

# Arlington Babe Ruth Baseball Umpire Mechanics 5 February 2019 Training

(Appreciation to ASHAA for Some Graphics)  
(Updated as of 18 February 2019)



# Umpire Fundamentals – 1<sup>st</sup> Things 1<sup>st</sup>

- Arlington Weather 703-228-4715
  - Check 1 hour before game time (\$)
- Arlington Rover 571-238-0265
- UIC: Harry Devens; 703-609-0659; abrumpire@gmail.com
- Scheduler: Beth Jones; 703-307-7114; abrumpirescheduler@gmail.com
- Your knowledge of the rules
  - 2019 Babe Ruth League Rules & Regulations Book
- ABR Rules on line (AAA & Majors)
  - <http://www.arlingtonbaberuth.com/site/ClientSite/article/324891>
- Use of email to communicate
  - Availability; cancellations; last minute opportunities; no shows
- Join Babe Ruth League, Inc. National Umpires Association (NUA)
  - Go to: [www.vbrua.com](http://www.vbrua.com), then select Virginia Umpires Registration System at bottom of the page
  - Click on “Join or Renew NUA” & do it
    - First time, you’ll need to take the rules test
    - ABR will reimburse you for the fee
- There are TONS of umpire training videos on line (YouTube)

“Professional Umpire Attitude”

# Umpire Fundamentals – Pre-Game

- Pre-Game with your partner
  - Be 10 to 15 minutes early
  - Charcoal (dark) gray pants; Powder (light) blue shirt; ABR hat; all your equipment; water; sunscreen
  - Chat with your partner; discuss roles & responsibilities; always be ready to take the plate
- Pre-Game Conference at the plate (keep it professional)
  - Begin 5 minutes before scheduled game start time
  - Both coaches & both umpires
  - Introduce & shake hands
  - Field’s ground rules
  - Local rules for level of play
    - Balk; infield fly; steals; leads
  - Good sportsmanship & hustle
  - Confirm ALL players properly equipped AND ALL equipment conforms
    - **HOT – this is the coach’s responsibility – each game you are simply confirming this!**

“Keep True to the Spirit of Baseball”

# Umpire Fundamentals – Basic Skills

- Know who makes which calls, then make the call
  - When to ask for help (“what did you see?”); we don’t “overrule” each other’s calls
  - Judgment call vs. rules interpretations
  - Umpires are a TEAM!
  - Handling coaches, players & spectators
- Hand signals & calls
  - Play ball; play; safe; out; infield fly; ball; ball 4; strike (called vs. swinging); strike 3 (called vs. swinging); foul ball; fair ball; balk; time; interference; obstruction
- Managing the game
  - Clock starts at scheduled time
  - Game over – finish the batter
  - Score stands vs. reverts
  - Get the kids to hustle on/off of the field; coaches assign positions before the 3<sup>rd</sup> out
  - Coaches “request” time out & umpires “call” time out
  - Never change safety rules; coaches may agree to change other rules
  - DO NOT allow coaches to argue with you (Code of Conduct)
  - “Rules clarifications” vs. judgment calls
  - Weather calls; 30 minutes when you see lightning/thunder

“Take Charge”

# Umpire Fundamentals – More Basic Skills

- Dealing with angry people
  - First, you can ignore it; second, you can say, “in my judgment” (& discussion is over); third, you can warn to warn, you can warn, you can restrict to the bench, & you can eject
  - Never “change the call”; stick with it; could consider a change only if a rules misinterpretation
  - Don’t embarrass the coach or players; speak respectfully; have a witness (other ump or coach); don’t engage the fans (tell the coach to deal with it; “these fans are your responsibility”; reference the Code of Conduct); can award bases, balls & strikes
- Rules reminders
  - Wood bats are ok
  - Feet on the ground outside the lines to be out of the batter box
  - Foul tip (live ball) vs. foul (dead ball)
  - “Ties go to the OUT”; runner has to “beat the ball” to the bag
  - Turn at 1<sup>st</sup> to 2<sup>nd</sup> base: key is whether there is “intent” to run
  - Home plate is fair territory
  - Hit balls that hit backstop are dead
- LOCAL ABR RULES
  - Varies by age & skill levels
  - Know which rules apply today

“Do the Right Thing”

# Umpire Fundamentals – HOT Rules

- Interference (usually by the offense which hinders a fielder making a play; could be by the umpire or defense)
  - Generally, immediate dead ball
  - Generally, interferer is out, & umpire may call other runners out if likely they would have been out too
  - Must slide at home if there is a play or potential play, or the runner is out
  - At 2<sup>nd</sup> & 3<sup>rd</sup>, must slide if there's a play or be at risk for being called out if there's interference
  - Batter could commit backswing or follow through interference
- Obstruction (by the defense which impedes the progress of a runner)
  - Generally, delayed dead ball
  - Generally, the play goes on & obstruction awards come into play if there was actual impact on the result of the play
- **Malicious Contact**
  - **Ejection!**

“Keep the Game Safe”

# Umpire Fundamentals – AAA vs. Majors

- Dropped 3<sup>rd</sup> Strike
- Bunts
- Infield Fly
- Steals
- Leads
- Pitch Counts
- Minimum Play
- Courtesy Runners
- Hit by Pitcher
- Walks
- Coach Pitch
- Malicious Contact
- Mask & Throat Protector – catcher's equipment – for Pitcher Warmup
- Balks

“Keep the Game Safe and True to the Spirit of Baseball”

# Umpire Fundamentals - Positioning

- Plate Umpire (U1)
  - In the slot; head height; see the plate; keep head still; hide the hands; where to hustle to for hits, for fly balls, for plays at 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and home; judging strikes & balls (the “strike zone”); timing of calls (think “that’s a strike/ball,” then make the call); signals to other umpire (# outs & positioning)
  - Responsibilities for calls
    - Touches; tags; fly balls
  - Group – practice the calls
- Base Umpire (U2)
  - Where you stand depends on no runners or which bases do have runners; timing of calls (make the call when the play is over)
  - How to stand between pitches, pre-pitch & pitch
  - Responsibilities for calls
    - Touches; tags; fly balls
  - Group – practice the calls
  - Following slides for positions A, B & C

“Be the Authority”



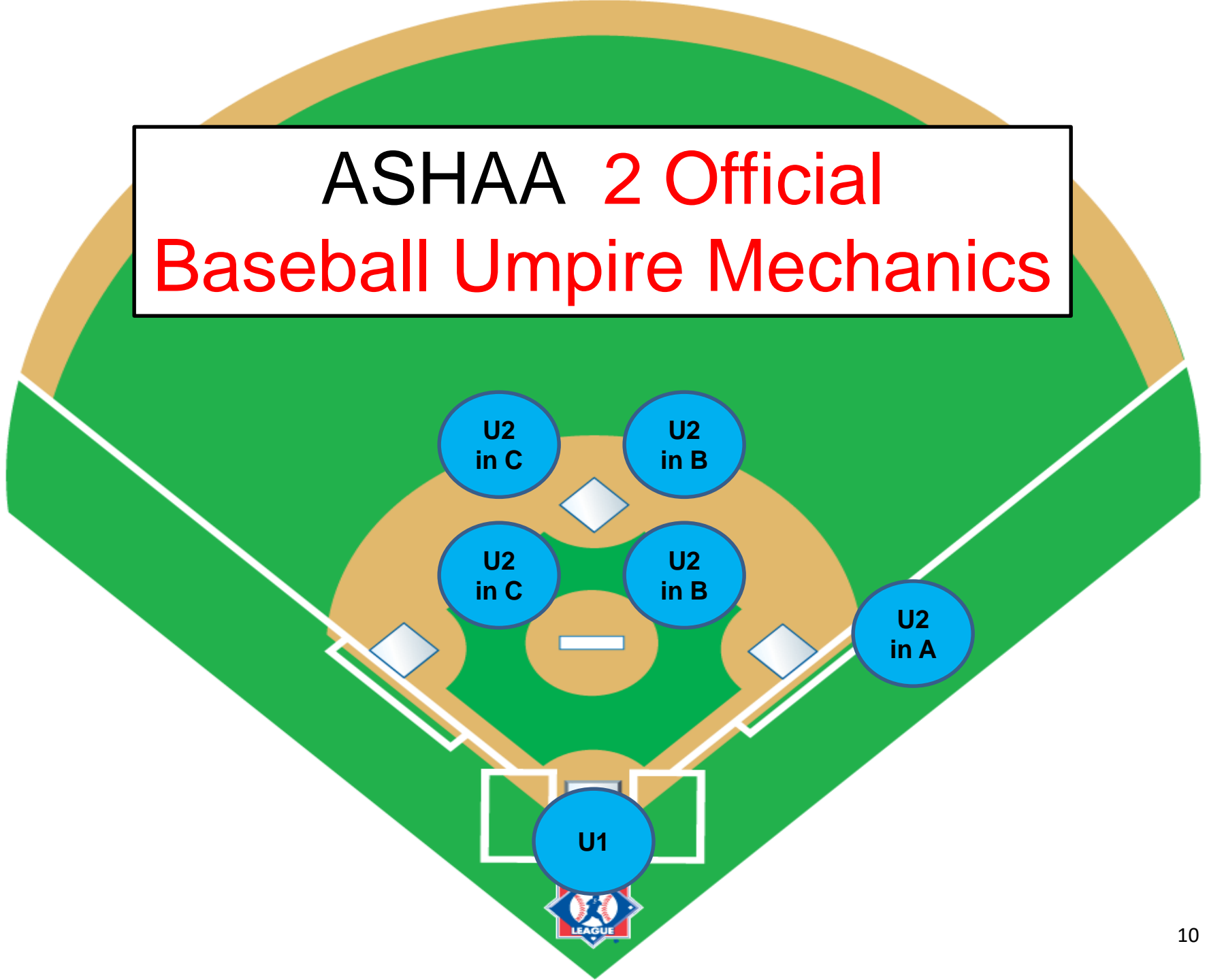
# ASHAA Single Official Baseball Umpire Mechanics

If you are by yourself, it is preferred for you to be behind home plate (vs. standing behind the pitcher)

