor the learners and give the facilitator a thumbs up when it is time to proceed.

3-Person Umpire Team Training

		on the lead tag will enter. Allow the animation to complete. ● Click to start the animation that corresponds with the third bullet point: PU will chase and a line showing the 3U tag responsibility will enter. Let the full animation complete. ● Click to enter the 4th bullet point. ● Be mindful that participants will be writing down some of this information, including the field diagram. ● Producer will give you a thumbs up when learners are ready to progress to the next slide. SAY: ● This slide covers tag-up responsibilities from any position when NO umpire chases. ● Continue filling in your participant guide with this slide. EXPLAIN: ● If no umpire chases, PU has no tag responsibilities. In general 1U will have responsibility of 1st and 2nd base, while 3U will have responsibility of 3rd base. When two runners are on (without a runner at 3rd) 3U may assist with the lead runner.	
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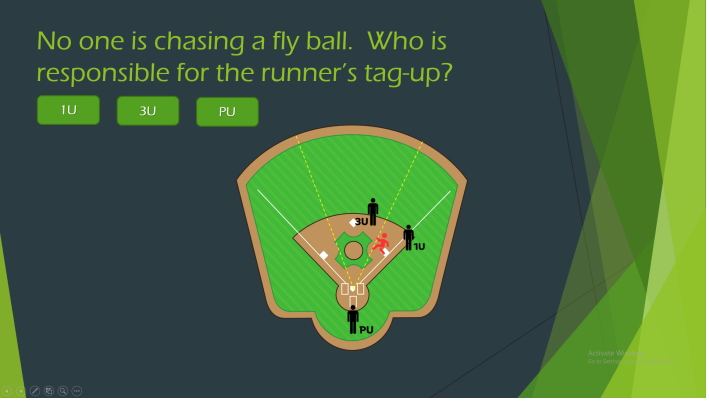
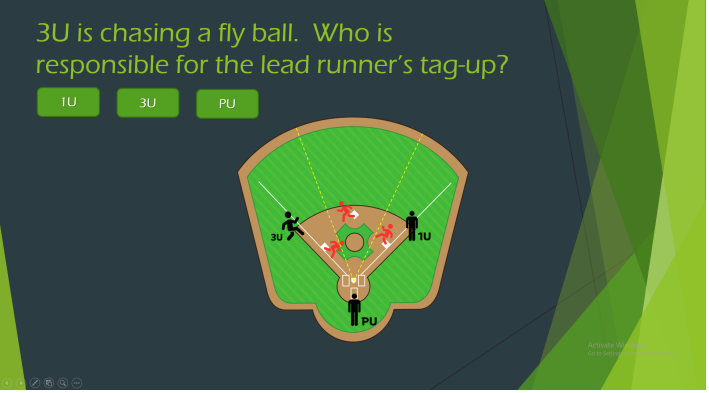
3-Person Umpire Team Training

		ASK: Learners to give a thumbs up to their camera when they are finished making notes on this slide.	
31) 1 min	 Checkpoint: Tag-up Responsibilities ▶ Camera on! ▶ For each question and scenario presented, answer to the camera by signaling: 1 finger for 1U 3 fingers for 3U Fist for PU	DO: Enter the bullet points and green rectangles by click. SAY: We are now ready for our checkpoint over leadoff responsibilities. For this activity, I will show a field diagram and leadoff responsibility question on screen. Please respond by holding up, 1 finger, 3 fingers, or a fist to your camera.	DO: Monitor that participants have cameras on, but remain muted.
32) 1 min	 1U is chasing a fly ball. Who is responsible for the lead runner's tag-up? 1U 3U PU	SAY: 1U is chasing a fly ball. Who is responsible for the lead runner's tag up? - Hold up 1 finger for 1U, 3 fingers for 3U, or a fist for the plate umpire. DO: - Monitor the responses for any common misunderstandings. - Watch for the producer's signal that all have had a chance to answer.	DO: Monitor responses; signal to facilitator when all have had the chance to respond.