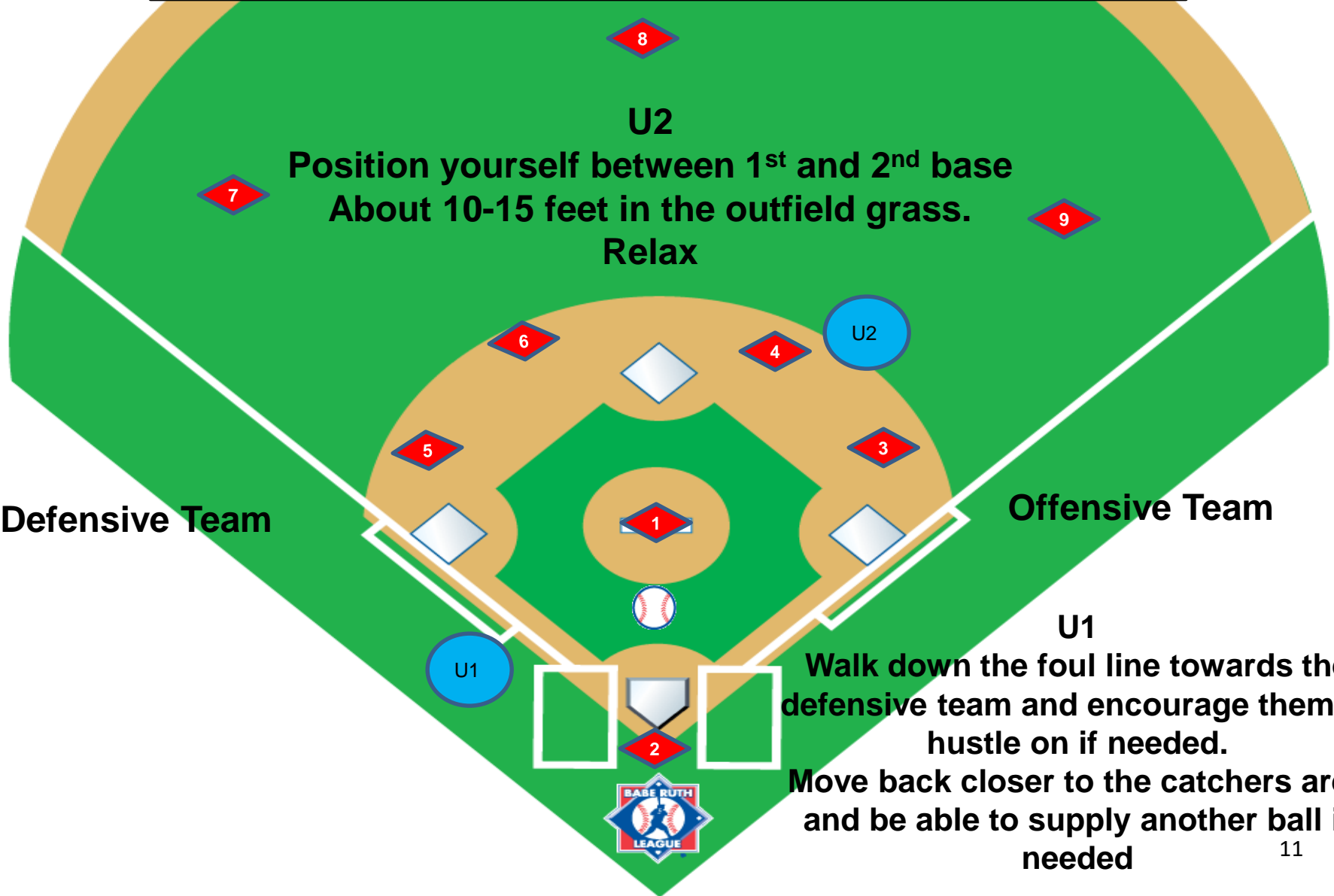
You have to be everywhere; you have to make every call; you have to show hustle all game



# ASHAA 2 Official Baseball Umpire Mechanics



# Between Innings



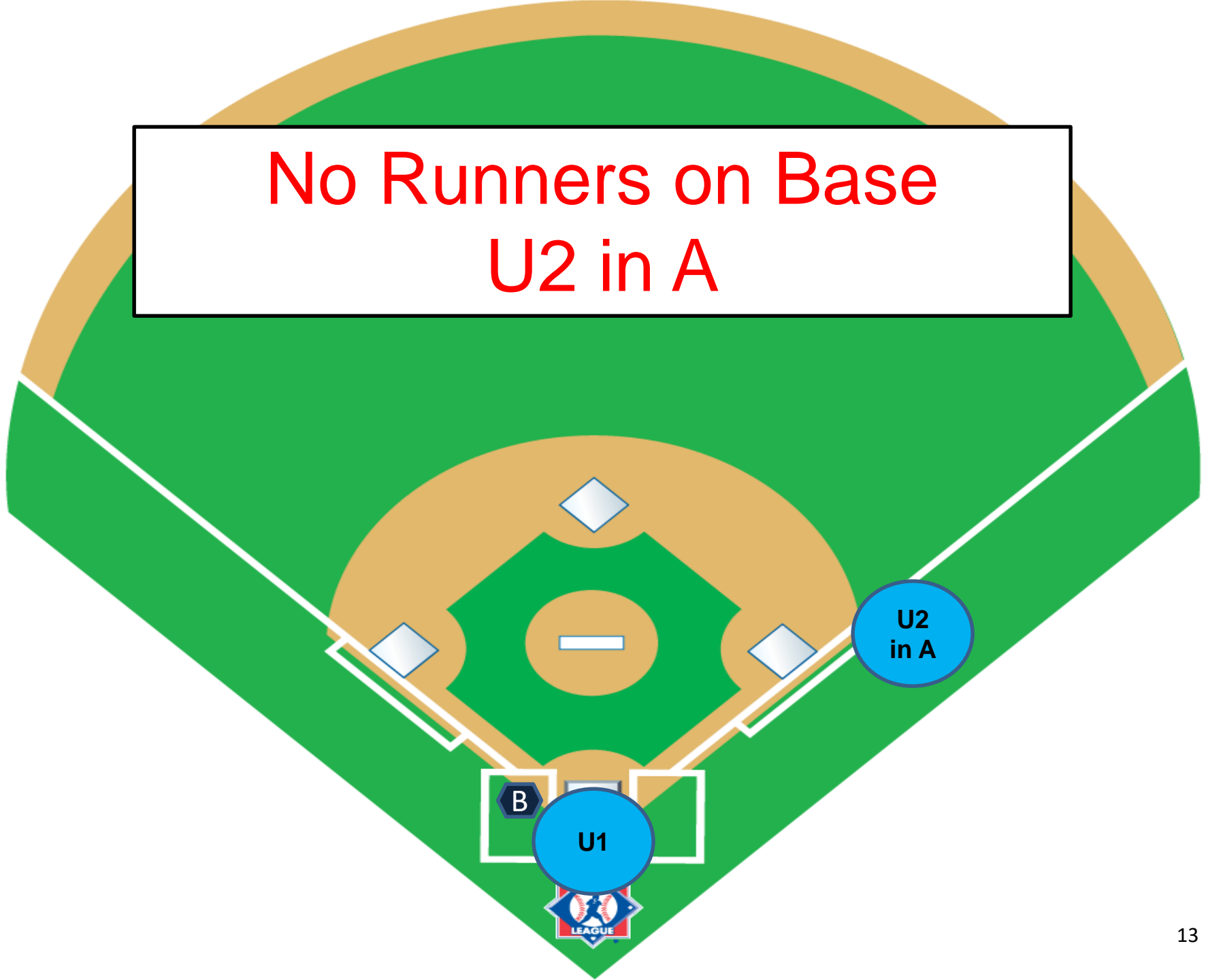
**Flow of Positioning Slides:**

- No Runners
- 1<sup>st</sup> Base Only
- 2<sup>nd</sup> Base Only
- 3<sup>rd</sup> Base Only

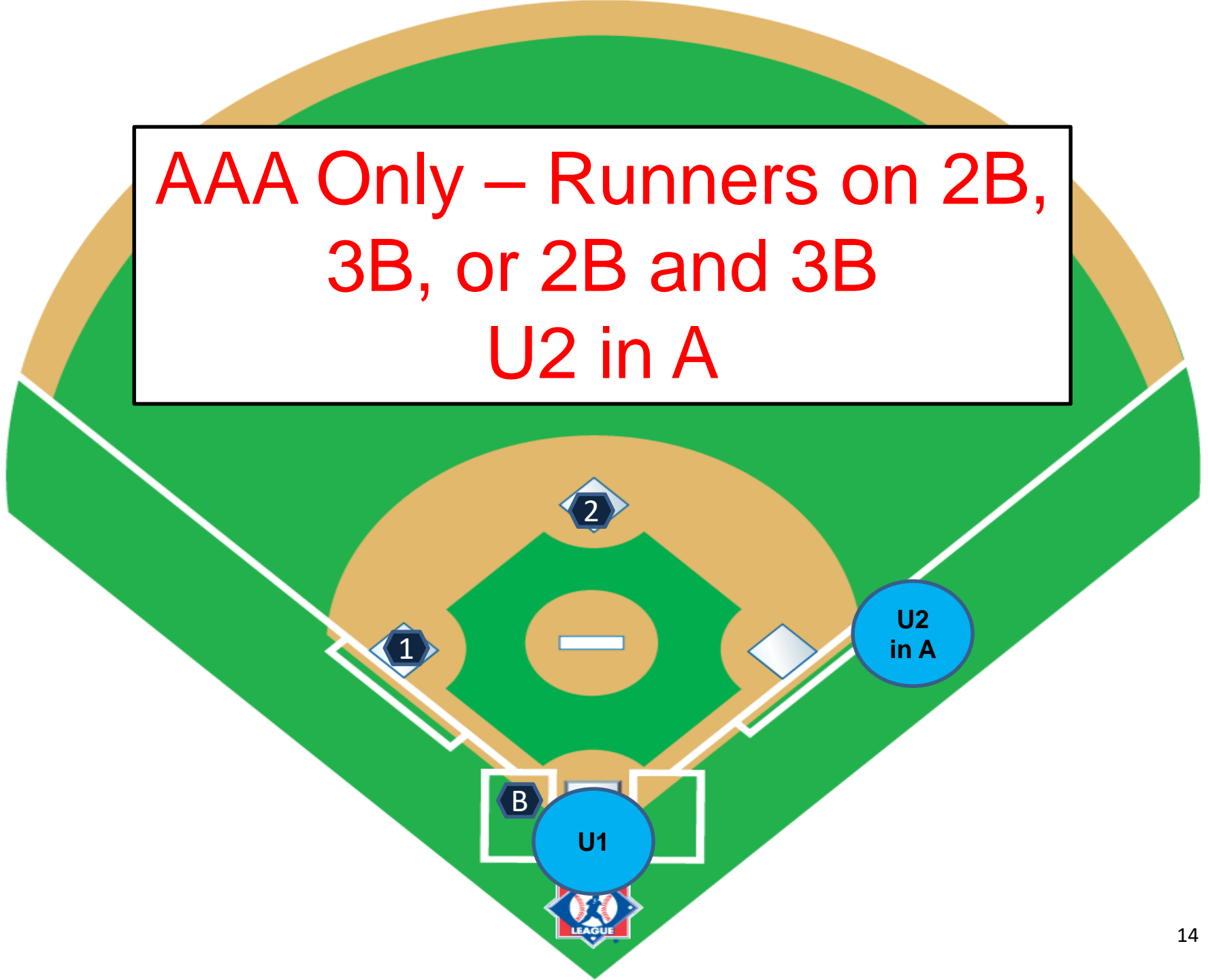
- 1<sup>st</sup> and 2<sup>nd</sup> Bases
- 1<sup>st</sup> and 3<sup>rd</sup> Bases
- 2<sup>nd</sup> and 3<sup>rd</sup> Bases
- 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> Bases
- Rundowns



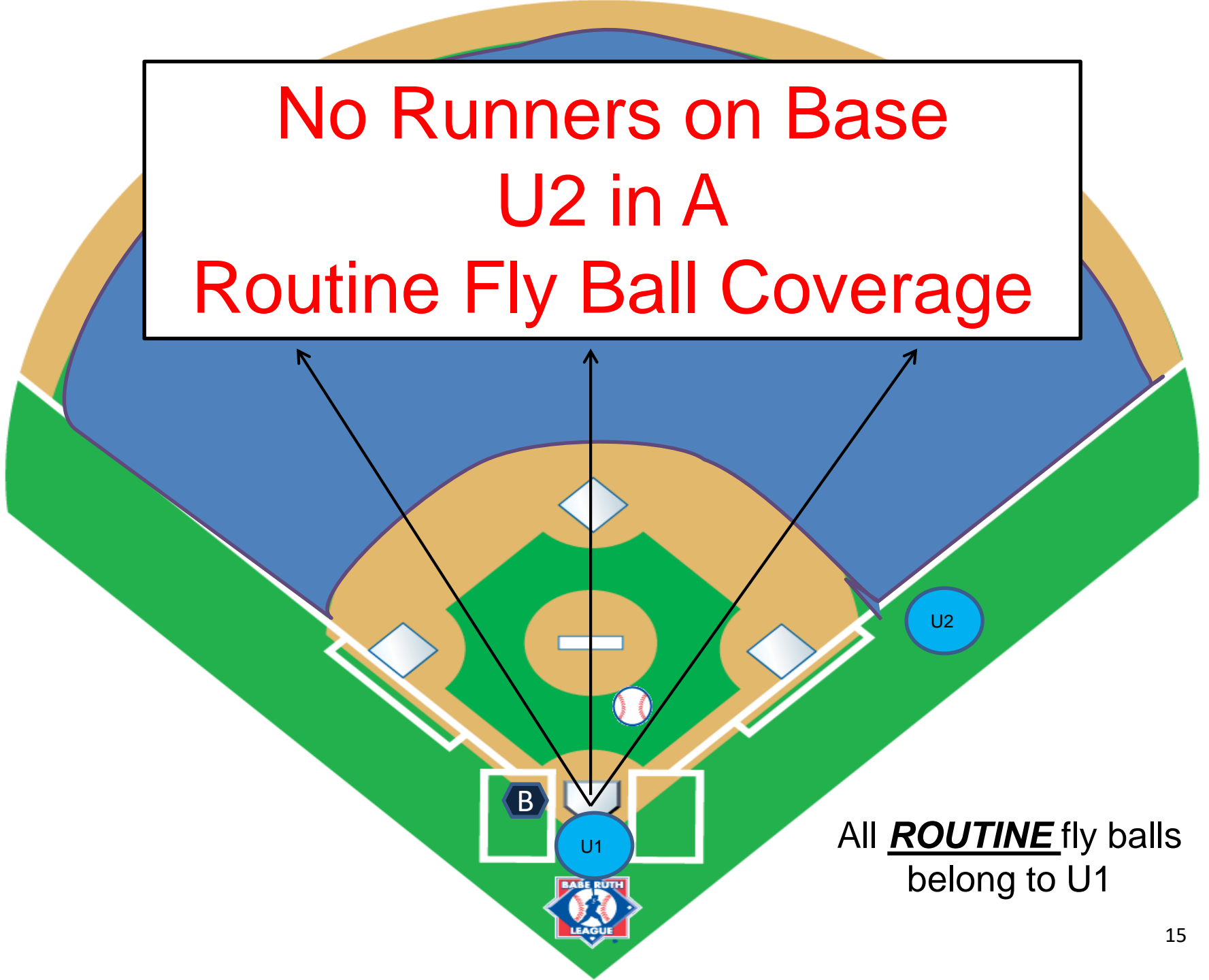
No Runners on Base  
U2 in A



AAA Only – Runners on 2B,  
3B, or 2B and 3B  
U2 in A

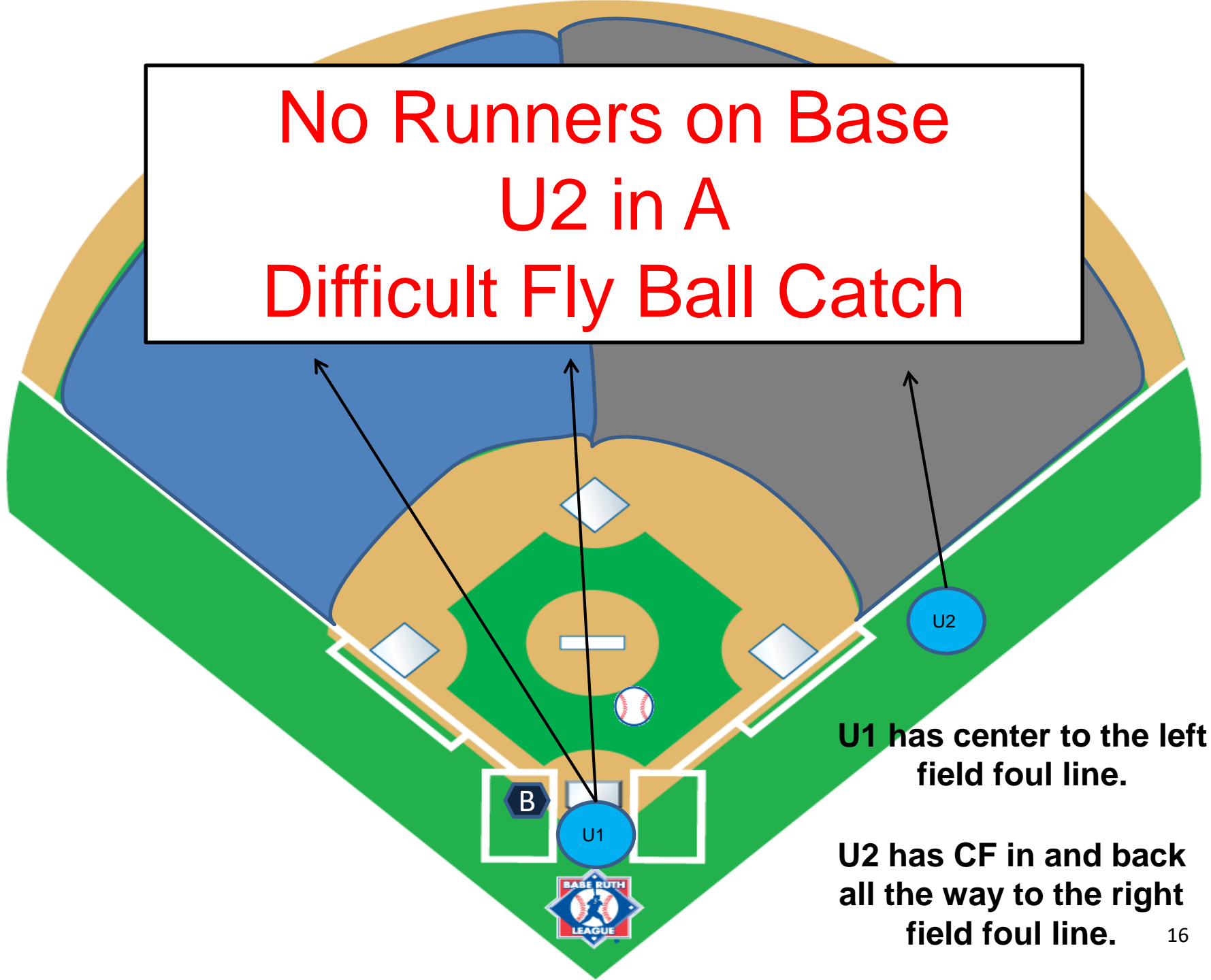


No Runners on Base  
U2 in A  
Routine Fly Ball Coverage



All ***ROUTINE*** fly balls  
belong to U1

**No Runners on Base**  
**U2 in A**  
**Difficult Fly Ball Catch**

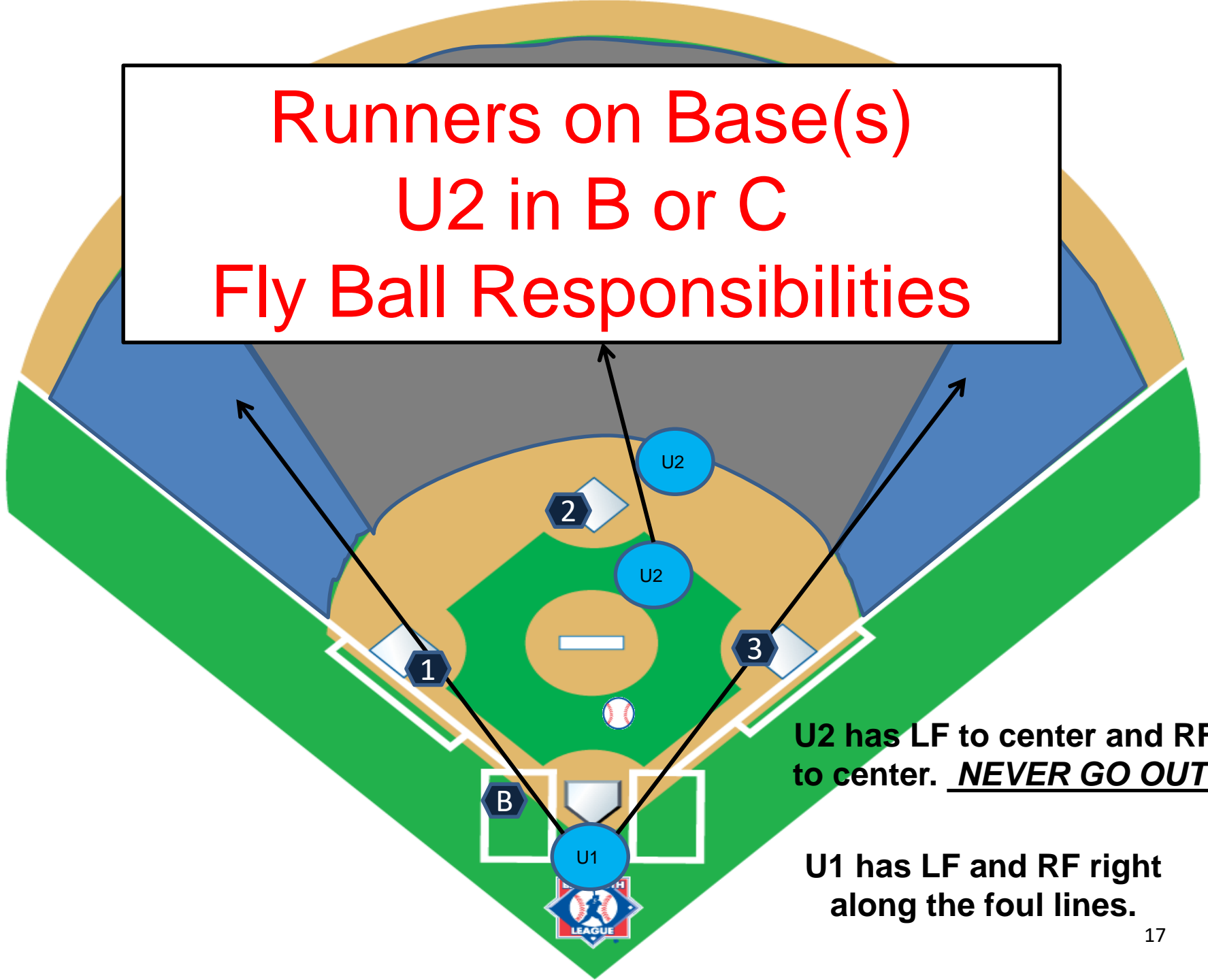


**U1 has center to the left  
field foul line.**

**U2 has CF in and back  
all the way to the right  
field foul line.**



# Runners on Base(s) U2 in B or C Fly Ball Responsibilities



U2 has LF to center and RF to center. **NEVER GO OUT!**

U1 has LF and RF right along the foul lines.