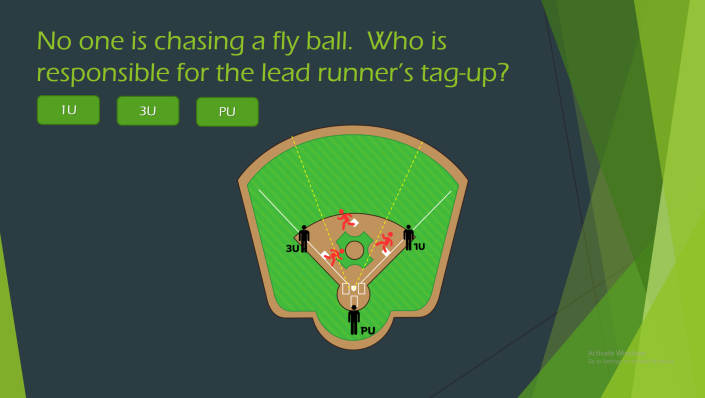
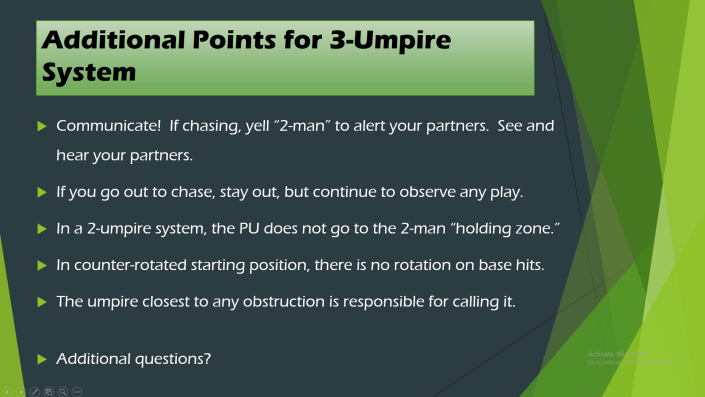
3-Person Umpire Team Training

		Then click to enter the correct answer (PU).	
33) 1 min	PU is chasing a fly ball. Who is responsible for the lead runner's tag-up? 1U 3U PU 	SAY: - PU is chasing a fly ball. Who is responsible for the lead runner's tag up? DO: - Monitor the responses for any common misunderstandings. - Watch for the producer's signal that all have had a chance to answer. - Then click to enter the correct answer (3U).	DO: Monitor responses; signal to facilitator when all have had the chance to respond.
34) 1 min.	3U is chasing a fly ball. Who is responsible for the runner's tag-up? 1U 3U PU 	SAY: 3U is chasing a fly ball. Who is responsible for the runner's tag up? DO: - Monitor the responses for any common misunderstandings. - Watch for the producer's signal that all have had a chance to answer. - Then click to enter the correct answer (PU).	DO: Monitor responses; signal to facilitator when all have had the chance to respond.

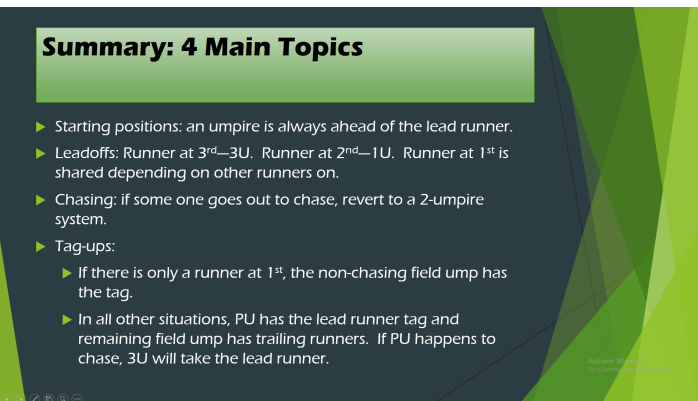
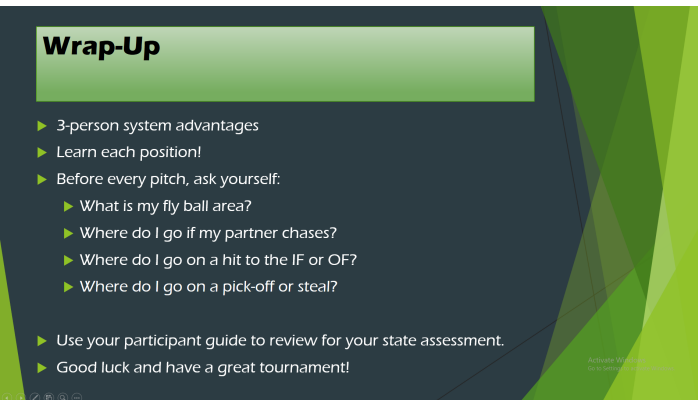
3-Person Umpire Team Training