# Runner on 1<sup>st</sup> Base U2 in B



# Runner on 1<sup>st</sup> Base U2 in B Fly Ball by Batter

U2's fly ball coverage area

U2

U2

1

U2's tag-up

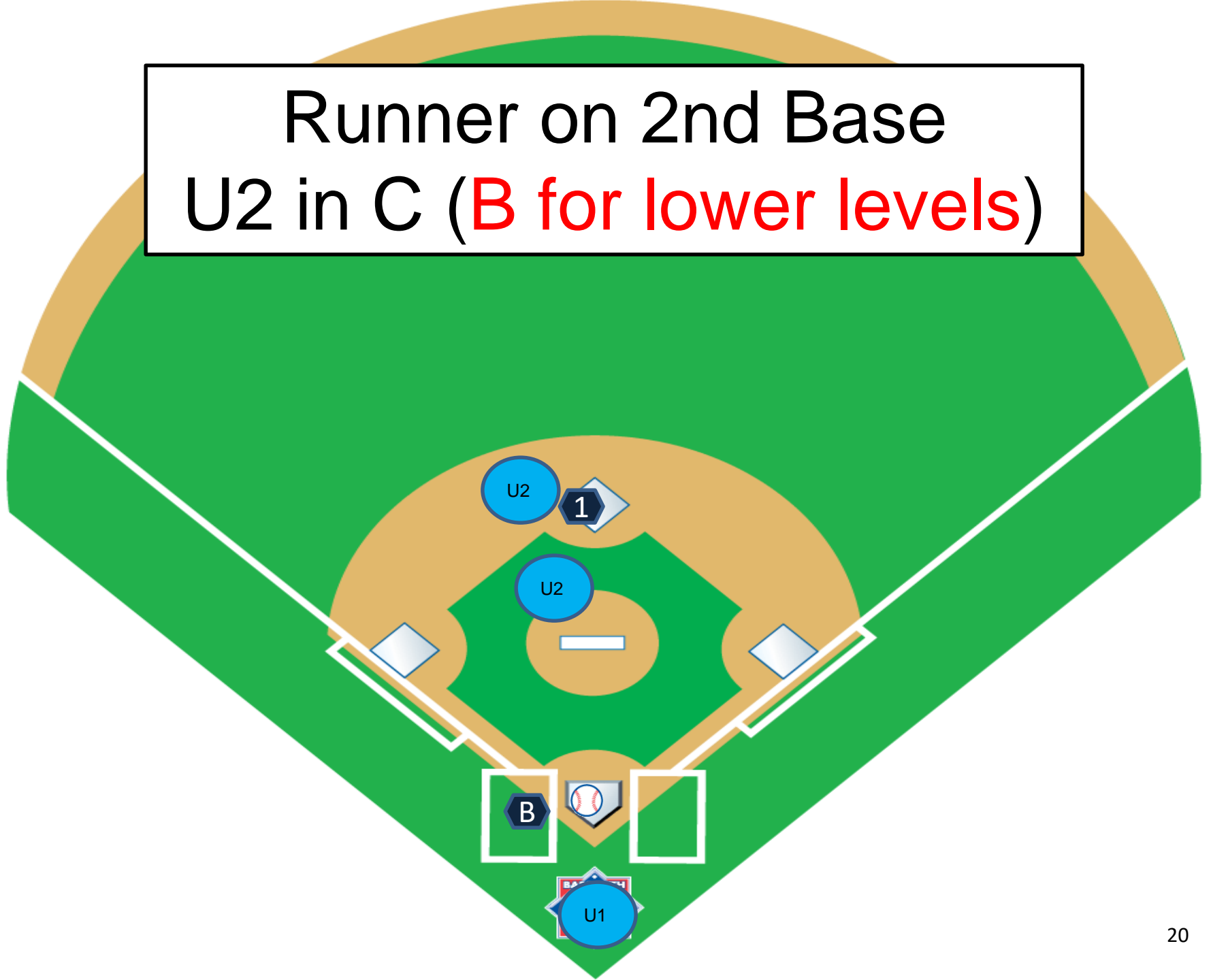
B

U1



# Runner on 2nd Base

U2 in C (**B** for lower levels)







Runner on 3<sup>rd</sup> Base  
U2 in C (**B for lower levels**)  
Fly Ball by Batter

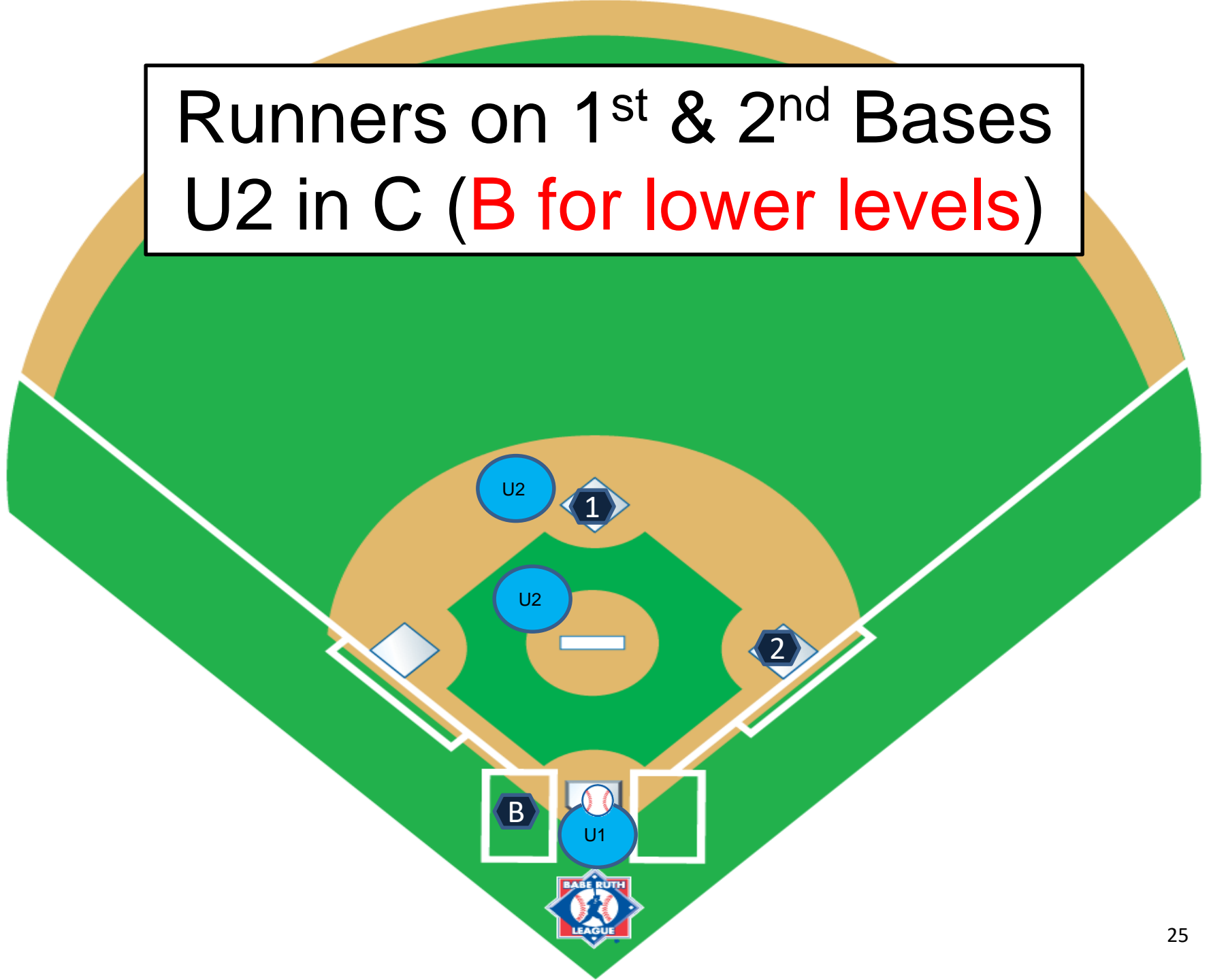


# Runner on 3<sup>rd</sup> Base U2 in C (**B** for lower levels) Fly Ball by Batter

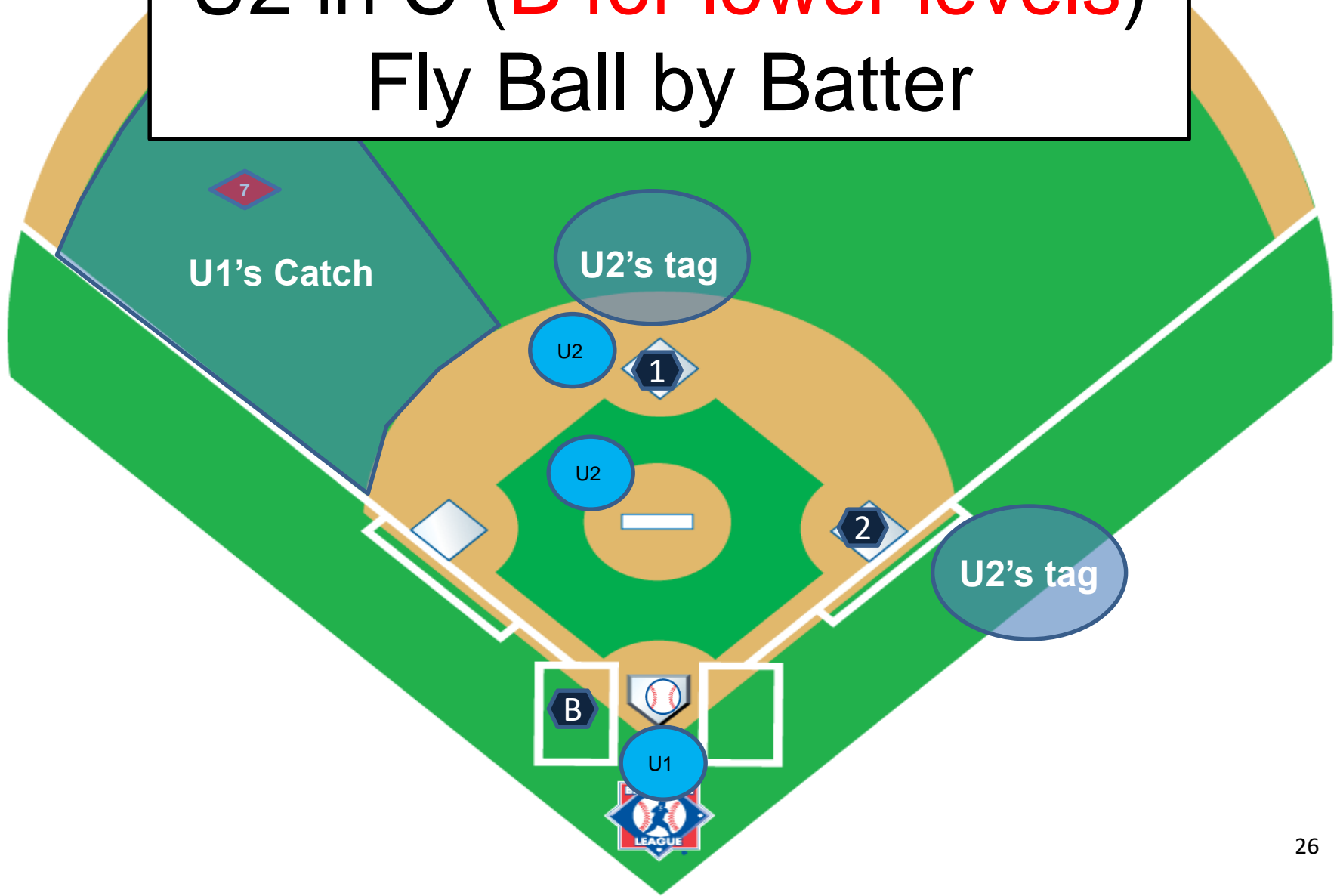




# Runners on 1<sup>st</sup> & 2<sup>nd</sup> Bases U2 in C (**B** for lower levels)

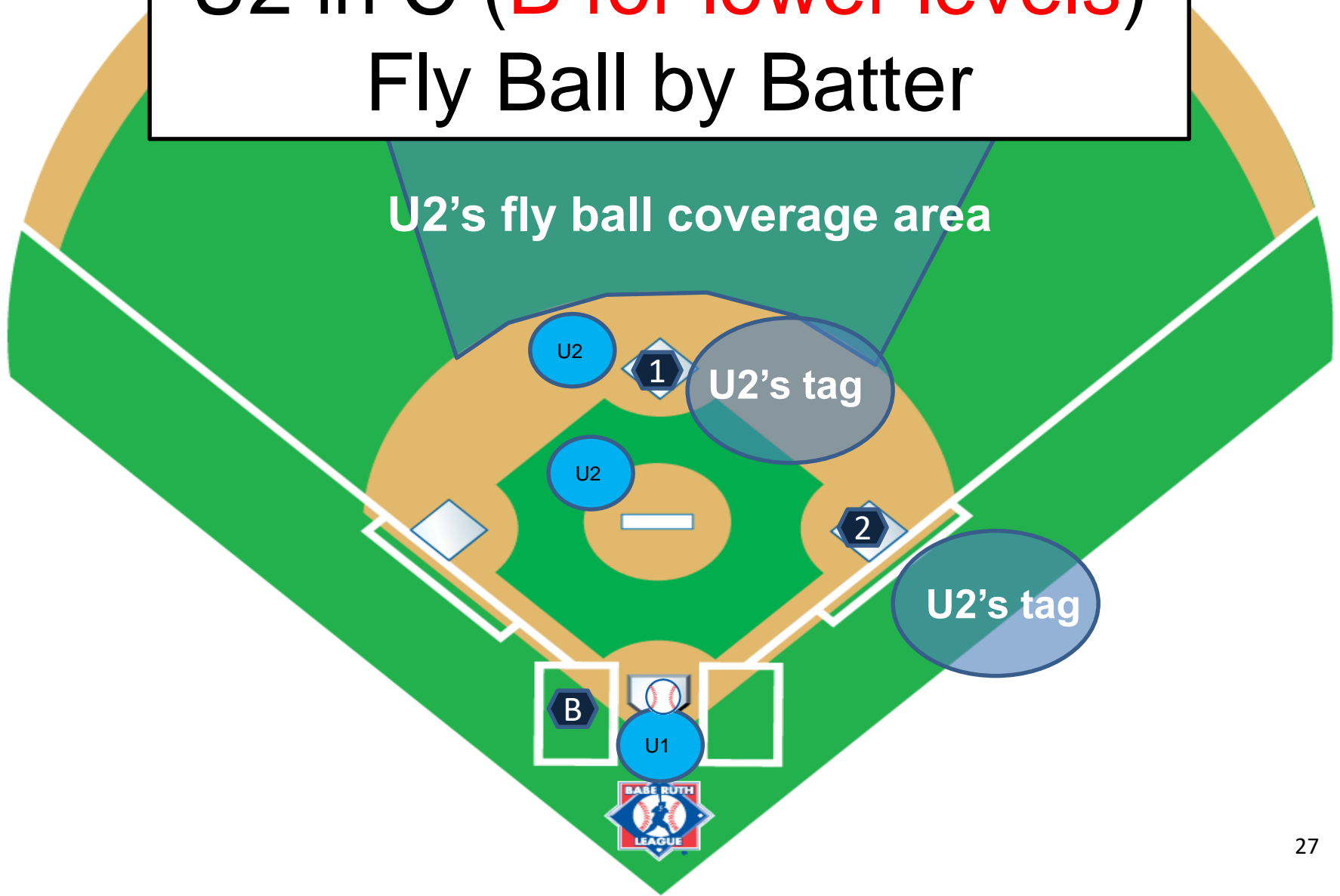


# Runners on 1<sup>st</sup> & 2<sup>nd</sup> Bases U2 in C (**B** for lower levels) Fly