35) 1 min.	No one is chasing a fly ball. Who is responsible for the runner's tag-up? 1U 3U PU 	SAY: - No one chasing a fly ball. Who is responsible for the runner's tag up? DO: - Monitor the responses for any common misunderstandings. - Watch for the producer's signal that all have had a chance to answer. - Then click to enter the correct answer (1U).	DO: Monitor responses; signal to facilitator when all have had the chance to respond.
36) 1 min.	3U is chasing a fly ball. Who is responsible for the lead runner's tag-up? 1U 3U PU 	SAY: 3U is chasing a fly ball. Who is responsible for the lead runner's tag up? DO: - Monitor the responses for any common misunderstandings. - Watch for the producer's signal that all have had a chance to answer. - Then click to enter the correct answer (PU).	DO: Monitor responses; signal to facilitator when all have had the chance to respond.

3-Person Umpire Team Training

37) 1 min.		SAY: - No one is chasing a fly ball. Who is responsible for the lead runner's tag up? DO: - Monitor the responses for any common misunderstandings. - Watch for the producer's signal that all have had a chance to answer. - Then click to enter the correct answer (3U).	DO: Monitor responses; signal to facilitator when all have had the chance to respond.
38) 3-5 min.		DO: Click to enter each bullet point. EXPLAIN: Each bullet point in brevity. SAY: (After all bullets) At this time, we'd like to open the floor for questions. If you have a question, please use the "Raise Hand" function here in Zoom. I will call on a raised hand and our producer will unmute you for your question.	DO: - Monitor hand raising when floor opens for questions. - When facilitator calls on a participant, unmute that participant.

3-Person Umpire Team Training

39)	 Summary: 4 Main Topics ▶ Starting positions: an umpire is always ahead of the lead runner. ▶ Leadoffs: Runner at 3rd—3U. Runner at 2nd—1U. Runner at 1st is shared depending on other runners on. ▶ Chasing: if some one goes out to chase, revert to a 2-umpire system. ▶ Tag-ups: ▶ If there is only a runner at 1st, the non-chasing field ump has the tag. ▶ In all other situations, PU has the lead runner tag and remaining field ump has trailing runners. If PU happens to chase, 3U will take the lead runner.	DO: Click to enter each bullet point. SAY: Before we wrap up, let's summarize the 4 main topics we covered today. EXPLAIN: Each bullet point in brevity.	DO: ● Be sure all participants are once again muted. ● Monitor the chat for questions.
40)	 Wrap-Up ▶ 3-person system advantages ▶ Learn each position! ▶ Before every pitch, ask yourself: ▶ What is my fly ball area? ▶ Where do I go if my partner chases? ▶ Where do I go on a hit to the IF or OF? ▶ Where do I go on a pick-off or steal? ▶ Use your participant guide to review for your state assessment. ▶ Good luck and have a great tournament!	DO: ● Click to enter each bullet point. ● After all points, remain on the zoom for participants that wish to converse briefly. EXPLAIN: Each bullet point in brevity. SAY: ● [Thank the learners for their participation and wish them well.] ● Our producer will send out the recording of this meeting to your emails, if you wish to review it again. ● As we finish, I will stay on the zoom for a few moments if anyone has individual questions or comments. ● Goodbye and good luck!	DO: ● Monitor the chat. ● End the recording before individual questions begin. ● Generate and prepare the recording link to send out to participants.