Ball by Batter

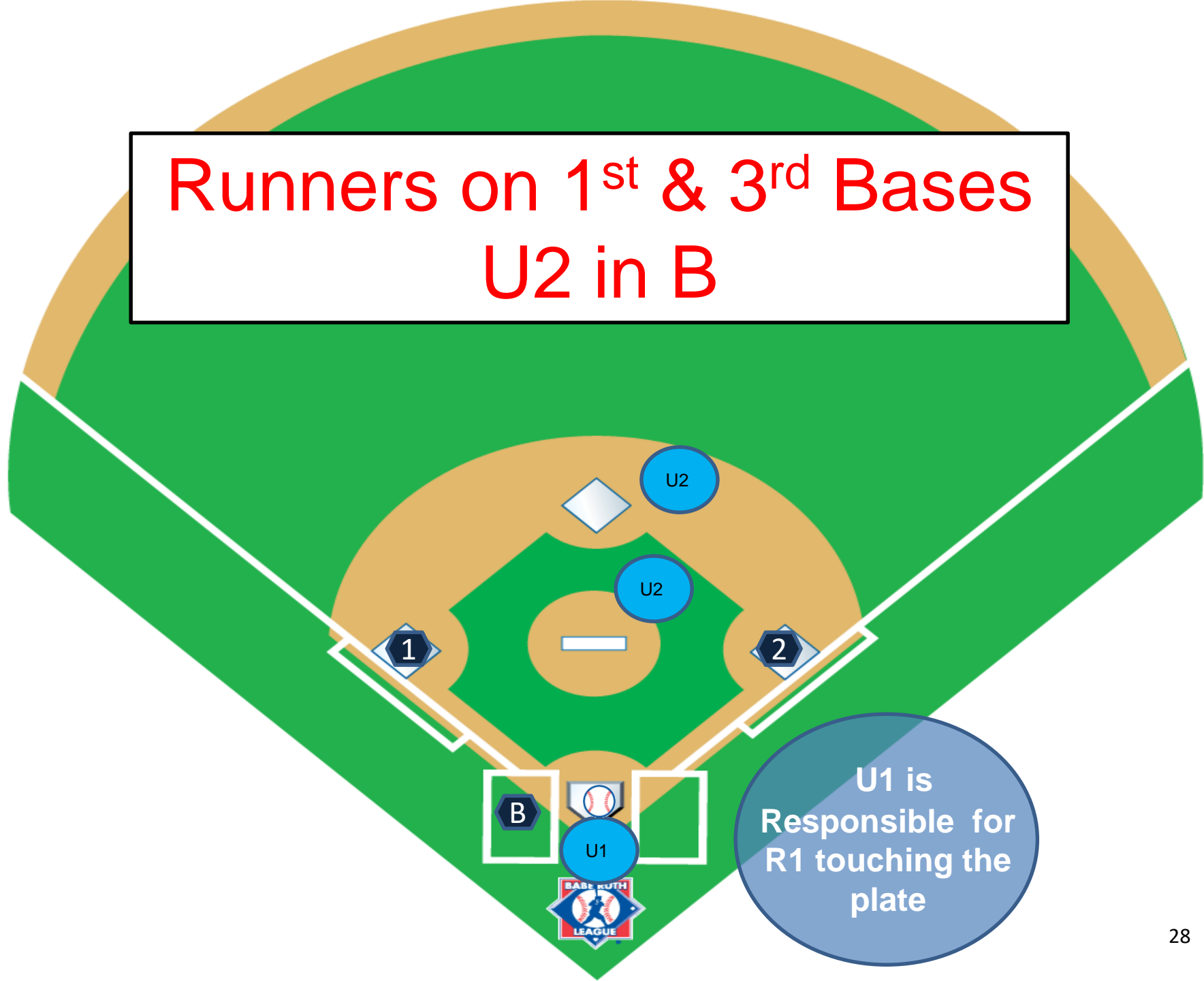


# Runners on 1<sup>st</sup> & 2<sup>nd</sup> Bases U2 in C (**B** for lower levels) Fly Ball by Batter

U2's fly ball coverage area

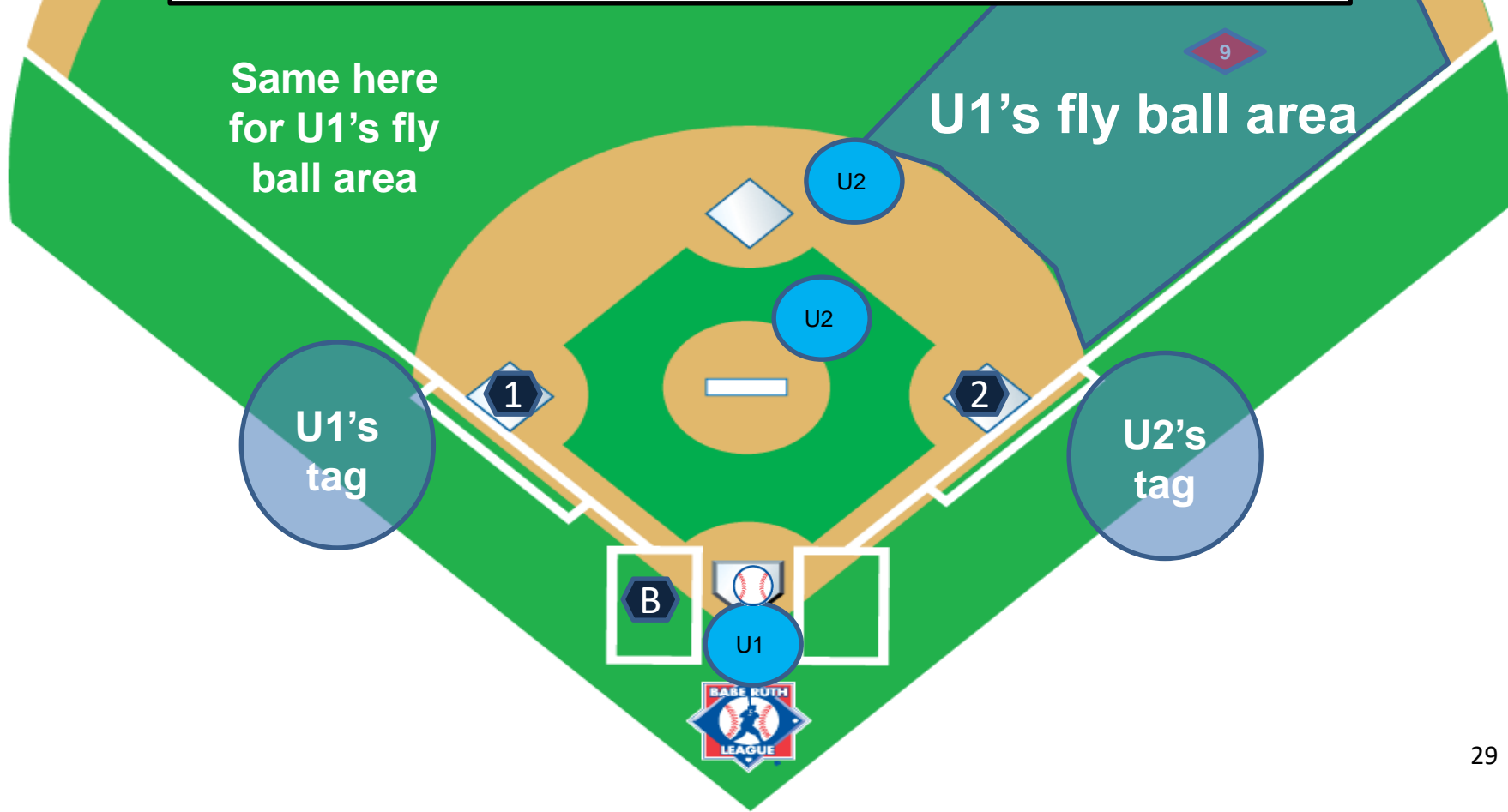


# Runners on 1<sup>st</sup> & 3<sup>rd</sup> Bases U2 in B



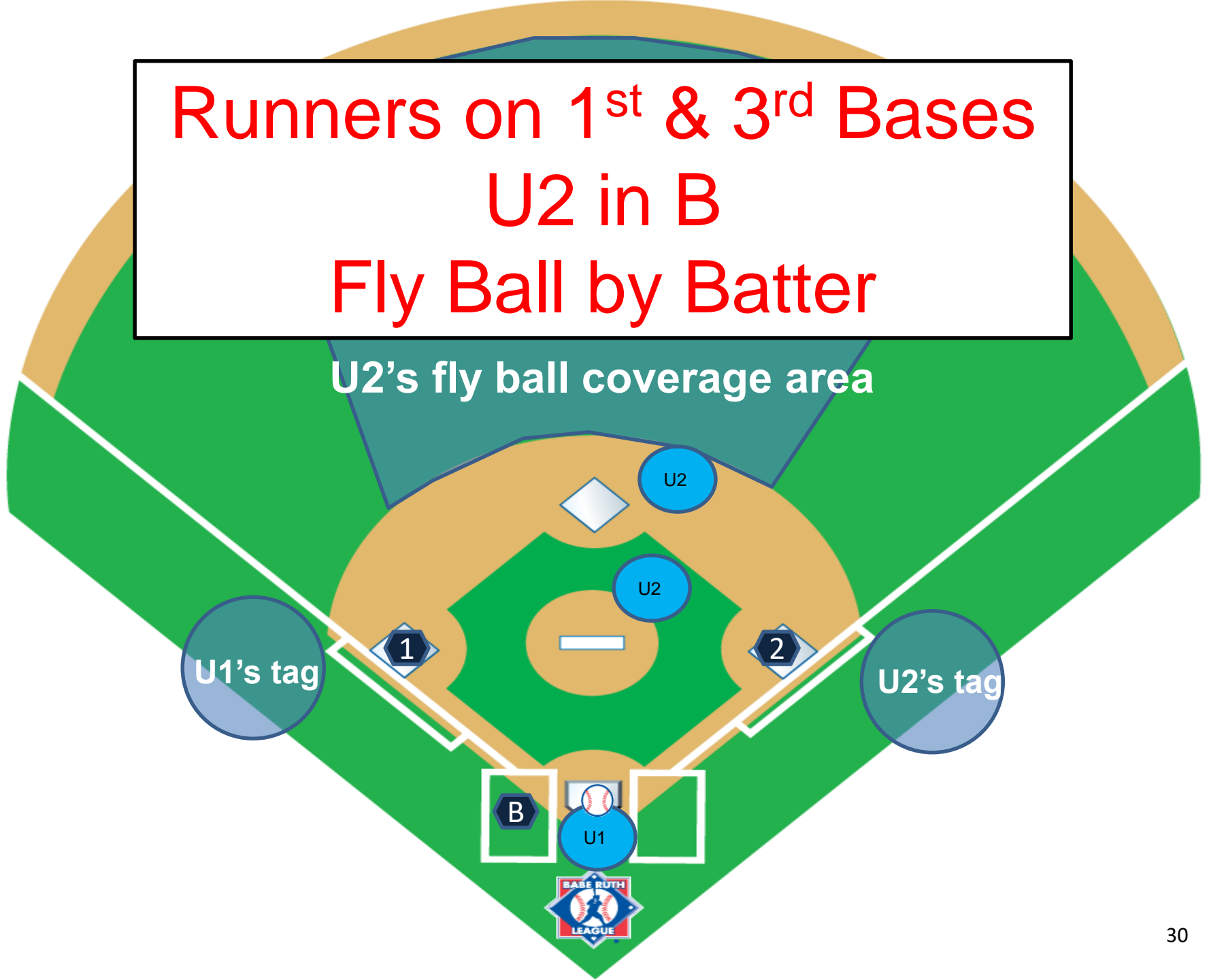
U1 is  
Responsible for  
R1 touching the  
plate

# Runners on 1<sup>st</sup> & 3<sup>rd</sup> Bases U2 in B Fly Ball by Batter

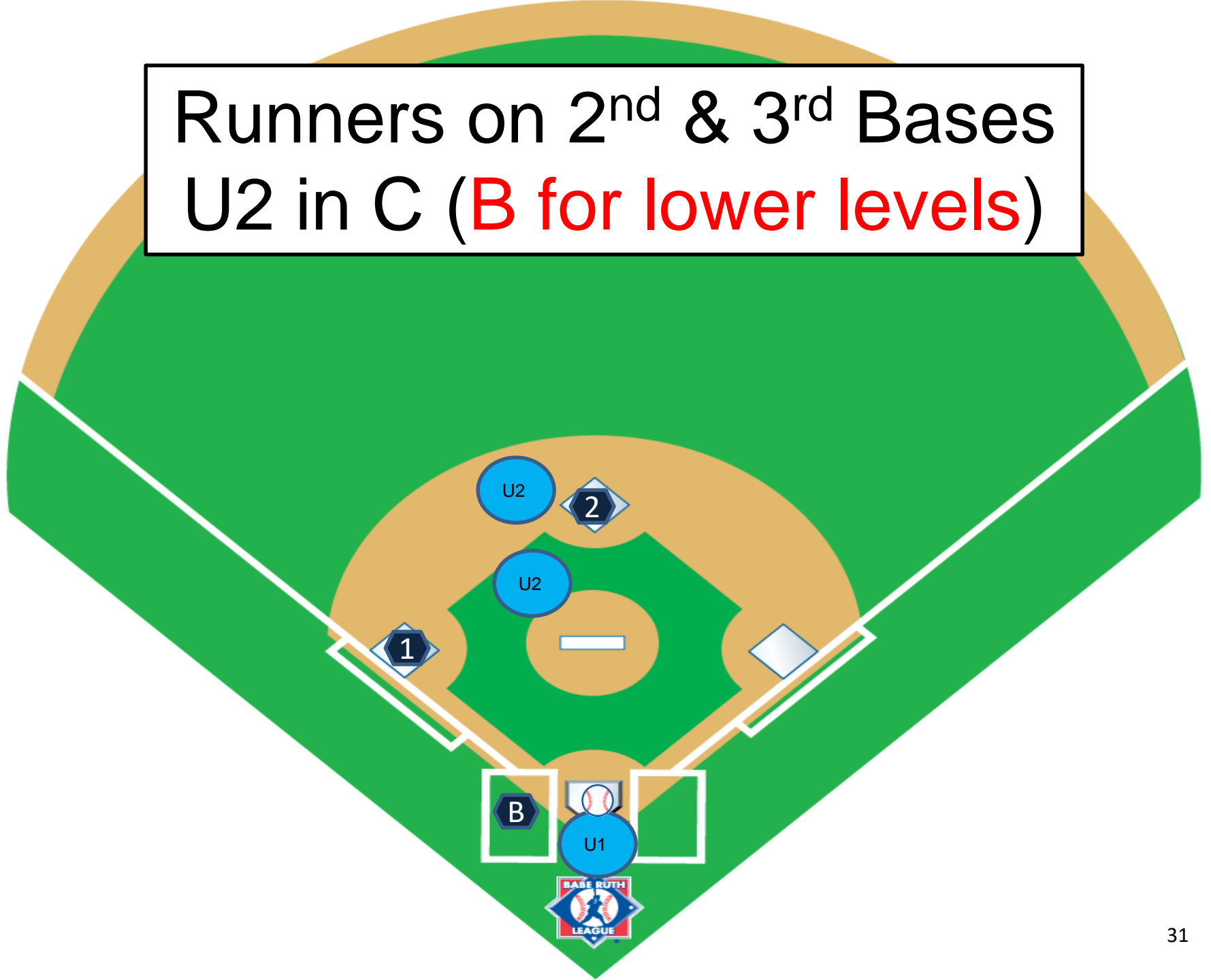


# Runners on 1<sup>st</sup> & 3<sup>rd</sup> Bases U2 in B Fly Ball by Batter

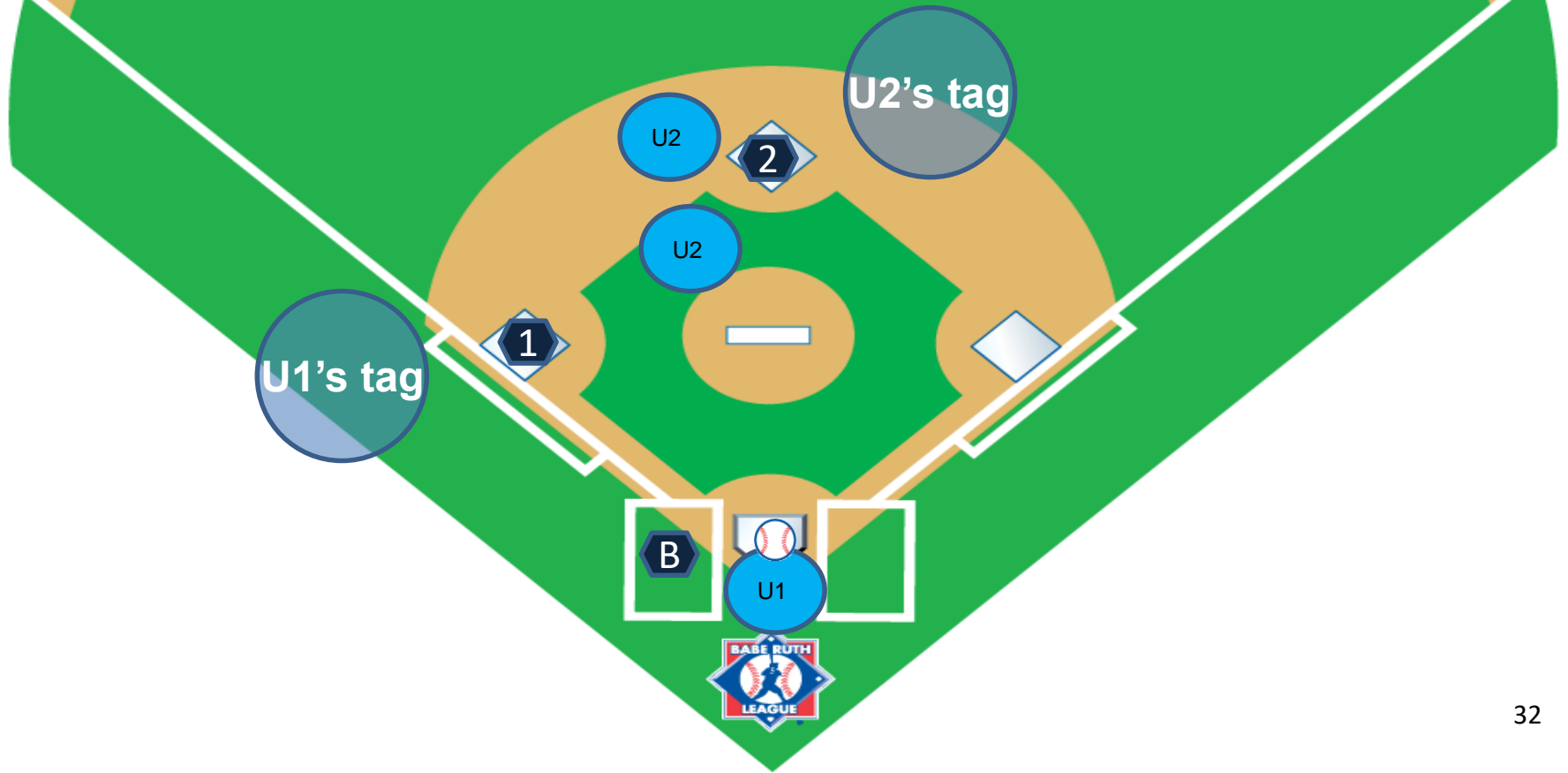
U2's fly ball coverage area



# Runners on 2<sup>nd</sup> & 3<sup>rd</sup> Bases U2 in C (**B** for lower levels)

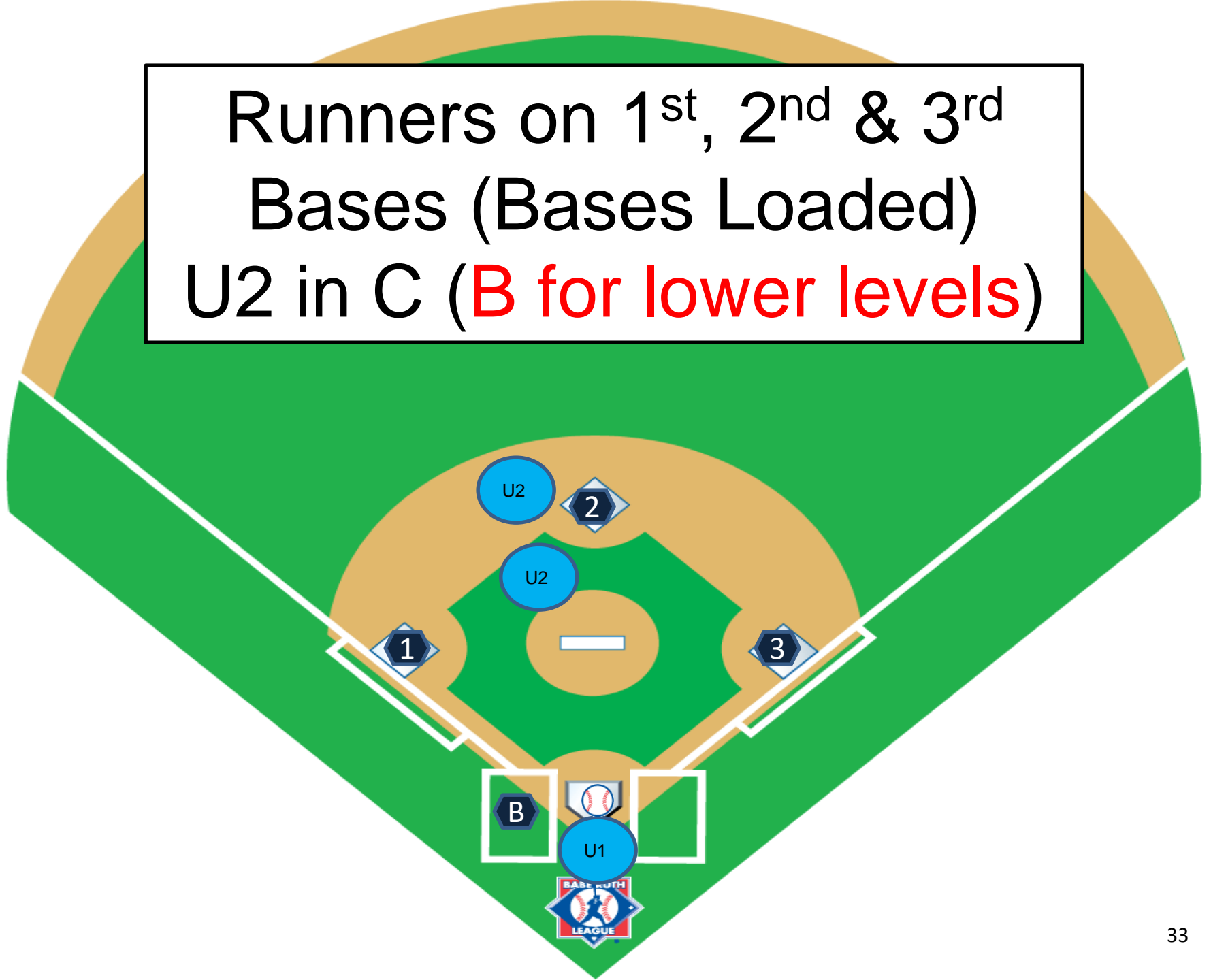


Runners on 2<sup>nd</sup> & 3<sup>rd</sup> Bases  
U2 in C (**B for lower levels**)  
Fly Ball by Batter

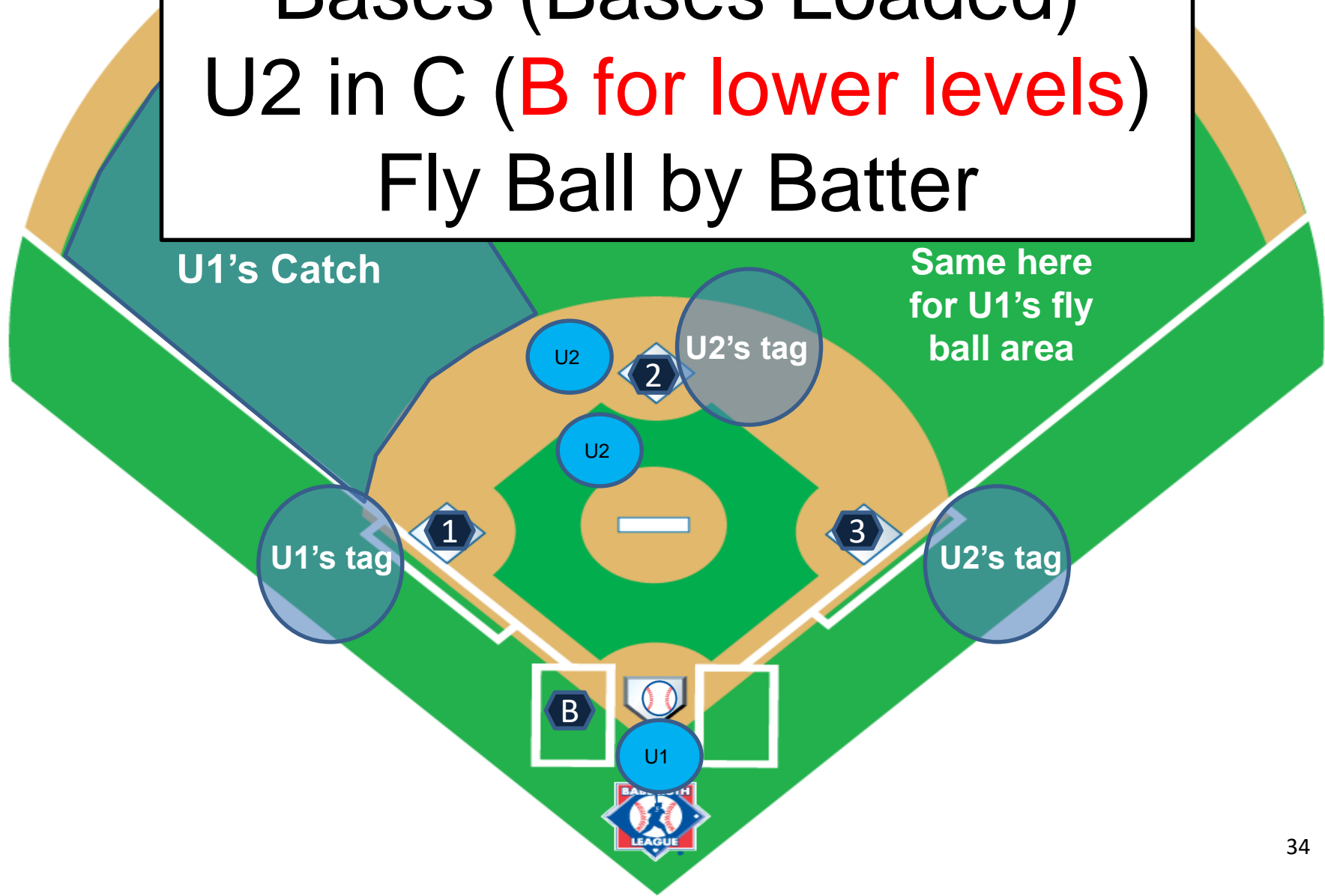




Runners on 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup>  
Bases (Bases Loaded)  
U2 in C (**B** for lower levels)

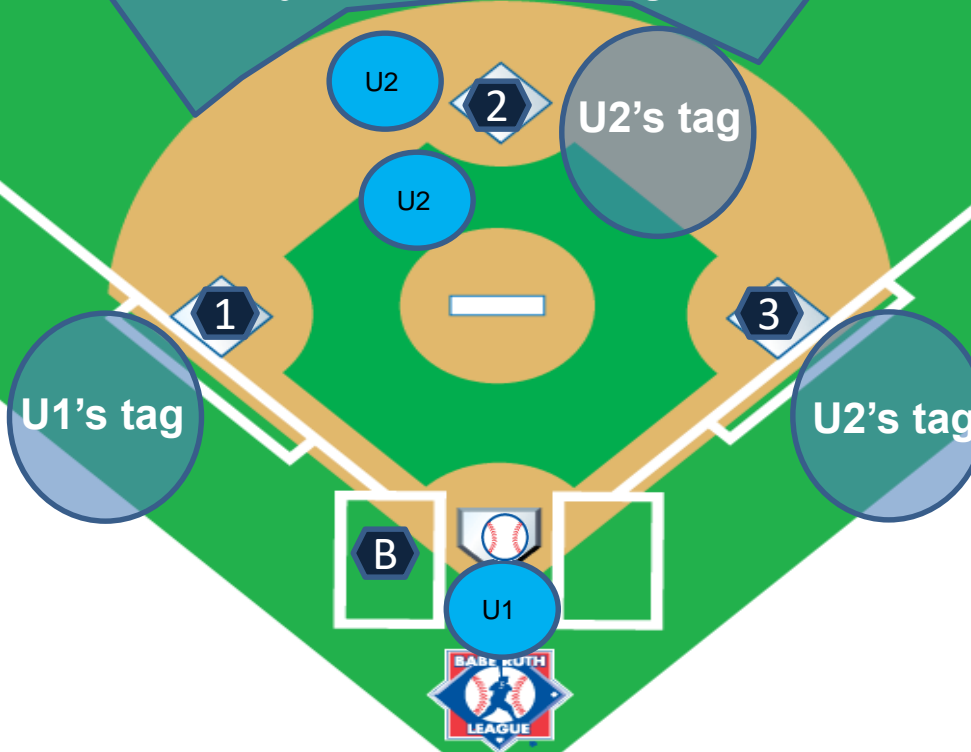


Runners on 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup>  
Bases (Bases Loaded)  
U2 in C (**B for lower levels**)  
Fly Ball by Batter



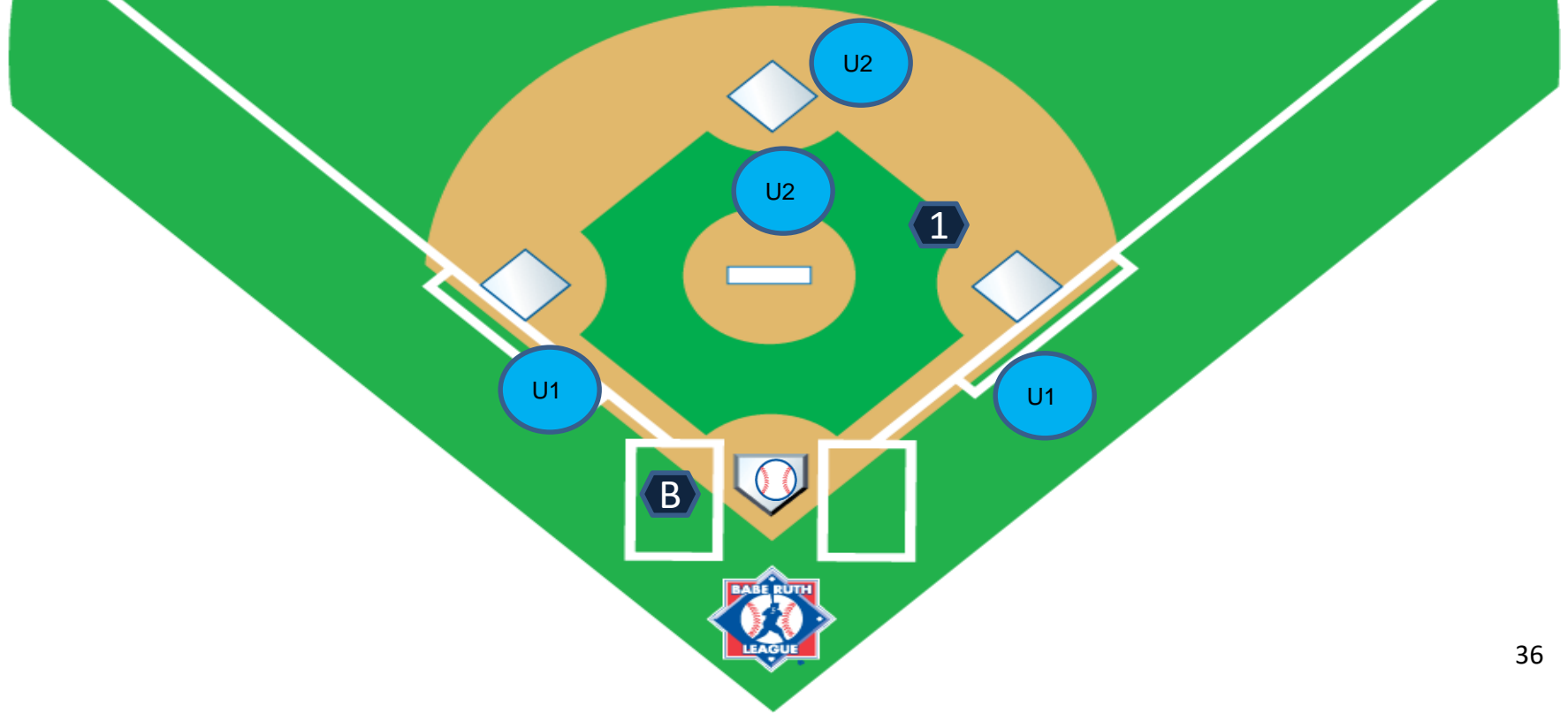
Runners on 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup>  
Bases (Bases Loaded)  
U2 in C (**B for lower levels**)  
Fly Ball by Batter

U2's fly ball coverage area



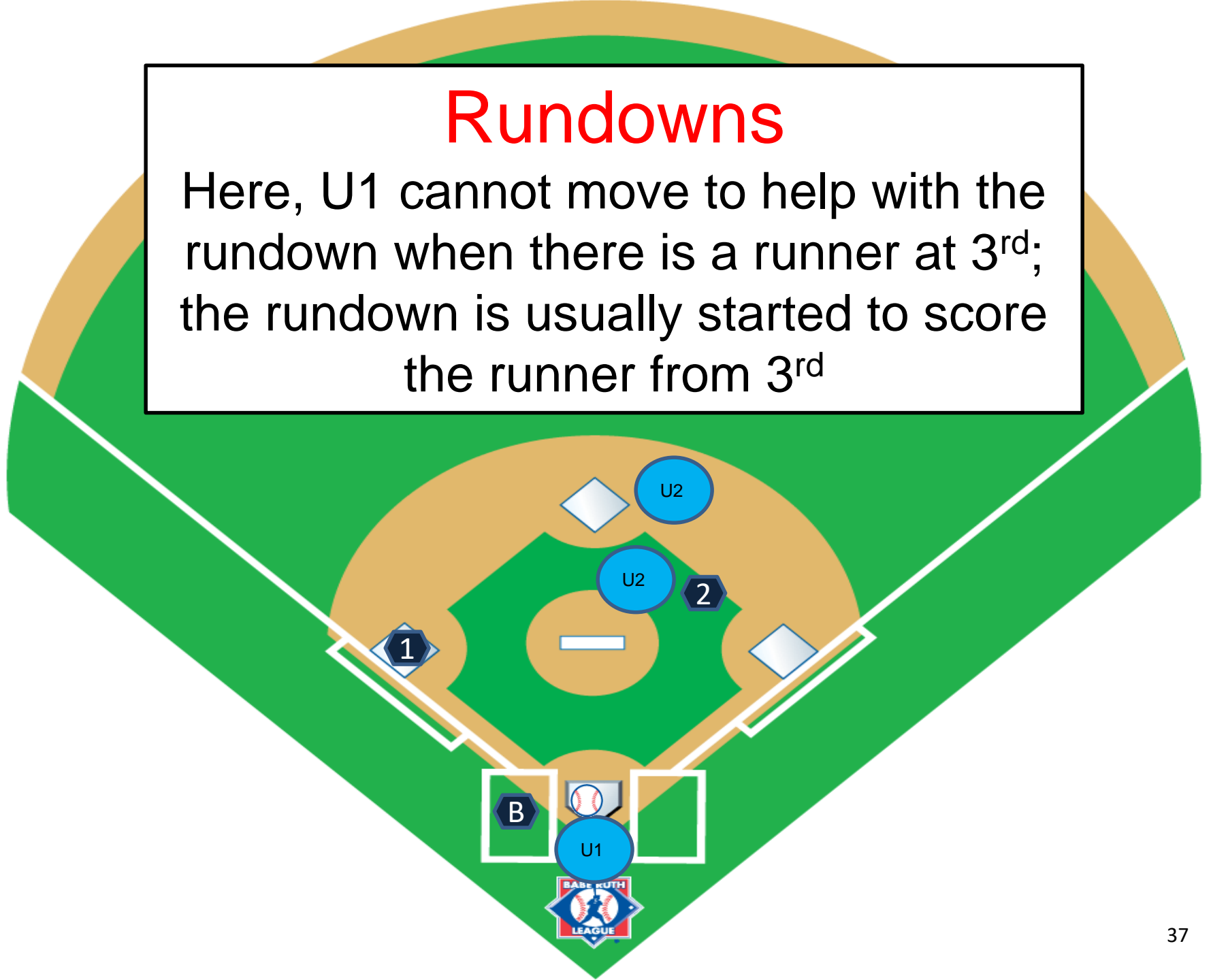
# Rundowns

U1 will move into position when the runner is moving away from 1<sup>st</sup> base (or away from 3<sup>rd</sup> base), and tell U2 “I’ve got this end” only when he is in position



# Rundowns

Here, U1 cannot move to help with the rundown when there is a runner at 3<sup>rd</sup>; the rundown is usually started to score the runner from 3<sup>rd</sup>





If you have any further questions about situational umpiring, or would like to inquire on how to get certified as an NUA official, please visit our website [www.baberuthleague.org](http://www.baberuthleague.org) or contact Babe Ruth Headquarters at 1-800-880-3142.





